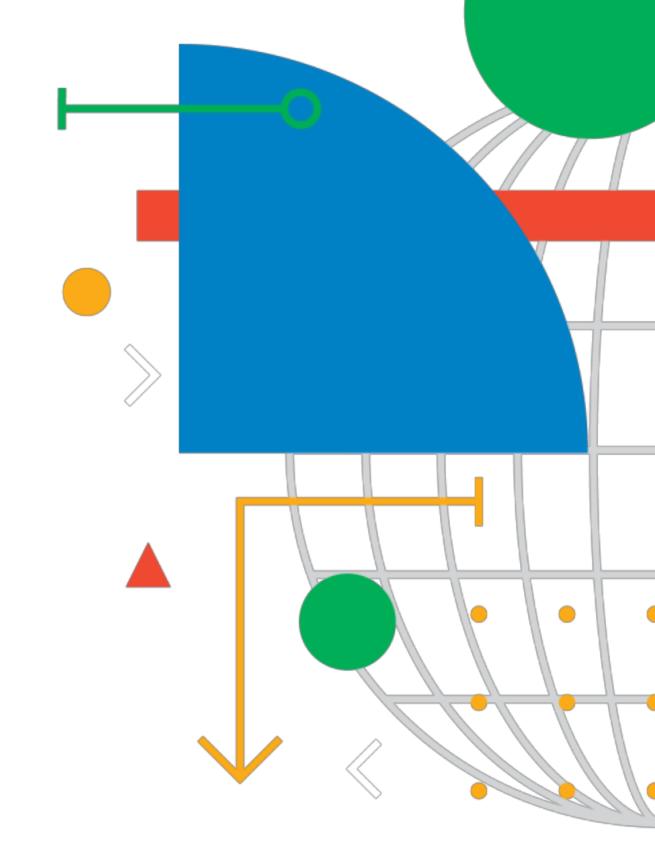
GDG

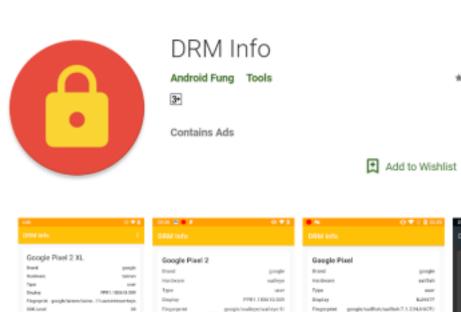
DevFest

What is new in Android



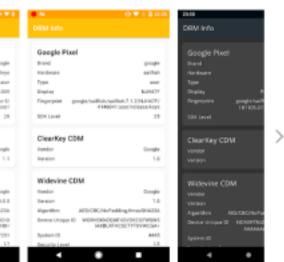
Fung Lam, GDG Hong Kong





SSR Sevel

ClearKey CDM



**** 484 .



Daily Ranks

ClearKey CDM

Widevine CDM

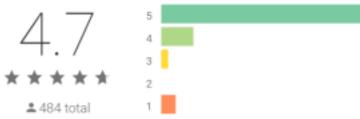
Descriptional Max HDOF Level Supported Max Number of Sessions HDMOrgets MY Persion

Ranks Highest Ranks 🚱

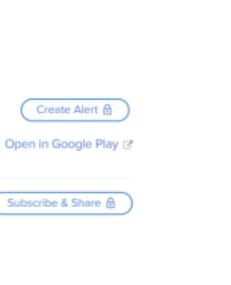
Video Players & Editors (Applications) Tools (Applications) Overall Applications # of countries - rank 100 reached 0 0 0 8 # of countries - rank 500 reached 1 5 13 51 # of countries - rank 1000 reached 1 5 17 52

