

E0-245: ASP

Lecture 3: Android components

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Questions from Lecture 2

- Why ART over Dalvik?
- Dalvik cache
- Is user-id fixed for app through lifetime?
- Permission across apps
- What defines an activity?





Q1: ART over Dalvik

Assembler

Compiler

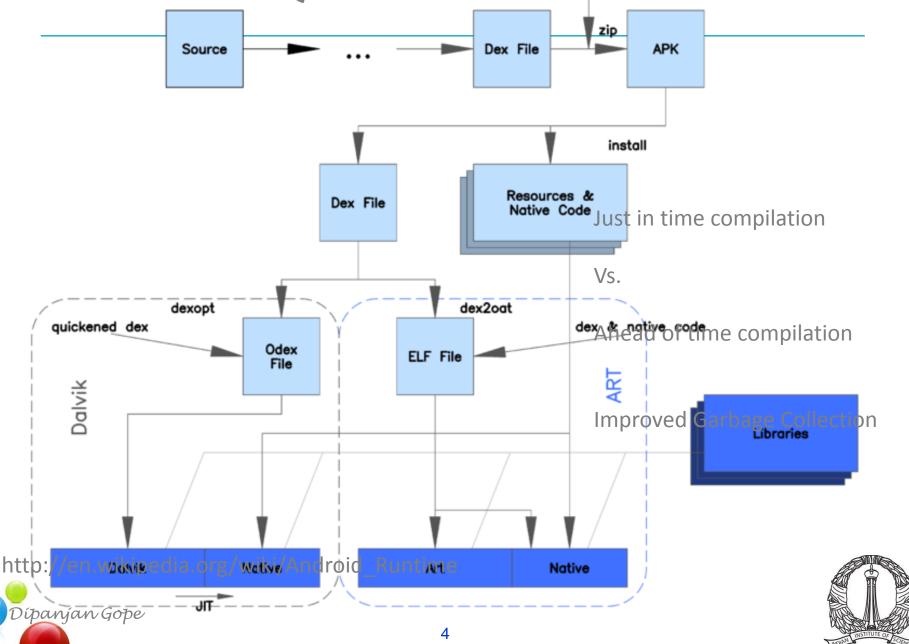
Interpreter

Just-in-time compiler





Q1: ART vs Dalvik



Q3 + Q4: User-id and permissions

- Application has a fixed UID on a device
- SharedUID may be requested using manifest
- Manifest Permissions:

http://developer.android.com/reference/android/Manifest.permission.html

- An app can access other apps with permissions
 - activity
 - services
 - content
 - broadcast
 - files





Module 0: Basic Setup

- Mobile apps vs. desktop software
- Statistics of smart-phone usage
- History of Android
- Examples of popular Android applications
- Android architecture and building blocks
- Android setup on laptop





Application Building Blocks

- Activity
- Views
- Intent
- Service
- ContentProvider
- BroadcastReceiver

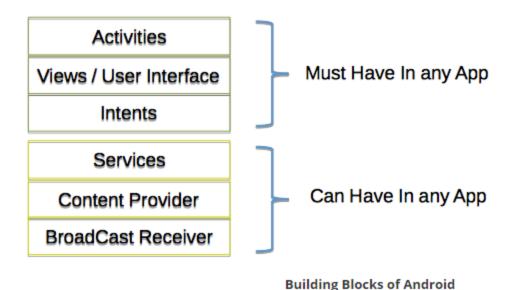


http://www.javatpoint.com/android-core-building-blocks





Application Building Blocks



http://www.codelearn.org/android-tutorial/android-introduction





Building Block: Activity

- Extends activity class
- Loosely: Any screen inside an application
- An app has at least 1 activity
- Manifest.xml lists the activities
- 1 activity is the main activity (entry point to app)





