



Wearable Android: Android Wear and Google FIT App Development

By Sanjay M. Mishra

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Software Development/Mobile/Android/Wearable/Fitness

Build "Wearable" Applications on the Android Wear and Google Fit Platforms

This book covers wearable computing and wearable application development particularly for Android Wear (smartwatches) and Google Fit (fitness sensors). It provides relevant history, background and core concepts of wearable computing and ubiquitous computing, as a foundation for designing/developing applications for the Android Wear and Google Fit platforms. This book is intended for Android wearable enthusiasts, technologists and software developers.

- Gain insight into “wearables” in the modern consumer ecosystem of a multitude of devices, ubiquitous computing, cloud computing and intelligent personal assistants
- Learn the Android Wear and Google Fit APIs and jump-start hands-on development including: setting up an Android development environment suitable for Android Wear and Google Fit , setting up smartwatch and fitness devices for development and debugging , writing applications that install and execute on Android Wear (smartwatch) devices , and applications that run on your handheld Android devices and find and connect to fitness sensors and access fitness data, and more
- Catch up with the new Android 5.0 “Lollipop”, Android Studio and the gradle based build system

Learn how to write applications for smart watches and fitness sensors on the Android/Google ecosystem.

“Sanjay’s tome provides a comprehensive and timely treatment of the essential points of current Wearable technology and Android Wearable development techniques. The easygoing and comprehensive examples make this book a joy to discover and a delight to peruse. Highly recommended!”

- Rudi Cilibrasi, Computer Scientist

“The text provides a rich and immersive overview of the field of Wearable computing that is solidified by the impressive set of examples. I was simultaneously entertained as well as educated, and would highly recommend this book to anyone that is looking to get started with Wearables.”

- Nathan Blair, Software Engineer & Entrepreneur

Sanjay M. Mishra began programming in C on various flavors of Unix in the early 1990s. Over the years he has developed diverse software systems spanning web applications and services, messaging, VoIP, NoSQL databases, as well as mobile and embedded platforms. He has worked for companies such as Intertrust, Eyecon Technologies, CallSource, nVoc (formerly Sandcherry, Inc.) and the Starz Entertainment group.

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Editorial Review

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