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About the Author

Feipeng Liu

Feipeng Liu is a technology enthusiast with a focus on multimedia systems and applications. He started mobile applications development in 2008 on Windows Mobile. In 2010, he started developing apps for Android with NDK. His Android apps have been used by many users. One of his apps, Video Converter Android, reached 1 million downloads within 10 months. Feipeng received his B.ENG in Electrical and Electronic Engineering, Nanyang Technological University and Master of Computing degree in the Department of Computer Science, National University of Singapore.

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ANDROID NATIVE DEVELOPMENT KIT COOKBOOK BY FEIPENG LIU PDF

Create Android apps using Native C/C++ with the expert guidance contained in this cookbook. From basic routines to advanced multimedia development, it helps you harness the full power of Android NDK.

Overview

- Build, debug, and profile Android NDK apps
- Implement part of Android apps in native C/C++ code.
- Optimize code performance in assembly with Android NDK.

In Detail

Building Android applications would usually mean that you spend all of your time working in Java. There are however times when this is not the most efficient or best method for the application being built. This is where Android NDK comes in. Android NDK allows the developer to write in Native C/C++, giving you the power to reuse code and libraries and also, in most cases, increase the speed and efficiency of your application.

The "Android Native Development Kit Cookbook" will help you understand the development, building, and debugging of your native Android applications. We will discover and learn JNI programming and essential NDK APIs such as OpenGL ES, and the native application API. We will then explore the process of porting existing libraries and software to NDK. By the end of this book you will be able to build your own apps in NDK apps.

"Android Native Development Kit Cookbook" begins with basic recipes that will help you in the building and debugging of native apps, and JNI programming. The recipes cover various topics of application development with Android NDK such as OpenGL programming and Multimedia programming. We will begin with a simple recipe, Hello NDK, before moving on to cover advanced topics with recipes on OpenGL ES that focus on 2D and 3D graphics, as well as recipes that discuss working with NDK and external APIs. If you are looking for ways to make your application available in Android and take measures to boost your application's performance, then this Cookbook is for you.

What you will learn from this book

- Develop Android apps in C/C++ without a single line of Java.
- Program 2D/3D graphics with both OpenGL ES 1x and 2.0 in Android NDK.
- Write multi-threaded Android apps in Android NDK.
- Port existing C/C++ libraries and applications to Android with NDK.
- Develop multimedia Android apps with Android NDK.

Approach

This book is written in a Cookbook style, beginning with recipes which focus on helping developers make their software/application available in Android.

Who this book is written for

Android developers who want to learn Android NDK programming, or develop multimedia and games in Android NDK will benefit from this book.

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Most helpful customer reviews

2 of 2 people found the following review helpful.

Well-rounded tutorial to the use of NDK

By Sol_HSA

Although the name contains the word "cookbook", which to me says the book contains lots of small snippets, this book is actually a pretty much well-rounded tutorial on how to use the NDK. It starts off with setting up NDK on Windows, Linux and OSX, as well as a walkthrough of a hello world project.

The book doesn't tiptoe around the fact that you really can't make a purely native application on Android; even if you use the "native activity", the java virtual machine is still there, behind the curtain. So it's a good thing the book covers the communication between the VM and native code in detail. There is also a chapter that covers the "native activity" approach as well, where you don't necessarily need to worry about the java side.. as much.

Personally, I've only used printf debugging and Eclipse for NDK applications, so it was nice to find a chapter that covers different ways to build applications as well as different options for debuggers.

Plenty of pages are devoted to threading, which I found a bit odd. The book also touches on a bunch of APIs one might want to use from NDK, like zlib, OpenSL ES, OpenMAX AL and OpenGL ES. While the intro to OpenGL ES may be helpful to some, there are complete books about this subject that are better sources for

that information.

Finally, there's a couple of chapters covering porting existing C code (libraries and applications) to Android and NDK. These are mostly step-by-step explanations of how to port some specific examples, where I would have preferred to see more of a list of things to keep in mind, pitfalls, what works, what doesn't, that sort of thing.

If you're a desktop application developer and want to get your stuff running on your Android phone, and only want to buy one book, the topics of this book pretty much cover everything that you need to know.

0 of 0 people found the following review helpful.

A fantastic journey into Android dark side

By Fabio Radin

The book gives a very detailed and exhaustive description of entry-level, intermediate and advanced techniques that could be used with Android NDK. All chapters, that are more or less independent of each other, explore specific arguments of Android JNI and NDK aspects. For the first time I saw in an Android NDK book the description of OpenGL (2D and 3D) and OpenMAX technologies from a native point of view. This allow you to write Android applications with a very limited number of Java code lines!

In addition to that, the author describes a typical not documented approach in several other Android NDK books: the porting of an existing application to Android with NDK. This is a very useful chapter for people that could want to reuse existing libraries and applications written in C/C++ inside an Android one.

I have to say that this book is not for everyone. You need to be a good C/C++ programmer because there are several required knowledges that must be well known by the reader (multithreading, semaphores, mutex, OpenGL, exceptions, OpenMAX, and so on), but, if you are curious about Android NDK and native code for Android, there are surely some chapters (in my opinion only a few) that could be for a large audience.

In summary, I find the book perfect to make you a skilled Android NDK programmer! In addition, the two bonus chapters (available for download from website) are fantastic (I started reading the bonus chapters instead of the book!). If you love C/C++ language and in the same time you want to build applications for your Android device, this book is for you.

Note: This book was provided for review by Packt.

0 of 0 people found the following review helpful.

Nice recipes to follow to learn the NDK

By Danny Preussler

This book is a nice introduction into NDK development on Android.

It's written in cookbook style: every example is build like a recipe. It gives a step by step introduction how to build all of them. Every chapter explains the starting steps again and which chapters should be read before trying that specific recipe.

One should follow those examples while reading. This is great when programming with the book next to you but also this makes it harder usable too look up something specific. Especially as only method signatures of API methods are shown but nearly no example code is printed. So you need to have the examples open in parallel. If you like this, this is your book.

The book also explains detailed steps how to setup the environment on different operating systems, it's written independent of any IDE so it builds on command line only.

Don't be afraid if you have not coded Android before. Android specific tasks are explained in depth i.e. taking a screenshot with adb or signing an android app. So the target audience is more the native developer

than an android pro. But still for those it gives an idea how the NDK works. But the reader should have some knowlege about C/C++.

Review is based on <http://www.packtpub.com/android-native-development-kit-cookbook/book>

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