

Table of Contents

Preface	1
Chapter 1: The Anatomy of an Android App	7
The Android platform	7
Linux	8
Native libraries	8
The Android runtime	9
The Application Framework	9
Applications	9
The Android packages (.apk)	10
The application manifest	10
Versions of Android	10
The Android applications	11
Activities	11
The life cycle of an activity	12
The states of an activity	12
The events of an activity	13
Services	14
Content providers	14
Broadcast receivers	14
Views and ViewGroups	14
Declarative versus programmatic View creation	15
User interface widgets	15
Common layouts	15
Adapter layouts	16
XML layout files	17
Element and attribute names	17
IDs	17
Using XML layouts from activities	18
Intents	18

Resources	18
The R.java file	19
Summary	19
Chapter 2: Xamarin.Android Architecture	21
Why Xamarin.Android?	21
What is Mono?	23
Mono and Dalvik side by side	23
The Java Native Interface	24
Peer objects	24
Xamarin.Android application packaging	25
The Android bindings design	25
Design principles	25
C# properties	25
Delegates	26
Constants to enumerations	26
Development environments	27
Xamarin Studio	27
Xamarin for Visual Studio	28
IDE comparison	29
Compatibility	29
Summary	29
Chapter 3: Creating the Points of Interest App	31
The sample app	31
Installing Xamarin.Android	32
Creating the app	34
Xamarin Studio IDE	35
The Project Options View	36
Setting the target framework	36
Setting the app icon and package name	37
The initial activity	38
Running and debugging the app	38
Creating and customizing emulators	41
Using the x86 emulator	43
Debugging with an Android device	44
Enabling USB debugging	44
Installing a USB driver	44
Running apps on a device	44
Behind the scenes	45
Peer object	45
The AndroidManifest.xml file	46
Summary	46

Chapter 4: Creating a Data Storage Mechanism	47
Creating the Point of Interest entity class	48
Creating the POI storage interface	50
Implementing the POI storage services	51
Using Xamarin.Android NUnitLite	52
Setting up for tests	53
Creating the test methods	54
Executing the tests	57
Json.NET	59
Downloading Json.NET	59
Implementing and testing the POIJsonService methods	60
Implementing caching	61
Implementing SavePOI()	62
Implementing GetPOI()	64
Implementing DeletePOI()	64
Summary	64
Chapter 5: Adding a List View	65
Creating the POI ListView layout	65
Adding a RelativeLayout view group	70
Adding an ImageView widget	71
Adding a LinearLayout widget	71
Adding the name and address TextView classes	72
Adding the Distance TextView	73
Populating the ListView item	73
Shared instance of IPOIDataService	74
Permissions	75
Creating POIListViewAdapter	76
Implementing a constructor	76
Implementing Count { get; }	76
Implementing GetItemId()	77
Implementing the index getter method	77
Implementing GetView()	77
Reusing row Views	78
Populating row Views	78
Hooking up POIListViewAdapter	79
Adding actions to ActionBar	79
Defining the menu .xml file	80
Setting menus in OnCreateOptionsMenu	81
Handling selection in OnOptionsItemSelected()	81
Configuring an SD card for the emulator	82
Running POIApp	82
Android Device Monitor	82

Handling row clicks	84
Summary	85
Chapter 6: Adding a Detail View	87
Creating the POIDetail layout	87
Working with InputType	90
Creating POIDetailActivity	91
Binding variables to controls	91
Adding navigation to POIDetailActivity	92
Navigating on new action	92
Navigating on POI Click	92
Receiving data in POIDetailActivity	93
Populating user interface widgets	94
Adding Save and Delete actions	94
Disabling the Delete action	95
Creating SavePOI()	96
Creating DeletePOI()	97
Adding validation	97
Using the EditText.Error property	98
Adding a Delete confirmation prompt	99
Toasting success	101
Refreshing POIListActivity	101
Wrapping up	102
Summary	102
Chapter 7: Making POIApp Location Aware	103
Location services	103
Setting app permissions	104
Configuring the emulator	106
Obtaining an instance of LocationManager	107
Requesting location change notifications	107
Implementing ILocationListener	108
Adding location services to POIApp	108
Adding location services to POIListActivity	109
Adding location services to POIDetailActivity	111
Getting an address for a location	114
Keeping the user informed	116
Dealing with configuration changes	116
Adding map integration	119
Navigating to the map app	120
Checking for registered map apps	121
Summary	122

Chapter 8: Adding Camera App Integration	123
Picking an integration approach	123
Permissions and Features	124
Configuring the Emulator	125
Extending the data service	125
Defining GetImageFilename()	125
Implementing GetImageFilename()	126
Updating DeletePOI()	126
Capturing an image from POIDetailActivity	126
Adding UI elements	127
Creating the intent	128
Checking for registered camera apps	128
Providing additional information with the intent	129
Providing a filename and location	129
Providing size limit	129
Starting the intent	130
Completing the NewPhotoClicked() method	130
Processing the results of the intent	131
Displaying existing images in POIDetailActivity	133
Displaying POI images in POIListActivity	133
Summary	134
Chapter 9: Deploying Your App	135
App distribution options	135
Preparing for a release APK	137
Disabling debug	137
AndroidManifest.xml	137
AssemblyInfo.cs	138
Linking	138
Linking options	138
Side effects of linking	139
Selecting supported ABIs	140
Publishing a signed APK	141
Keystores	141
Publishing from Xamarin.Android	141
Republishing	144
Summary	144
Index	145