
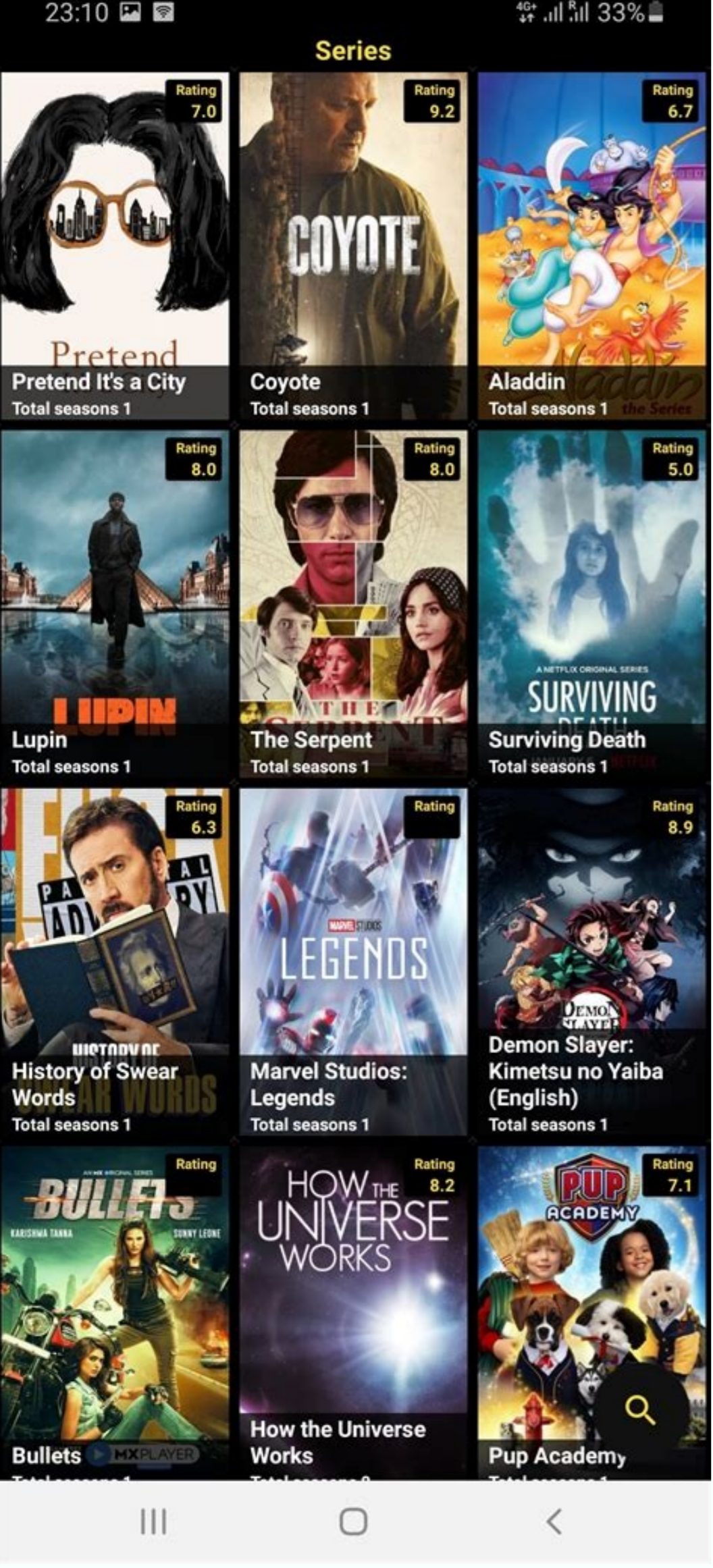


## Android developer for hire

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As with any technology, you need to know Android and then really know Android. This guide provides key questions to assess the candidate's understanding of the foundation, breadth, and depth of Android mobile devices when hiring part-time or full-time Android developers. Challenge Android has become the dominant smartphone platform in the world with over 81% market share (more than Apple iOS 15% and Microsoft Windows 4% combined) and \$240 billion. mobile devices worldwide. Not very poor. This creates a huge demand for developer talent, which can make finding outstanding Android program developers a daunting task. As explained in our article "Searching for the Elite: Finding and Hiring the Top Industrial Software Developers", finding them requires a very efficient recruitment process. This process can be supplemented with questions like the ones presented here to identify candidates who are rarely distributed globally and who are true Android experts. Android is a Linux-based smartphone operating system based on Java and XML. The Android operating system still has a lot to learn, since it is not just a language, but a whole, rich and growing software system. Currently running Android in its 7th year, now its version is 4.4 (KitKat) and 19 SDK has been released. In 2007, Google introduced Android as an open source project (see AOSP) to establish itself in the emerging smartphone market. Many hardware vendors use their phones for Android (Samsung, HTC, Sony, Motorola, and LG) and often add their own custom features and code. This sometimes creates an additional headache for developers when vendor-specific incompatibilities or bugs (read: solutions to the problem) arise. Of course, Android isn't the perfect tool for building a mobile operating system - it can sometimes lack documentation and some weird promotional codes - but it's still a force to be reckoned with. The Android program development platform has many features and classes of support: user interface, animation, graphics, support and orientation for different screen sizes; Keyboard and touch screen gesture recognition; Databases, content providers, content solutions, local perception adapters, sensors, services. Accelerated program calculation Media acquisition Viewing and registration Network and connection Google Play Store and location tracking Tools and more ... That type of complexity can make any programmer turn the head, let alone a hiring manager. So what do we start to do interviews with Android programmers? The real Android experts will be subjected to an in-depth evaluation based on the principles of the various implementation options available and their implications and impact. What separates an expert app programmer for Android mobile devices from Neophyte goes beyond knowing how to use applications. Faced with a difficult task, the real experts of Android will embark on an in-depth evaluation based on the principles of the various implementation options available and their implications and consequences. The questions in this guide can help you identify the rare Android guru that have this understanding and that can significantly improve the performance and effectiveness of your project as a result. The user interface of the user interface (UI) is the face of your application. The user interface of an application is fundamental as it constitutes the basis of the way users interact and experience the application. Android provides many classes that programmers can use and to adapt to and provide a common framework on which