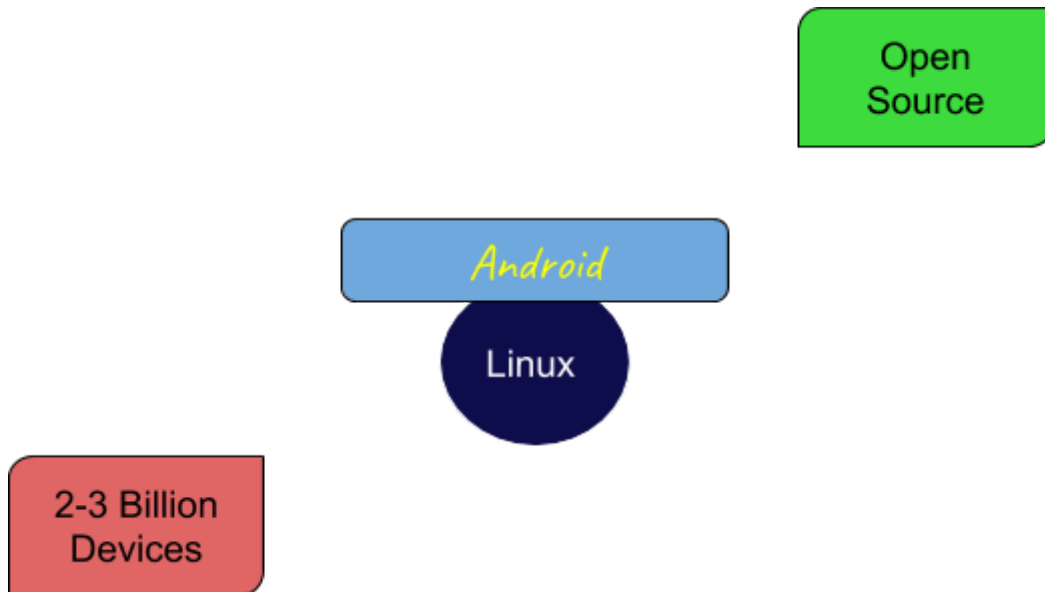
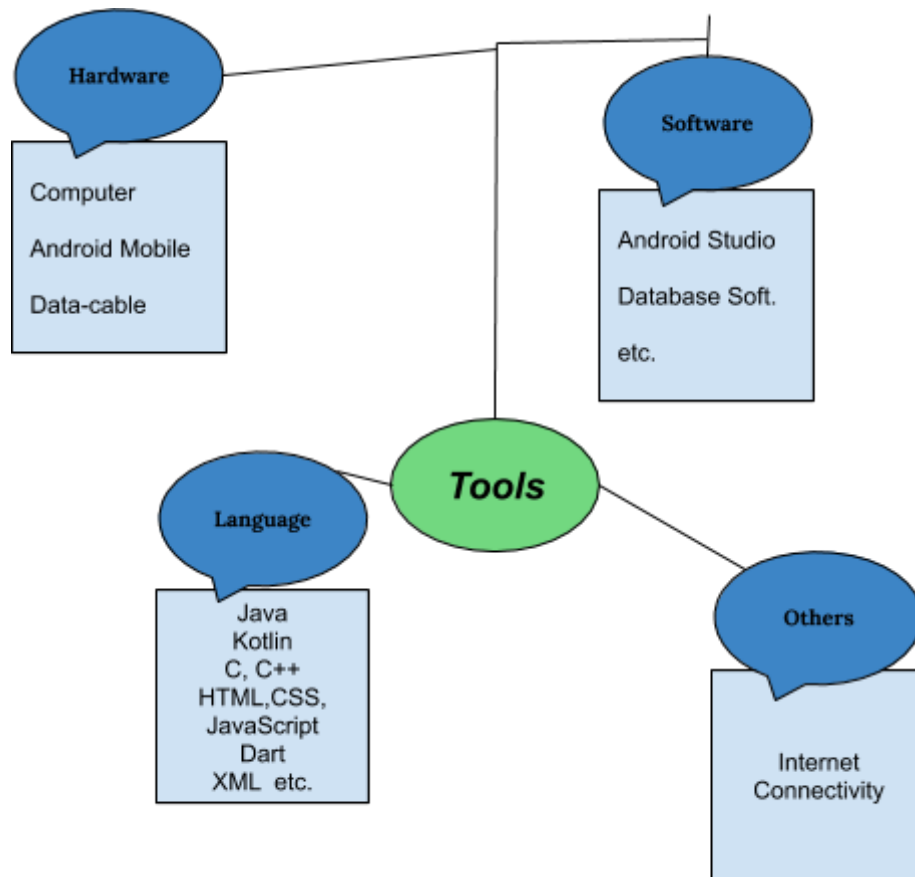


