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# Firestore Essentials Android Edition Second Edition

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Formal Methods. FM 2019  
International Workshops  
PayloadMedia, Inc.  
Practical solutions for developing  
seamless experiences for application  
that scales. About This Book A  
Solution based approach that would  
help you create high-quality apps for

your businesses Harness the power of  
real-time database to create apps that  
work on multiple platforms Build a  
customized solution for your app  
development challenges with Firestore  
Who This Book Is For This book will  
assume you have at least a minimum  
set of skills in JavaScript, HTML and  
CSS. Also, having some familiarity  
with backend technologies will be  
helpful. After all we're going to build a  
backend application that will change  
the way backend developer works.  
What You Will Learn Use Firestore  
Diverse Authentication systems  
Integrate easy, secure File Hosting  
using Firestore Storage services Make  
your application serverless using  
Firestore Cloud Functions Use the  
powerful Firestore Admin SDK for  
privilege management Use Firestore  
within NativeScript apps for cross-  
platform applications Modify,  
structure, save and serve data in and  
from Realtime Database Get  
acquainted with the newly introduce  
Cloud Firestore, a scalable database  
for your web and mobile applications  
In Detail Do you feel tired just thinking  
or even hearing about backend  
technologies, authentication or the  
tedious task of deployment? Firestore  
is here to change the way you develop  
and make your app a first-class citizen

of the cloud. This book takes a solution based approach by providing you recipes that would help you understand the features of Firebase and implement them in your existing web or mobile applications. We start-off by creating our first Firebase application and integrating its services into different platforms and environments for mobile as well as web applications. Then we deep dive into Real-time Database and Firebase Storage that allows your users to access data across various devices with real-time ease. With each chapter you will gradually create the building blocks of your application from securing your data with Firebase Rules to authenticating your users with OAuth. Moving along we would explore modern application development techniques such as creating serverless applications with Firebase Cloud Functions or turning your traditional applications into progressive apps with Service workers. Finally you will learn how to create cross-platform mobile apps, integrate Firebase in native platforms, and learn how to monetize your mobile applications using Admob

for Android and iOS. Style and approach This recipe-based practical guide presents each topic with step-by-step instructions on how you can create collaborative and efficient progressive applications using the latest features and capabilities in Firebase.

Android for Java Programmers Createspace Independent Publishing Platform

This book constitutes the proceedings of the Second EAI International Conference on Intelligent Transport Systems, INTSYS 2108, which was held in Guimarães, Portugal, in November 2018. The 11 revised full papers were selected from 16 submissions and are organized in four thematic sessions on parking and collaborative approaches, case studies and simulation, mobility and planning, and Future 5V.

Professional Android Packt Publishing Ltd

Firebase Essentials - Android

Edition Createspace Independent Publishing Platform

**Intelligent Transport Systems, From Research and Development to the Market Uptake** Apress

A step-by-step guide to learning Flutter and Dart 2 for creating Android and iOS mobile

applications Key Features Get up to speed with the basics of Dart programming and delve into Flutter development Understand native SDK and third-party libraries for building Android and iOS applications using Flutter Package and deploy your Flutter apps to achieve native-like performance Book

Description Google Flutter is a cross-platform mobile framework that makes it easy to write high-performance apps for Android and iOS. This book will help you get to grips with the basics of the Flutter framework and the Dart programming language. Starting from setting up your development environment, you'll learn to design the UI and add user input functions. You'll explore the navigator widget to manage app routes and learn to add transitions between screens. The book will even guide you through developing your own plugin and later, you'll discover how to structure good

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plugin code. Using the Google Places API, you'll also understand how to display a map in the app and add markers and interactions to it. You'll then learn to improve the user experience with features such as map integrations, platform-specific code with native languages, and personalized animation options for designing intuitive UIs. The book follows a practical approach and gives you access to all relevant code files hosted at [github.com/PacktPublishing/Flutter-for-Beginners](https://github.com/PacktPublishing/Flutter-for-Beginners). This will help you access a variety of examples and prepare your own bug-free apps, ready to deploy on the App Store and Google Play Store. By the end of this book, you'll be well-versed with Dart programming and have the skills to develop your own mobile apps or build a career as a Dart and Flutter app developer. What you will learn

Understand the fundamentals of the Dart programming language

Explore the

core concepts of the Flutter UI and how it compiles for multiple platforms

Develop Flutter plugins and widgets and understand how to structure plugin code appropriately

Style your Android and iOS apps with widgets and learn the difference between stateful and stateless widgets

Add animation to your UI using Flutter's AnimatedBuilder component

Integrate your native code into your Flutter codebase for native app performance

Who this book is for

This book is for developers looking to learn Google's revolutionary framework Flutter from scratch. No prior knowledge of Flutter or Dart is required; however, basic knowledge of any programming language will be helpful.

