

Introduction to Android Native Development Kit (NDK)

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Agenda

- Android Native Development Kit
- Java Native Interface
- Creating New Project with C/C++ Support
- Adding C/C++ Sources to Android Project
- Adding Prebuilt Libraries to Android Project
- Declaring Native Methods
- Calling Native Function from Java
- Analyzing apk File to Check Native Libraries
- Running the Sample Application
- Debugging the Sample Application

Materials

- Application source code can be found on GitHub
 - <https://github.com/CagataySonmez/Android-for-Beginners/tree/master/4-IntroductionToAndroid-NDK>
- Basic guide for Android Native Development Kit (NDK)
 - <https://developer.android.com/ndk/guides/>
- Basic guide for Java Native Interface (JNI)
 - <https://docs.oracle.com/javase/8/docs/technotes/guides/jni/>

Android Native Development Kit (NDK)

- **NDK** allows using C and C++ code with Android
- Java code can then call functions in your native library through the Java Native Interface (**JNI**) framework
- **CMake** is Android Studio's default build tool to compile native libraries
- **LLDB** is Android Studio's default debugger tool to debug native code
- NDK may not be appropriate for Android programmers who need to use only Java code and framework APIs

Why NDK?

- Squeeze extra performance out of a device to
 - achieve low latency
 - run computationally intensive applications
- Perform platform-dependent operations which are not handled with Java
- Reuse your own or other developers' C or C++ libraries
- Port apps between platforms (e.g. iOS, Android)

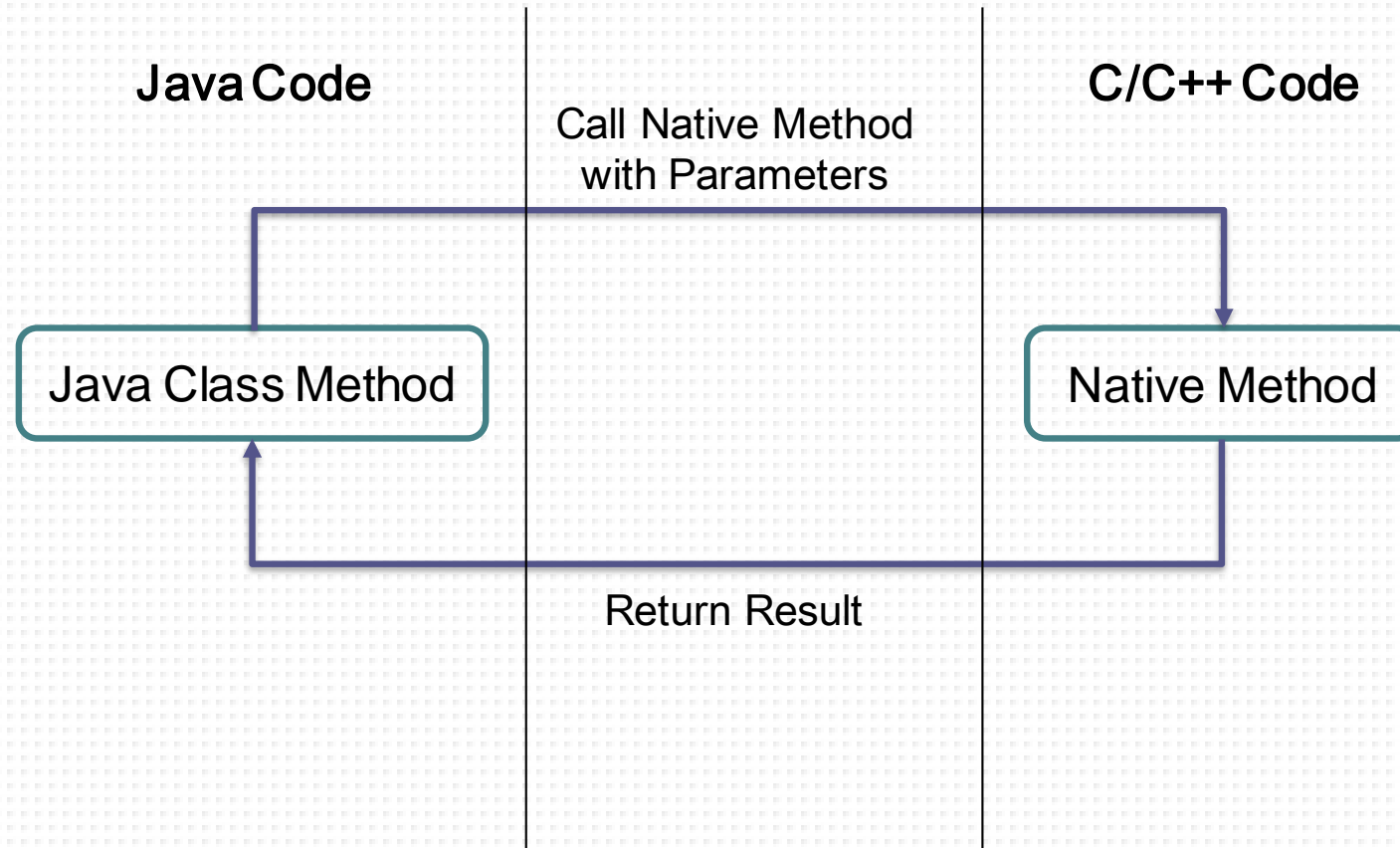
Java Native Interface (JNI)

- JNI is a native programming interface
- JNI enables Java code running in a JVM to interoperate with apps and libraries written in other languages such as C, C++
- JNI allows using native methods to
 - Create, inspect, and update Java objects
 - Call Java methods
 - Catch and throw exceptions
 - Perform runtime type checking

Example use cases of JNI

- The standard Java class library does not support the platform-dependent features needed by the application
- You already have a library written in another language, and wish to make it accessible to Java code through the JNI
- You want to implement a small portion of time-critical code in a lower-level language such as assembly

How JNI Works?



How JNI Works?

cont.

Java Code

```
public class HelloWorld {  
  
    native void methodName(String arg);  
  
    public static void main(String[] args)  
    {  
        methodName("Hello World!");  
    }  
}
```

C/C++ Code

```
#include <jni.h>  
  
extern "C" JNIEXPORT void JNICALL  
Java_ClassName_methodName(JNIEnv *env,  
jobject obj, jstring arg)  
{  
    //Do your work  
}
```

JNI Types

- Primitive Types
 - jboolean, jbyte, jchar, jshort, jint, jlong, jfloat, jdouble, void
- Reference Types
 - The top of the hierarchy is jobject
 - Subclasses of jobject: jclass, jstring, jarray and jthrowable
 - Subclasses of jarray: jobjectArray, jbooleanArray, jbyteArray, jcharArray, jshortArray, jintArray, jlongArray, jfloatArray, jdoubleArray
- Check below link for more
 - <https://docs.oracle.com/javase/7/docs/technotes/guides/jni/spec/types.html>

JNIEnv

- JNIEnv is one of the key data structures
- JNIEnv is a pointer to a structure storing all JNI function pointers
 - FindClass
 - IsInstanceOf
 - GetMethodID
 - CallObjectMethod
 - ...
- Check below list for whole functions
 - <https://docs.oracle.com/javase/7/docs/technotes/guides/jni/spec/functions.html>

Referencing Java Objects

- Primitive types are copied between Java and native code
- Arbitrary Java objects are passed by reference
- The VM must keep track of all objects that have been passed to the native code, so that these objects are not freed by the garbage collector
- The JNI divides object references used by the native code into two categories
 - local references
 - global references

Local References

- Every argument passed to a native method, and almost every object returned by a JNI function is a "local reference"
- Local references are valid for the duration of a native method call, and are automatically freed after the native method returns
- Even if the object itself continues to live on after the native method returns, the reference is not valid
- Local references are only valid in the thread in which they are created; the native code **must not pass** local references from one thread to another

Global References

- If you want to hold on to a reference for a longer period, you must use a "global" reference
- Global references remain valid until they are explicitly freed
- The **NewGlobalRef** function takes the local reference as an argument and returns a global one
- The global reference is guaranteed to be valid until you call **DeleteGlobalRef**