REVIEWS

Review Policy



Save 🗎

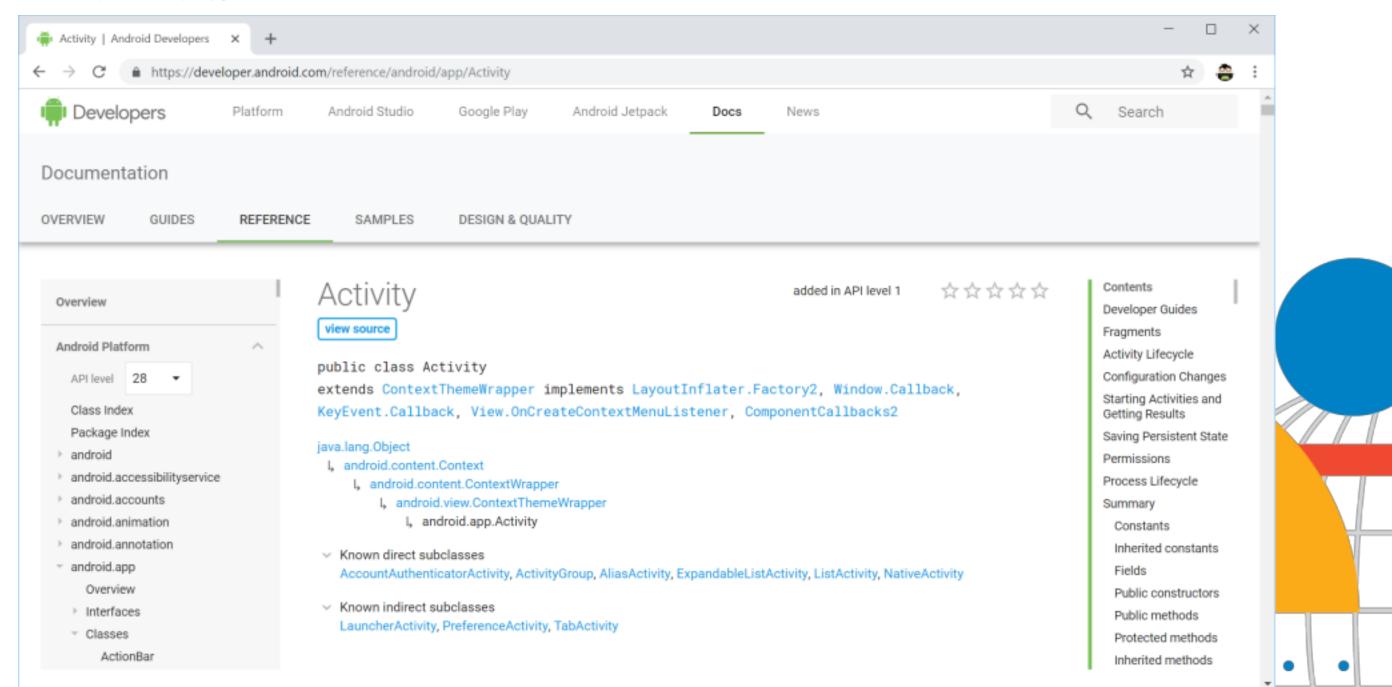




Stable 穩定



Android SDK



AOSP

Git repositories on android

Name	Description
accessories/manifest	
api council filter	Parent for API additions that requires Android API Council approval. OBSOLETE: API-Review is now defined in A
assets/android-studio-ux-assets	Bug: 32992167
brillo/manifest	
cts drno filter	Parent project for CTS projects that requires Dr.No +2's.
device/aaeon/upboard	
device/asus/deb	
device/asus/flo	
device/asus/flo-kernel	
device/asus/fugu	
device/asus/fugu-kernel	
device/asus/grouper	Files specific to Nexus 7
device/asus/tilapia	
device/casio/koi-uboot	
device/common	
device/freescale/picoimx	b/26753464
device/generic/arm64	
device/generic/armv7-a	
device/generic/armv7-a-neon	
device/generic/art	



AOSP - Android SDK = Hidden API

不打算給你用 不保證兼容 不是黑科技 不要碰它



Android Jetpack

Accelerate App Development



Data Binding Animation & Transitions Lifecycles Auto, TV & Wear LiveData Emoji Navigation new! Fragment Paging new! Architecture UI Layout Room Android **Palette** ViewModel Jetpack WorkManager new! **Download Manager AppCompat** Media & Playback new! Kotlin Extensions (KTX) Foundation **Behavior Permissions** Multidex **Notifications** Test Sharing Slices new!



Jetpack Architecture

Lifecycle

Lifecycle Aware Components

Room

SQLite object mapping

ViewModel

View data decoupled from OS lifecycle

LiveData

Lifecycle aware observables

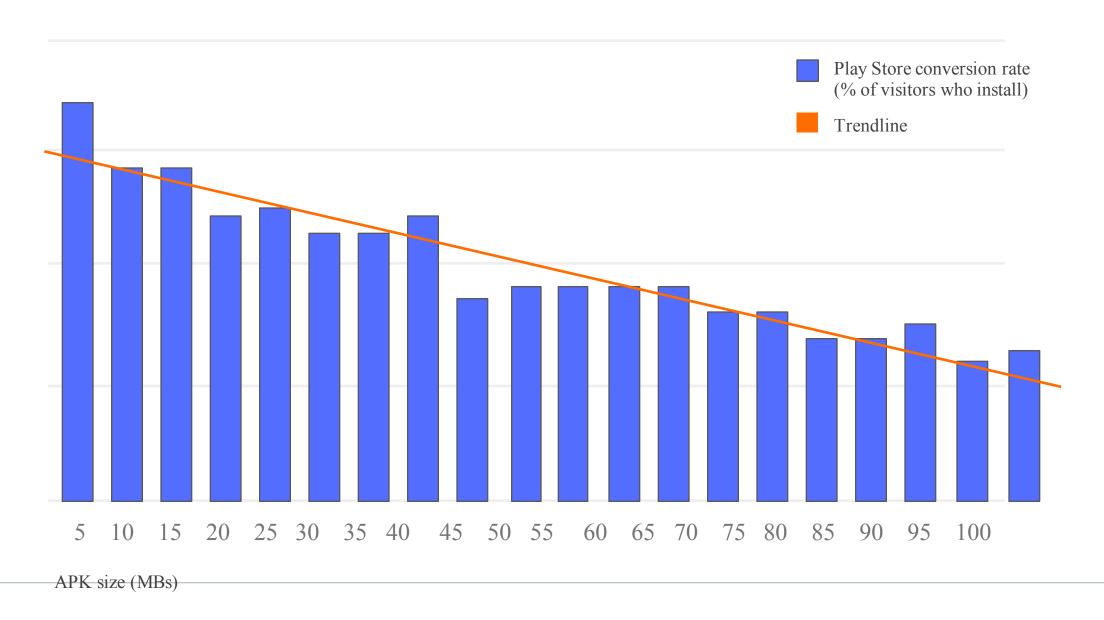
Paging (1.0!)