### Android Studio 2 Development Essentials

Springer Nature

This book presents selected, high-quality research papers from the International Conference on Electronic Systems and Intelligent Computing (ESIC 2020), held at

NIT Yupia, Arunachal Pradesh, India, on 2 – 4 March 2020. Discussing the latest challenges and solutions in the field of smart computing, cyber-physical systems and intelligent technologies, it includes papers based on original theoretical, practical and experimental simulations, developments, applications, measurements, and testing. The applications and solutions featured provide valuable reference material for future product development.

### Firestore Essentials - Android Edition

Packt Publishing Ltd

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

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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 world 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 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. Springer Nature An astonishing memoir of military courage at a remote outpost during the Vietnam War “ A riveting, dead-true account in the tradition of Black Hawk Down and We Were Soldiers Once...and Young. ” —Steven Pressfield, national bestselling author of The Lion ’ s Gate In October 1969, William Albracht, the youngest Green Beret captain in Vietnam, took command of a remote hilltop outpost called Firebase Kate held by only 27 American soldiers and 156 Montagnard militiamen. At dawn the next morning, three North Vietnamese Army regiments—some six thousand men—crossed the Cambodian border

and attacked. Outnumbered three dozen to one, Albracht ’ s men held off the assault but, after five days, Kate ’ s defenders were out of ammo and water. Refusing to die or surrender, Albracht led his troops off the hill and on a daring night march through enemy lines. Abandoned in Hell is an astonishing memoir of leadership, sacrifice, and brutal violence, a riveting journey into Vietnam ’ s heart of darkness, and a compelling reminder of the transformational power of individual heroism. Not since Lone Survivor and We Were Soldiers Once...and Young has there been such a gripping and authentic account of battlefield courage. INCLUDES PHOTOS Action Research Essentials Springer Nature Learn how to build app store-ready hybrid apps with Ionic, the framework built on top of Apache Cordova (formerly PhoneGap) and Angular. This revised guide shows you how to use Ionic ’ s tools and services to develop apps with HTML, CSS, and TypeScript, rather than rely on platform-specific solutions found in Android, iOS, and Windows Universal. Author Chris Griffith takes you step-by-step through Ionic ’ s powerful collection of UI components, and then helps you use it to build three cross-platform mobile apps. Whether you ’ re new to this framework or have been working with Ionic 1, this book is

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ideal for beginning, intermediate, and advanced web developers. Understand what a hybrid mobile app is, and what comprises a basic Ionic application Learn how Ionic leverages Apache Cordova, Angular, and TypeScript to create native mobile applications Create a Firebase-enabled to-do application that stores data across multiple clients Build a tab-based National Park explorer app with Google Map integration Develop a weather app with the Darksky weather API and Google 's GeoCode API Debug and test your app to resolve issues that arise during development Walk through steps for deploying your app to native app stores Learn how Ionic can be used to create Progressive Web Apps Jetpack Compose by Tutorials (First Edition) Payload Media, Inc. Fully updated for Android Studio 2.3 and Android 7, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE) and the Android 7 Software Development Kit (SDK). Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio

is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, in-app billing and submitting apps to the Google Play Developer Console. The key new features of Android Studio and Android 7 are also covered in detail including the new Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains, direct reply notifications, Firebase remote notifications and multi-window support. Chapters also cover advanced features of

Android Studio such as Gradle build configuration and the implementation of build variants to target multiple Android device types from a single project code base. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

### Professional Android 4 Application Development Penguin

The book features original papers from International Conference on Pervasive Computing and Social Networking (ICPCSN 2021), organized by NSIT, Salem, India during 19-20 March 2021. It covers research works on conceptual, constructive, empirical, theoretical and practical implementations of pervasive computing and social networking methods for developing more novel ideas and innovations in the growing field of information and communication technologies.