General JNI Tips

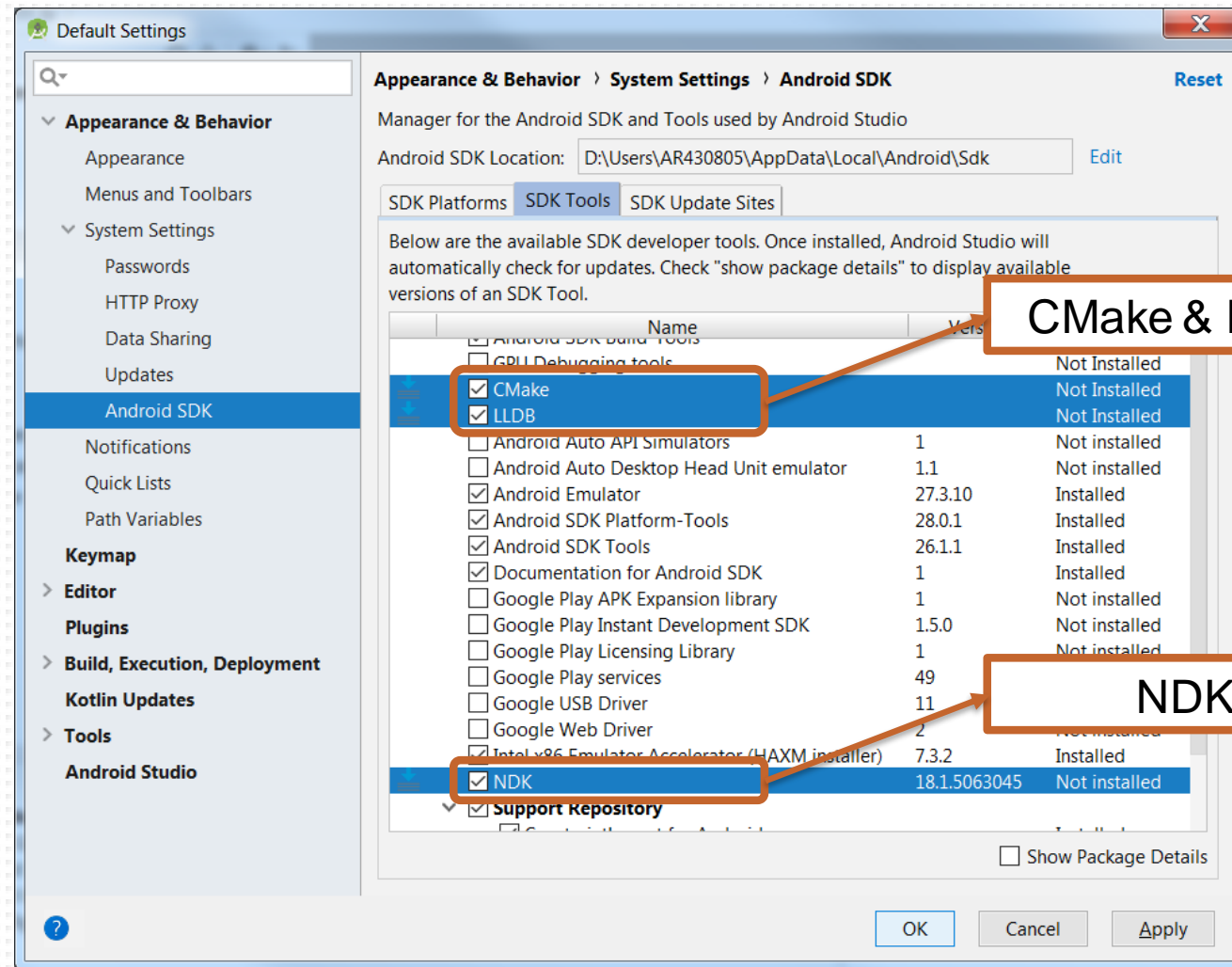
- Minimize marshalling of resources across the JNI layer
 - Marshalling across the JNI layer has non-trivial costs
- Avoid asynchronous communication between Java code and code native code
 - This will keep your JNI interface easier to maintain
- Minimize the number of threads that need to touch or be touched by JNI
- Keep your interface code in a low number of easily identified C++ and Java source locations to facilitate future refactors

Creating New Project with C/C++ Support

Create New Project with C/C++ Support

1. Download required SDK tools
2. Check 'Include C++ Support' checkbox in the new Project wizard
3. Customize project in 'Customize C++ Support' section
 - C++ Standard
 - Exceptions Support
 - Runtime Type Information (RTTI) Support

1- Download required SDK tools



2- Add C++ Support

Create New Project

Create Android Project

Application name
SampleAppWithNDK

Company domain
arcelik.com

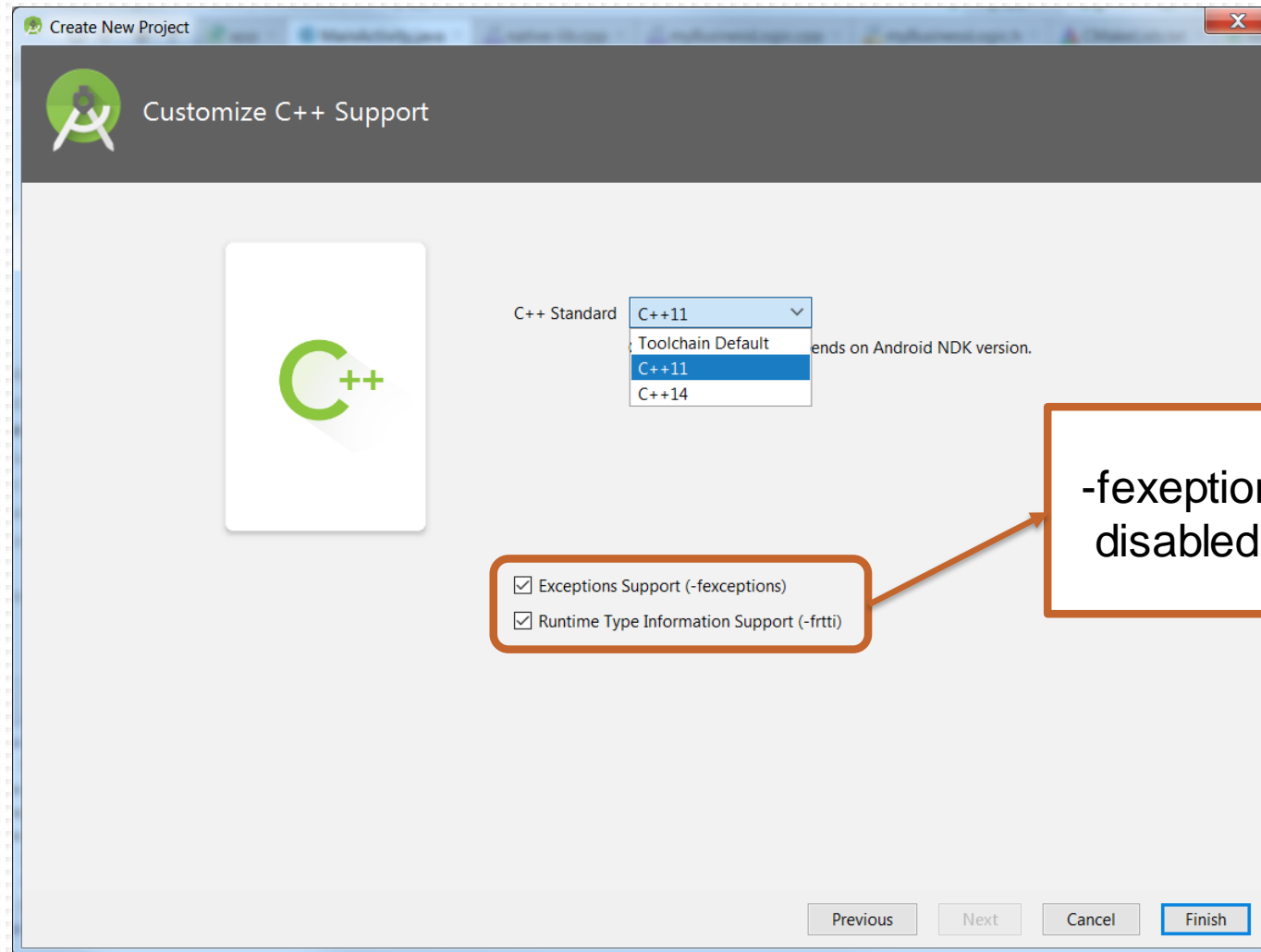
Project location
D:\Users\AR430805\AndroidStudioProjects\SampleAppWithNDK

