

# 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)

# Some other interesting topics in mobile OSes

- Energy management
- Dealing with misbehaving apps
- Security