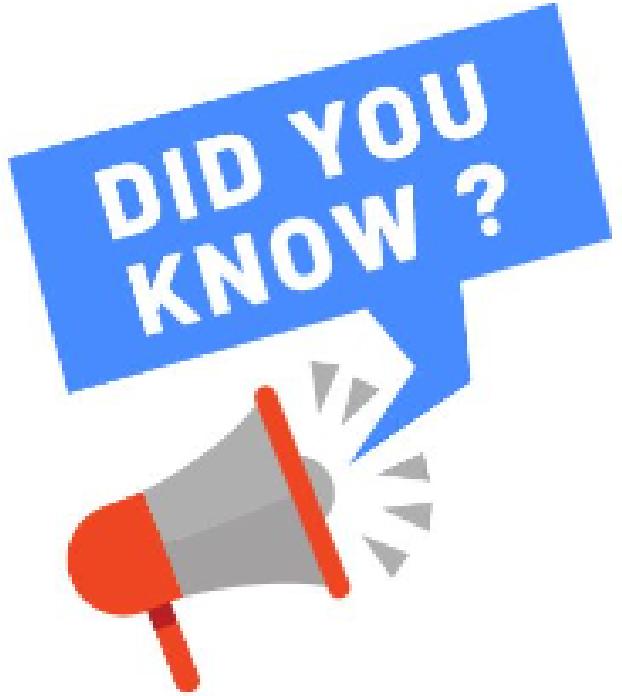


Sep. 30, 2022

MNNIT Computer Coding Club

INTRO TO ANDROID

Class 1



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are released on the Google Play
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Figure 2. For the quadratic function $y = x^2 - x - 2$,

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Operating System

REPORT QUIZZES

AGENDA



- ★ What actually is Android?
 - ★ Develop your first Android app
 - ★ What is Activity?
 - ★ Layout
 - ★ Intent
- 

RESOURCES:

- Tutorial point
- Android developers official guide
- Youtube tutorials

LEVEL
UP

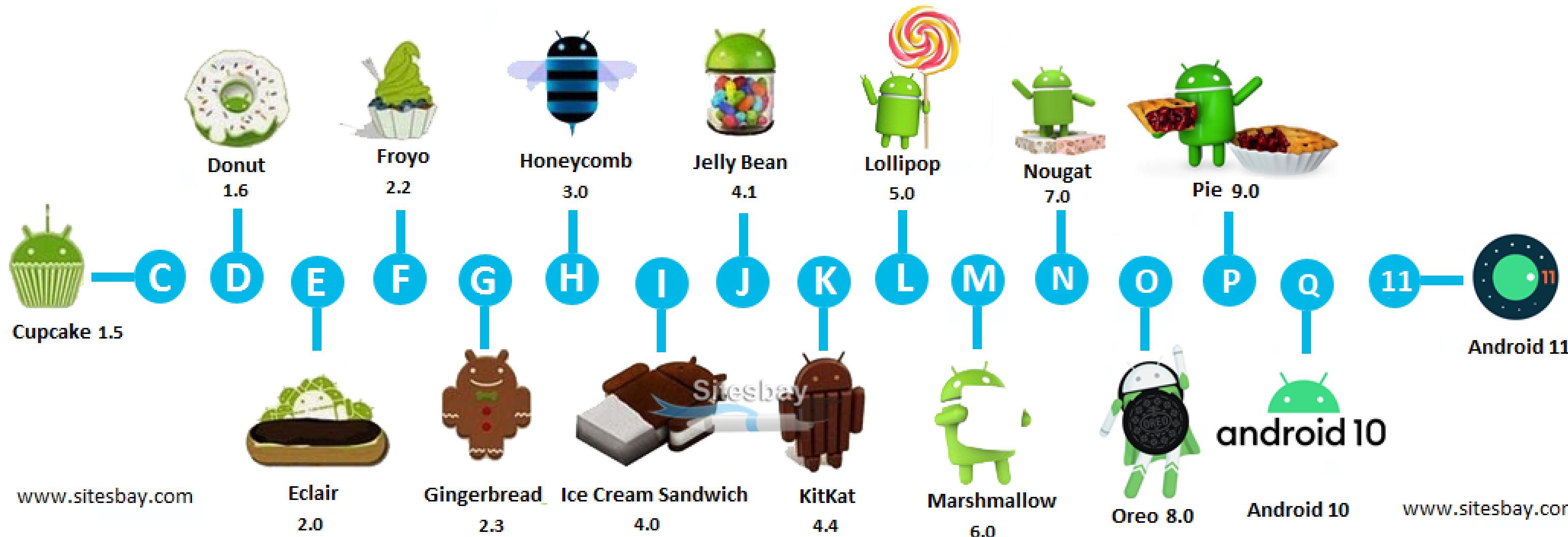
WHAT IS ANDROID?

