Pro android apps performance optimization

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Abstrak

Android allows developers to write apps using Java, C or a combination of both with the Android SDK and the Android NDK. This book reveals how to fine-tune your Android apps, making them more stable and faster. In this book, you'll learn the following, how to optimize your Java code with the SDK, but also how to write and optimize native code using advanced features of the Android NDK such as using ARM single instruction multiple data (SIMD) instructions (in C or assembly), how to use multithreading in your application, how make best use of memory and how to maximize battery life, and how to use to some OpenGL optimizations and to Renderscript, a new feature in Android 3.0 (Honeycomb) and expanded in Android 4.0 (Ice Cream Sandwich).