Package name
com.arcelik.sampleappwithndk

☒ Include C++ support
☐ Include Kotlin support

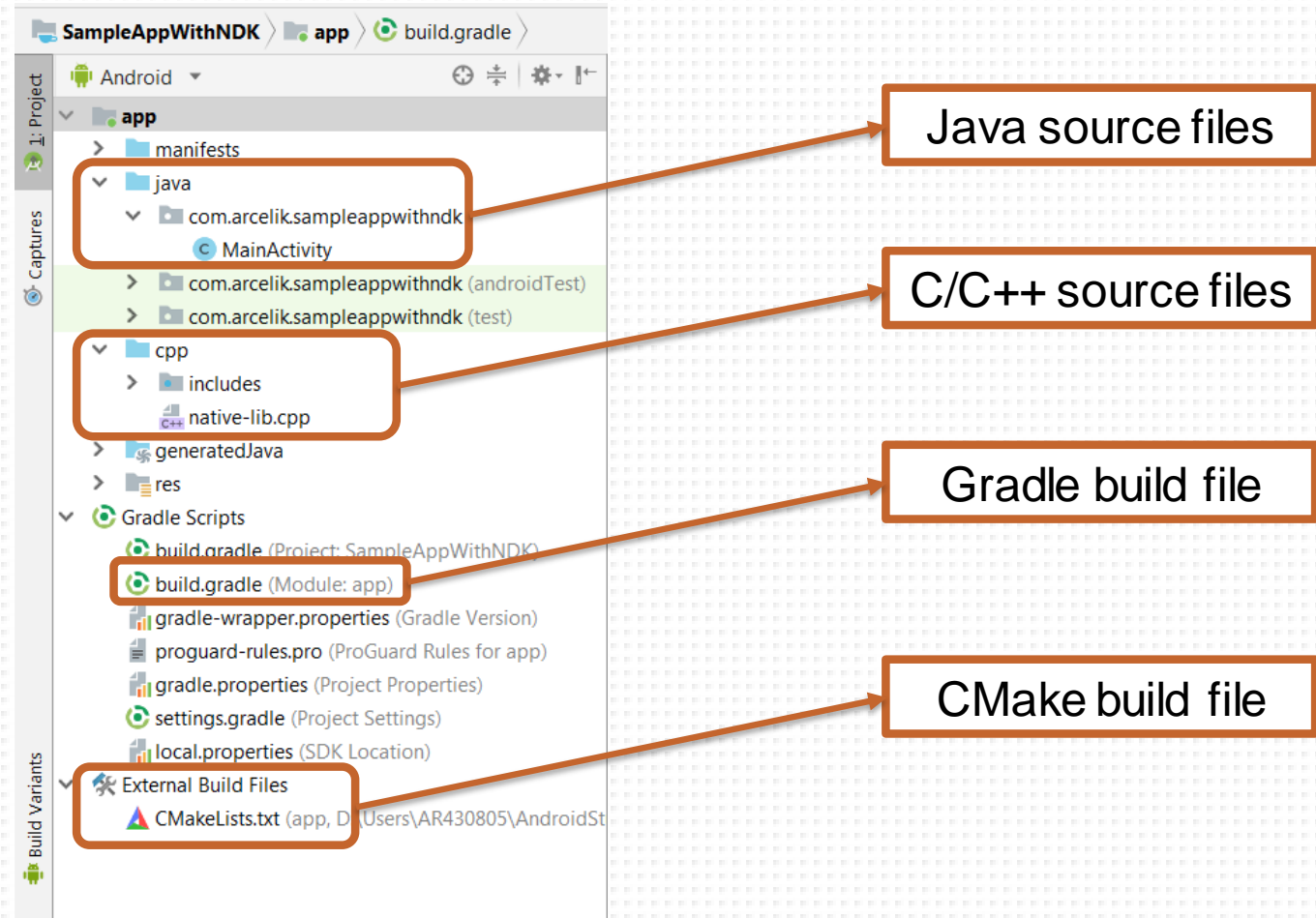
Previous Next Cancel Finish

3- Customize C++ Support

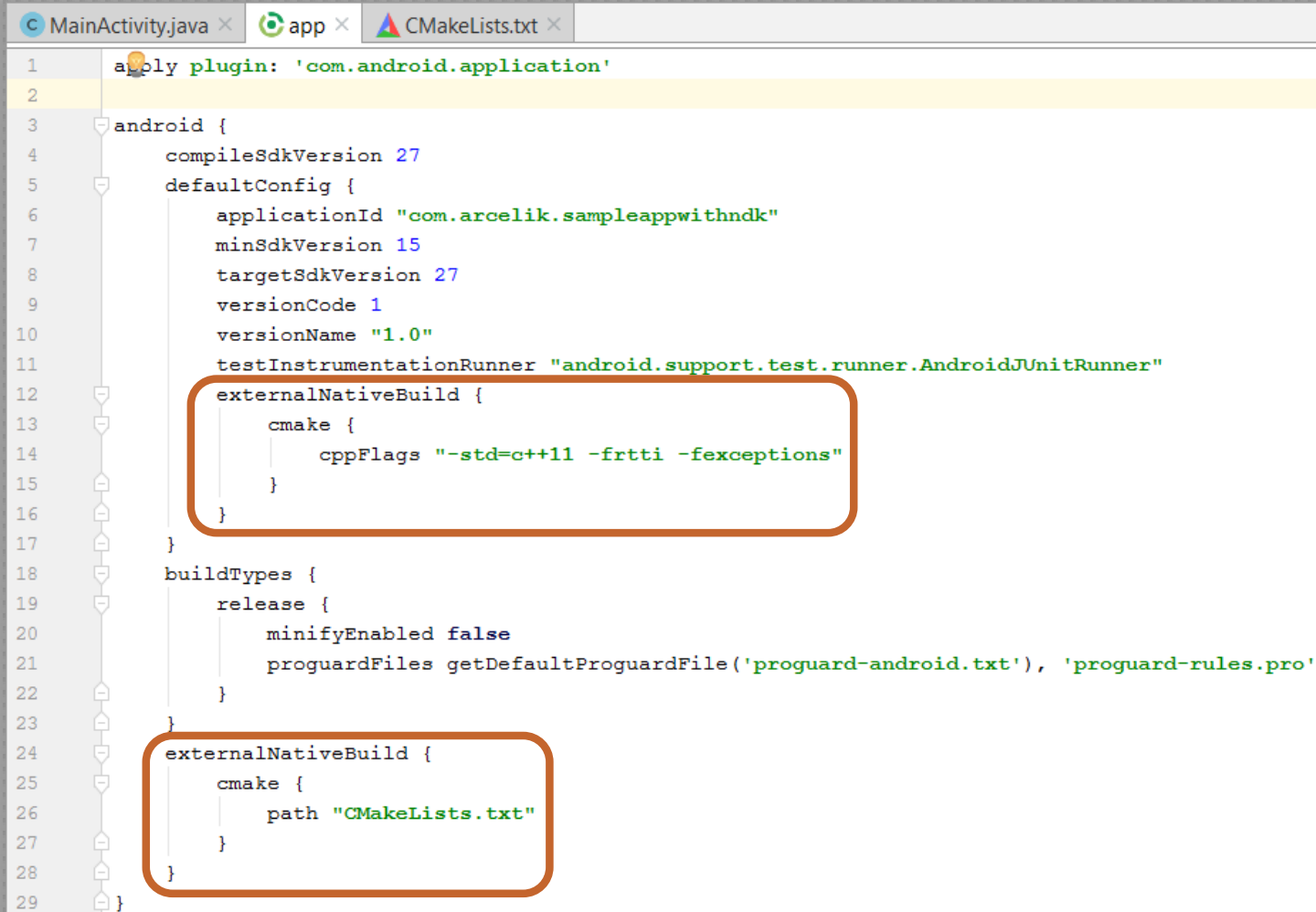


-fexceptions and -frtti options are disabled by default in ndk-build

Automatically Generated Application



Gradle Build File



```
1  apply plugin: 'com.android.application'
2
3  android {
4      compileSdkVersion 27
5      defaultConfig {
6          applicationId "com.arcelik.sampleappwithndk"
7          minSdkVersion 15
8          targetSdkVersion 27
9          versionCode 1
10         versionName "1.0"
11         testInstrumentationRunner "android.support.test.runner.AndroidJUnitRunner"
12         externalNativeBuild {
13             cmake {
14                 cppFlags "-std=c++11 -frtti -fexceptions"
15             }
16         }
17     }
18     buildTypes {
19         release {
20             minifyEnabled false
21             proguardFiles getDefaultProguardFile('proguard-android.txt'), 'proguard-rules.pro'
22         }
23     }
24     externalNativeBuild {
25         cmake {
26             path "CMakeLists.txt"
27         }
28     }
29 }
```

The image shows a code editor with a Gradle build file. The file is named 'app' and contains the following code:

- Line 1: `apply plugin: 'com.android.application'`
- Line 2: (Empty line)
- Line 3: `android {`
- Line 4: `compileSdkVersion 27`
- Line 5: `defaultConfig {`
- Line 6: `applicationId "com.arcelik.sampleappwithndk"`
- Line 7: `minSdkVersion 15`
- Line 8: `targetSdkVersion 27`
- Line 9: `versionCode 1`
- Line 10: `versionName "1.0"`
- Line 11: `testInstrumentationRunner "android.support.test.runner.AndroidJUnitRunner"`
- Line 12: `externalNativeBuild {`
- Line 13: `cmake {`
- Line 14: `cppFlags "-std=c++11 -frtti -fexceptions"`
- Line 15: `}`
- Line 16: `}`
- Line 17: `}`
- Line 18: `buildTypes {`
- Line 19: `release {`
- Line 20: `minifyEnabled false`
- Line 21: `proguardFiles getDefaultProguardFile('proguard-android.txt'), 'proguard-rules.pro'`
- Line 22: `}`
- Line 23: `}`
- Line 24: `externalNativeBuild {`
- Line 25: `cmake {`
- Line 26: `path "CMakeLists.txt"`
- Line 27: `}`
- Line 28: `}`
- Line 29: `}`

Two sections of the code are highlighted with orange boxes:

- The first box highlights the `externalNativeBuild` block within the `defaultConfig` block (lines 12-16).
- The second box highlights the `externalNativeBuild` block at the bottom of the `android` block (lines 24-28).

