# Android 101

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### **Topic**

- Setup Tools
- Hello Android
- File System Structure
- Activity & Fragments
- Intents
- Task & Back stack
- Views & Layouts
- Response to user-interaction

# Setup Tools

#### **Setup Tools**







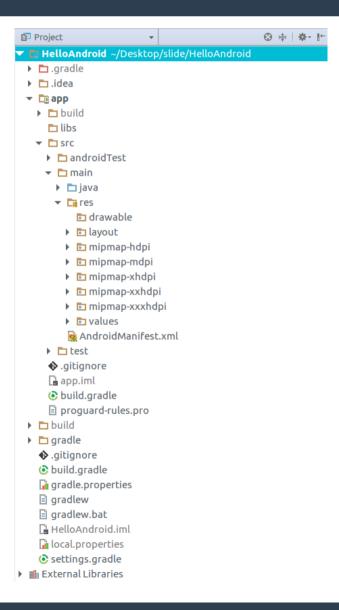
#### **Setup Tools**

- Android SDK
- Genymotion (ต้องการ VirtualBox)

## Hello Android

# File System Structure

#### File System Structure



#### **Android Manifest**

```
activity main.xml × C MainActivity.java × C app ×
                                          AndroidManifest.xml ×
      <?xml version="1.0" encoding="utf-8"?>
      <manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
          package="it.me.tae.helloandroid">
          <application
              android:allowBackup="true"
              android:icon="@mipmap/ic_launcher"
               android: label="HelloAndroid"
  0
              android:roundIcon="@mipmap/ic_launcher_round"
              android:supportsRtl="true"
               android:theme="@style/AppTheme">
               <activity android:name=".MainActivity">
                   <intent-filter>
                       <action android:name="android.intent.action.MAIN" />
                       <category android:name="android.intent.category.LAUNCHER" />
                   </intent-filter>
               </activity>
          </application>
      </manifest>
```

See more: Manifest file structure

#### **Gradle Build File**

```
activity main.xml x | C MainActivity.jav; x | C app x
    apply plugin: 'com.android.application'
    android {
        compileSdkVersion 25
        buildToolsVersion "25.0.2"
        defaultConfig {
            minSdkVersion 19
            targetSdkVersion 25
        buildTypes {
            release {
                minifyEnabled false
                proguardFiles getDefaultProguardFile('proguard-android.txt'), 'proguard-rules.pro'
    dependencies {
        compile fileTree(dir: 'libs', include: ['*.jar'])
        androidTestCompile('com.android.support.test.espresso:espresso-core:2.2.2', {
            exclude group: 'com.android.support', module: 'support-annotations'
        compile 'com.android.support:appcompat-v7:25.1.0'
        testCompile 'junit:junit:4.12'
```

#### Resources

- animator XML files that define property animations.
- anim XML files that define tween animations.
- **COlor** XML files that define a state list of colors.
- drawable Bitmap files (.png, .9.png, .jpg, .gif) or XML files that define drawable resource.
- mipmap Drawable files for different launcher icon densities.
- layout XML files that define a user interface layout.
- **menu** XML files that define application menus.
- **raw** Arbitrary files to save in their raw form.
- Values XML files that contain simple values, arrays, color, dimens, strings and style.
- **xm** Arbitrary XML files.

# **Activity & Fragments**

## Activity

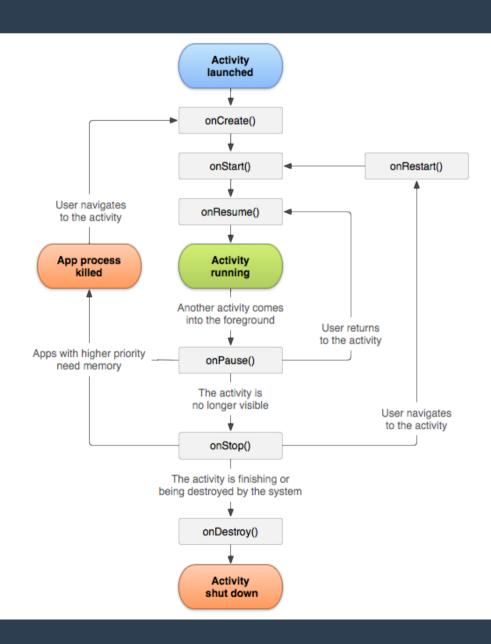
```
package it.me.tae.lifecycle;

import ...

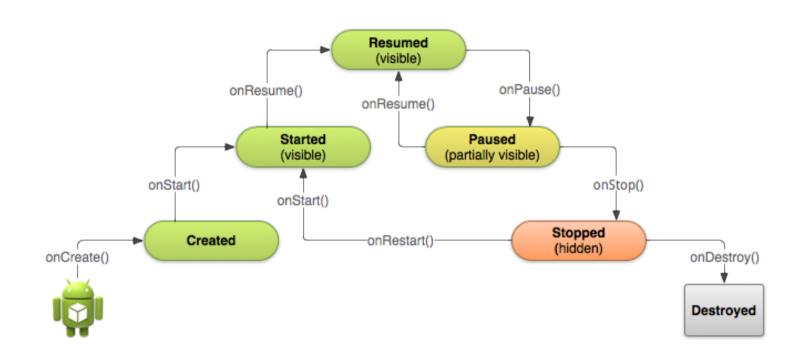
public class MainActivity extends AppCompatActivity {

@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
}
```