The Road to React Packt Publishing Ltd  
LAST UPDATE: 28. September 2022 If you are looking for a comprehensive and pragmatic yet concise and up-to-date React.js feat. Hooks book,

the Road to React is for you. What you will learn. In "The Road to React" you will learn about all the fundamentals of React.js with Hooks while building a full-blown React application step by step. While you create the React application, every chapter will introduce you to a new React key feature. However, there is more than only the fundamentals: The book dives into related topics (e.g. React with TypeScript, Testing, Performance Optimizations) and advanced feature implementations like client- and server-side searching. At the end of the book, you will have a fully working deployed React application. Is it up to date? Programming books are usually outdated soon after their release, but since this book is self-published, I can update it as needed whenever a new version of something related to this book gets released. I am a beginner. Is this book for me? Yes. The book starts from zero and takes you through the learning experience step by step. Every chapter builds up on the learnings from the previous chapter. In addition, at the end of every chapter, exercises fortify your lessons learned. If you got stuck in a chapter, you will always find a reference URL to the status quo of the actual code. Core Concepts Pragmatic: Master React while building a complete application step by step. Problems Solving: You need to experience a problem first before solving it. The Why: Readers like how the book answers the Why, not only the How. Table of Contents Fundamentals of React Hello React Requirements Setting up a React Project Meet the React Component React JSX Lists in React Meet

another React Component React Component Instantiation ReactDOM React Component Definition (Advanced) Handler Function in JSX React Props React State Callback Handlers in JSX Lifting State in React React Controlled Components Props Handling (Advanced) React Side-Effects React Custom Hooks (Advanced) React Fragments Reusable React Component React Component Composition Imperative React Inline Handler in JSX React Asynchronous Data React Conditional Rendering React Advanced State React Impossible States Data Fetching with React Data Re-Fetching in React Memoized Handler in React (Advanced) Explicit Data Fetching with React Third-Party Libraries in React Async/Await in React (Advanced) Forms in React React's Legacy React Class Components React Class Components: State Imperative React Styling in React CSS in React CSS Modules in React Styled Components in React SVGs in React React Maintenance Performance in React (Advanced) TypeScript in React Unit Testing to Integration Testing React Project Structure Real World React (Advanced) Sorting Reverse Sort Remember Last Searches Paginated Fetch Deploying a React Application Build Process Deploy to Firebase Android Programming for Beginners 3ones Inc Save Data on Android! Persisting data has always been a fundamental part of any app. Saving data locally or remotely with modern synchronization techniques allows your app to always be up-to-date, reactively presenting

fresh data. This book is for intermediate Kotlin or Android developers who want to know how to persist data using the standard Android APIs, the Jetpack DataStore mechanism, the Room Android Architecture Component or the features Google Firebase offers. Topics Covered in This Book: Persistence with Android SDK: Learn how to manage files, SharedPreferences or SQLite databases using the APIs the Android platform offers by default. Jetpack DataStore: Learn how to persist simple data by using key-value pairs. This is Google's new and improved solution for saving data. In this book, you'll learn basics about Preferences DataStore and how to migrate from SharedPreferences. Using Room: Room is one of the most important Android Architecture Components delivered by Google. It allows managing entities and relations using classic Object-Oriented principles. In this book, you'll learn everything you need to store data and run queries on top of it. Managing relationships with Room: A database has entities and relationships. With this book, you'll learn how to design your database and manage relationships both eagerly and lazily. Managing and testing migrations: Every app evolves over time. Here, you'll learn how to manage migrations with Room and how to test them properly. Firebase Realtime Database: Google

provides tools to manage data locally and remotely through the Firebase platform. With the Firebase Realtime Database, you can manage and keep data in sync, simply and efficiently. Cloud Storage: Another option Google provides is Cloud Storage, which allows you to leverage all the power of Google's infrastructure to manage your data and run expensive queries. Learn how to leverage its power in your own apps. You're only one step from becoming a saving data expert. It's time to dive into this book!

Mastering Firebase for Android Development  
Robin Wieruch

NEW YORK TIMES BESTSELLER \* “ A CLASSIC OF WAR REPORTING...THERE IS NO DOWNTIME IN THIS RELENTLESS BOOK. ” —The New York Times \*