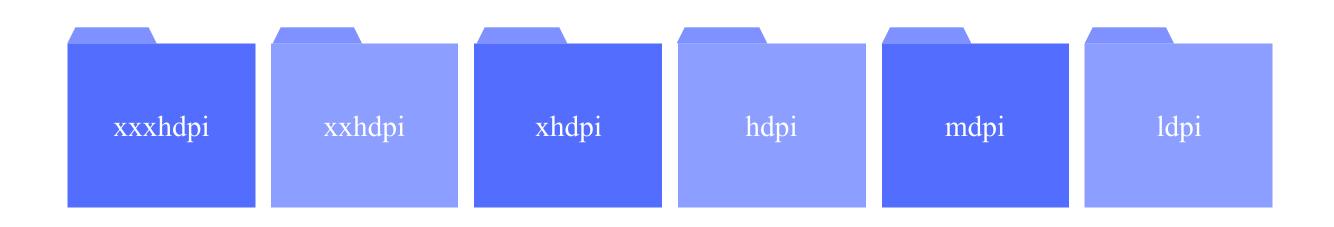
Asynchronous data retrieval

Size 大小



Conversion rate decreases as apps get larger

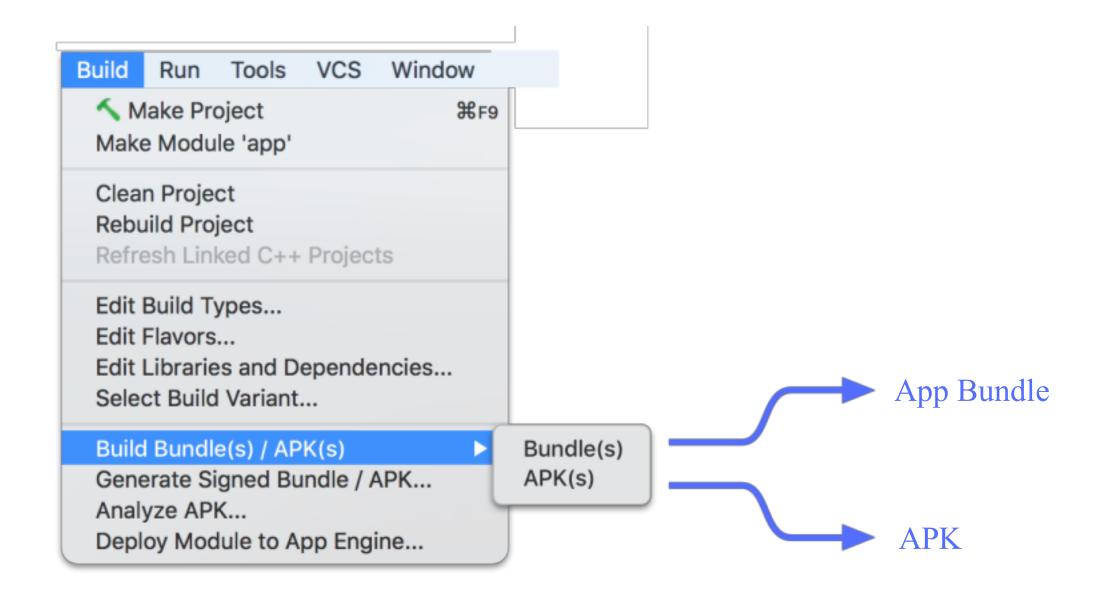




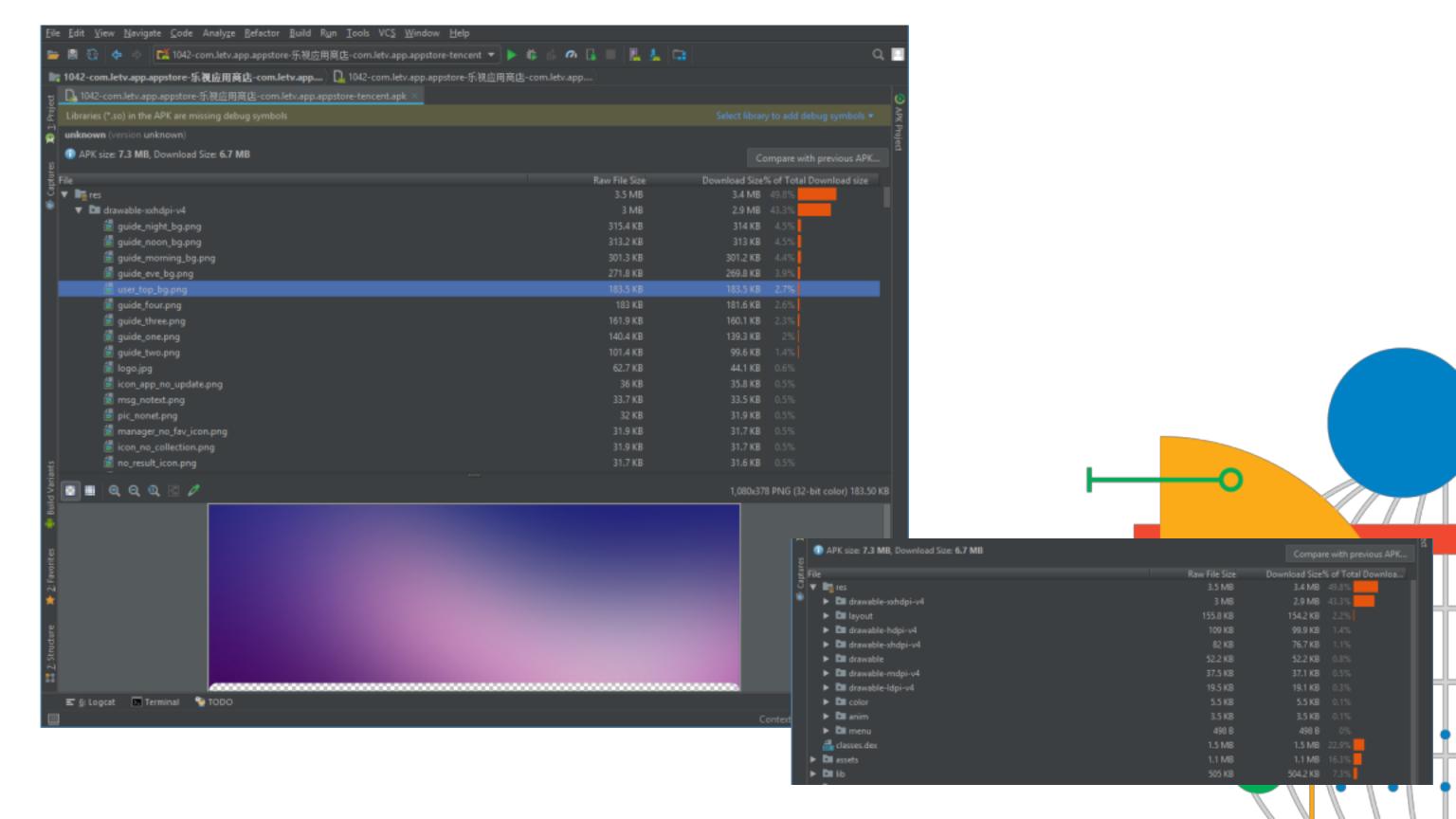
xxxhdpi	xxhdpi	xhdpi	hdpi	mdpi	ldpi
arm	arm	arm	arm	arm	arm
xxxhdpi	xxhdpi	xhdpi	hdpi	mdpi	ldpi
x86	x86	x86	x86	x86	x86

xxxhdpi	xxhdpi	xhdpi	hdpi	mdpi	ldpi
arm	arm	arm	arm	arm	arm
xxxhdpi	xxhdpi	xhdpi	hdpi	mdpi	ldpi
arm64	arm64	arm64	arm64	arm64	arm64
xxxhdpi	xxhdpi	xhdpi	hdpi	mdpi	ldpi
x86	x86	x86	x86	x86	x86
xxxhdpi	xxhdpi	xhdpi	hdpi	mdpi	ldpi
x86_64	x86_64	x86_64	x86_64	x86_64	x86_64





base.apk	config_xxxhdpi.apk	config_xhdpi.apk	config_mhdpi.apk
	/res/xxxhdpi	/res/xhdpi	/res/mhdpi
	config_xxxhdpi.apk	config_hdpi.apk	config_ldpi.apk
	/res/xxhdpi	/res/hdpi	/res/ldpi
classes.dex	config_x86.apk	config arm.apk	
	/lib/x86	/lib/arm	
	config_en.apk	config_fr.apk	config_es.apk
	/res/values-en	/res/values-fr	/res/values-es