Building Block: Activity

```
1⊝ <manifest xmlns:android="http://schemas.android.com/apk/res/android"
        package="com.app.HealthyMe"
 3
        android:versionCode="1"
        android:versionName="1.0" >
 6
       kuses-sdk
            android:minSdkVersion="14"
8
            android:targetSdkVersion="17" />
9
10
       <supports-screens
11
            android:anyDensity="true"
            android:largeScreens="true"
12
13
            android:normalScreens="true"
14
            android:resizeable="true"
15
            android:smallScreens="true" />
16
       <uses-feature android:name="android.hardware.sensor.accelerometer" />
17
18
       <uses-permission android:name="android.permission.CAMERA" />
19
20
21
        <uses-feature android:name="android.hardware.camera" />
22
        <uses-feature android:name="android.hardware.camera.autofocus" />
23
        <uses-feature android:name="android.hardware.camera.front" />
24
25
        <uses-permission android:name="android.permission.WRITE EXTERNAL STORAGE" />
26
        <uses-permission android:name="android.permission.RECORD AUDIO" />
27
28⊜
        <application
29
            android:name="HMapplication"
30
            android:allowBackup="true"
31
            android:icon="@drawable/h icon"
32
            android:label="HealthyMe"
33
            android:theme="@android:style/Theme.DeviceDefault" >
34⊕
            <activity
35
                android:name=".MainActivity"
                android:label="@string/title activity main" >
36
37⊕
                <intent-filter>
38
                    <action android:name="android.intent.action.MAIN" />
39
                    <category android:name="android.intent.category.LAUNCHER" /</pre>
40
                </intent-filter>
41
            </activity>
            <activity
```





Building Blocks: Views

Views and Layouts (viewgroups)

```
k?xml version="1.0" encoding="utf-8"?>
    <RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
        android:layout width="match parent"
        android:layout height="match parent"
        android:orientation="vertical" >
        <Button
             android:id="@+id/button1"
            style="?android:attr/buttonStyleSmall"
            android:layout width="wrap content"
10
            android:layout height="wrap content"
11
12
            android:layout alignParentLeft="true"
            android:layout alignParentTop="true"
13
            android:layout marginLeft="10dp"
14
            android:layout marginTop="45dp"
15
             android:text="Acceleration X" />
16
17
18
        <Button
            android:id="@+id/button2"
19
            style="?android:attr/buttonStyleSmall"
20
 97
 98
         <Button
 99
             android:id="@+id/button10"
             android:layout width="wrap content"
100
             android:layout height="wrap content"
101
             android:layout alignRight="@+id/button9"
102
             android:layout alignTop="@+id/button6"
103
104
             android:text="0.0" />
105
106 </RelativeLayout>
```





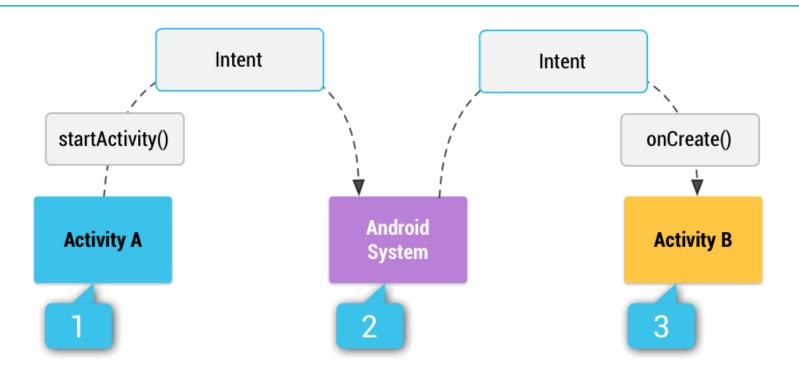
Building Block: Intent

- Move from one screen (activity) to another
- Can also open other applications
- 3 main: start an activity/service/broadcast
- Asynchronous
- Bound at run-time
- Explicit or implicit





