

Kajian Dwi Mingguan

# Introduction of Android Programming & Material Design

Arrival Dwi Sentosa



# Background



Computer Science  
Student  
北京理工大学

## Experiences

Dicoding Academy Reviewer Team (Android and Xamarin Academy)

Indonesia Android Kejar Mentor for Beginner and Intermediate Class, GDG Indonesia

## Achievements

### 2016

Indosat IWIC Ooredoo 12, Runner Up with apps "UangKu"

Indonesia Intel Top Developer

Medallion for Excellence, ASEAN Skills Competition Malaysia in field IT Software

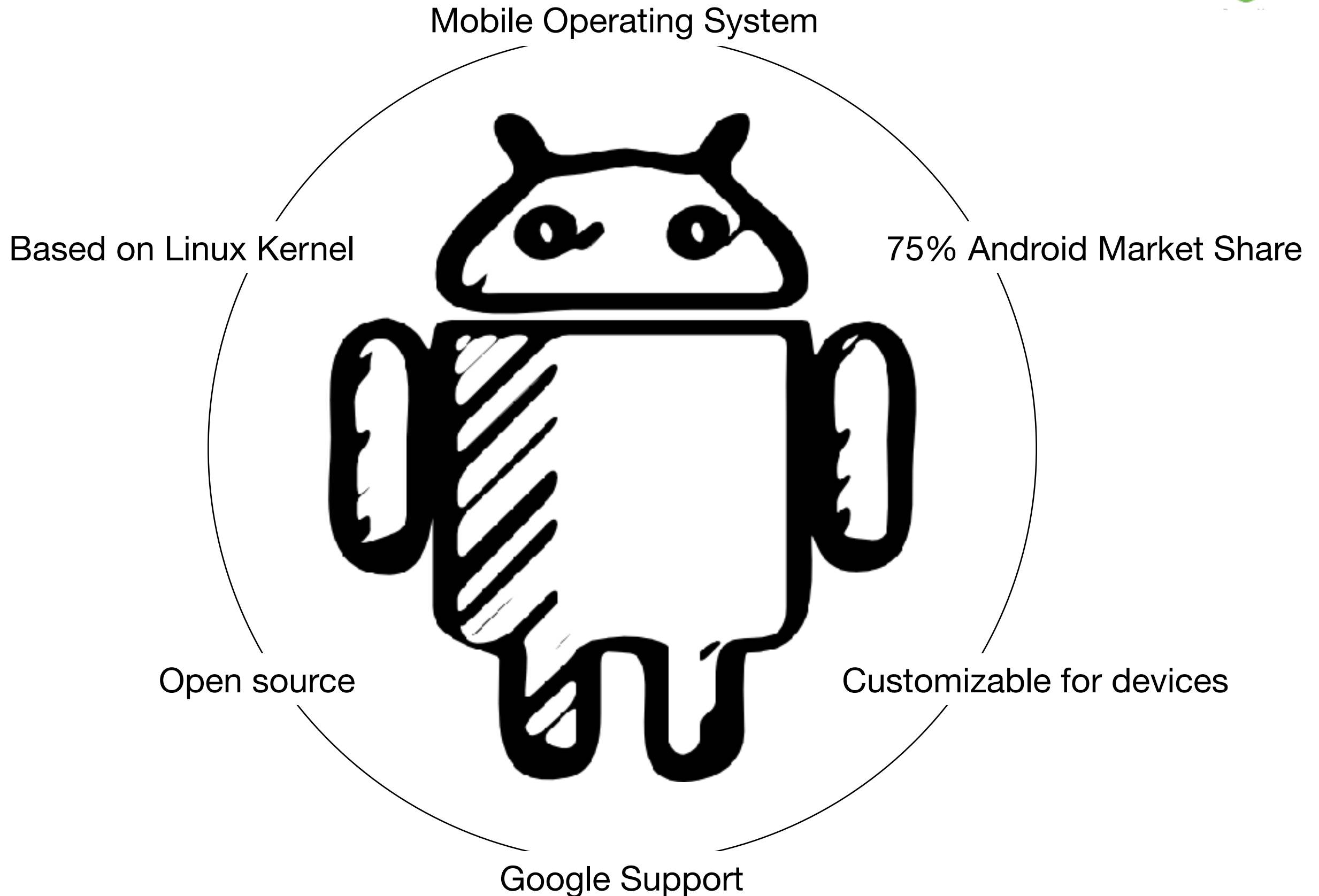
Winner of IBM Bluemix Challenge with apps "iWatchYou"

