



Beginning Android Wearables

By Andres Calvo

Apress. Paperback. Condition: New. 512 pages. Dimensions: 10.0in. x 7.0in. x 1.2in. Beginning Android Wearables gives you the skills you need to make effective apps for Android Wear-based smartwatches, fitness bracelets, connected home wearable controllers, and Google Glass. Delight your users by giving them access to the information they'll need at the tips of their fingers. This book is very practical and contains many examples that not only show you how to write code for Glass and Android Wear, but also demonstrate how to apply this code in the context of an app. What you'll learn: Build notifications for handheld apps that are automatically shared with wearables, and learn to customize these notifications. Create apps that run directly on Android Wear devices and leverage the Android Wear SDK. Use the wearable UI library to build effective user interfaces for Android Wear. Use the wearable data layer API to share and synchronize data between a handheld device and Android Wear. Build custom watch faces for Android Wear. Build Glassware (that is, apps for Glass) using the Glass Development Kit (GDK). Utilize location providers and orientation sensors to build contextually sensitive apps. Who this book is for: This book only requires basic knowledge of Android programming. Prior to this book,...



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