“ REMARKABLE...A MEMORIAL IN PAGES. ” —The Washington Post \*

“ GRIPPING AND THOUGHT-PROVOKING. ” —USA Today \*

“ EVOCATIVE. ” —Publishers Weekly, (Starred Review) \* “ IT JOINS THE BEST WAR LITERATURE THIS COUNTRY HAS EVER PRODUCED. ” —Sebastian Junger, bestselling author of *Tribe* and War Pulitzer Prize winner C.J. Chivers ’ s unvarnished New York Times bestseller is a chronicle of modern combat, told through the eyes of the fighters who have waged America ’ s longest wars: “ A classic of war reporting...there is no downtime in this relentless

book ” (The New York Times). More than 2.7 million Americans have served in Afghanistan or Iraq since September 11, 2001, and C.J. Chivers reported on both wars from their beginnings. *The Fighters* vividly conveys the physical and emotional experience of war as lived by six combatants: a fighter pilot, a corpsman, a scout helicopter pilot, a grunt, an infantry officer, and a Special Forces sergeant. Chivers captures their courage, commitment, sense of purpose, and ultimately their suffering, frustration, and moral confusion as new enemies arise and invasions give way to counterinsurgency duties for which American forces were often not prepared. *The Fighters* is a “ gripping, unforgettable ” (The Boston Globe) portrait of modern warfare. Told with the empathy and understanding of an author who is himself an infantry veteran, *The Fighters* is “ a masterful work of atmospheric reporting, and it ’ s a book that will have every reader asking—with varying degrees of urgency or anger or despair—the final question Chivers himself asks: ‘ How many lives had these wars wrecked? ’ ” (Christian Science Monitor).

Beginning Flutter "O'Reilly Media, Inc."  
Learn About Dependency Injection with Dagger!Dependency injection is an important technique for building software systems that are maintainable and testable. You're likely already doing dependency injection, maybe without even realizing it.

Dependency injection is nowhere near as complex as its name implies. This book will guide you through with Dagger, Google's framework for Java, Kotlin, and Android. Dagger will help you solve many of the development and performance issues that have plagued reflection-based solutions. Who This Book is For This book is for intermediate Kotlin or Android developers who want to know how to implement the dependency injection pattern with Dagger and Hilt libraries. Topics Covered in Dagger by  
TutorialsDependency Injection (DI): Learn what dependencies are and why you need to control them to create successful apps. Dagger: Learn what Dagger is, how it works, and how it slashes the amount of code you need to write by hand when you implement dependency injection in your app. Injection types: Learn how to deal with constructor, field and method injection with Dagger. Advanced Dagger: Dive deeper into the advanced features of Dagger like multi binding. Hilt: Learn everything you need to know about Hilt to implement dependency injection in the Android app. Learn how Hilt reduces the boilerplate of doing manual

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dependency injection in your project. One thing you can count on: after reading this book, you'll be prepared to use dependency injection with Dagger in your personal and production level projects.

Android Programming with Kotlin for Beginners  
Payload Media, Inc.

Build Beautiful Apps With Jetpack

Compose  
Jetpack Compose is hyping up everyone in the Android UI toolkit world. This completely new and modern solution to building declarative user interfaces provides more opportunity than ever to create beautiful, reactive and animated apps. However, because of its early-in-development status, Jetpack Compose is missing one of the most important pieces of successful software: detailed documentation. That's why we've prepared a whole book's worth of documentation for you! Jetpack Compose By Tutorials is here to help, by showing you exactly how Compose works, what its fundamental components are and how you can use them to build complex real-world apps! Who this book is for  
This book is for all Android developers who have experience with the legacy UI Toolkit through XML and View components, but who are looking for a fresh, reusable, clean and easy-to-use solution to reduce their boilerplate code while building stunning user interfaces. Topics

covered in Jetpack Compose by  
Tutorials  
Fundamentals: Core Jetpack Compose elements and functions  
Combining components: Mixing different layouts and building beautiful interfaces  
State Management: State wrappers, LiveData observables and UI recomposition  
UI Styling: Modifiers for size, shape, colors, background, padding and alignment  
User Interaction: Different click, touch and scroll listeners and their handlers  
Animations: State changes, value animations and complex transitions  
One thing you can count on: After reading this book, you'll be prepared to tackle any design specification and build it in your Android apps using Jetpack Compose. You'll make your apps really stand out by adding different modifiers and Material Design components, as well as animations.  
Flutter for Beginners  
Packt Publishing Ltd  
Fully updated for Android Studio 3.0 and Android 8, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE), the Android 8 Software Development Kit (SDK) and the Java programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An

introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3 and Android 8 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Instant Apps, the Android Studio Profiler and Gradle build configuration. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.



