

* Android

1) Who does the development?

→ Android Inc was founded in Palo Alto, California, in October 2003 by Andy Rubin, Rich Miner, Nick Sears and Chris White. Android is a mobile operating system based on a modified version of the Linux kernel and other open source software.

2) How is it licenced?

→ At the same time, Bionic is licenced under the terms of the BSD licence which google finds more suitable for the androids overall.

• Licence = Apache license 2.0 for userspace software, GNU GPL v2 for the linux kernel

3) What communication methods are used?

→ To allow a fragment to communicate up to its activity, can define an interface in the fragment class and implement it within the activity. To rescue the fragment or components, you should build each as a completely self contained, modular component that defines its own layout and behavior.

4) How is it organised?

→ The android software stack generally consists of a linux kernel and a collection of c/c++ libraries that is exposed through an application framework that provides services and management of the applications and run time.

5) How are bugs tracked?

→ Tracker. The Android issue tracker contains a list of pending technical tasks across a variety of topics, information relevant to those tasks, and info about progress

on those tasks, including which ones might get worked on it the short term. There are no guarantees that any particular bug can be fixed in any particular release.

6) How is the source code managed?

→ The Android Open Source Project (AOSP) maintains a complete software stack to be ported by OEMs and other device implementors and run on their own hardware. To maintain the quality of Android, Google has contributed full time engineers, quality assurance testers, and all the roles required to bring modern devices to market.

7) How are stable releases done?

→ These releases were done through software emulation as physical devices did not exist to test the operating system. The first public release of Android. The first commercial version, Android 1.0 was released on September 23, 2008.

8) How does it interact with other projects?

→ The project typically has several activities. Each activity displays a user interface that allows the user to perform a specific task. To take the user from one activity to another, your project must use an intent to define project intent do something

An intent can be explicit in order to start a specific component or implicit in order to start any component that can handle the intended action (such as "capture a photo").

g) What has the project documented about itself?

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