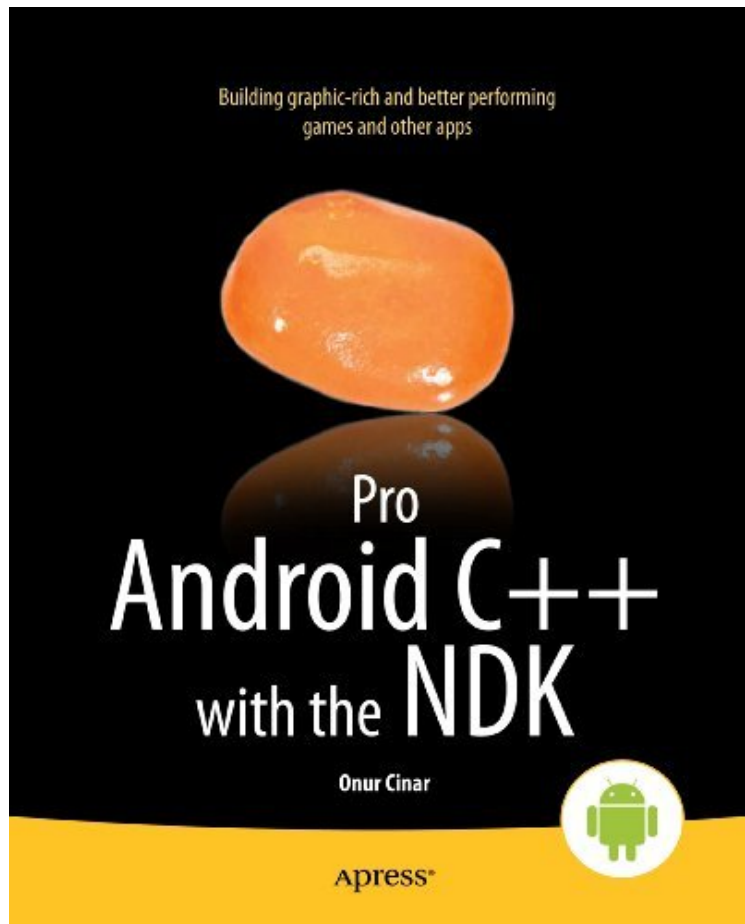


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Pro Android C++ with the NDK

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Von Onur Cinar : Pro Android C++ with the NDK before purchasing it in order to gage whether or not it would be worth my time, and all praised Pro Android C++ with the NDK:

KundenrezensionenHilfreichste Kundenrezensionen0 von 1 Kunden fanden die folgende Rezension hilfreich. Not able to create the working IDE for NDKVon L. T. M. HoeksThe book describes how to setup Eclipse for NDK, but following the book, Eclipse just gives me a bundle of error which I can not resolve. I simply can not start to program because I can not set the NDK properties for Eclipse. I am trying for more than a week by now.

Kurzbeschreibung Android is one of the major players in the mobile phone market. Android is a mobile platform that is built on the top of Linux operating system. The native-code support on Android offers endless opportunities to application developers, not limited the functionality that is provided by Android framework. Pro Android C++ with the

NDK is an advanced tutorial and professional reference for today's more sophisticated app developers now porting, developing or employing C++ and other native code to integrate into the Android platform to run sophisticated native apps and better performing apps in general. Using a game app case study, this book explores tools for troubleshooting, debugging, analyzing memory issues, unit testing, unit test code coverage, performance measurement, on native applications, as well as integrating the Android NDK toolchain into existing Autoconf, Makefile, CMake, or JAM based build systems. Pro Android C++ with the NDK also covers the following: The Android platform, and getting up to speed with the Android NDK, and exploring the APIs that are provided in native space. An overview of Java Native Interface (JNI), and auto-generating JNI code through Simplified Wrapper and Interface Generator (SWIG). An introduction to Bionic API, native networking, native multithreading, and the C++ Standard Template Library (STL) support. Native graphics and sound using JNI Graphics, OpenGL ES, and OpenSL ES. Debugging and troubleshooting native applications using Logging, GNU Debugger (GDB), Eclipse Debugger, Valgrind, strace, and other tools. Profiling native code using GProf to identify performance bottlenecks, and NEON/SIMD optimization from an advanced perspective, with tips and recommendations. What you'll learn

What is the Android platform, and getting up to speed with the Android NDK. Using the Eclipse IDE to streamline developing native applications How to use Java Native Interface (JNI) to connect native code to Java world. Auto-generate JNI code using Simplified Wrapper and Interface Generator (SWIG). Introduction to Bionic API Networking through POSIX sockets Developing multithreaded applications using POSIX Threads, and Java Threads. Debug through Logging, GNU Debugger (GDB), and Eclipse Debugger Analyze memory issues through Valgrind C++ Support and Standard Template Library STL Native Graphics through JNI Graphics and OpenGL ES Native Sound through OpenSL ES Profiling the native code using GProf to identify performance bottlenecks Optimize code using SIMD/NEON Who this book is for This book is for software professionals who are interested in leveraging the Android NDK to port their existing native-code app, such as C++, to the Android platform, as well as existing Android developers who are interested in improving their apps overall performance by utilizing native-code.

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ber den Autor und weitere Mitwirkende Onur Cinar has over 17 years of experience in design, development, and management of large scale complex software projects, primarily in mobile and telecommunication space. His expertise spans VoIP, video communication, mobile applications, grid computing, and networking technologies on diverse platforms. He has been actively working with Android platform since its beginning. He has a Bachelor of Science degree in Computer Science from Drexel University in Philadelphia, PA, United States. He is currently working at Skype as the Sr. Product Engineering Manager for Skype client on Android platform