CMake Build File

```
1  # For more information about using CMake with Android Studio, read the
2  # documentation: https://d.android.com/studio/projects/add-native-code.html
3
4  # Sets the minimum version of CMake required to build the native library.
5  cmake_minimum_required(VERSION 3.4.1)
6
7  # Creates and names a library, sets it as either STATIC
8  # or SHARED, and provides the relative paths to its source code.
9  # You can define multiple libraries, and CMake builds them for you.
10 # Gradle automatically packages shared libraries with your APK.
11 add_library( # Sets the name of the library.
12             native-lib
13
14             # Sets the library as a shared library.
15             SHARED
16
17             # Provides the relative path to your source file(s).
18             src/main/cpp/native-lib.cpp)
19
20 # Searches for a specified prebuilt library and stores the path as a
21 # variable. Because CMake includes system libraries in the search path by
22 # default, you only need to specify the name of the public NDK library
23 # you want to add. CMake verifies that the library exists before
24 # completing its build.
25 find_library( # Sets the name of the path variable.
26             log-lib
27
28             # Specifies the name of the NDK library that
29             # you want CMake to locate.
30             log)
31
32 # Specifies libraries CMake should link to your target library. You
33 # can link multiple libraries, such as libraries you define in this
34 # build script, prebuilt third-party libraries, or system libraries.
35 target_link_libraries( # Specifies the target library.
36                       native-lib
37
38                       # Links the target library to the log library
39                       # included in the NDK.
40                       ${log-lib})
41
```



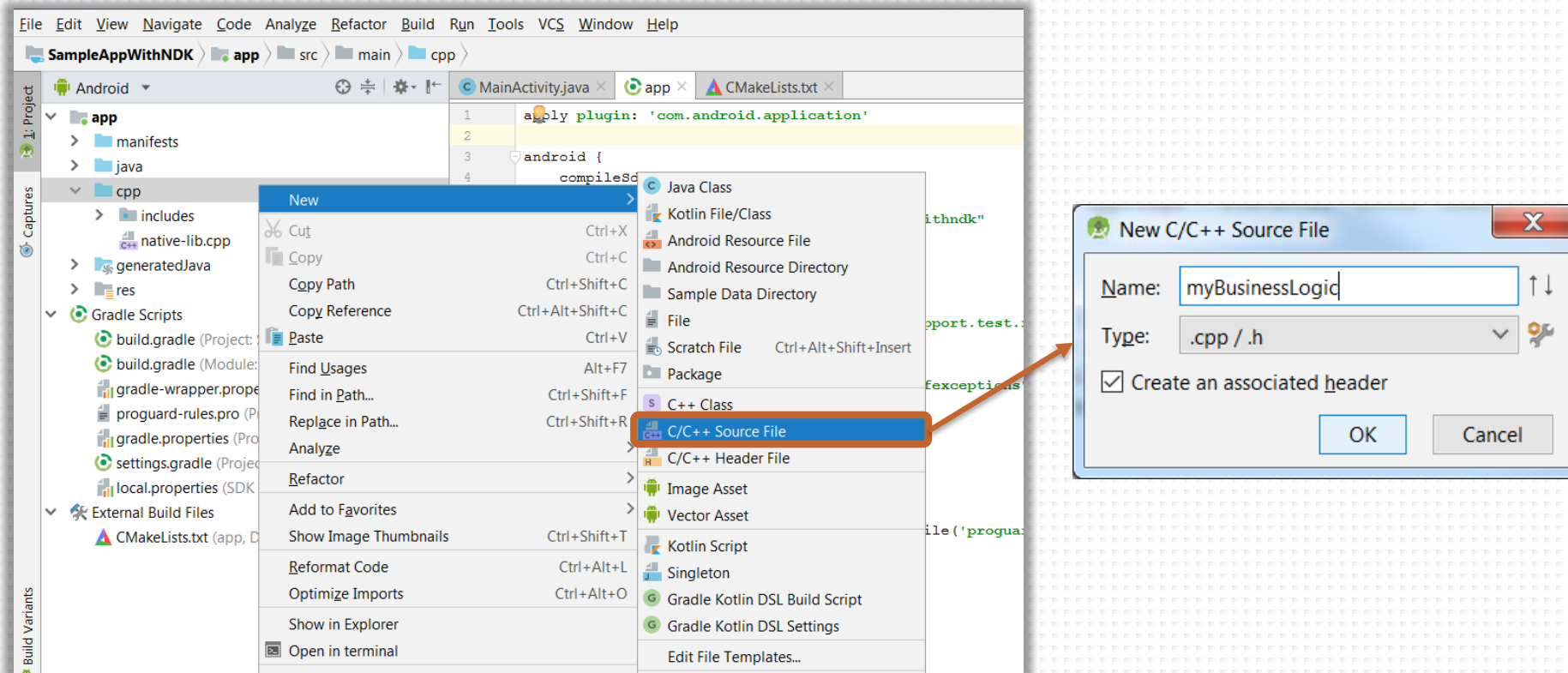
Adding C/C++ Support to Existing Project

Add C/C++ Support to Existing Project

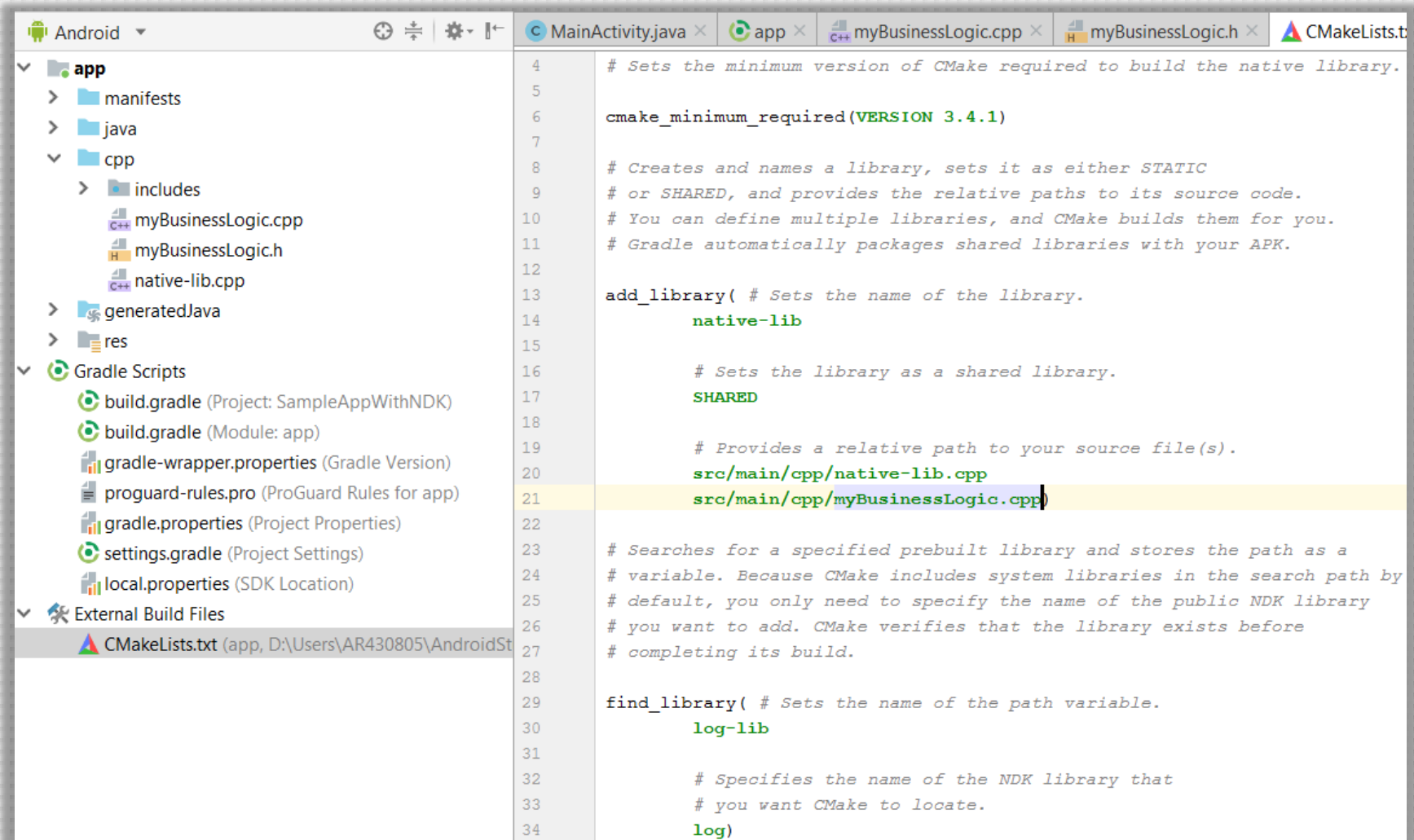
1. Create new C/C++ source files
 - <https://developer.android.com/studio/projects/add-native-code#create-sources>
2. Configure CMake
 - <https://developer.android.com/studio/projects/configure-cmake>
3. Link Gradle to your native library
 - <https://developer.android.com/studio/projects/gradle-external-native-builds>

Adding C/C++ Sources to Android Project

Adding New C/C++ Sources



Configure CMake



The screenshot displays an IDE interface with a project explorer on the left and a code editor on the right. The project explorer shows the following structure:

- Android
 - app
 - manifests
 - java
 - cpp
 - includes
 - myBusinessLogic.cpp
 - myBusinessLogic.h
 - native-lib.cpp
 - generatedJava
 - res
 - Gradle Scripts
 - build.gradle (Project: SampleAppWithNDK)
 - build.gradle (Module: app)
 - gradle-wrapper.properties (Gradle Version)
 - proguard-rules.pro (ProGuard Rules for app)
 - gradle.properties (Project Properties)
 - settings.gradle (Project Settings)
 - local.properties (SDK Location)
 - External Build Files
 - CMakeLists.txt (app, D:\Users\AR430805\AndroidSt

