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What is Android?	
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Mobile platform	(More	than	an	OS,	has	middle	ware,	key
applications)								

- Owned by Google/ developed by Open Handset Alliance
- Linux kernel
- Latest version: 4.3.1 "Jelly Bean" (October 2013)

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What is Android?

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- Media and Graphics Support.
- Telecommunication and Location Access Support.
- Very rich development environment:
 - Software Development Kit (an Application Framework).
 Plug-in for the Eclipse IDE.

 - Debugging tools.
- A new instance of the Dalvik Virtual machine for every application on runtime.



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Development on Android



- Enables manipulation of all device aspects in application.
- \blacksquare Build applications from scratch or use existing APIs
- Rich and Innovative aspects maintained.



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Development on Android



Several libraries are included (written in $\mathsf{C}/\mathsf{C}++$) in the system's core components and are exposed to the developer in the application framework:

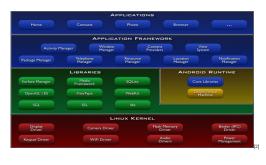
- System C library
- Media Libraries
- Surface Manager
- LibWebCore
- SGL
- 3D libraries
- FreeType
- SQLite

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Android Architecture





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Development on Android

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An Android Application is built by the following components:

Activities: Single screen with user interface. Result in a final

output for the user by working together, however each is independent of the other in terms of

implementation and usability.

Services: Background component without user interface.

Performs long-running operations or work for

remote processes.

Content providers: Manages a shared set of application data.

Broadcast receivers: Responds to system-wide broadcast

announcements.



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Development on Android Underlying Processes University of Februs
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During the runtime of applications a set of services and systems $% \left(1\right) =\left(1\right) \left(1\right) \left($ are running:

Views: Basically different ways for data representation to user.

Resource Managers: Provides access to graphics, strings, and layout files.

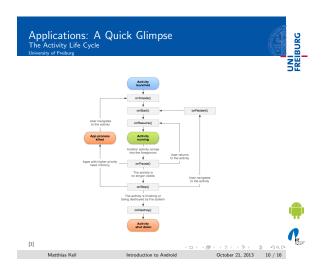
Notification Manager: Allows applications to display alerts in status bar to interact with user.

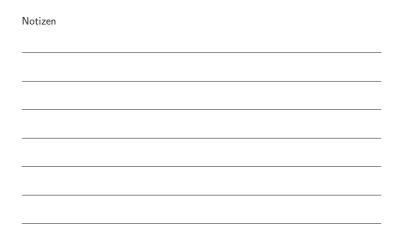
Activity Manager: Manages Application Life Cycle.

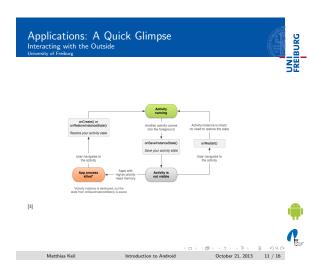


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Applications: A Quick Glimpse Interacting with the Outside University of Februs	NI
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 Interacting with Android System or other applications. 	
 Use Intent Object, includes source, destination and type of interaction. 	
 Broadcast Receiver handles incoming Intents. 	
■ Effective for real-time interaction.	

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Applications: A Quick Glimpse

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AndroidManifest.xml

- Identify application requirements for user permissions.
- Declare Hardware and Software features required to run.
- Declare minimum API Level to run, and API Levels to be linked to if any.



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Applications: A Quick Glimpse



Content is not only limited to the previously mentions components, other methods are used for further declarations.

drawable Directory: Contains images and drawings to be accessed by AndroinManifest.xml.

strings.xml : Contains application-specific and

internationalization strings. Accessed by

AndroinManifest.xml.

R.Java: Auto-generated file that keeps up with the

AndroinManifest.xml. This makes an easy interface

while writing the Application's source code.



Introduction to Android

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Summary



- \blacksquare Android is a Software Stack not only an Operating System.
- Application Framework on Android is very well developed and useful.
- Application Development Fundamentals and Principles provide for an organised and rich environment for developers.
- The Android Architecture makes for a very secure and stable system for all sorts of Applications to run on.



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