Anno uncernents
1) Office hows would be offline -
2) Assignment-1 released next week.
Basics of Android Programming
Android from work has kept evolving since starting in
7 v o 8 -
Till 2019 => Tora After 2019 => (rothin) => Where did it come from? Reactive Programming
Kothin => created by Intellis
There language.
2) Interoperability > Köllin is Still compatible/based on the same underlying VM's => clasktop >> JVM Andreid >> Dalvik
3) Supports multiple paradigms => Allows procedural programming
int main (void) {

app can have multiple enty points. An app can request you to jump to a [specific part/screen of another An app consists of a number of activities. Con be invoked from Seach activity corresponds to different locations depending Screen.

Screen. =) draws the user interface (UI) once invoked. How to define an activity? Defined an abstract class called Activity in the Android framework itself. on Create () => on Start () => on Resume () on Pouse ()

on Create () =) As soon as the activity is irvoked. draws the UI shown before the actual content is ready. On Start () =) Shows the actual UI with content. on Resure () => Invoked wherever there is user interaction) user moves to a)) onpuse () = differt all by switching or pressing buck button. on Stop () => Invoked before stopping the occution. on Restort () => When the same activity is restorted or re-unvoked Java and all provious longuages; wherever UI programming was used; had to specify how to create UIs. voite à sequence of steps to generate the elements of the UI one-Don't specify how to generate; instead expline describe only how the UI should

Valid Composable functions:

1) Not use one local variable (arguments are fine)

2) Not change the generates.

3) Annotated by @ Composable.

4) Any other finction called also has to be composable.

Activities need to be listed in a manifest file;

Android Studio generates outlomatically.