The code editor shows the content of `CMakeLists.txt` with the following text:

```
1 # Sets the minimum version of CMake required to build the native library.
2
3 cmake_minimum_required(VERSION 3.4.1)
4
5
6 # Creates and names a library, sets it as either STATIC
7 # or SHARED, and provides the relative paths to its source code.
8 # You can define multiple libraries, and CMake builds them for you.
9 # Gradle automatically packages shared libraries with your APK.
10
11
12 add_library( # Sets the name of the library.
13             native-lib
14
15
16             # Sets the library as a shared library.
17             SHARED
18
19             # Provides a relative path to your source file(s).
20             src/main/cpp/native-lib.cpp
21             src/main/cpp/myBusinessLogic.cpp)
22
23
24 # Searches for a specified prebuilt library and stores the path as a
25 # variable. Because CMake includes system libraries in the search path by
26 # default, you only need to specify the name of the public NDK library
27 # you want to add. CMake verifies that the library exists before
28 # completing its build.
29
30
31 find_library( # Sets the name of the path variable.
32             log-lib
33
34             # Specifies the name of the NDK library that
35             # you want CMake to locate.
36             log)
```

CMake - add_library()

- Adds a library to the project using the specified source files
 - https://cmake.org/cmake/help/latest/command/add_library.html

```
# Creates and names a library, sets it as either STATIC  
# or SHARED, and provides the relative paths to its source code.  
# You can define multiple libraries, and CMake builds them for you.  
# Gradle automatically packages shared libraries with your APK.
```

```
add_library( # Sets the name of the library.
```

```
native-lib
```

Library name

```
# Sets the library as a shared library.
```

```
SHARED
```

STATIC | SHARED

```
# Provides a relative path to your source file(s).
```

```
src/main/cpp/native-lib.cpp  
src/main/cpp/myBusinessLogic.cpp)
```

Source files

CMake - find_library()

- Finds the public NDK library
 - https://cmake.org/cmake/help/latest/command/find_library.html
- Check below link to see all Android NDK Native APIs
 - https://developer.android.com/ndk/guides/stable_apis

```
# Searches for a specified prebuilt library and stores the path as a  
# variable. Because CMake includes system libraries in the search path by  
# default, you only need to specify the name of the public NDK library  
# you want to add. CMake verifies that the library exists before  
# completing its build.
```

```
find_library( # Sets the name of the path variable.
```

```
log-lib
```

Library name

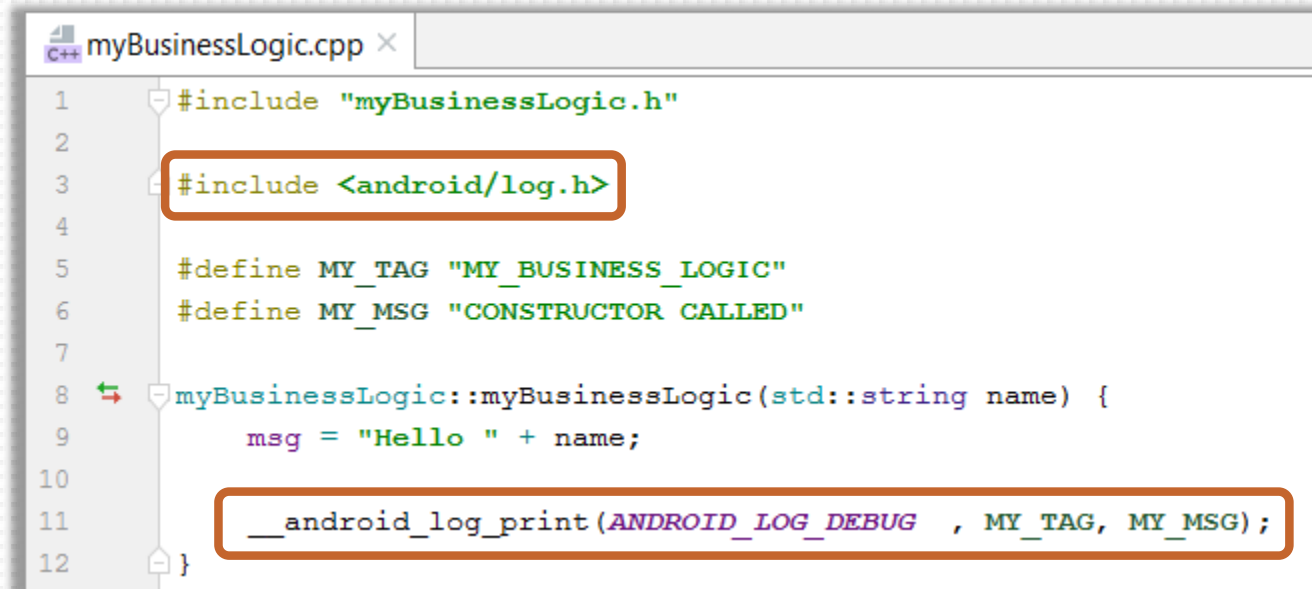
```
# Specifies the name of the NDK library that  
# you want CMake to locate.
```

```
log)
```

NDK library

Example public NDK Library - liblog

- `<android/log.h>` contains various functions that an app can use to send log messages to logcat from native code



```
myBusinessLogic.cpp x
1  #include "myBusinessLogic.h"
2
3  #include <android/log.h>
4
5  #define MY_TAG "MY_BUSINESS_LOGIC"
6  #define MY_MSG "CONSTRUCTOR CALLED"
7
8  myBusinessLogic::myBusinessLogic(std::string name) {
9      msg = "Hello " + name;
10
11      __android_log_print(ANDROID_LOG_DEBUG , MY_TAG, MY_MSG);
12 }
```

The screenshot shows a C++ source file named `myBusinessLogic.cpp`. The code includes a header file `myBusinessLogic.h` and the Android logging header `<android/log.h>`. It defines a tag `MY_TAG` as `"MY_BUSINESS_LOGIC"` and a message `MY_MSG` as `"CONSTRUCTOR CALLED"`. The constructor `myBusinessLogic` takes a `std::string` parameter `name`, constructs a message `msg` by concatenating "Hello " and `name`, and then logs the message using `__android_log_print` with `ANDROID_LOG_DEBUG` as the log level, `MY_TAG` as the tag, and `MY_MSG` as the message. The code is written in a C++ IDE with line numbers 1 through 12 visible on the left.

CMake - target_link_libraries()

- Specifies libraries or flags to use when linking a given target
 - https://cmake.org/cmake/help/latest/command/target_link_libraries.html

```
# Specifies libraries CMake should link to your target library. You  
# can link multiple libraries, such as libraries you define in this  
# build script, prebuilt third-party libraries, or system libraries.
```

```
target_link_libraries( # Specifies the target library.
```

```
    native-lib
```

Target libraries

```
    # Links the target library to the log library  
    # included in the NDK.
```

```
    ${log-lib}
```

Target NDK libraries

Adding Prebuilt Libraries to Android Project

Adding Prebuilt Libraries

- Follow below principles to use prebuilt libraries
 1. Cross compile the source code of the library
 2. Copy prebuilt libraries and header files to Android Project
 3. Configure CMake
 4. Write your code using prebuilt library

1- Cross Compile for Android

- Different Android devices use different CPU architectures
- Each architecture has its own Application Binary Interface (ABI)
- Find toolchains in *Android/sdk/ndk-bundle/toolchains*
- Compile source code for the following architectures

Architecture	ABI	Toolchain binary
arm	armeabi-v7a	arm-linux-androideabi
arm64	arm64-v8a	aarch64-linux-android
x86	x86	i686-linux-android
x86_64	x86_64	x86_64-linux-android

Cross Compile autoconf-based Projects

- A autoconf-based project would look more like this:

```
# Add the standalone toolchain to the search path.
```

```
export PATH=toolchain_path
```

```
# Tell configure what tools to use.
```

```
target_host=aarch64-linux-android
```

```
export CC=$target_host-gcc
```

```
export CXX=$target_host-g++
```

```
export LD=$target_host-ld
```

```
export AR=$target_host-ar
```

```
export STRIP=$target_host-strip
```

```
# Tell configure what flags Android requires.
```

```
export CFLAGS="-fPIE -fPIC"
```

```
export LDFLAGS="-pie"
```

```
tar zxvf xyz.tar.gz
```

```
cd xyz
```

```
./configure --host=$target_host
```

```
make
```

ABI Management

- Supported ABIs
 - armeabi (deprecated in r16, removed in NDK r17)
 - armeabi-v7a (extends armeabi)
 - arm64-v8a
 - x86
 - x86_64
- Libraries should be located inside the APK matching the following pattern:
 - /lib/<**abi**>/lib<**name**>.so
 - e.g. /lib/armeabi-v7a/libfoo.so

