



## ***Advanced Android Libraries***

The core libraries provide all the functionality you need to start creating applications for Android, but it won't be long before you're ready to delve into the advanced APIs that offer the really exciting functionality.

Android hopes to target a wide range of mobile hardware, so be aware that the suitability and implementation of the following APIs will vary depending on the device upon which they are implemented.

- ❑ **android.location** The location-based services API gives your applications access to the device's current physical location. Location-based services provide generic access to location information using whatever position-fixing hardware or technology is available on the device.
- ❑ **android.media** The media APIs provide support for playback and recording of audio and video media files, including streamed media.
- ❑ **android.opengl** Android offers a powerful 3D rendering engine using the OpenGL ES API that you can use to create dynamic 3D user interfaces for your applications.
- ❑ **android.hardware** Where available, the hardware API exposes sensor hardware including the camera, accelerometer, and compass sensors as shown in Chapter 10.
- ❑ **android.bluetooth, android.net.wifi, and android.telephony** Android also provides low-level access to the hardware platform, including Bluetooth, Wi-Fi, and telephony hardware as shown in Chapter 10.