

<<Android程序设计>>

图书基本信息

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内容概要

《Android程序设计(影印版)》深度探索Android的核心构造模块和应用程序编程接口，并且学习如何创建适用于全系列Android设备的引人注目的应用程序。

你将使用经过验证的方法进行应用设计和实现——包括在你的项目起步时可用的应用程序框架。

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作者简介

Zigurd Mednieks是一位咨询师，为领先外包厂商，企业和风险投资开发基于Android的系统提供咨询。

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章节摘录

版权页：插图： Eclipse refactoring tools are your best friend. With just a few clicks you can create a new project for the now standalone subtree, cut and paste the content provider code into it, and then rename the packages as appropriate. Eclipse will fix most things, including the changed references. It's worth a reminder that shortcutting package names—using a package named just weatherprediction, for instance—is a bad idea. Even if you are pretty sure the code you are creating will never be used outside its current context, you may want to use externally produced code in that context. Don't set yourself up for a name collision. Concurrency in Android As mentioned in Chapter 2, writing correct concurrent programs can be very difficult. The Android libraries provide some convenient tools to make concurrency both easier and safer. When discussing concurrent programs, developers get into the habit of talking as though writing code with multiple threads actually causes those threads to execute at the same time—as though threading actually makes—the program run faster. Of course, it isn't quite that simple. Unless there are multiple processors to execute the threads, a program that needs to perform multiple, unrelated, compute-bound tasks will complete those tasks no more quickly if they are implemented as separate threads than it will if they are on the same thread. In fact, on a single processor, the concurrent version may actually run somewhat more slowly because of the overhead due to context switching. Multithreaded Java applications were around for a long time before most people could afford machines with more than one processor on which to run them. In the Android world, multithreading is an essential tool, even though the majority of devices will probably have only a single CPU for another year or so. So what is the point of concurrency if not to make a program run faster? If you've been programming for any length of time at all, you probably don't even think about how absolutely essential it is that the statements in your code are executed in a rigid sequential order. The execution of any given statement must, unconditionally, happen before the execution of the next statement. Threads are no more than an explicit way of relaxing this constraint. They are the abstraction that developers use to make it possible to write code that is still ordered, logical, and easy to read, even when tasks embodied by the code are not related by ordering.

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《Android程序设计(影印版)》深入探究传感器、原生开发、三维图形以及其他主题，并且探索发现如何在你所选择的平台上构建应用程序。

如果你是一个技能中等以上的程序员，你将学会如何制作了了不起的Android应用程序。

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