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## Learn Java for Android Development Firebase Essentials - Android Edition

Plan how to build a better app, grow it into a business, and earn money from your hard work using Firebase. In this book, Laurence Moroney, Staff Developer Advocate at Google, takes you through each of the 15 Firebase technologies, showing you how to use them with concrete examples. You 'll see how to build cross-platform apps with the three pillars of the Firebase platform: technologies to help you develop apps with a real-time database, remote configuration, cloud messaging, and more; grow your apps with user sharing, search integration, analytics, and more; and earn from your apps with in-app advertising. After reading The Definitive Guide to Firebase, you'll come away empowered to make the most of this technology that helps you build better cross-platform mobile apps using either native Android or JavaScript-based web apps and effectively deploy them in a cloud environment. What You'll Learn Use the real-time database for a codeless middleware that gives online and offline data for syncing across your users ' devices Master Firebase Cloud Messaging, a technology that delivers to connected devices in less than 500ms Grow your app organically with technologies such App Indexing, App Invites,

and Dynamic Links Understand problems when they arise with crash reporting Fix user problems without direct access to users ' devices Tie it all together with analytics that give you great intelligence about how users interact with your app Who This Book Is For Experienced Android, mobile app developers new to Firebase. This book is also for experienced web developers looking to build and deploy web apps for smartphones and tablets, too, who may be new or less experienced with mobile programming.

## Android Apprentice (Fourth Edition) John Wiley & Sons

This book constitutes the refereed proceedings of the workshops which complemented the 23rd Symposium on Formal Methods, FM 2019, held in Porto, Portugal, in October 2019. This volume presents the papers that have been accepted for the following workshops: Third Workshop on Practical Formal Verification for Software Dependability, AFFORD 2019; 8th International Symposium From Data to Models and Back, DataMod 2019; First Formal Methods for Autonomous Systems Workshop, FMAS 2019; First Workshop on Formal Methods for Blockchains, FMBC 2019; 8th

International Workshop on Formal Methods for Interactive Systems, FMIS 2019; First History of Formal Methods Workshop, HFM 2019; 8th International Workshop on Numerical and Symbolic Abstract Domains, NSAD 2019; 9th International Workshop on Open Community Approaches to Education, Research and Technology, OpenCERT 2019; 17th Overture Workshop, Overture 2019; 19th Refinement Workshop, Refine 2019; First International Workshop on Reversibility in Programming, Languages, and Automata, RPLA 2019; 10th International Workshop on Static Analysis and Systems Biology, SASB 2019; and the 10th Workshop on Tools for Automatic Program Analysis, TAPAS 2019.

The Fighters Packt Publishing Ltd Develop native iOS and Android apps with ease using React Native. Learn by doing through an example-driven approach, and have a substantial running app at the end of each chapter. This second edition is fully updated to include ES7 (ECMAScript 7), the latest version of React Native (including Redux), and development on Android. You will start by setting up React Native and

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exploring the anatomy of React Native apps. JavaScript experience who wants to build theory into practice.

You'll then move on to Redux data flow, how it differs from flux, and how you can include it in your React Native project to solve state management differently and efficiently. You will also learn how to boost your development by including popular packages developed by the React Native community that will help you write less; do more. Finally, you'll learn to how write test cases using Jest and submit your application to the App Store. React Native challenges the status quo of native iOS and Android development with revolutionary components, asynchronous execution, unique methods for touch handling, and much more. This book reveals the the path-breaking concepts of React.js and acquaints you with the React way of thinking so you can learn to create stunning user interfaces. What You'll Learn Build stunning iOS and Android applications Understand the Redux design pattern and use it in your project Interact with iOS and android device capabilities such as addressbook, camera, GPS and more with your apps Test and launch your application to the App Store Who This Book Is For Anyone with

native mobile applications but dreads the thought of programming in Objective-C or Java. Developers who have experience with JavaScript but are new or not acquainted to React Native or ReactJS.

The Road to Firebase Packt Publishing Ltd With 55 in-depth chapters, over 470 pages and 23 example app projects (including the source code), Firebase Essentials - Android Edition provides everything you need to successfully integrate Firebase cloud features into your Android apps. This book covers the key features of Android app development using Firebase including integration with Android Studio, User Authentication (including email, Twitter, Facebook and phone number sign-in), Realtime Database, Cloud Storage, Firebase Cloud Messaging (both upstream and downstream), Dynamic Links, Invites, App Indexing, Test Lab, Remote Configuration, Cloud Functions, Analytics and Performance Monitoring. The book is organized into chapter groups that focus on specific Firebase features, with each topic area consisting of a detailed overview followed by tutorial style examples that put