# **Activity Lifecycle**



# **Activity Lifecycle**

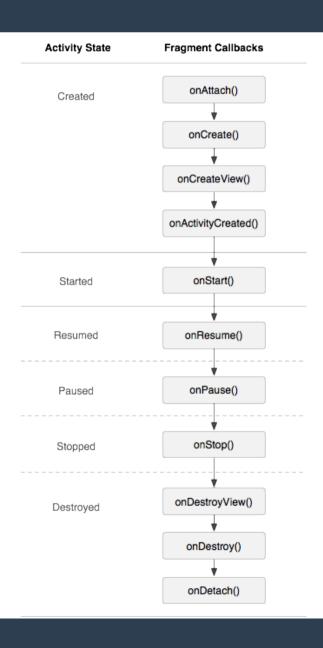


#### Fragment

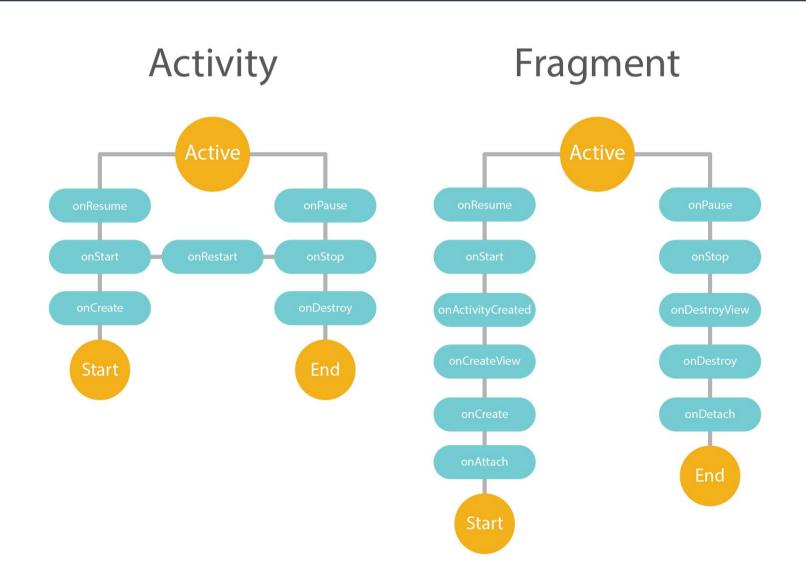
```
public class MyFragment extends Fragment {
   private static final String ARG PARAM1 = "param1";
   private static final String ARG_PARAM2 = "param2";
   private String mParam1;
   private String mParam2;
   public static MyFragment newInstance(String param1, String param2) {
       MyFragment fragment = new MyFragment();
       Bundle args = new Bundle();
       args.putString(ARG_PARAM1, param1);
       args.putString(ARG PARAM2, param2);
       fragment.setArguments(args);
       return fragment;
   @Override
   public void onCreate(Bundle savedInstanceState) {
       super.onCreate(savedInstanceState);
       if (getArguments() != null) {
           mParam1 = getArguments().getString(ARG_PARAM1);
           mParam2 = getArguments().getString(ARG PARAM2);
   @Override
   public View onCreateView(LayoutInflater inflater, ViewGroup container, Bundle savedInstanceState)
       return inflater.inflate(R.layout.fragment_my, container, false);
```

#### Fragment

# **Fragment Lifecycle**

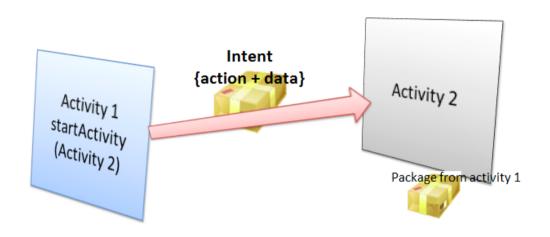


## **Activity vs Fragment Lifecycle**



### Intents

#### Intent



#### Intent

- The primary information contained in an Intent
  - Component name
  - Action
  - Data
  - Category
  - Extras
  - Flags

## Task & Back Stack

#### **Task & Back Stack**

#### Launch mode

- standard
- singleTop
- singleTask
- singleInstance

# Views & Layouts

# Response to user-interaction