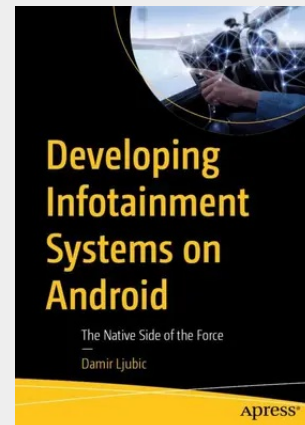


Developing Infotainment Systems on Android

The Native Side of the Force

This book offers comprehensive, ready-to-use solutions for typical engineering problems such as audio and video decoding across both Android and native domains. It particularly emphasizes the more challenging aspect of native development by utilizing modern C++ features up to C++23. Additionally, it covers Android-related code using Java along with other third-party technologies such as Reactive library. The book provides a fully functional framework with the utility classes and functions required to successfully deal with any challenge in embedded development, independent of the concrete domain. What You Will Learn: - Master asynchronous programming techniques - Utilize modern C++ for real-world problems - Implement effective SW design and patterns - Develop Android infotainment systems proficiently - Integrate multiple languages in Android framework Who This Book Is For: Software engineers and developers, particularly those working in the automotive industry, who are looking to transition to or improve their skills in developing infotainment systems using Android. It's also suitable for seasoned embedded developers who wish to update their knowledge with modern C++ techniques and those interested in multi-language approaches within Android.

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