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Carmen began his online development career at Prodigy, where he worked on early Internet applications, shopping apps, and fantasy baseball. He has written for Mashable and AndroidGuys and is the author of Sams Teach Yourself Google TV App Development in 24 Hours.

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walk you through the most common Android game programming tasks. Quizzes and exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Jonathan Harbour is a writer and instructor whose love for computers and video games dates back to the Commodore PET and Atari 2600 era. He has a Master's in Information Systems Management. His portfolio site at http://www.jharbour.com includes a discussion forum. He also authored Sams Teach Yourself Windows

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just 24 sessions of one hour or less, learn how to build powerful apps for Android - the world's most popular mobile platform. The 4th edition kicks off by introducing the core components of the Android Framework. You'll learn about Activities, Intents, and Service. Using Android Studio, the new Android development environment, you'll build complete Android 5.0 apps from the ground up. Along the way you'll master the skills to design, develop, test, and publish meaningful apps. The fourth edition is extensively updated for Android's newest features and tools, every lesson builds on what you've already learned, giving you a rock-solid foundation for realworld success! Highlights of this new Fourth Edition

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