Android Programming



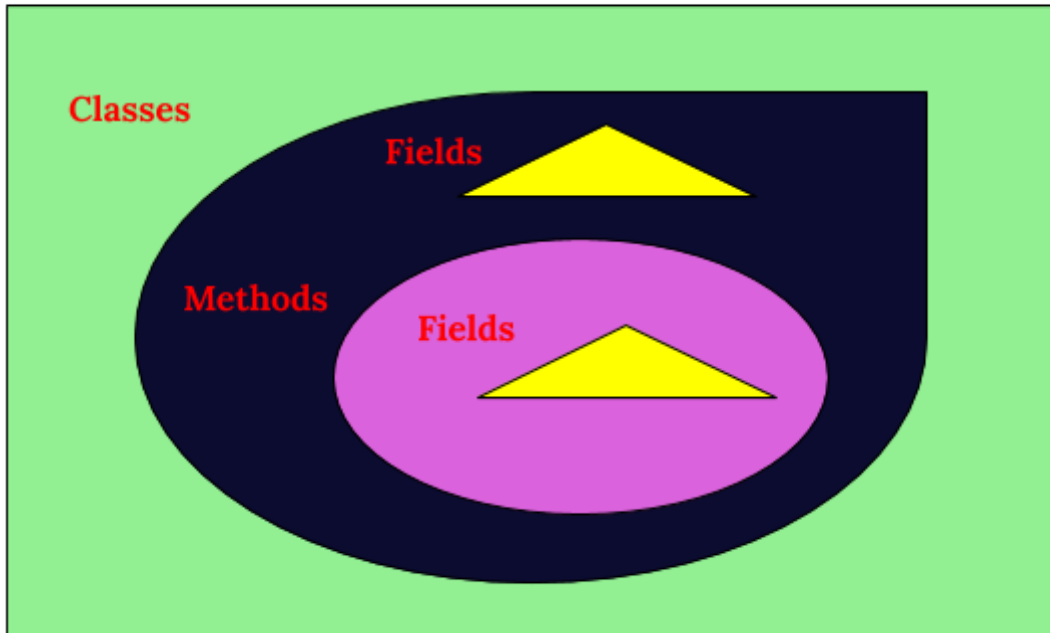
Android Development Requirements



Java's Basic Overview

Fields/Variables , Methods/Functions , Classes, Objects

Objects



Normal Declaration Format

```
Orange{  
  
    int amount = 10;  
    int low_price = 5;  
    int medium_price = 10;  
    int high_price = 15;  
  
    public Orange(){  
    }  
  
    public Orange( int amount, int price){  
        this.amount = amount;  
        this.price = price;  
    }  
  
    public void cost(){  
        supply_03();  
    }  
  
    public int supply_01( int amount, int low_price){  
    }  
  
    public int supply_02( int amount, int low_price, int high_price){  
    }  
  
    private void supply_03(){  
        System.out.println(amount*medium_price);  
    }  
}
```

```
Orange orange_1 = new Orange();  
orange_1.cost();  
orange_1.supply_01();  
  
Orange orange_2 = new Orange(100,15);  
orange_2.supply_01();
```