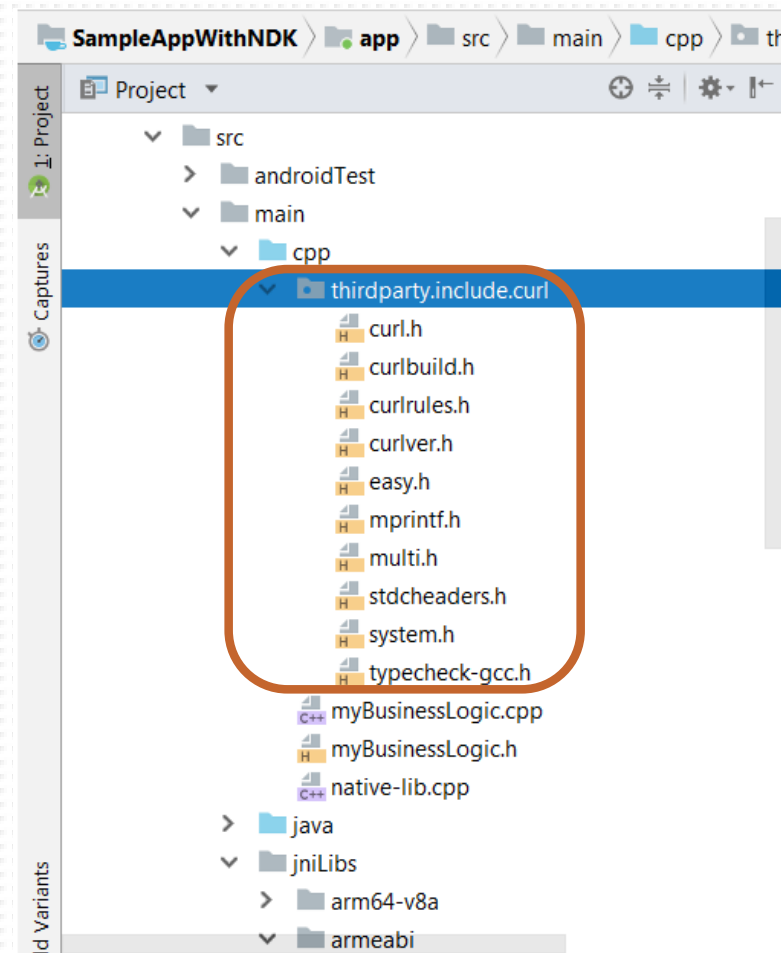
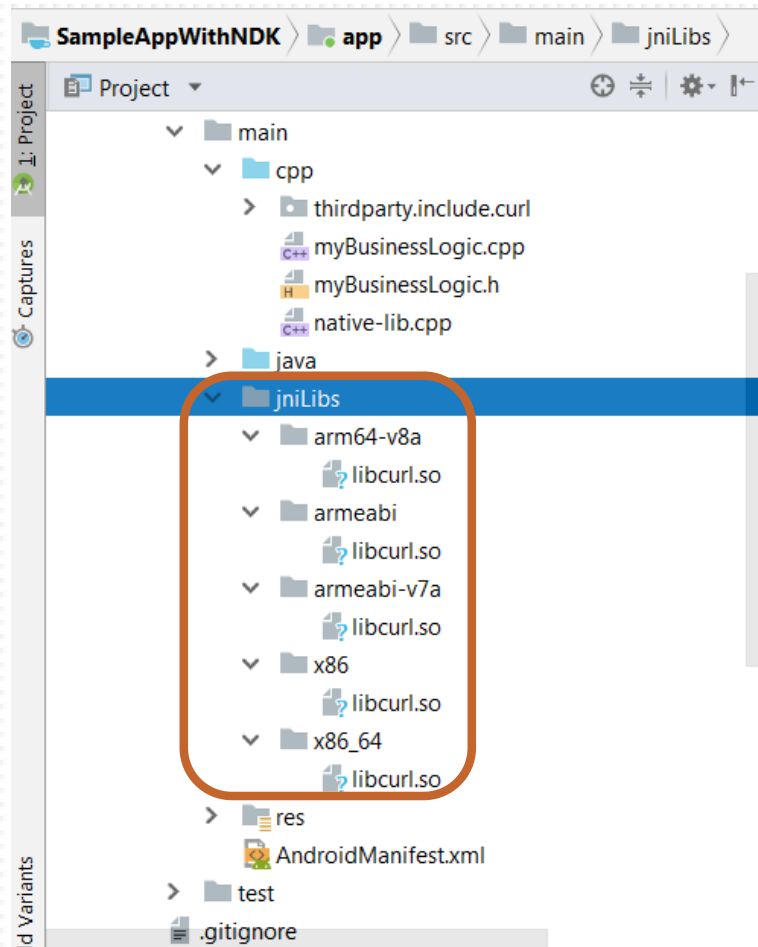
ABI Management

cont.

- Avoid increasing the apk size!

armeabi-v7a	Required	Most common architecture
X86	Required	All Intel based devices
arm64-v8a	Optional	64 bit ARM architecture, it can use v7 version unless you are too much concerned about performance.
mips, mips64	Ignore	There are no devices with MIPS
x86_64	Ignore	No android devices and anyway it can use X86 version
armeabi	Ignore	Very old architecture - Unsupported after Android 4.4

2- Copy prebuilt libraries & header files



3- Configure CMake

- Tell CMake that you want to import the library into the project

```
# Add other prebuilt libraries
```

```
add_library( curl-lib  
           SHARED  
           IMPORTED )
```

Name of the prebuilt
shared library

Declare that the
library is imported

```
set_target_properties( # Specifies the target library.  
                      curl-lib
```

```
    # Specifies the parameter you want to define.  
    PROPERTIES IMPORTED_LOCATION
```

Location of the
shared library

```
    # Provides the path to the library you want to import.  
    src/main/jniLibs/${ANDROID_ABI}/libcurl.so
```

Location of the
header files

```
include_directories( src/main/cpp/thirdparty/include/ )
```


3- Configure Cmake

cont.

- Link imported library to your target library (native-lib.so)

```
# Specifies libraries CMake should link to your target library. You
# can link multiple libraries, such as libraries you define in this
# build script, prebuilt third-party libraries, or system libraries.

target_link_libraries( # Specifies the target library.
    native-lib

    curl-lib

    # Links the target library to the log library
    # included in the NDK.
    ${log-lib})
```

Write Your Code Using Prebuilt Library

```
myBusinessLogic.cpp
1  #include "myBusinessLogic.h"
2
3  #include <android/log.h>
4  #include <curl/curl.h>
5  #include <iostream>
6
7  myBusinessLogic::myBusinessLogic(std::string name) {...}
10
11  std::string myBusinessLogic::getMsg(bool withResult) {...}
15
16  void myBusinessLogic::reportStatistic(bool appendResult){
17      CURL *curl;
18      CURLcode res;
19      curl = curl_easy_init();
20      std::string resultAsStr;
21
22      if(curl) {
23          curl_easy_setopt(curl, CURLOPT_URL, param: "https://www.google.com");
24          res = curl_easy_perform(curl);
25          curl_easy_cleanup(curl);
26
27          if(res == CURLE_OK) {
28              __android_log_print( prio: ANDROID_LOG_DEBUG, tag: "reportStatistic", fmt: "Success.");
29              resultAsStr = "HTTP GET Success";
30          }
31          else {
```

Declaring Native Methods

Native Method Naming Convention

- Construct function name according to the following rules:

1. Prepend Java_ to it.
2. Describe the filepath relative to the top-level source directory.
3. Use underscores in place of forward slashes.
4. Omit the .java file extension.
5. After the last underscore, append the function name.

```
#include <jni.h>
```

```
extern "C" JNIEXPORT jstring JNICALL
```

```
Java_com_arcelik_sampleappwithndk_MainActivity_getMessageFromJNI (
```

function name based on the
Java function name and the
path to the file containing it

Native Method Naming Convention II

```
#include <jni.h>
```

```
extern "C" JNIEXPORT jstring JNICALL
```

```
Java_com_arcelik_sampleappwithndk_MainActivity_getMessageFromJNI (
```

refers to a Java function called **getMessageFromJNI** resides in
app/src/main/java/com/arcelik/sampleappwithndk/MainActivity.java

Native Method Signature

- Function signature is important!

```
#include <jni.h>
```

```
extern "C" JNIEXPORT jstring JNICALL
```

```
Java_com_arcelik_sampleappwithndk_MainActivity_getMessageFromJNI (
```

```
JNIEnv *env,
```

```
jobject thisObj,
```

```
jboolean boolArg)
```

Return type (pointer to a Java string)

pointer to the VM

pointer to the implicit this object passed from the Java side

Additional arguments added to the Java side function (optional)

Using Native Method Arguments

```
#include <jni.h>
#include <string>

extern "C" JNIEXPORT jstring JNICALL
Java_com_arcelik_sampleappwithndk_MainActivity_getMessageFromJNI(
    JNIEnv *env,
    jobject thisObj,
    jboolean boolArg) {

    ...

    if(boolArg) {
        //do something here
    }

    ...

}
```

Access Object Field from Native Code I

- To access an object's field from native code, do the following:
 - Get the class object reference for the class with **GetObjectClass**
 - Get the field ID for the field with **GetFieldID**
 - Get the contents of the field with something appropriate, such as **GetObjectField**

