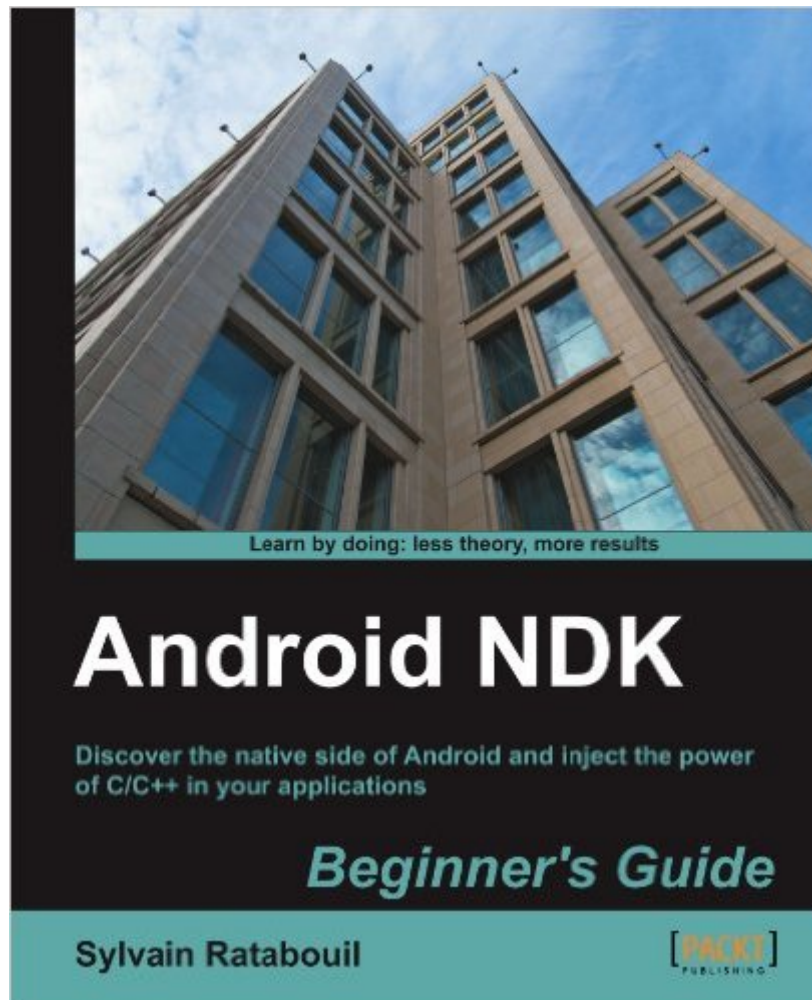


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# Android NDK Beginner's Guide



## Synopsis

Android NDK is all about injecting high performance into your apps. This book will show you how to create C/C++ enabled applications and integrate them with Java. You will learn how to access native API and port libraries used in some of the most successful Android applications. Using this practical step-by-step tutorial, highlighted with comments and tricks, discover how to run C/C++ code embedded in a Java application or in a standalone application.

## Book Information

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## Customer Reviews

The author warns or educates the reader about the background necessities for using Android NDK. The good news is that the open source basis gives you several powerful and free tools. Like Eclipse, ant and gcc. Also listed are bash, shell and linux. But bash and shell are no big deal, and the differences between them are minimal. While linux is of course an entire operating system. The text shows how to use ant as the [default] build tool. In itself a good thing to learn, because you will likely meet it in other open source projects that you will be later involved in. The book is about C and C++ programming; not Java, as some of you might be better familiar with. The choice of C and C++ is instructive. Much legacy coding takes place in these languages. Plus for performance reasons if you are coding a game for the mobile platform, you may want any extra speed that these can furnish, compared to Java. For practical reasons, you also see how to make a hybrid project with source code in C, C++ and Java. Valuable for it lets different programmers, who might be better in

one language than the others, work together. You should scrutinise carefully these examples in the text. The book also gives an extended case of how to write a fully native C++ application. Just in case you were wondering. Crucially, android helper code simplifies key portions of the logic. While you can also write pure C code, you should probably migrate to C++. For serious game programming, the complexity of the logic might be better handled by the object oriented nature of C++, rather than the procedural limitations of C. Because graphics is well nigh likely to be important in the final product, it is discussed here. Another free package is shown. OpenGL.

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