Android is an open source and Linux based mobile operating system designed for touch screen such as smartphones and tablets and also power devices such as watches, TVs and cars.

It is free and open source software released under Apache Open source license.

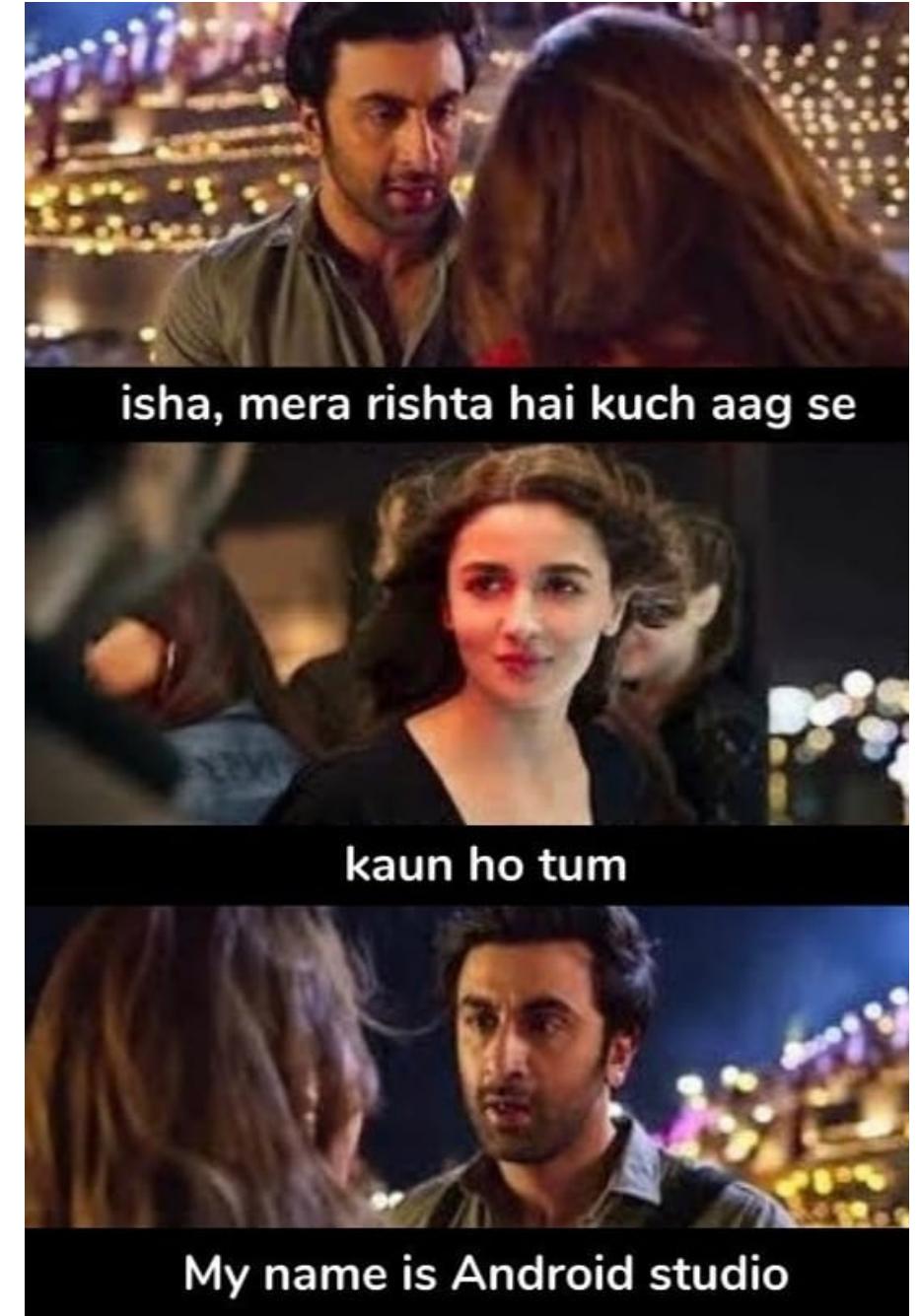


ANDROID VERSIONS



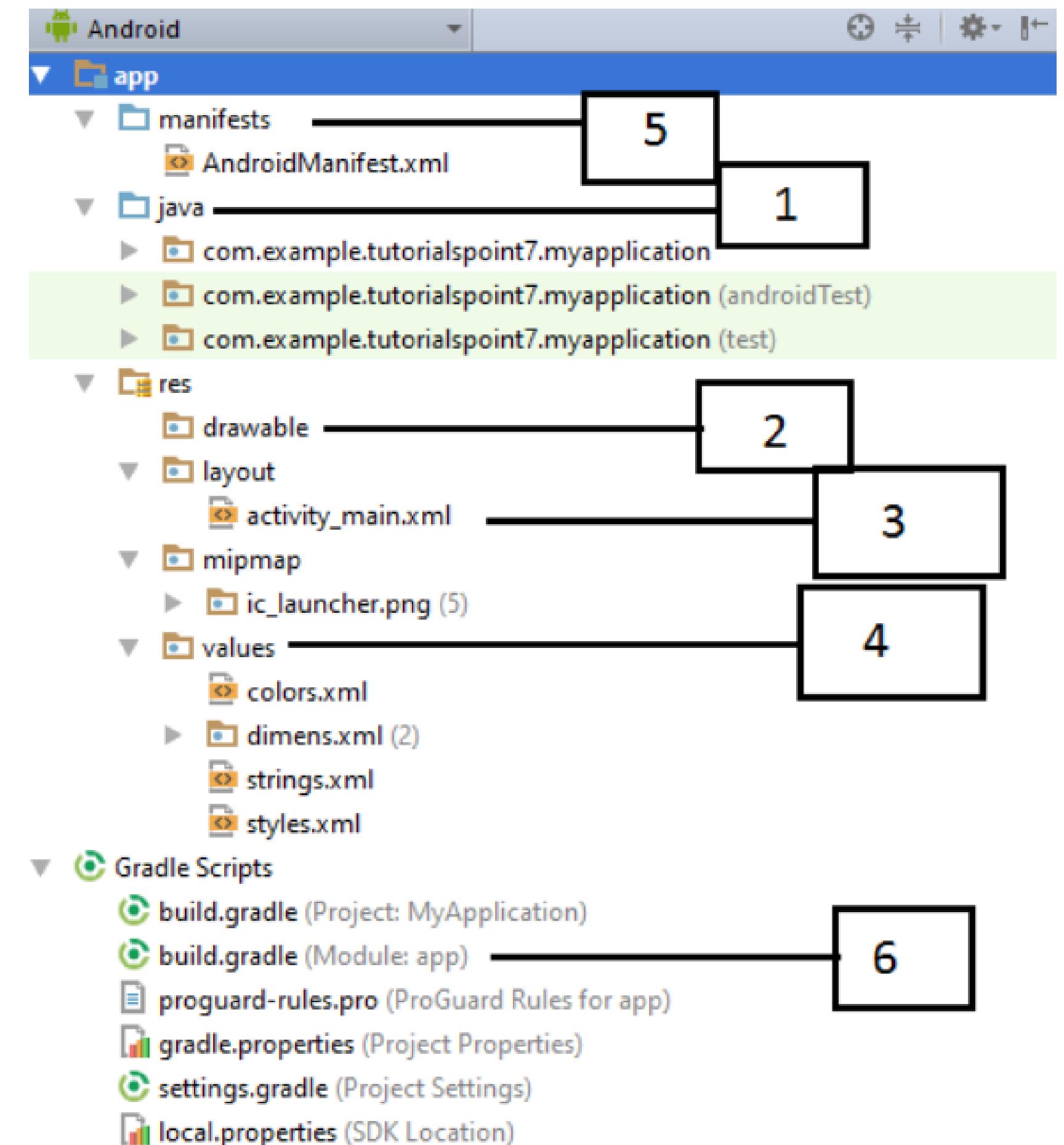
INSTALLATIONS:

- Installation instruction
- How to deploy app to your phone
- Using emulator to deploy apps



ANATOMY OF ANDROID APPLICATION

Before you run your app, you should be aware of a few directories and files in the Android project -



CONTINUE . . .

Java:

This contains the .java source files for your project. By default, it includes an `MainActivity.java` source file having an activity class that runs when your app is launched using the app icon.