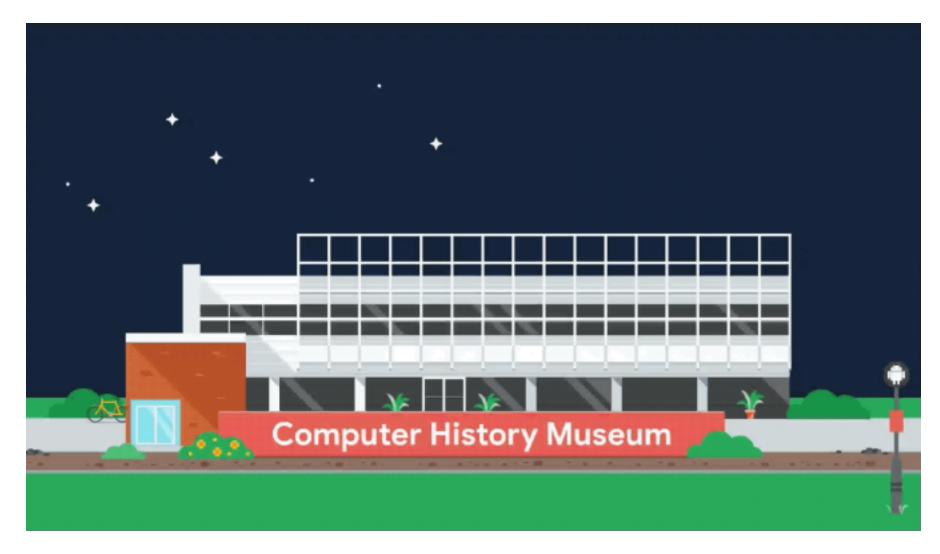
VectorDrawables

```
<!-- res/drawable/battery charging.xml -->
 xmlns:android="http://schemas.android.com/apk/res/android"
 android:height="24dp"
 android:width="24dp"
 android:viewportWidth="24.0"
 android:viewportHeight="24.0">
 <group
    android:name="rotationGroup"
     android:pivotX="10.0"
    android:pivotY="10.0"
    android:rotation="15.0" >
    <path
    android:name="vect"
    android:fillColor="#FF000000"
    android:pathData="M15.67,4H14V2h-4v2H8.33C7.6,47,4.67,5.33V9h4.93L13,7v2h4V5.33C17,4.616.4,415.67,4z"
    android:fillAlpha=".3"/>
    <path
    android:name="draw"
    android:fillColor="#FF000000"
    android:pathData="M13,12.5h2L11,20v-5.5H9L11.93,9H7v11.67C7,21.47.6,228.33,22h7.33c0.74,01.34,-0.61.34,-1.33V9h-4v3.5z"/>
  </group>
</re>
```