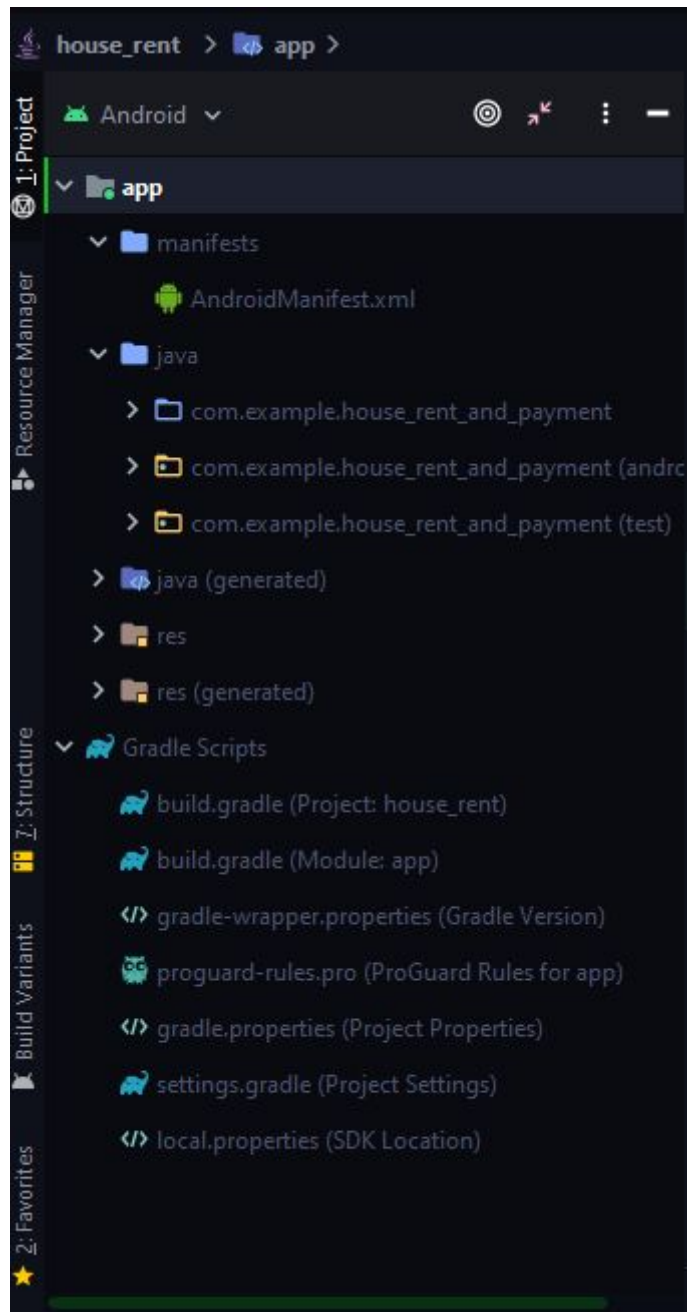
Android's Basic Overview

XML UI

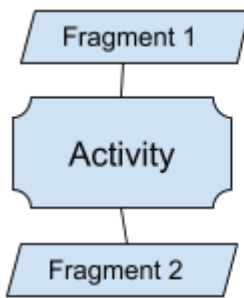
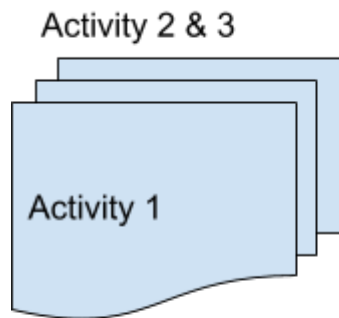
Gradle

Java
Backend

App's General Structure



Background Code:



```
public class Main extends Activity {  
  
    @Override  
    protected void onCreate( Bundle savedInstanceState ) {  
  
        super.onCreate( savedInstanceState );  
        setContentView( R.layout.activity_main );  
  
    }  
}  
  
Intent in = new Intent( this, Second.class );  
this.startActivity( in );  
finish();
```

Every Activity has a 'Context' object
(it maintains Current State of Application)

```
<manifest>  
    <application>  
  
        <activity android:name=".package_name.activity_name" />  
  
    </application>  
</manifest>
```

Every Activity must be included in AndroidManifest.xml