Android
Manifest:

This is the manifest file which describes the fundamental characteristics of the app and defines each of its components.

Build.gradle:

This is an auto generated file which contains `compileSdkVersion`, `buildToolsVersion`, `applicationId`, `minSdkVersion`, `targetSdkVersion`, `versionCode` and `versionName`

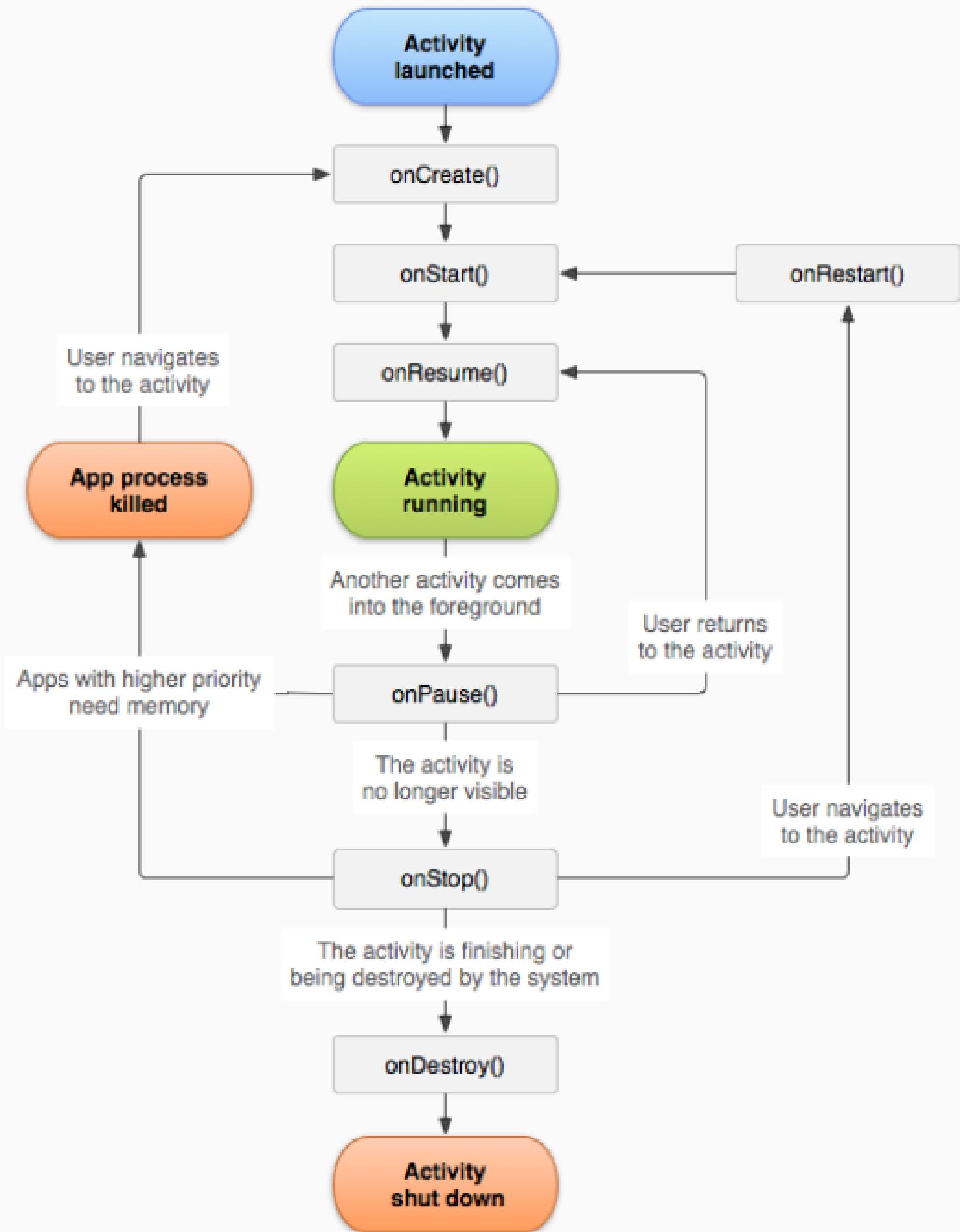
ACTIVITY

An **activity** is an **application component which represents a single screen with user interface**. In short activity performs actions on screen. It is the basic component of Android and whenever you are opening an application, then we are opening some activity.

