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Hello, in this lesson we'll discuss how we are able to use the well tested

Licensing and APIs

Have a question? Discuss this lecture in the week forums.

Interactive Transcript

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0:03

Hello, in this lesson we'll discuss how we are able to use the well tested

Android Location class in our programs.

0:10

The Location.distanceTo method has a comment that indicates what the method does. Reading documentation is an important part of creating programs.

0:20

This method returns the distance in meters, between two locations. We'll remember that the distance is in meters, when writing code later.

0:29

You can also see that the method uses the WGS84 ellipsoid standard, adhering to standards is a good idea. It helps to ensure our code is robust. Accepted in a large community, and is verifiable as being correct. The World Geodetic System, established from 1984, is used here. We should be glad that we can rely on this standard. Rather than trying to determine the distance between two points on a three-dimensional sphere-like ellipsoid, that is the planet Earth.

1:01

Let's work to understand the location class, API. The location class we are using come from the Android system. Android powers more smart phones and devices than any other operating system.

1:15

You can read the documentation and understand the location, API, on the web like many modern APIs.

1:23

This API is really useful in developing the many location aware applications that run under Android.

1:30

To use the location class, you'll need to do several things. You'll wanna read the documentation to see how to use the class and what the API says about using the class.

1:41

You'll need to create location objects using the ideas you read about in the API.

1:48

You'll also call methods like distanceTo by adhering to what the API documentation says and by testing your code using the concepts from the API. The Android Location class is licensed for reuse. The location class uses an Apache 2.0 open source software license. You can read the details of what this license allows online. The documentation that comes with location.java from the Android system indicates which license is used. The Apache 2.0 license specifically allows for reuse of the code in the location class, and for the code to be changed. This is great, since we've taken the code and made some modifications to it. Our adaptations removed the location classes dependencies so it is useable outside of the Android system. We still benefit from the robust testing and development of the class. So we're confident it will work. We have also adopted the same Apache license as you can see here.

2:49

Because we chosen the Apache 2.0 license, you can adopt the code and make changes too. It works as given in our examples. So, you can simply use it without making changes if you want.

3:02

This kind of shared community programming is a powerful tool in creating software.

Downloads

Lecture Video

mp4

Subtitles (English)

WebVTT

Transcript (English)

txt

Documentation for the Android Location class.

Link

Apache 2.0 license info for the Location class.

Link

Would you like to [help us translate](#) the transcript and subtitles into additional languages?