Access Object Field from Native Code II

```
Java_com_arcelik_sampleappwithndk_MainActivity_getMessageFromJNI(  
    JNIEnv *env,  
    jobject thisObj) {  
  
    jstring nameMemberOfJavaClass = jstring("unknown");  
  
    // Get a reference to this object's class  
    jclass thisClass = env->GetObjectClass(thisObj);  
  
    // Get the Field ID of the instance variables "message"  
    jfieldID findName = env->GetFieldID(thisClass, "name", "Ljava/lang/String;");  
    if (findName != NULL){  
        // Get the object given the Field ID  
        nameMemberOfJavaClass = (jstring)env->GetObjectField(thisObj, findName);  
    }  
  
    ...  
}
```

Wrap Your Business Logic

```
#include <jni.h>
#include <string>

extern "C" JNIEXPORT jstring JNICALL
Java_com_arcelik_sampleappwithndk_MainActivity_getMessageFromJNI (
    JNIEnv *env,
    jobject thisObj,
    jboolean boolArg) {

    ...

    myBusinessLogic* bl = new myBusinessLogic (argForCppFunction);
    const char* message = bl->getMsg(boolArg).c_str();
    delete bl;

    return env->NewStringUTF (message) ;

}
```

JNI Native Function at a Glance

```
extern "C" JNIEXPORT jstring JNICALL
Java_com_arcelik_sampleappwithndk_MainActivity_getMessageFromJNI(
    JNIEnv *env, jobject MainActivity thisObj, jboolean withCurlResult) {

    jstring nameMemberOfJavaClass = jstring("unknown");
    std::string argForCppFunction = "unassigned";

    // Get a reference to this object's class
    jclass thisClass = env->GetObjectClass(thisObj);

    // Get the Field ID of the instance variables "message"
    jfieldID findName = env->GetFieldID(thisClass, name: "name", sig: "Ljava/lang/String;");
    if (findName != NULL){
        // Get the object given the Field ID
        nameMemberOfJavaClass = (jstring)env->GetObjectField(thisObj, findName);

        //get the value of Field ID
        const char *cStrName = env->GetStringUTFChars(nameMemberOfJavaClass, isCopy: NULL);
        if(cStrName != NULL) {
            argForCppFunction = cStrName;
        }
    }

    //we got name parameter from java class. Now ready to run our business logic
    myBusinessLogic* bl = new myBusinessLogic(argForCppFunction);
    const char* message = bl->getMsg( withResult: withCurlResult).c_str();
    delete bl;

    return env->NewStringUTF(message);
}
```

Calling Native Functions

Calling Native Function from Java Side

- To call native function from Java source
 1. Load platform-specific native library
 2. Declare related method with native keyword
 3. Call native function via the method declared in step 2

1- Load Native Library

- Native libraries are loaded with the `System.loadLibrary` method

```
// Used to load the 'native-lib' library on application startup.  
static {  
    System.loadLibrary( libname: "native-lib");  
}
```

2- Declare Java Native Method

- Declare **native** Java method corresponding to the native method
- The **native** keyword tells the virtual machine that the function is implemented on the native side (in the shared library)

```
/**  
 * A native method that is implemented by the 'native-lib' native library,  
 * which is packaged with this application.  
 */  
public native String getMessageFromJNI(boolean withCurlResult);
```

3- Call Native Method

- The JNI interface pointer (JNIEnv*) is the first argument to native methods
- The second argument to a nonstatic native method is a reference to the object.
- The second argument to a static native method is a reference to its Java class.

```
// Example of a call to a native method  
TextView tv = (TextView) findViewById(R.id.sample_text);  
tv.setText(getMessageFromJNI( withCurlResult: true))
```


Java Side Implementation at a Glance

```
public class MainActivity extends AppCompatActivity {

    private String name = "Arcelik";

    // Used to load the 'native-lib' library on application startup.
    static {
        System.loadLibrary( libname: "native-lib");
    }

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        // Example of a call to a native method
        TextView tv = (TextView) findViewById(R.id.sample_text);
        tv.setText(getMessageFromJNI( withCurlResult: true));
    }

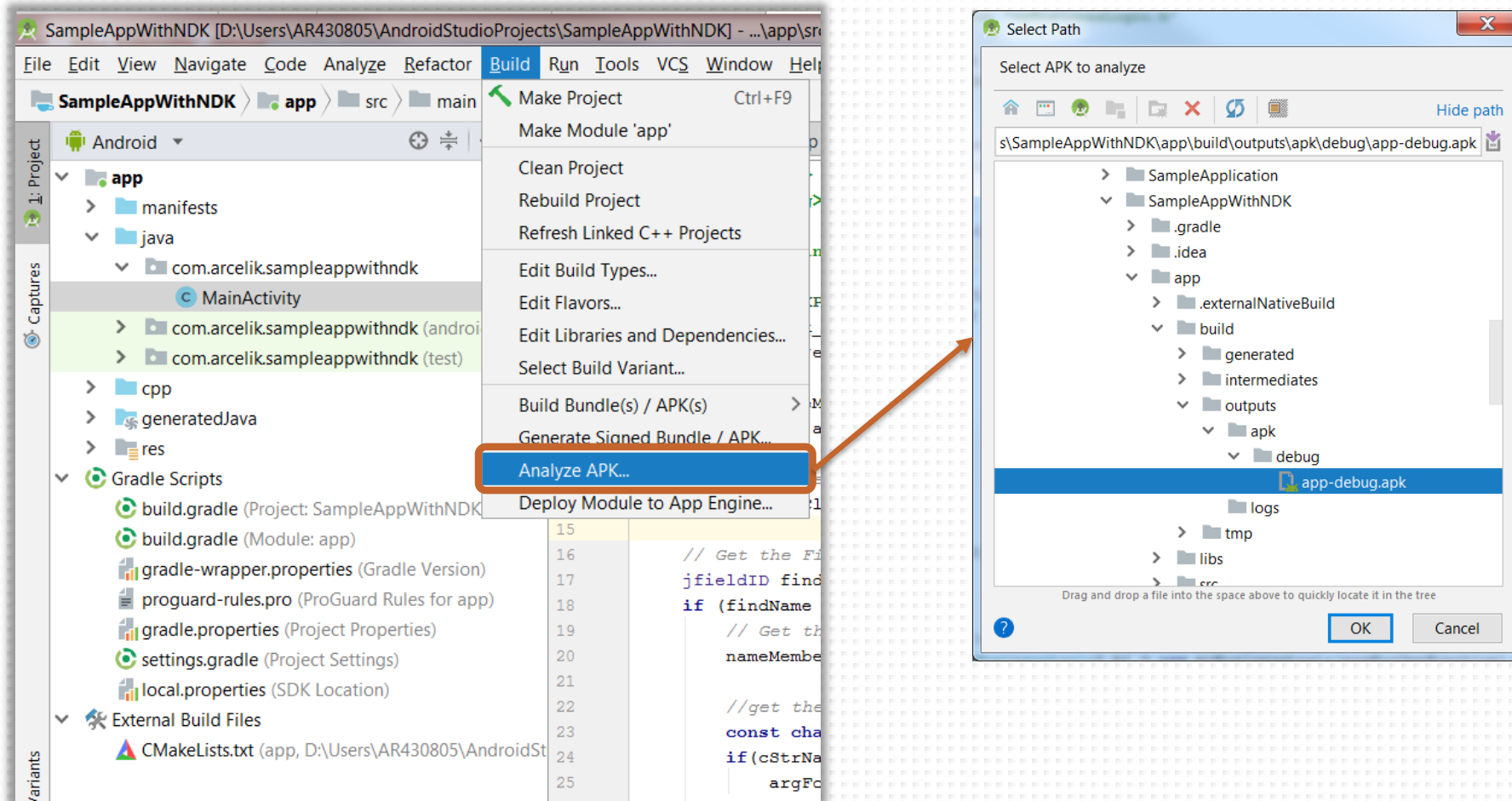
    /**
     * A native method that is implemented by the 'native-lib' native library,
     * which is packaged with this application.
     */
    public native String getMessageFromJNI(boolean withCurlResult);
}
```

Analyzing apk to Check Native Libraries

Checking Native Library I

- Generating native library can be done incorrectly
- Be sure the native library is embedded to APK
- Use APK Analyzer
 - Select Build > Analyze APK
 - Select the APK from the app/build/outputs/apk/ directory and click OK.