When we all started with coding, we know about the **main method** from where the program begins execution. Similarly, in Android, Activity is the one from where the Android Application starts its process. There is a series of methods that run in an activity.

ACTIVITY LIFECYCLE

There is a lifecycle associated with every Activity that is a sequence of callback methods that start up an activity and a sequence of callback methods that tear down an activity as shown in the Activity life cycle diagram.

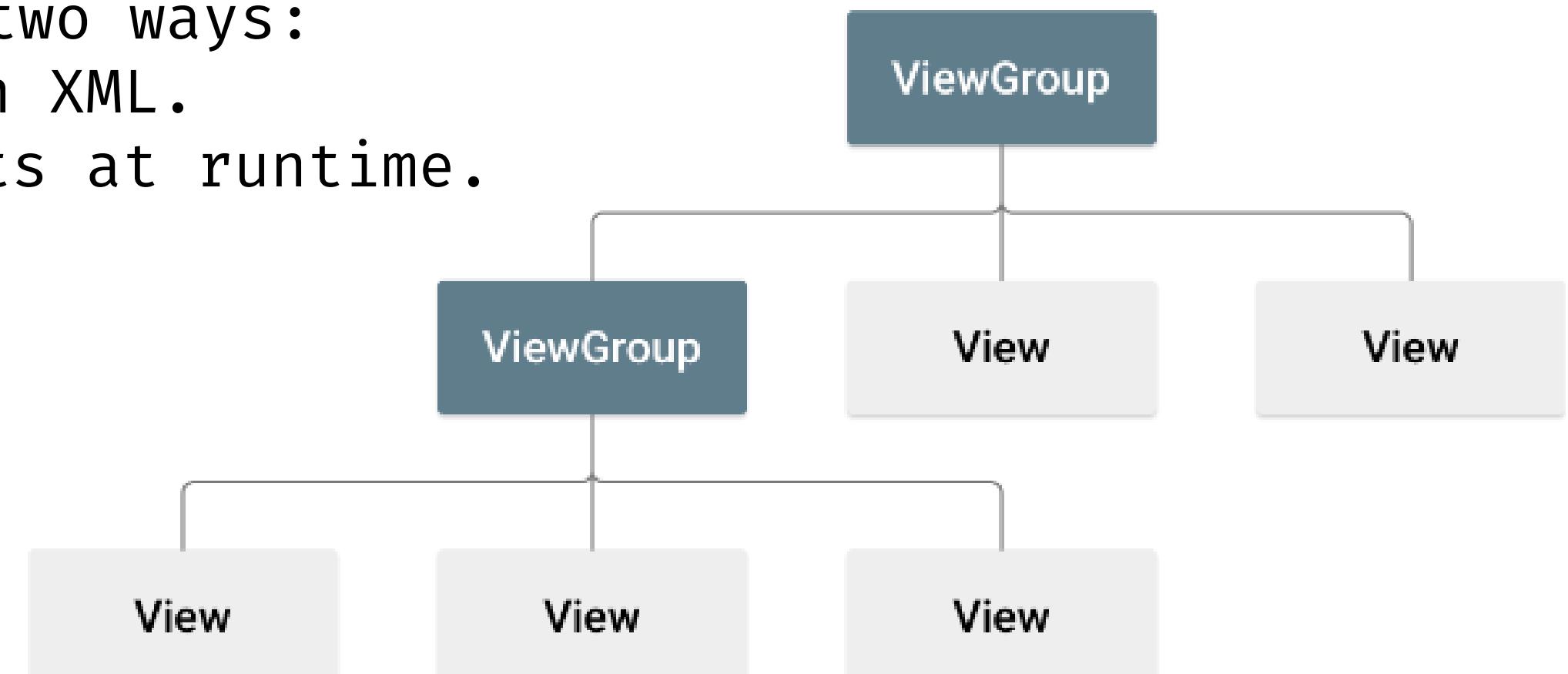


LAYOUT:

