Ch-1 : Introduction

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HISTORY :-

1. In August 2005, Google acquired Android, a startup. which signaled google's push into the wireless market.
2. In 2007, google & other big companies formed the Open Handset Alliance. which released the android platform.
3. In sept 2008, T-Mobile released the 'G1' the first smart phone based on Android 1.0, world's first open source mobile OS.
4. In 2009, Android 1.6 added google maps, Motorola released the Droid Mobile Device.
5. Next Android 2.2 was released which offered USB tethering for hotspot, OS tune up for speed
6. In feb 2011, Android released 3.0, the made for tablet installment.

Now, Android is the world's most popular mobile platform. having over 1 billion active users & the no is still growing rapidly.

Android supplies its own optimised JVM called the Dalvik Virtual Machine.

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- Android Application composed of 4 core components :-

1. Activity -
2. Service - A process that runs in the background to perform long lasting operations. They do not provide a user interface. The developer creates a service as a subclass of Android Service class.
   eg - You might used to download data in the background allowing the user to interact with app without delay.
3. Content Provider - Manages persistent data on device or external sources as web or cloud. They act as the file managers for the system.
   eg - In the device's contact list, which app can access if they have permission.
4. Broadcast receiver - Component that responds to system condition such as battery low, screen being turned off. It can use to initiate response from running app. such as if picture has been taken. Developer ~~creates a~~ implemented broadcast receiver as a subclass of Android BroadcastReceiver class.

→ Unique benefit of Android system design is that one app can start another app component using Intent.