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# Beginning Android

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and begin the journey toward your  
own successful Android applications!*

Mark L. Murphy

Apress®



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# Beginning Android



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Apress®

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## **Beginning Android**

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# About the Author

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**MARK MURPHY** is the founder of CommonsWare and the author of the *Busy Coder's Guide to Android Development*. A three-time entrepreneur, his experience ranges from consulting on open source and collaborative development for the Fortune 500 to application development on just about anything smaller than a mainframe. He has been a software developer for over 25 years, from the TRS-80 to the latest crop of mobile devices. A polished speaker, Mr. Murphy has delivered conference presentations and training sessions on a wide array of topics internationally.

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Icons used in the sample code were provided by the Nuvola<sup>1</sup> icon set.

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1. <http://www.icon-king.com/?p=15>



# Introduction

## Welcome to the Book!

Thanks for your interest in developing applications for Android! Increasingly, people will access Internet-based services using so-called “non-traditional” means, such as mobile devices. The more we do in that space now, the more that people will help invest in that space to make it easier to build more powerful mobile applications in the future. Android is new—Android-powered devices appeared on the scene first in late 2008—but it likely will rapidly grow in importance due to the size and scope of the Open Handset Alliance.

Most of all, thanks for your interest in this book! I sincerely hope you find it useful and at least occasionally entertaining.

## Prerequisites

If you are interested in programming for Android, you will need at least basic understanding of how to program in Java. Android programming is done using Java syntax, plus a class library that resembles a subset of the Java SE library (plus Android-specific extensions). If you have not programmed in Java before, you probably should learn how that works before attempting to dive into programming for Android.

The book does not cover in any detail how to download or install the Android development tools, either the Eclipse IDE flavor or the standalone flavor. The Android Web site<sup>2</sup> covers this quite nicely. The material in the book should be relevant whether you use the IDE or not. You should download, install, and test out the Android development tools from the Android Web site before trying any of the examples listed in this book.

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2. <http://code.google.com/android/index.html>

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