Checking Native Library II



Checking Native Library III

app-debug.apk ×

Files under the "build" folder are generated and should not be edited.

com.arcelik.sampleappwithndk (version 1.0)

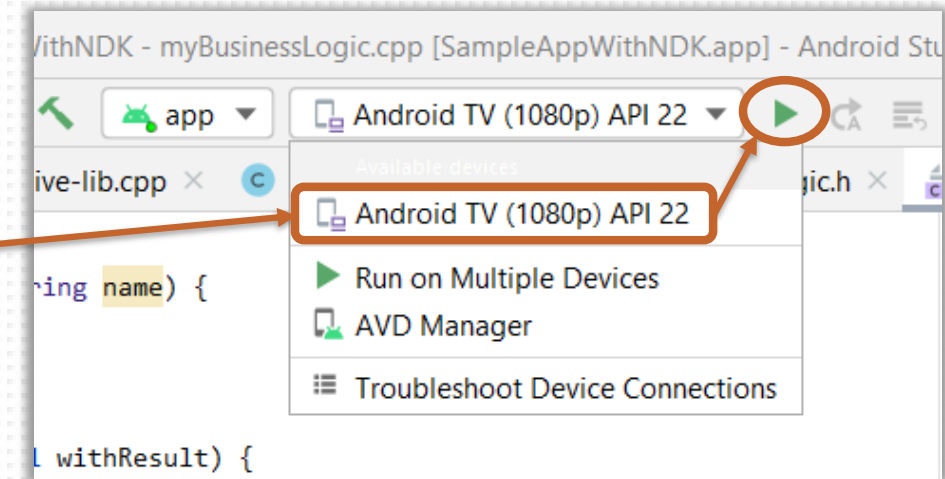
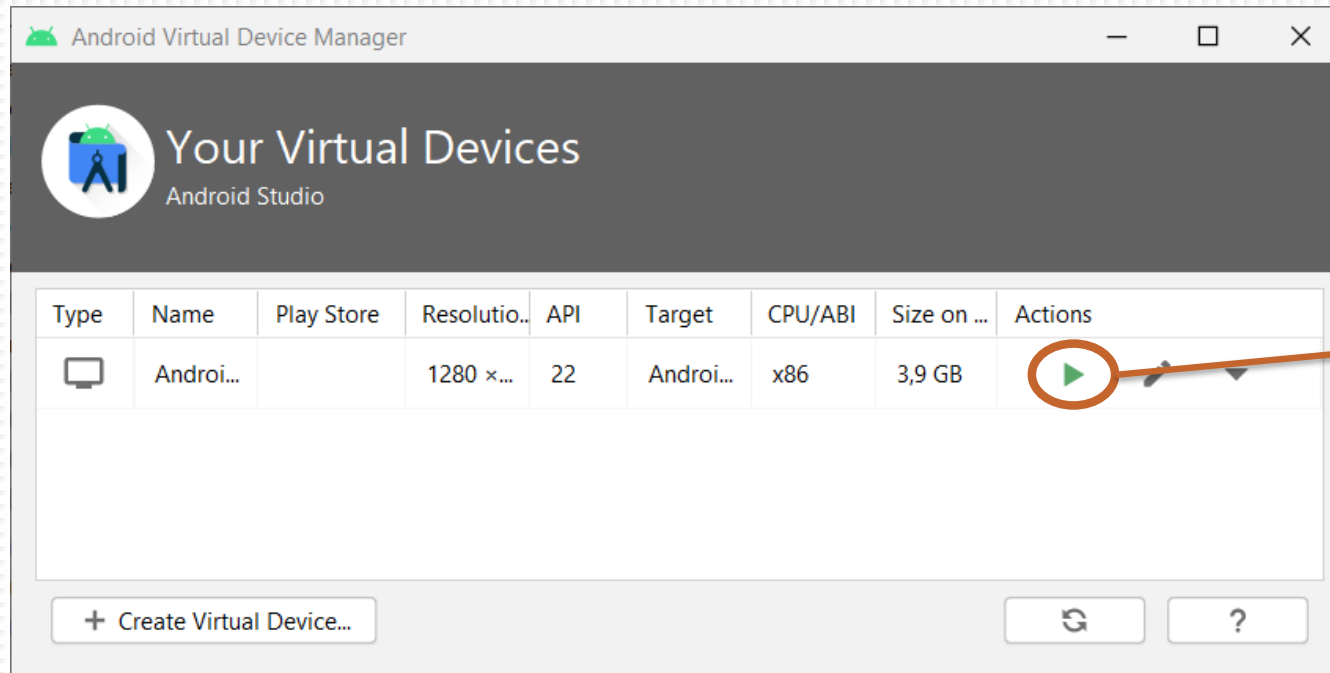
APK size: **1,8 MB**, Download Size: **1,5 MB** [Compare with previous APK...](#)

File	Raw File Size	Download Size	% of Total Do...
classes.dex	938,4 KB	863,1 KB	60%
lib	296,5 KB	272 KB	18,9%
x86	83,3 KB	76,2 KB	5,3%
libnative-lib.so	83,3 KB	76,2 KB	5,3%
x86_64	83,8 KB	76,1 KB	5,3%
libnative-lib.so	83,8 KB	76,1 KB	5,3%
arm64-v8a	78,6 KB	71,2 KB	4,9%
libnative-lib.so	78,6 KB	71,2 KB	4,9%
armeabi-v7a	50,8 KB	48,6 KB	3,4%
libnative-lib.so	50,8 KB	48,6 KB	3,4%
res	238,4 KB	225,7 KB	15,7%
resources.arsc	230,3 KB	51,7 KB	3,6%
META-INF	28 KB	25,3 KB	1,8%
AndroidManifest.xml	721 B	721 B	0%

Running the Sample Application

Running Sample App on Emulator

- Running the Android apps with NDK support is same as the other Android apps explained in the previous sessions



Running Sample App on Fire TV Stick II

Android Emulator - Android_TV_1080p_API_22:5554

SampleAppWithNDK

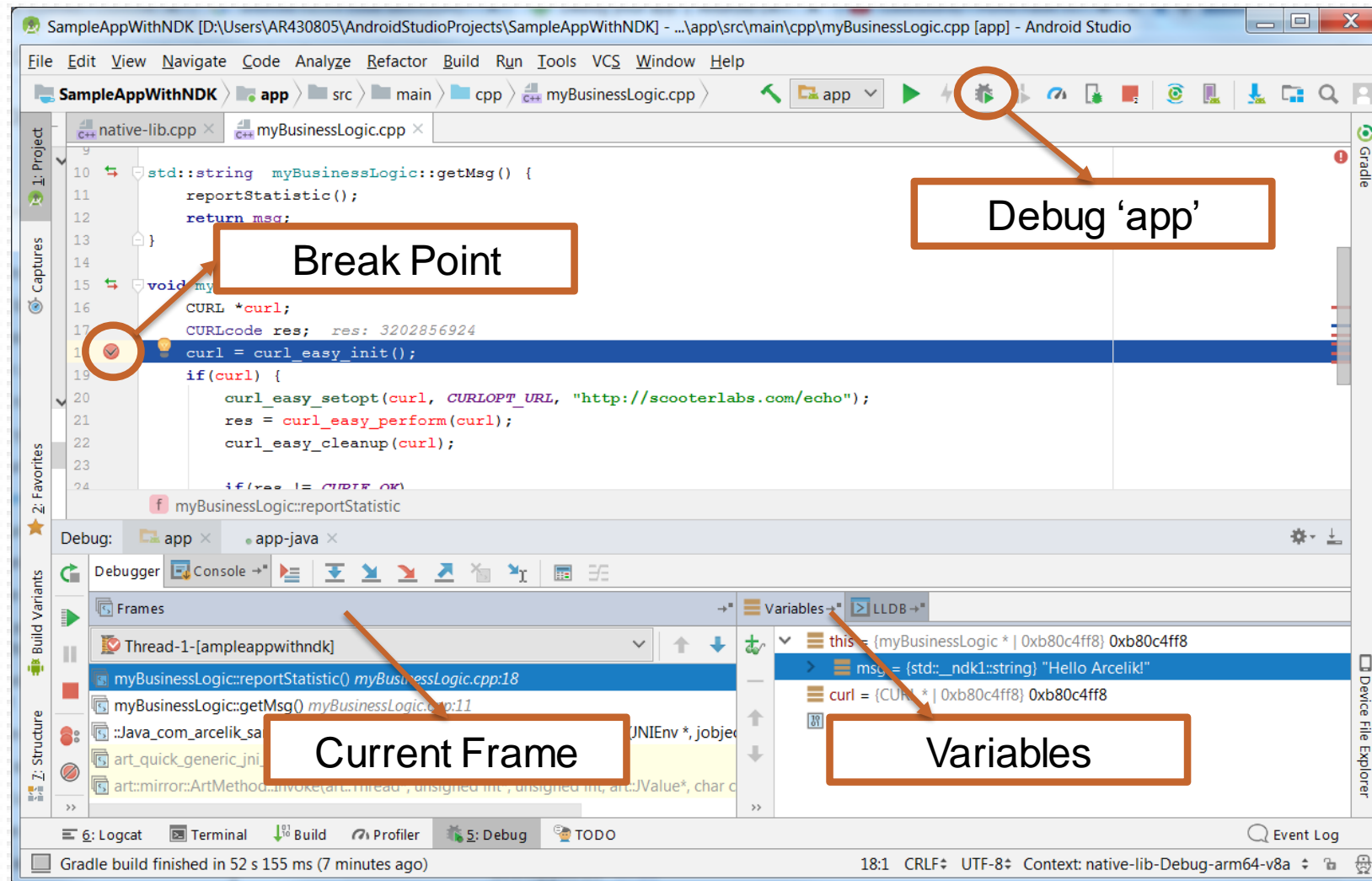
Hello Arcelik! HTTP GET Failed, curl error code: 1

Debugging the Sample Application

Debugging Sample App on Fire TV Stick I

- If your project includes C/C++ code, you need to install **LLDB** from the SDK Manager
- You need to enable debugging in the device developer options
- Debugging the Android apps with NDK support is same as the other Android apps explained in the previous sessions
 - Set some breakpoints in the app code
 - Click *Debug* button in the toolbar and select a deployment target to start debugging
 - You can also attach a running process by clicking *Attach Debugger* in the toolbar and selecting a process

Debugging Sample App on Fire TV Stick II



QUESTIONS?