Implicit Intent



http://developer.android.com/guide/components/intents-filters.html







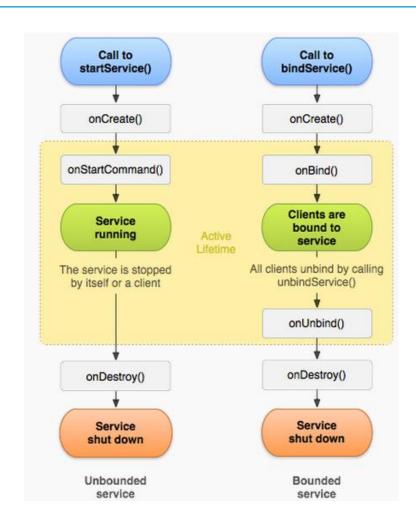
Building Block: Service

- Extends Service class
- Long running processes in the background
- No user-interface
- onStartCommand()
 - e.g. download file
- onBind()
 - interactive





Building Block: Service



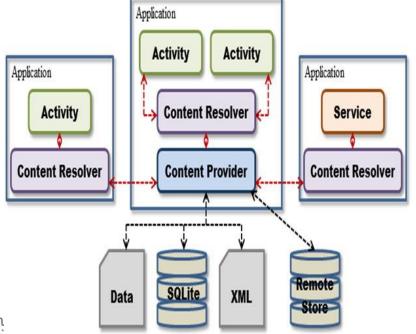
http://developer.android.com/guide/components/services.html





Building Block: ContentProvider

- Extends ContentProvider class
- Uniform single interface to content and data
- Data on 1 process; code on another
- Data communication between apps



https://bestandroidtraining.wordpress.com/2013/03/30/android-project-structure/





Building Block: BroadcastReceiver

Register for system or app events

Table 1. System Events

Event	Description
Intent.ACTION_BOOT_COMPLETED	Boot completed. Requires the android.permission.RECEIVE_BOOT_COMPLETED permission.
Intent.ACTION_POWER_CONNECTED	Power got connected to the device.
Intent.ACTION_POWER_DISCONNECTED	Power got disconnected to the device.
Intent.ACTION_BATTERY_LOW	Triggered on low battery. Typically used to reduce activities in your app which consume power.
Intent.ACTION_BATTERY_OKAY	Battery status good again.

http://www.vogella.com/tutorials/AndroidBroadcastReceiver/article.html

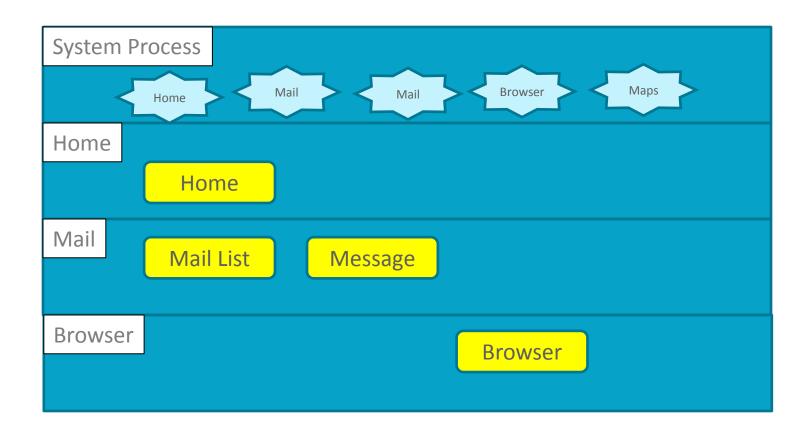


Activity Lifecycle





Application Lifecycle



https://www.youtube.com/watch?v=ITfRuRkf2TM Androidology Part 2of 3





Android APIs





Android APIs

- Location Manager
- XMPP services
- Notification Manager
- Views





Android Development Platform Setup





Eclipse and Android SDK

 http://developer.android.com/sdk/installing/installingadt.html





Android Studio

http://developer.android.com/sdk/index.html



