Programming Google Glass

By Eric Redmond

Pragmatic Bookshelf. Paperback. Book Condition: New. Paperback. 136 pages. Dimensions: 9.1in. x 7.4in. x 0.4in.Google Glass is the new wearable computer everyones talking about. It offers a head-mounted optical display and touch interface, and its programmable. Kick-start your Glassware development by exploring how users can interface with Glass, developing a Glass application fast by using the Mirror API to manipulate Timeline cards and menus, tracking a Glasss geolocation, creating rich interactions by responding to user inputs, and capturing or serving user images and videos. This is the book to read for a shortcut to this brave new world. Google Glass is the next big thing in portable technology---a wearable computer with an optical head-mounted display. Programming Google Glass is your all-inclusive guidebook for crafting your own Glassware using the Mirror API. Youll start by setting up a production-ready service using Google App Engine, then provide Glass users an authorization to your Glassware. Youll learn how to handle the provided credentials, and from there youll dive into the parts that make up the Glass interface, managing the timeline and creating cards and menu items. Next youll create services where the user can interact with your server, such as geolocation tracking, change...

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