

Android Icon Style Guide

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Android Icon Style Guide Icon artwork can populate the entire asset space, or you can design and position artwork elements such as logos onto the keyline grid. When placing your artwork, use keylines as a guideline, not a hard rule. When creating your artwork, ensure it conforms to the following: Final size: 512px x 512px; Format:

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Adaptive icons are defined using 2 layers and a mask. In Android 7.1 (API level 25) and earlier, launcher

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icons were sized at 48 x 48 dp. You must now size your icon layers using the following guidelines: Both layers must be sized at 108 x 108 dp. The inner 72 x 72 dp of the icon appears within the masked viewport.

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Use the Information icon when you are explaining a term or concept to the user that 's related to the action they are doing in the application.. Example: Residual value is the salvage value of an asset at the end of the depreciation term. It usually decreases the longer the depreciation period is.

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Icon treatments Color. Material elements have tactile surfaces. When combined with color, these surfaces can produce numerous unique... Layer. When Material elements are layered, depth is produced by the shadows each layer casts. The number of surface... Scoring. Scoring an icon creates the illusion ...

[Product icons - Material Design](#)

Android Icon Style Guide Android Icon Style Guide - e.webmail02.occupy-saarland.de If used with your logo, "for Android" or "with Android" should be no larger than 90% of your logo ' s size. The first instance of this use should be followed by a TM symbol: "for Android™".

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Android users expect your app to look and behave in a way that's consistent with the platform. Not only should you follow material design guidelines for visual and navigation patterns, but you should also follow quality guidelines for compatibility, performance, security, and more.

The updated edition of the bestselling guide to Android appdevelopment If you have ambitions to build an Android app, this hands-onguide gives you everything you need to dig into the developmentprocess

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and turn your great idea into a reality! In this new edition of *Android App Development For Dummies*, you'll find easy-to-follow access to the latest programming techniques that take advantage of the new features of the Android operating system. Plus, two programs are provided: a simple program to get you started and an intermediate program that uses more advanced aspects of the Android platform. Android mobile devices currently account for nearly 80% of mobile phone market share worldwide, making it the best platform to reach the widest possible audience. With the help of this friendly guide, developers of all stripes will quickly find out how to install the tools they need, design a good user interface, grasp the design differences between phone and tablet applications, handle user input, avoid common pitfalls, and turn a "meh" app into one that garners applause. Create seriously cool apps for the latest Android smartphones and tablets. Adapt your existing apps for use on an Android device. Start working with programs and tools to create Android apps. Publish your apps to the Google Play Store. Whether you're a new or veteran programmer, *Android App Development For Dummies* will have you up and running with the ins and outs of the Android platform in no time.

Bring your big ideas to the small screen with this one-of-a-kind guide to creating amazing Android applications. The Android OS continues to rapidly expand, offering app developers access to one of the largest platforms available, and this easy-to-follow guide walks you through the development process step by step. In this new edition of the bestselling *Android Application Development For Dummies*, Android programming experts Michael Burton and Donn Felker explain how to download the SDK, get Eclipse up and running, code Android applications, and share your finished products with the world. Featuring two sample programs, this book explores everything from the simple basics to advanced aspects of Android application development. Walks you through all the steps in developing applications for the

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Android platform, including the latest Android features like scrollable widgets, enhanced UI tools, social media integration, and new calendar and contact capabilities Starts off with downloading the SDK, then explains how to bring your applications to life and submit your work to the Android Market Includes real-world advice from expert programmers Donn Felker and Michael Burton, who break every aspect of the development process down into practical, digestible pieces Whether you're new to Android development or already on your way, Android Application Development For Dummies, 2nd Edition is the guide you need to dig into the app dev process!

Offers instructions on creating applications for Android tablets, covering such topics as coding, handling user input, data storage, and updating the Android status bar.

