Android Java Binding Library Project: Part 2 of 2

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Meet the expert: Wallace McClure specializes in building applications that have large numbers of users and large amounts of data as well as user interface specific technologies such as AJAX, iPhone, and Android. He is a Microsoft MVP, ASPInsider, and a partner in Scalable Development, Inc. Wally has authored books on iPhone Programming with Mono/MonoTouch, Android Programming with Mono for Android, application architecture, ADO.NET and SQL Server, and finally AJAX.

Prerequisites: This course assumes that you are comfortable developing applications using Visual Studio 2010, C# and Java. You should also be familiar with Mono for Android. Mono Android requires Visual Studio 2010 Professional or higher (and will not work with Visual Studio Express editions).

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Course description: Mono for Android by Xamarin has become an excellent development platform for creating applications for the Android OS. The release of Mono for Android 4.2 has introduced some new features. This course will cover the Android Java binding library project with use of .NET, library customization and bindings. Then finish up with Application 1.5 support and content loaders.

Course outline:

Java and Dot Net
- Introduction
- Past History
- Leverage Java in .NET/C#
- Java Bindings Library
- General Workflow
- Differences
- Default Operations
- Demo: Class File Eclipse
- Demo: Class File Visual Studio
- Demo: Disassembler
- Summary

Java Library Customization
- Introduction
- Transforms
- EnumFields.xml
- EnumMethods.xml
- Metadata.xml
- Walk Thru a Simple Import
- Demo: Jar File
- Demo: Jar File in VS
- Demo: EnumFields.xml
- Demo: EnumMethods.xml
- Demo: Metadata.xml
- Demo: Method Rename
- Demo: Parameter Rename
- Demo: Add in a Class
- Demo: Object Directory
- Demo: Using the API
- What about Properties
- Files That are Created
- Summary

Use The Bindings
- Introduction
- Using the Bindings
- Demo: Using the Bindings
- Demo: Ildasm
- Demo: Project
- References
- Summary

Android 15 Support
- Introduction
- Android 4.0.3
- 4.0.3 Rollout
- Social Stream API
- Calendar Provider
- Spell-checking
- Accessibility
- Camera
- Others
- Android Beam
- Visual Representation
- How?
- Creating a Message
- Setting Messages
- Receiving Messages
- Demo: NFC Application
- Summary

Android Content Loader
- Introduction
- Content Loader
- Loaders
- InitLoader Parameters
- Restarting a Loader
- Callbacks
- Demo: Content Loader
- Demo: Callbacks
- Demo: Event Listening
- Demo: Initializing Loader
- Summary