### 2017

Medallion for Excellence, World Skills Competition Abu Dhabi in field IT Software

Winner of Samsung Indonesia Next Apps 4.0 with apps "Mona"

# What is Android?



# Android Native Development



## FIRST LANGUAGE

### Java

```
System.out.println("Hello World");
```

### Kotlin

```
print("Hello World")
```

### C++

```
cout<<"Hello World";
```

## NEW TECHNOLOGY

### Flutter (Dart)

```
print('Hello World')
```

### ReactNative

```
<Text>Hello world!</Text>
```

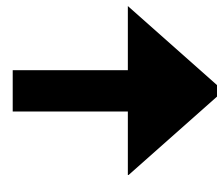
# Which you preferred?



or



```
public class Person {  
    private String name;  
    private int age = 0;  
  
    public Person(String name, int age) {  
        this.name = name;  
        this.age = age;  
    }  
  
    public String getName() {  
        return name;  
    }  
  
    public void setName(String name) {  
        this.name = name;  
    }  
  
    public int getAge() {  
        return age;  
    }  
  
    public void setAge(int age) {  
        this.age = age;  
    }  
}
```



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```
data class Person(var name: String, var age: Int)
```

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# Android Development Tools



# androidstudio

Download latest versions

**<https://developer.android.com/studio/>**

\*Install Kotlin Packages for Kotlin Developer

# Apps Development



- There's a Screen called "**Activity**" and flexible Screen called "**Fragment**"
- Written using **Java/Kotlin** and **Extensible Markup Language (XML)**
- Uses the Android Software Development Kit (**SDK**)
- Uses Android **libraries** and Android **Application Framework**
- Executed by Android Runtime Virtual machine (**ART**)

# Challenges of Android Development

- **Multiple screen** sizes and resolutions
- **Performance:** make your apps responsive and smooth
- **Security:** keep source code and user data safe
- **Compatibility:** run well on older platform versions



# Apps Project Structures

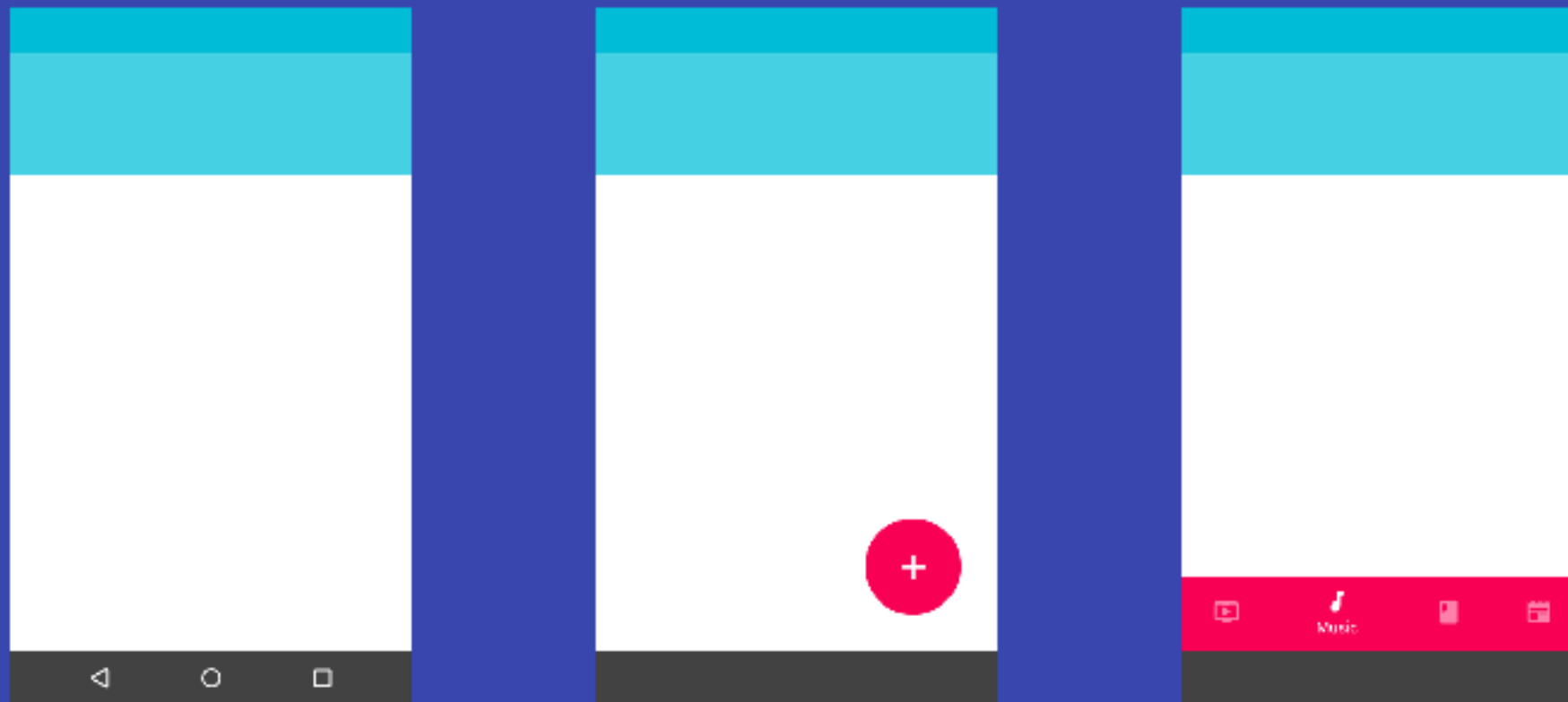


# Android Build System



**Build > Test > Publish > Deploy**

# Material: Android Design Guidelines



<https://material.io/guidelines/style/>

