developers

Android开发教程&笔记



7个 Linux 手机平台

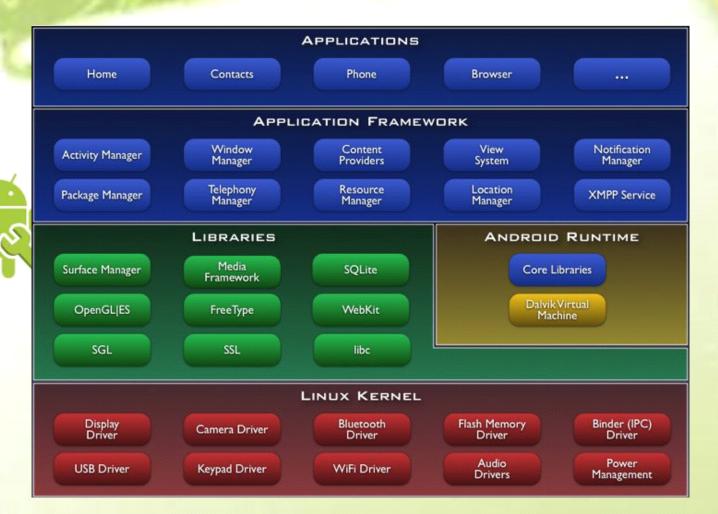
- **♦** Maemo
- ♦ Android
- ♦ LIMO
- ◆ OpenMOKO
- **♦** GPE^2
- **♦** ALP
- ◆ QTopia Phone Edition

Maemo 架构

Architecture overview - logical view Applications Hildon Desktop Hildon plugins Hildon Toolkit Hildon Input Method user interface GTK+ Pango Cairo ATK **GStreamer** Matchbox Sapwood connectivity & LibConIC BlueZ Telepathy E-D-S communications **GnomeVFS** GConf system services GLib HAL D-Bus X core GNU/Linux