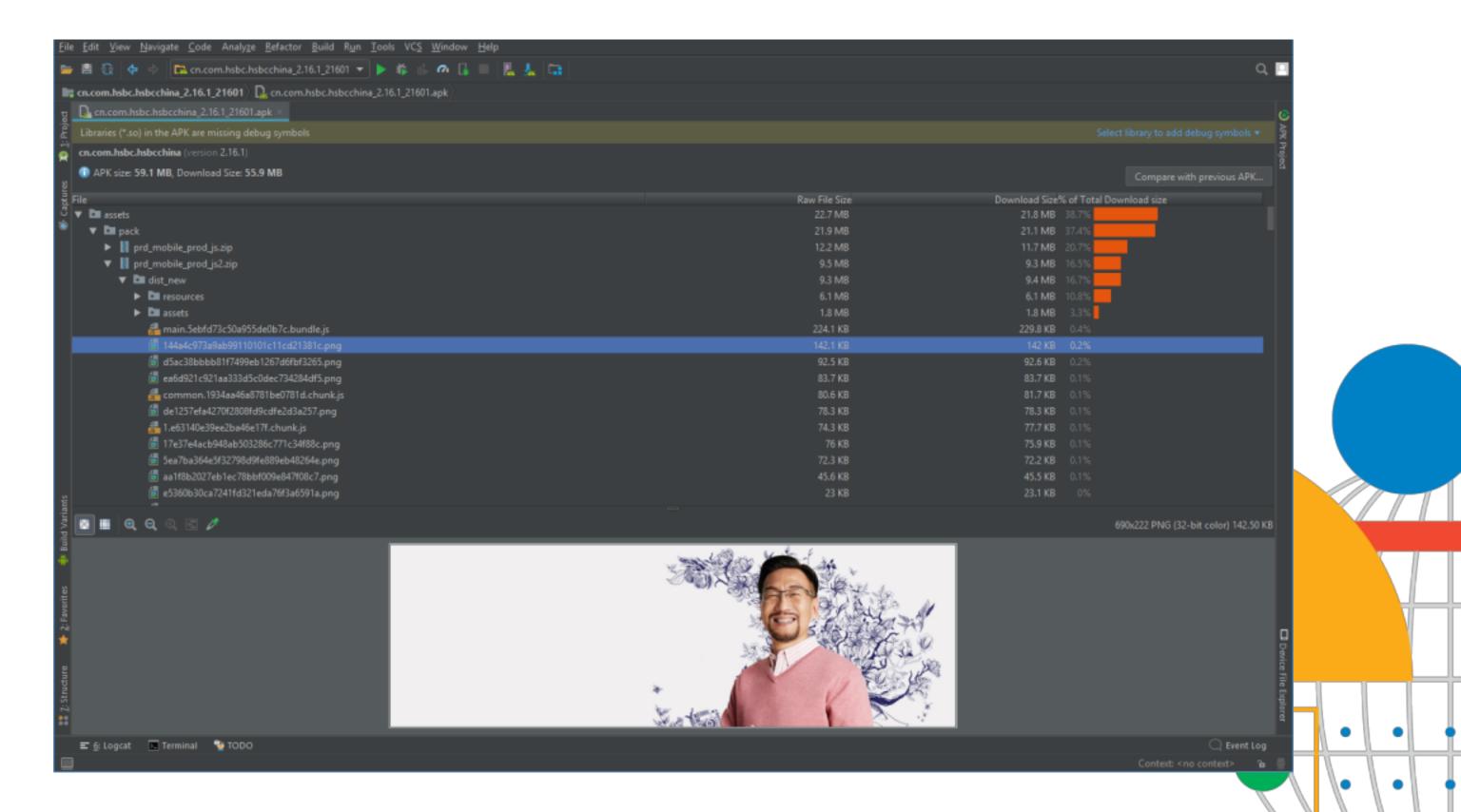


VectorDrawables

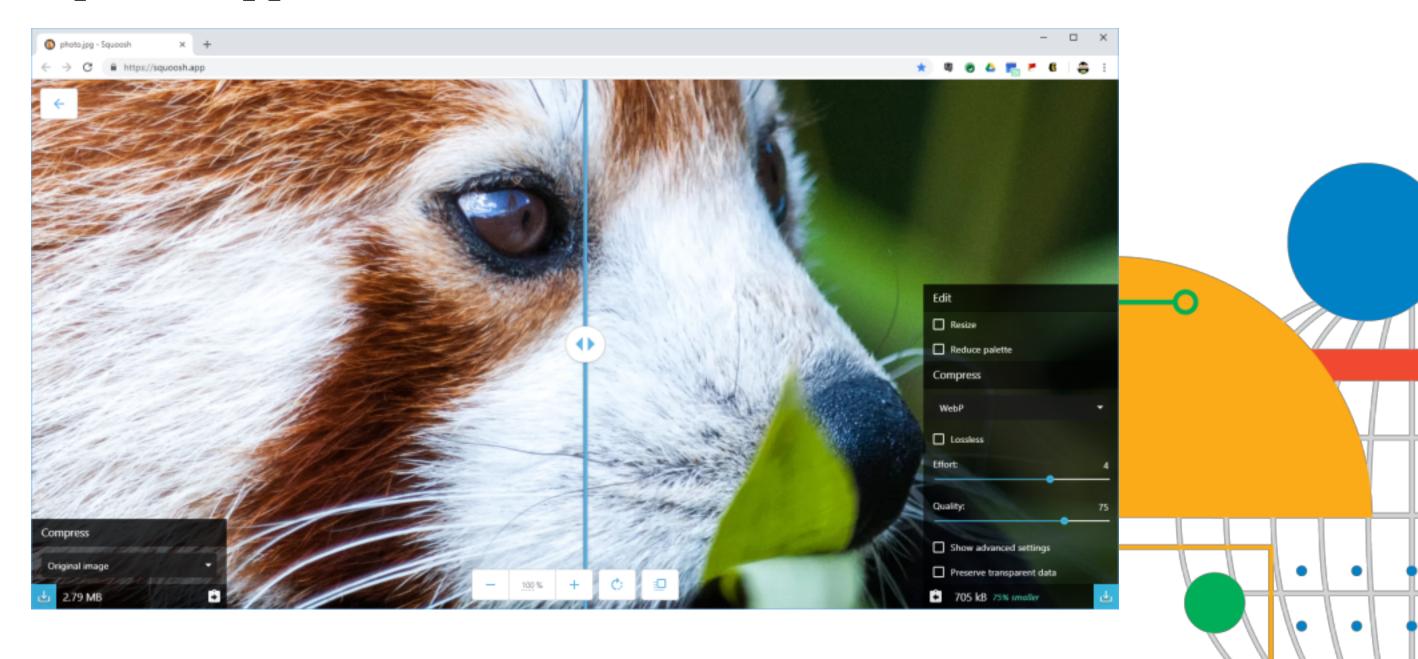


From: https://medium.com/androiddevelopers/understanding-androids-vector-image-format-vectordrawable-ab09e41d5c68





squoosh.app



Speed 速度





Still WebViews?

