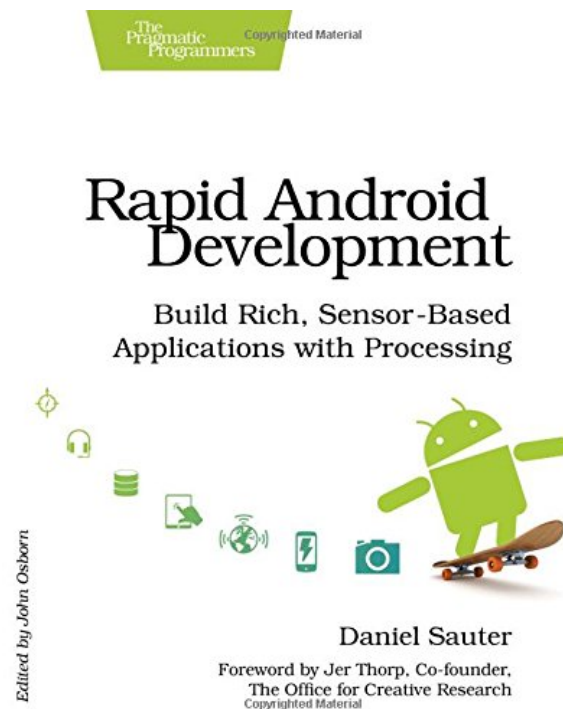


RAPID ANDROID DEVELOPMENT: BUILD RICH, SENSOR-BASED APPLICATIONS WITH PROCESSING BY DANIEL SAUTER



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Rapid Android Development

Build Rich, Sensor-Based
Applications with Processing



Edited by John Osborn

Daniel Sauter

Foreword by Jer Thorp, Co-founder,
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Review

"I highly recommend this book; there is no other text on Processing and Android quite like it on the market. It is extremely exhaustive and well structured, and it avoids the pitfalls of preaching to the converted or assuming too much prior knowledge. It is not a small thing to write for experienced creative coders and n00bs alike. Daniel Sauter clearly knows his stuff."

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About the Author

Daniel Sauter is an artist and educator with eight years of experience teaching Processing. His work has been shown internationally in numerous exhibitions in the U.S., Europe, and Asia. Sauter is an Associate Professor of New Media Arts at University of Illinois at Chicago, and organizer of the Chicago Mobile Processing Conference.

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Create mobile apps for Android phones and tablets faster and more easily than you ever imagined. Use "Processing," the free, award-winning, graphics-savvy language and development environment, to work with the touchscreens, hardware sensors, cameras, network transceivers, and other devices and software in the latest Android phones and tablets.

Whether you're a student, teacher, hobbyist, or experienced developer, Rapid Android Development puts the fast-growing market for Android phone and tablet applications within your reach. Without needing to master the complexities of Java, Eclipse, or the Android SDK, you'll find yourself writing dazzling graphics displays and location-aware programs in no time.

With more than 30 ready-to-run demos, applications, and games, you'll find yourself diving deeper than you thought possible into the treasure trove of software and hardware packed into today's Android devices. You'll learn how to:

Access the Android touch screen, keyboard, and gestures to create eye-popping user experiences.

Tap into Android's on-board sensors for orientation, location, motion, geolocation, and more to build environment-aware applications.

Use Android's built-in networking devices to access the Internet, network with nearby Android devices, and interact with NFC-formatted RFID tags.

Create OpenGL accelerated 2D and 3D graphics.

Integrate camera images, video, and face-detection into your mobile apps.

Take selected apps cross-platform with new Processing support for HTML 5 and JavaScript.

And once the prototyping is done, you can easily move your work to Eclipse for debugging and deployment.

What You Need:

Users will need to install Version 2.0 of the Processing open source language and environment, a free download at processing.org. Readers also need to install the free Android SDK (Ice Cream Sandwich 4.0 or higher) and the Ketai library for Processing. An Android phone or tablet is required to test most of the examples in the book.

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Features

- Used Book in Good Condition

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Most helpful customer reviews

10 of 10 people found the following review helpful.

Ho-ly Cow. Where have you been all my life?

By Amazon Customer

So maybe the title of my review is a bit dramatic. But I must say that, upon reading the first fifty or so pages, that very thought crossed my mind: Why have I been working so hard to develop Android apps when such a pleasant route to the same destination exists? Mr. Sauter is an excellent guide, speaking like an old friend, mapping out the quickest way of getting from point A to point B. The book takes you through several interesting projects, but the understanding conveyed to you generates a hundred more possibilities. And while it's been said there is no perfect metaphor, you know there is no perfect programming book. There are a couple of typo-level mistakes to be found in the book (I plan on adding to the errata page soon), and I know that can be frustrating, especially when one is in the vulnerable state of learning complex semantics. But don't throw the proverbial baby out with the bathwater. In my humble opinion the book is worth the price of

admission. If you disagree, perhaps you can recoup a portion of the selling price via Amazon's Marketplace. I say give it a shot and buy the book. One caveat: you should probably be comfortable with the fundamentals of a curly-bracketed computer language like java, javascript, PHP, Perl or any flavor of C. If you have any question about that, download the Processing package and play with it first. Then feast on this banquet of a book.

1 of 1 people found the following review helpful.

I had a lot of problems getting the Processing software ...

By James Carman

I had a lot of problems getting the Processing software to work. The Processing forum seemed to indicate a lot of people had the same or similar issues. Since this book is all about using the Processing software to build Android apps that made using this book extremely frustrating.

0 of 0 people found the following review helpful.

Processing developers can leverage Android device sensors, multitouch and cameras using this book

By ocean78

Having dabbled in Processing for a couple of years before finding this book, I was very satisfied with the breadth of coverage this book offers on implementing the Ketai library, which the author developed and maintained. As of late 2015, each example still works on my Galaxy Note 4 running Android 5.1.1. and I can access and use all the sensors on the device (usually I build targeting Android 4.2.2). In my opinion, this book is a gem that answered a lot of questions I had in the back of my mind on how to do x with Processing in Android mode. I highly recommend this book to anyone who wants to learn how to utilize multi-touch, accelerometers, GPS, cameras among the many other sensors Android devices employ.

See all 5 customer reviews...

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