-----Android 编程基础

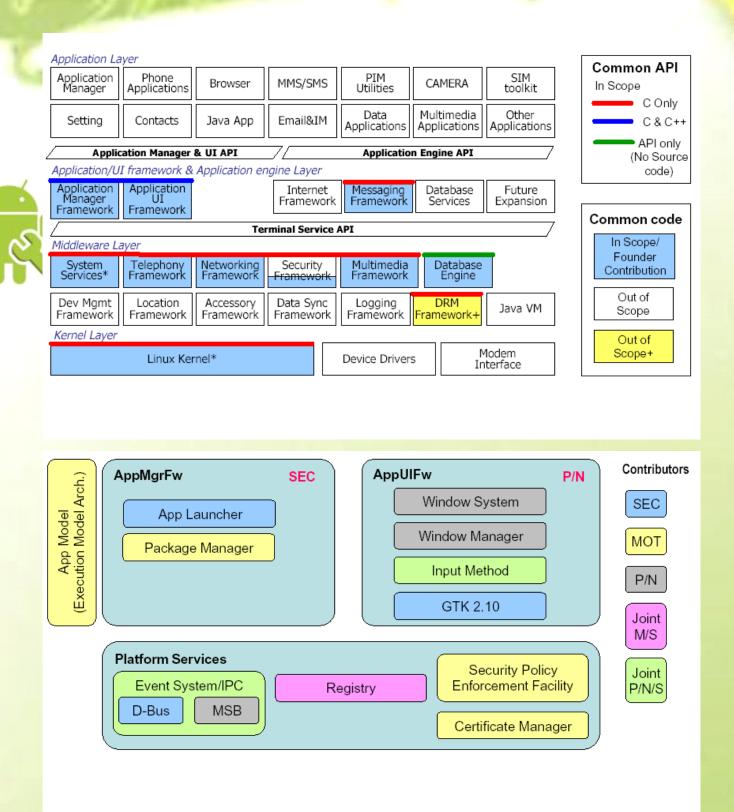
Android 架构





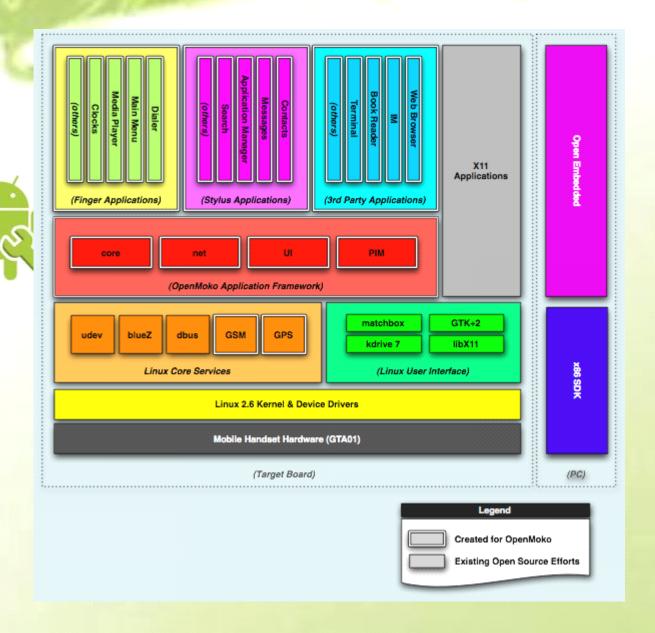
----Android 编程基础

LIMO 架构



----Android 编程基础

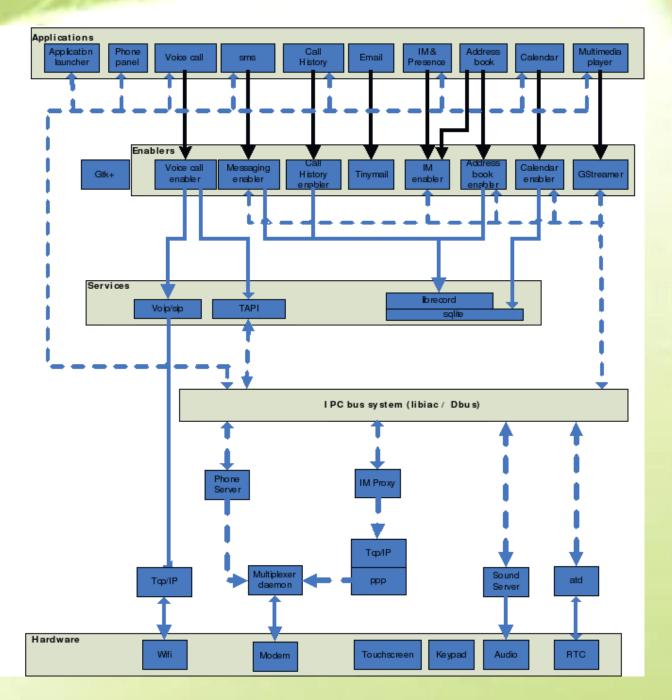
OpneMOKO 架构





-----Android 编程基础

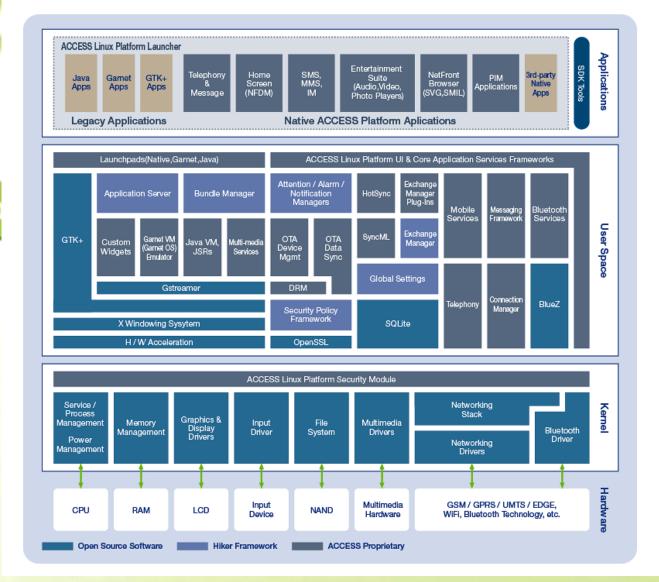
GPE^2 架构





-----Android 编程基础

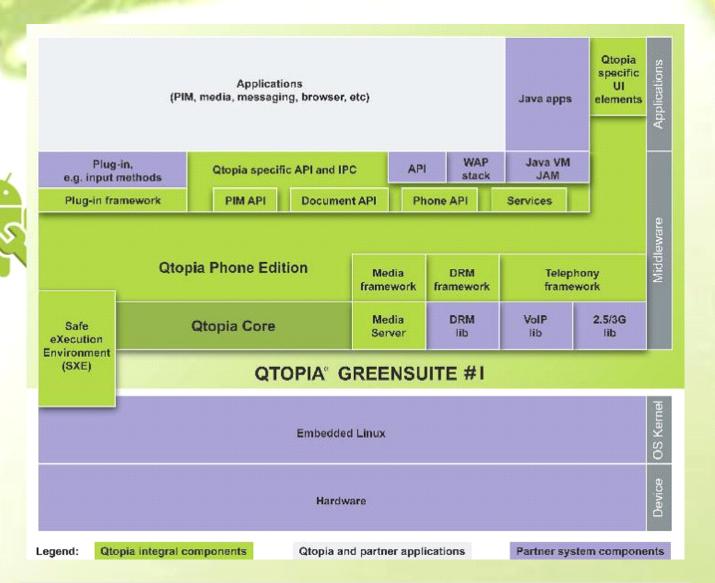
ALP 架构





---Android 编程基础

QTopia Phone Edition 架构





进程间的通信

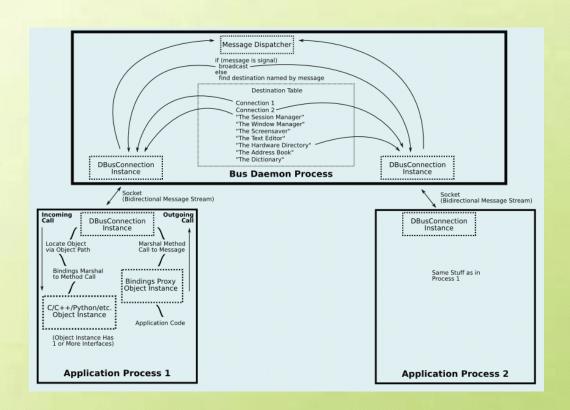
Linux 手机平台进程间通信

- ◆ Maemo 采用 D-BUS
- ◆ Android 采用 OpenBinder
- ◆ LiMO 采用 D-BUS
- ◆ OpenMoko 采用 D-BUS
- ◆ GPE Phone Edition 采用 D-BUS
- ◆ ALC 采用 OpenBinder
- ◆ Qtopia Phone Edition 采用 D-BUS

进程间通信种类

- ♦ D-BUS
- Openbinder
- ◆ CORBA/Corbit
- ♦ IVY
- ◆ GNET

D-BUS



Android 学习方法

- ① 了解什么是 Androi
- ② 建立开发环境
- ③ 阅读 SDK 文档
- ④ 背景知识
 - ✓ Java
 - ✓ 面向对象
 - ✔ 设计模式
 - ✓ J2ME, Brew, Symbian



建立 Android 开发环境

- ① 下载 JDK 5 or JDK 6 (JRE alone is not sufficient) ->安装->设置环境变量 JAVA_HOME CLASSPATH path
- ② 下载 Eclipse 3.3 (Europa), 3.4 (Ganymede) IDE for JAVA->解压
- ③ 下载 Android SDK 解压-> path 里加入 SDK 包中的 tools 目录全路径
- ④ 下载 <u>ADT</u> 0.8.0 解压
- ⑤ 打开 Eclipse 安装 ADT 插件