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Kotlin experience. Based on Big Nerd Ranch 's popular Android Bootcamp, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps in Kotlin compatible with Android 5.0 (Lollipop) through Android 8.1 (Oreo) and beyond. Write and run code every step of the way, using Android Studio to create apps that integrate with other apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions provided in the book have changed. You can find an addendum addressing breaking changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/4thEdition/Errat>

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Wi>Android Apps with App Inventor provides hands-on walkthroughs that cover every area of App Inventor development, including the Google and MIT versions of App Inventor. Kloss begins with the absolute basics of program structure, syntax, flow, and function, and then demonstrates simple ways to solve today ' s most common mobile development problems. Along the way, you ' ll build a dozen real Android apps, from games and geotrackers to navigation systems and news tickers. By the time you ' re done, you ' ll be comfortable implementing advanced apps and mashups integrating realtime multimedia data from all kinds of Web services with the communication and sensor-based features of your smartphone. Topics covered include Installing and configuring App Inventor Building modern, attractive mobile user interfaces Controlling Android media hardware, including the camera Saving data locally with TinyDB, or in the cloud with TinyWebDB Streamlining and automating phone, text, and email communications Tracking orientation, acceleration, and geoposition Integrating text-to-speech and speech-to-text in your apps Controlling other apps and Web services with ActivityStarter Building mobile mashups by exchanging data with Web APIs Testing your apps for diverse hardware with the Android Emulator Example apps, including multimedia center, online vocabulary trainer, finger painting, squash game, compass, geocacher, navigator, stock market ticker, and many more This book will empower you to explore, experiment, build your skills and confidence, and start writing professional-quality Android apps—for yourself, and for everyone else! Companion files for this title can be found at informit.com/title/9780321812704

Readers gain a strong foundation in Java programming and the confidence in technical skills to build

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working mobile applications with **ANDROID BOOT CAMP FOR DEVELOPERS USING JAVA: A GUIDE TO CREATING YOUR FIRST ANDROID APPS, 3E**. Written by an award-winning technology author, this book thoroughly introduces Java with an emphasis on creating effective mobile applications. The book is ideal for readers with some programming experience or those new to Java and Android Studio. The book 's hands-on tutorial approach offers step-by-step instruction and numerous screen shots to guide you through tasks. Practical callouts, industry tips, cases and assignments reinforce understanding of programming logic and Java tools for Android. Content is both relevant for today and focused on programming principles for the future. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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looking to ramp up as well." – Mike Shaver, Director of Mobile Engineering, Facebook "...a must-have for the developer just starting in Android or ready for more advanced techniques. I was impressed with this book 's content and clarity of presentation. The authors explain simple and complex Android topics with equal ease." – James Steele, author of The Android Developer's Cookbook

Create reliable, robust, and efficient Android apps with industry-standard design patterns About This Book Create efficient object interaction patterns for faster and more efficient Android development Get into efficient and fast app development and start making money from your android apps Implement industry-standard design patterns and best practices to reduce your app development time drastically Who This Book Is For This book is intended for Android developers who have some basic android development experience. Basic Java programming knowledge is a must to get the most out of this book. What You Will Learn Build a simple app and run it on real and emulated devices Explore the WYSIWYG and XML approaches to material design provided within Android Studio Detect user activities by using touch screen listeners, gesture detection, and reading sensors Apply transitions and shared elements to employ elegant animations and efficiently use the minimal screen space of mobile devices Develop apps that automatically apply the best layouts for different devices by using designated directories Socialize in the digital word by connecting your app to social media Make your apps available to the largest possible audience with the AppCompat support library In Detail Are you an Android developer with some experience under your belt? Are you wondering how the experts create efficient and good-looking apps? Then your wait will end with this book! We will teach you about different Android development patterns that will enable you to write clean code and make your app stand out from the crowd. The book starts by introducing the Android development environment and

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exploring the support libraries. You will gradually explore the different design and layout patterns and get to know the best practices of how to use them together. Then you'll then develop an application that will help you grasp activities, services, and broadcasts and their roles in Android development. Moving on, you will add user-detecting classes and APIs such as gesture detection, touch screen listeners, and sensors to your app. You will also learn to adapt your app to run on tablets and other devices and platforms, including Android Wear, auto, and TV. Finally, you will see how to connect your app to social media and explore deployment patterns as well as the best publishing and monetizing practices. The book will start by introducing the Android development environment and exploring the support libraries. You will gradually explore the different Design and layout patterns and learn the best practices on how to use them together. You will then develop an application that will help you grasp Activities, Services and Broadcasts and their roles in Android development. Moving on, you will add user detecting classes and APIs such as at gesture detection, touch screen listeners and sensors to our app. You will also learn to adapt your app to run on tablets and other devices and platforms, including Android Wear, Auto, and TV. Finally, you will learn to connect your app to social media and explore deployment patterns and best publishing and monetizing practices. Style and approach This book takes a step-by-step approach. The steps are explained using real-world practical examples. Each chapter uses case studies where we show you how using design patterns will help in your development process.