

# Native C/C++ libraries

Many core Android services are built from native code

- Require native libraries written in C/C++
- Some of them are exposed through the Java API framework as native APIs e.g. Java OpenGL API

➔ Technique: JNI – Java Native Interface  
app developer can use Android NDK to include C/C++ code (common in gaming apps)

# Android Binder IPC

**Android Binder IPC** allows communication among apps, between system services, and between app and system service