Rendering Layout

- Native + FlatBuffers
- Native + JSON / XML
- WebView + HTML + JS + CSS + Images +

單一頁面需要多少次 TCP 三向交握 (3-way handshaking)?



RAM!?

	Pixel 1 / 2 / 3	Mi Mix 1 / 2 /3
2016	4GB	6GB
2017	4GB	8GB
2018	4GB	10GB

10GB!?

Why do we need so many RAM?

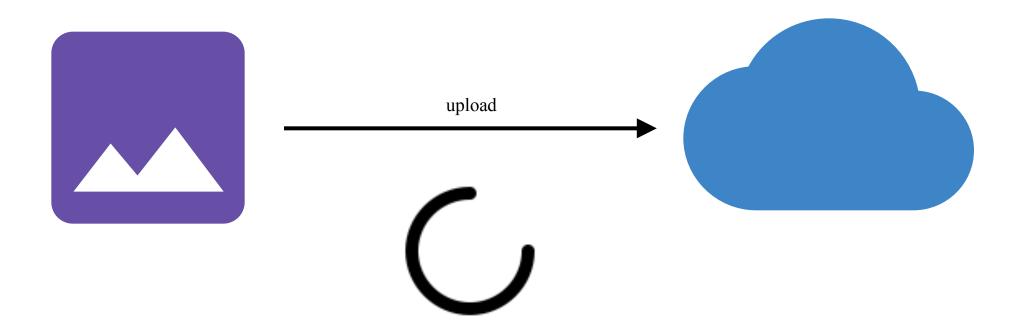


WorkManager

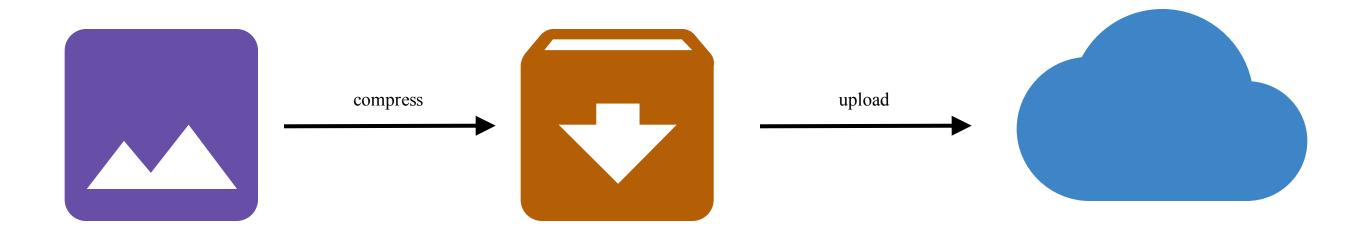
If your app is not running, WorkManager chooses an appropriate way to schedule a background task--depending on the device API level and included dependencies, WorkManager might use JobScheduler, Firebase JobDispatcher, or AlarmManager.