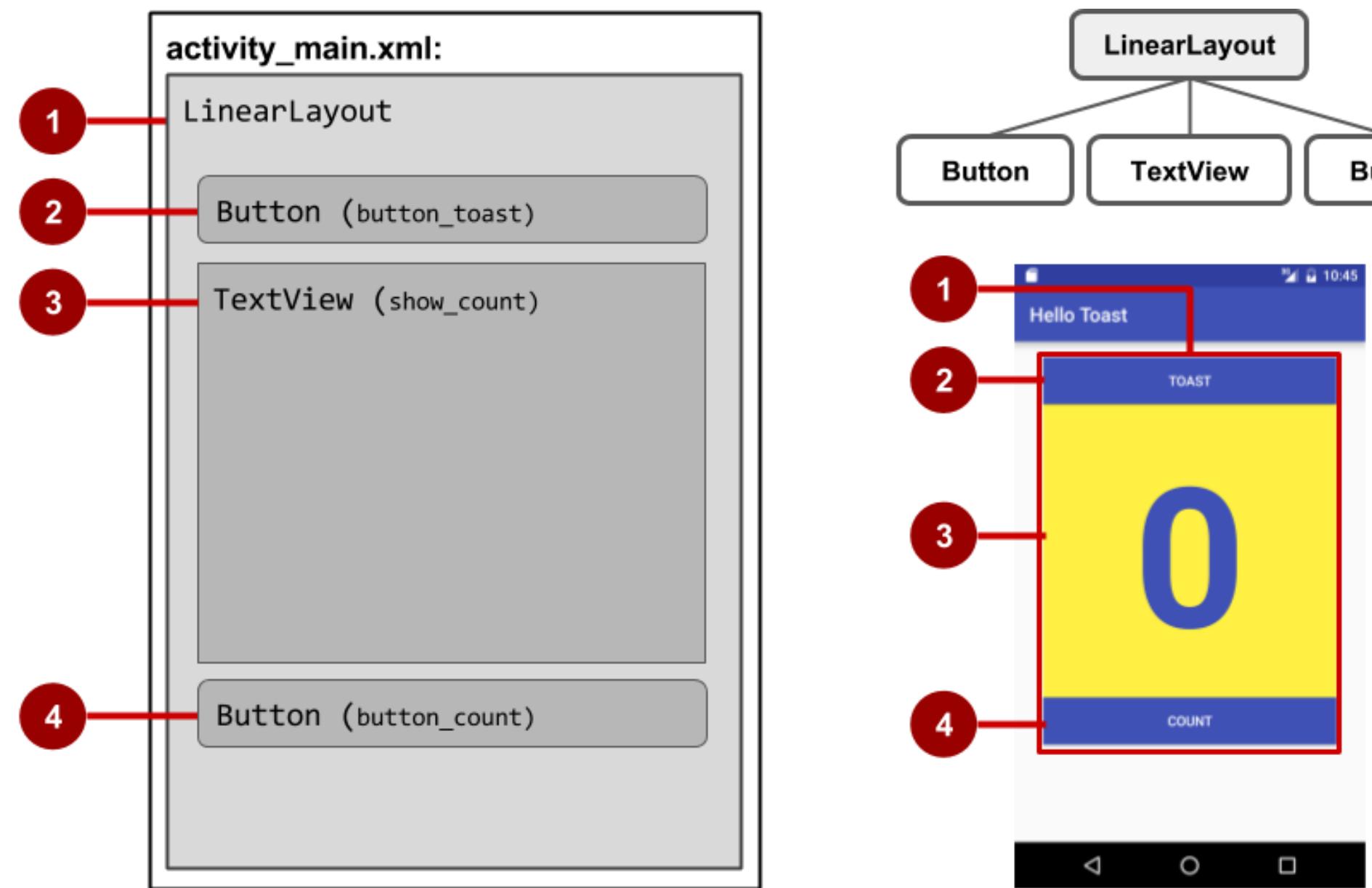
All user interface elements in an Android app are built using View and ViewGroup objects. A **View** is an object that draws something on the screen that the user can interact with. A **ViewGroup** is an object that holds other View and ViewGroup objects in order to define the layout.

