Cookbook: an Android mobile platform application

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Main content
Abstract:
This paper presents a cookbook application designed for the Android mobile platform that aims to improve the user's cooking experience by aiding him in choosing a recipe based either on the its name, or on the ingredients it contains. Moreover, the application will aid the user by providing a shopping list manager, giving step by step instructions or facilitating recipe exchange via e-mail or text message. Key words: cookbook, android mobile platform

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Android Studio Cookbook. Author Drongelen Mike van. Xamarin Cross-platform Application Development. Author Jonathan Peppers. Learning iOS UI Development. With a rapid increase in the use of mobile devices everywhere, developing for Android takes advantage of this trend to reach the widest market available to any mobile platform. Along with creating awesome Android apps, Xamarin allows the use of the mature .NET Framework. .NET is a massive framework that is supported on almost all platforms, including iOS, Windows, Mac OS X, and Linux. Android Recipes App is a recipe cookbook mobile application for Android platform that is ready to use on both phones and tablets. Just fill your recipes, choose one of the many color themes and you are ready to publish your application in Google Play. The application is fully native, using latest features of Android platform to provide the best user experience. The recipes are bundled with the application and can be used without internet connection. The template is specially optimized to be extremely easy to configure and detailed documentation is provided. Live preview. You can see a live demo Download the Android Studio Project. Android Programming Cookbook. i. Android Programming Cookbook. Android Programming Cookbook. ii. Contents. Android is a mobile operating system developed by Google, based on the Linux kernel and designed primarily for touchscreen mobile devices such as smartphones and tablets. Android's user interface is mainly based on direct manipulation, using touch gestures that loosely correspond to real-world actions, such as swiping, tapping and pinching, to manipulate on-screen objects, along with a virtual keyboard for text input.