users can rely on. For example, the Android system provides a solution for all uses for the upper navigation system called ActionBar. It also offers the navigationdrawer support that users can move, open and close by touching the Blub Action menu button or dragging the left edge of the screen. Android offers many user interface classes and widgets to fold the views, create animations, create personalized designs, view drawing elements (icons, bits, forms, etc.) and more. Many Android user interfaces can be defined using XML, but you can also write personalized subclasses that extend the classes of the Android user interface to create personalized views and behaviors. The area of user interface is quite large (including, for example, multimedia reproduction, video, audio, phone vibration) so we cannot cover everything here, but we will focus on some key areas that solid and dedicated Android programmers should be well oriented. Q: What are actions and fragments? When and why should one and not the other be used? An operation is a component of the user interface that represents the main point of interest on the screen. However, the fragments, introduced with the advent of large-screen tablets, are more connected and displayed components within the activities. As part of an operation, many fragments can be displayed simultaneously. Although it is possible to develop a user interface only with actions,As a rule, this is a bad idea, because their code cannot be re-used later in other actions. The creators of the elite know this and write fragments (sometimes used in trivial actions) to prove their program. Using this method, the activity supports support fragments and allows fragments, their location and control of the main part of the user interface. For example, let's say that the user can show a series of pages horizontally, each of which shows a list, photo, photo gallery, toolbar or shape. Here you can use Vyer in your activities, the elements of which are fragments that control each of these functions of individual user interfaces separately. If the Creator wrote these pages as activity, he would turn them into fragments. In addition, do not forget that even if you can use fragmentation, on the contrary, this is not so. Q: Who are adapters when and how are they used? It is difficult to create an application for Android somewhere without using an adapter, because they are so important. Where are the adapters suitable? They combine a model and vision (for example, the presentations of the adapter, such as types of list, mesh performances, curds and fagots) with basic data. They give access to data elements and are responsible for creating the presentation of each data set. Android in itself does not integrate the MVC model. You determine the model that suits you. Android helps to organize and provide ideas and configure the actions and fragments of Android, which usually act as management elements. Beginners developers can try to use simple auxiliary adapters, such as adaptation of Arraypract, Simle Adapter and Simplecursorad, but they usually exceed the restoration of some more complex images, modern programs, modern programs. The main creators are written by adapters who directly expand the main adapter, because they are more powerful and flexible than the aforementioned subclass assistants. The fragment below shows a personalized contact adapter displaying contacts in the list. (Note: only important methods are displayed. The publicly accessible name of the channel; Public Channel Telephone;) Open -class contacts adapting the base adapter, implemented by Listapter (Context Mcontext; List mcontacter (PUBLICOCTER (PUBLIC