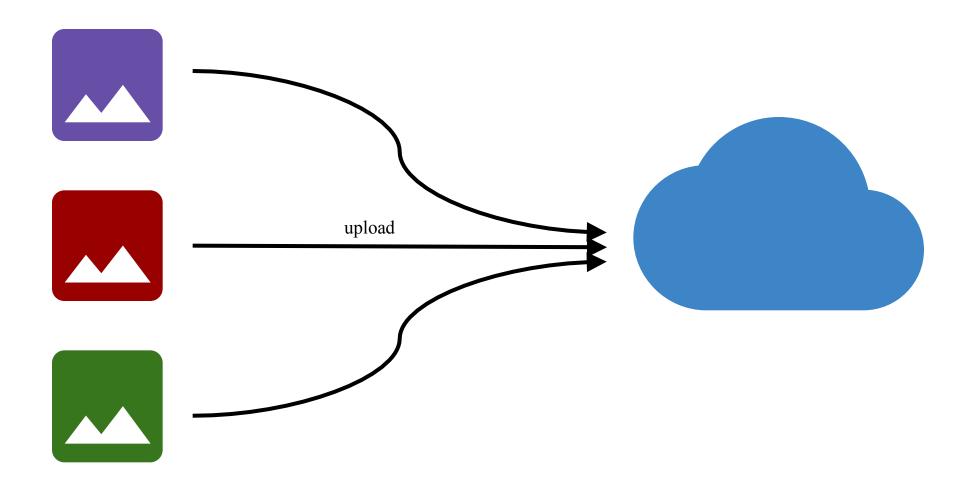
Show Progress



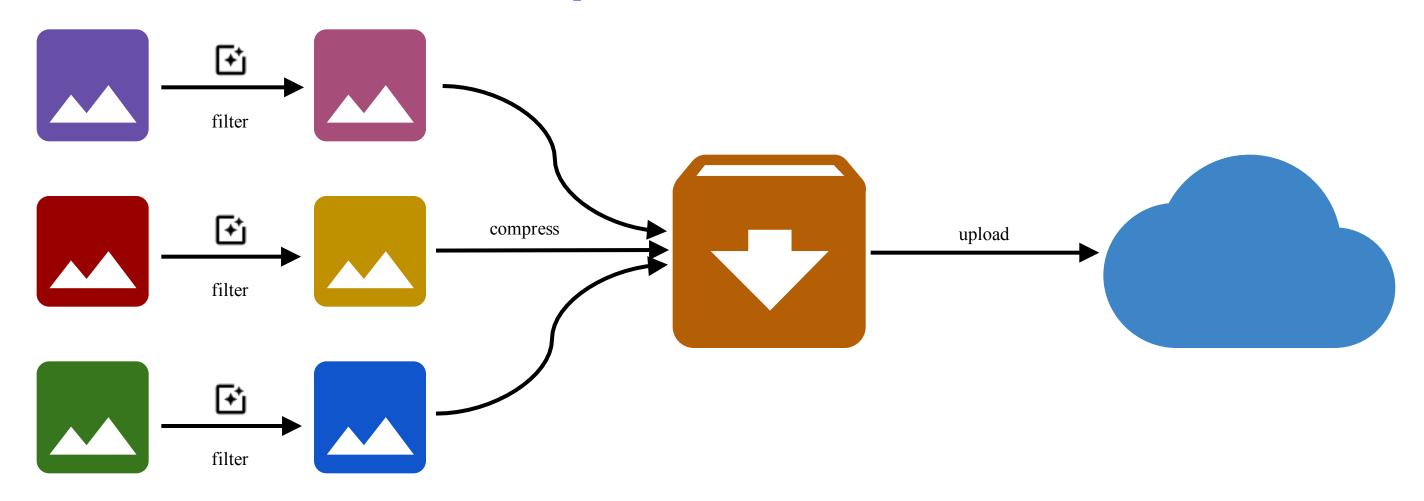
Chain Work



Parallel Work



Complex Flows



Screen 螢幕



Screen

- 4:3 to 16:9 to 2:1 to ... larger and longer 全面屏 // Bottom Navigation
- Rounded Corner 圆角屏// Design Guideline Margins!!! 保持距離
- Display Cut-out 劉海 / 水滴// Testing, Testing and Testing 測試 測試 測試





android support for Foldables



Foldable Screen 可摺式

- Screen Size != Window Size
- Not fixed orientation
- Resizable Activity



Target SDK Level Requirement

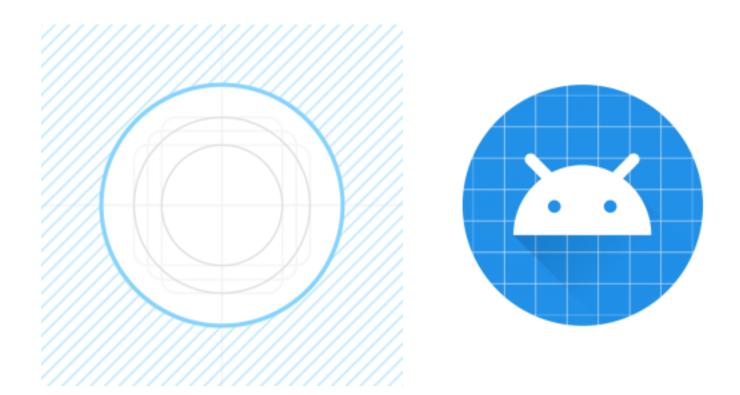
- targetSdk >= 26
- Google Play
 - New App: Aug-2018
 - o App Update: Nov-2018
- Major App Market in CN
 - O New App: May-2019
 - o App Update: Aug-2019

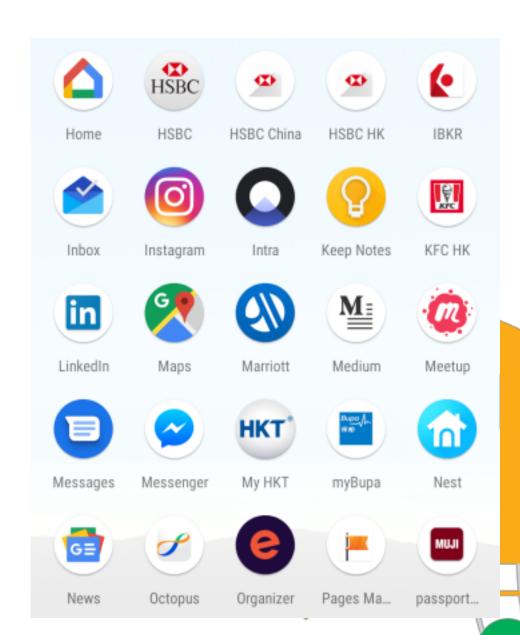


Stand Out 突出



Adaptive App Icon





Questions?

Github: seventhmoon

Google Play: j.mp/androidfung