# Material: Typography



**Roboto** is the standard typeface on Android

Roboto has 6 weights

- Thin
- Light
- Regular
- Medium
- Bold
- Black

Roboto Thin

Roboto Light

Roboto Regular

**Roboto Medium**

**Roboto Bold**

**Roboto Black**

*Roboto Thin Italic*

*Roboto Light Italic*

*Roboto Italic*

***Roboto Medium Italic***

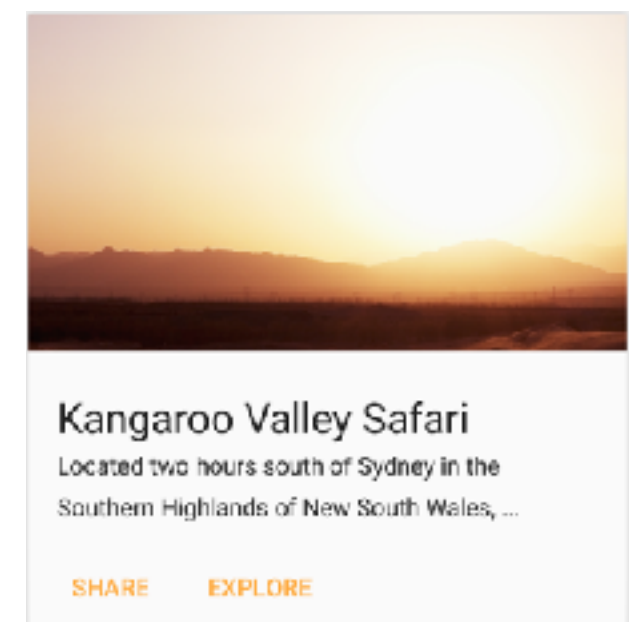
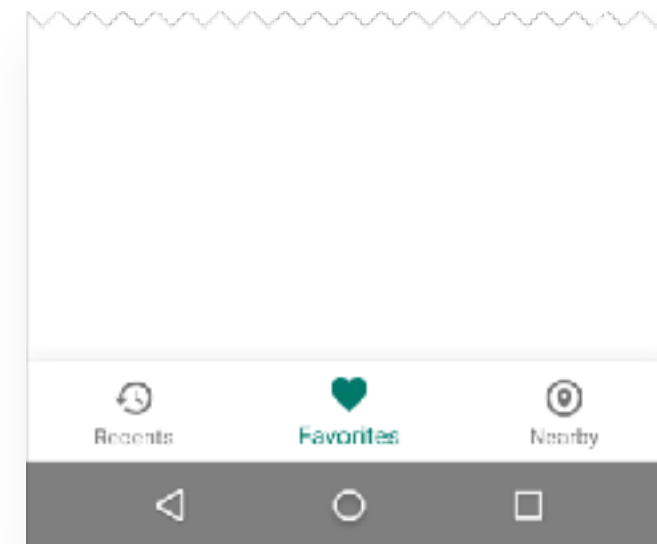
***Roboto Bold Italic***

***Roboto Black Italic***

# Material: Components

Material Design has guidelines on the use and implementation of Android components

- Bottom Navigation
- Buttons
- Cards
- Chips
- Data Tables
- Dialogs
- Dividers
- Sliders
- Snackbar
- Toasts
- Steppers
- Subheaders
- Text Fields
- Toolbars



# Experiments

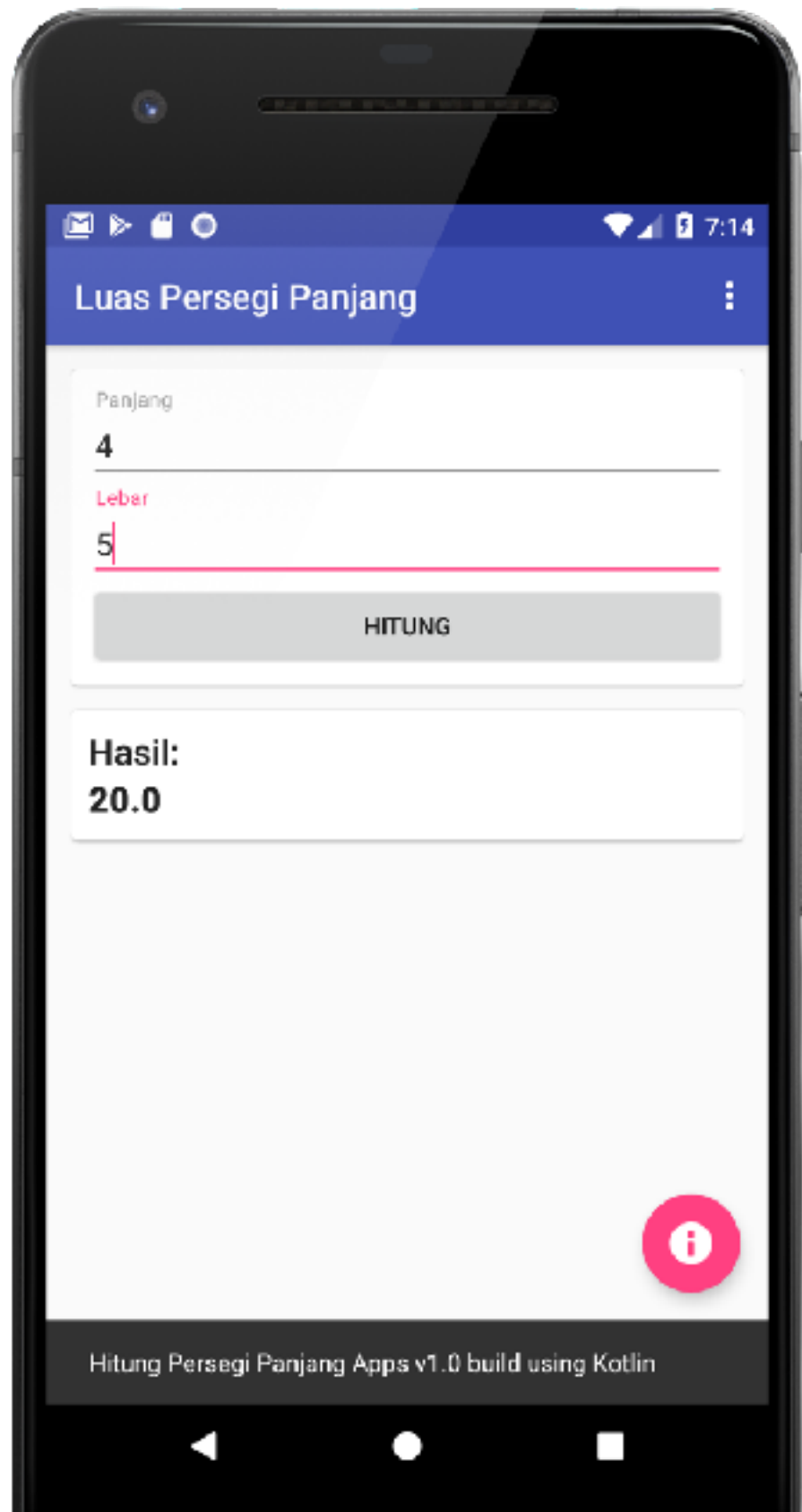


## Simple Apps (Area of Rectangle)

Language:  
Kotlin

Layout:  
XML

Material Design Used:  
Cardview  
Floating Action Button  
Snackbar



# Thank you

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Wechat: arrivaldwis

Github: <https://github.com/BIT-Indonesia>



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