

The First Line of Code

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Android Programming with Kotlin



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Preface

Phew, what a huge project!

Allow me to introduce myself. I am Lin Guo and am an Android developer from China. I started Android development in 2010 and became an Android GDE in 2020. Currently, I work for Microsoft.

The First Line of Code is my only book and incorporates my years of experience in Android development. This is the best-selling Android book in China and has helped tens of thousands of Chinese readers to start their Android development journey.

However, I have never thought that this book could become international and I appreciate the recognition from Springer.

I want to give special thanks to Litao Shen who is the translator of this book. He is a software engineer in Meta Inc. Although we have never met personally, we became friends because of this book. He mentioned that this book helped him to prepare the interview for Facebook back then in the feedback for this book. Thus, when I started the exploration for an English translator for this book, he immediately accepted this offer and challenge. Thanks for your hard work in such a short time.

Now, you are reading the newest version of *The First Line of Code*. It covers most of the important topics of Android and Kotlin. I hope you can read this book carefully as more learning means more happiness. Enjoy it!

Target Audience

This book is not obscure and goes from easy to more complicated. It can help both beginners and professionals. You do not need to know anything about Android or Kotlin; however, some fundamental knowledge about Java helps smooth the learning curve as all the codes in this book are written in Kotlin which is based on Java.

You can start with any chapter in this book based on your condition as each chapter is self-contained. If you are a beginner, it is recommended to start from

Chap. 1 to ensure a smooth learning experience. If you already grasp some fundamental Android knowledge, you can pick whichever chapters that interest you. I recommend that do not miss the practice and Kotlin class section at the end of each chapter.

Content Summary

As aforementioned, this book systematically covers essential Android development knowledge and ensures that the difficulty level is in ascending order. There are 15 chapters in this book which cover four main components, UI, fragment, data persistence, multimedia, networks, architecture, etc. for Android. For Kotlin, this book covers fundamental syntaxes, tips, high-order functions, generics, coroutine, DSL, etc. To make sure you can use them collectively, at the end of this book, we will create a weather app, build and publish an open-source library.

Besides these, Chaps. 6, 9, 12, and 15 cover Git knowledge and you cannot miss them if you want to learn Git.

Each chapter in this book is relatively isolated and independent, thus you can also use this book as reference material.

Learning Resources

Download link: <https://file.ituring.com.cn/Original/2004fe62f809edc265f6>

Hope you all enjoy the reading!

Suzhou, Jiangsu, China
8 February 2022

Lin Guo

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