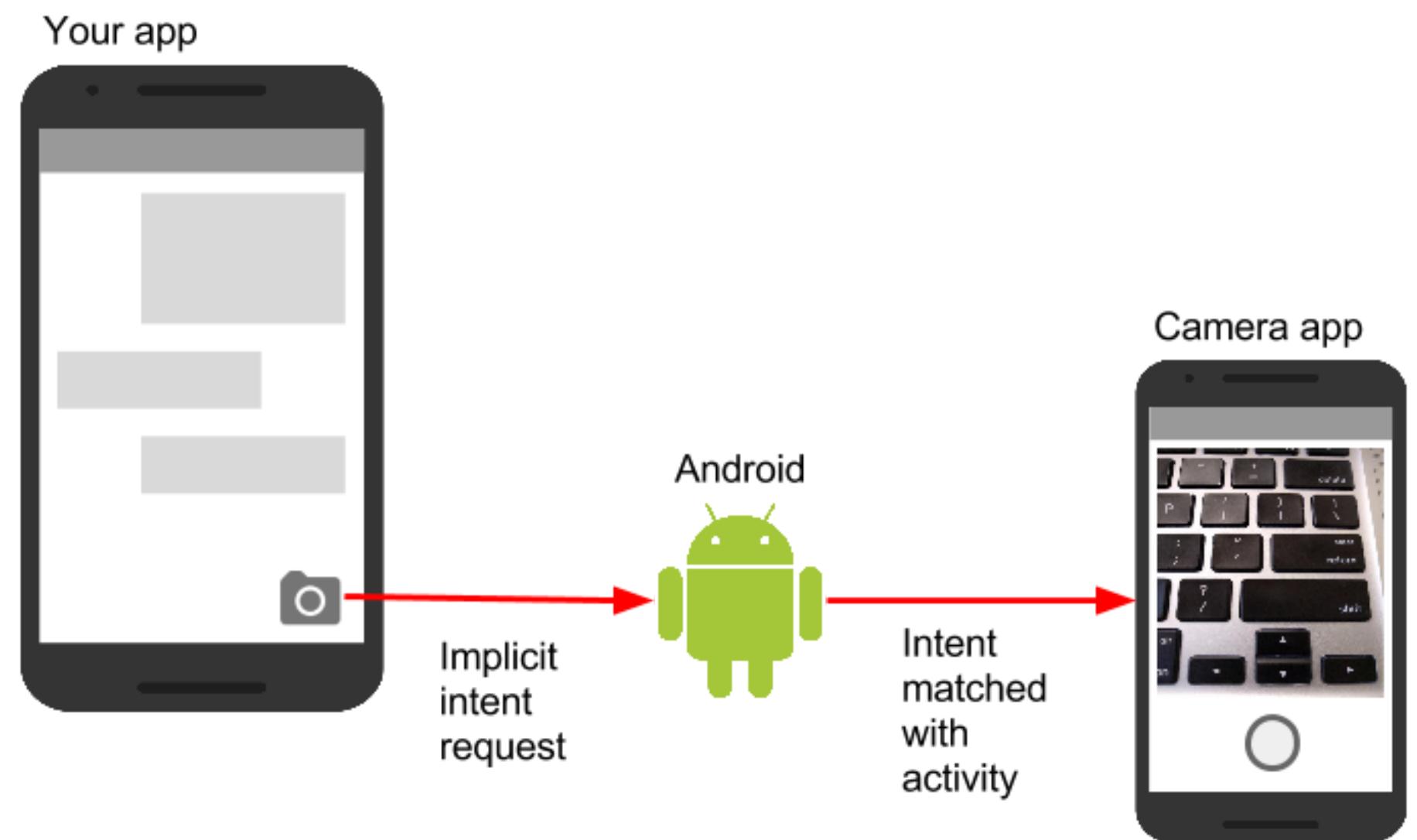
You can declare a layout in two ways:

- Declare layout elements in XML.
- Instantiate layout elements at runtime.



The **View** objects are usually called "**widgets**" and can be one of many subclasses, such as Button or TextView. The **ViewGroup** objects are usually called "**layouts**" and can be one of many types that provide a different layout structure, such as LinearLayout or ConstraintLayout.





INTENT:

An Intent is a messaging object you can use to request an action from another app component.

Although intents facilitate communication between components in several ways, there are three fundamental use cases:

- Starting an Activity.
- Starting a Service.
- Delivering a broadcast.

INTENT TYPES:

- **Explicit** - It specify which application will satisfy the intent, by supplying either the target app's package name or a fully-qualified component class name. You'll typically use an explicit intent to start a component in your own app, because you know the class name of the activity or service you want to start.
- **Implicit** - They do not name a specific component, but instead declare a general action to perform, which allows a component from another app to handle it. For example, if you want to show the user a location on a map, you can use an implicit intent to request that another capable app show a specified location on a map.

EXPLICIT INTENT:

```
Intent intent = new Intent(ActivityOne.this, ActivityTwo.class);  
startActivity(intent);
```

- The Context in Android is actually the context of what we are talking about and where we are currently present. Here first parameter is context.
- Second parameter is where we want to go next.