CHAPTER [1] Installation and Configuration of the Compiler and Installer	62 63	Creating the Emulator <or> VPhone Device Using the Android Virtual Device Manager</or>		165 170	Compile and Running of the Project with Emulator <or> VPhone Installation the Own Android Application on your Phone</or>	Introdu	PTER [3] ction of the JAVA Programming Language ntrol Statements	APP	ENDIX	321 321 321 326	Appendix: E - Copying and Using the Project in the Installer and Code_File DVD - Copying the Sample Project in the Code_File DVD - Compile and Run of the Sample Project on Your Computer
11 1.1 What Development Environment Is Used? - Introduction of Eclipse SDK and How to Install on your Computer - Copying the Eclipse SDK on your Computer - What you will use the Java Programming Compiler? - How to Install and Configuration of the Java Compiler and Eclipse IDE	71 71 71 72	1.6.1 Running JAVA Runtime Environment (JRE) On Your Computer - Why want to Run the Java Runtime Environment (JRE) on Your Computer? - What is Java Runtime Environment (JRE)? - Using Windows 8 on the MacBook Air	- Sample Project of the Mobile Application - Vant to Run the Java Runtime Environment (JRE) - Sample Application Creating STEP - Sample Application Creating STEP - Sample Application Creating STEP - Decision Making Statements - Decision Making Statements in JAVA Language - Control Structure < OR> - Decision Making Statements - Decision Making Statements in JAVA Language - Statements in JAVA Language - Statements in JAVA Language - Control Structure < OR> - Decision Making Statements in JAVA Language - Statements in JAVA Language - Control Structure < OR> - Decision Making Statements in JAVA Language - Control Structure < OR> - Decision Making Statements in JAVA Language - Control Structure < OR> - Decision Making Statements in JAVA Language - Control Structure < OR> - Decision Making Statements in JAVA Language - Control Structure < OR> - Decision Making Statements in JAVA Language - Control Structure < OR> - Decision Making Statements in JAVA Language - Control Structure < OR> - Decision Making Statements in JAVA Language - Control Structure < OR> - Decision Making Statements in JAVA Language - Control Structure < OR> - Contro	3.1.1 Using if - else Stataments in the Android Application Project 297 Appendix: B 3.2 Using the if - else Statements in the Expression Type 297 - GUI Components ERROR_MESSAGE	- Manage Application of the Andorid Emulator <or> VPhone Appendix: B - GUI Components ERROR_MESSAGE</or>	328 328 334 one 337	- Open the Sample Project - Opening the Eclipse - Running the Import Project , the SampleCheckBox Application - Auto Monitor Logcat Appendix: F				
- What the Type of 32 Bit and 64 Bit Windows 1.2 7-Zip Software Install on your Computer	75	Eclipse IDE Install and Configuration on your MacBook Air Using Windows 8 How to Install the Java Runtime Environment (JRE)				237	Using the if - else if Statement in Android Application Project	300 302 A	- ERROR OF THE Eclipse IDE ppendix : C	339 339 339	Input and Output of the JAVA Language Keyboard Inputs Studying the Input and Output of JAVA
28 1.3 Install the Java Compiler on your Computer	82	on your Computer - First STEP of the Java Runtime Environment (JRE) Install	126 - Data Type Size and Range of the Java Programming Language 127 - Escape Character <or> Special Character</or>	187 187 187	2.6.1 Using Control Structure in Android Application - Using if Statement - Using Eclipse	242 243	3.4 Decision and Branching Statements of JAVA Language - The switch Statement	302 302 303	- Layout of the Android Application - RelativeLayout - Introduction of the Java GUI Layout	340 340 340	- Input and Output of JAVA Language - Bytes Streams - Character Streams
- Install the Java Compiler (j2sdk 1.4.1_01 Version) 36 1.4 Install the Java Compiler Version 7, on your Computer	85 85	Opening and Configure of the Eclipse IDE on Windows 8 Opening the Eclipse IDE.	134 2.3 Continued Build in Calculation Circle Area Program in Android Application 135 - Learning the Eclipse Tools bar 136 - Inserting the TextField	196	2.6.2 Write the Code_Line of the Samplelf Android Application	253 253 258	3.5 Continued Using the Control Statements in the Android Application Project - First STEP of the Project - Write the Java Code_Line in Android Application	308 308 309	Layout Manager of the JAVA Language FlowLayout GridLayout Grap Pixels of Vertical and Horizontal	341 341	Relationship of the Character Input and Output Stream FileReader Class
48 1.5 Install and Configuration of the Eclipse IDE Tools	87	- To Change the Workspace Folder	1170 E.T. TITTLE BIO GOOD ENIO OF BIO PHINI OIG PAPPINGBOOK	200 202	- Connect the activity_sample_if.xml - Write the Exit() Function	269 270	3.6 Using the another GUI Components in JAVA Language - Using the CheckBox Components - Creating Project with Eclipse SDK	313 313	Mangement of the Layout Design in Android Developement Layout of the Android Application	342 343 344	- FileWriter Class - BufferedWriter Class - BufferedReader Class
- Opening the Android64 Folder on your Computer				205 2	2.6.3 Compile and Running the Samplelf Android Application Project	276 279 282	Write the Code_Line Analysis of the public void Calculate() Function Analysis of the public void Exit() Function	316 316	Appendix : D - Introduction of the XML (eXtensible Markup Language)	345 346	- BufferedReader Class - Text Input Data
55 1.5.1 Configuration of the Eclipse IDE			161 2.4.2 Add and Connected of the XML Code_Line			283	activity_sample_check_box.xml in android:onClick Mode CheckBox and ActiveEvent	317	- Features of XML (eXtensible Markup Language)	347	- Numeric Input Data