Astronomy in Your Pocket: An Android Development Journey

Sean Dague http://dague.net @sdague



Mobile vs Small Computing



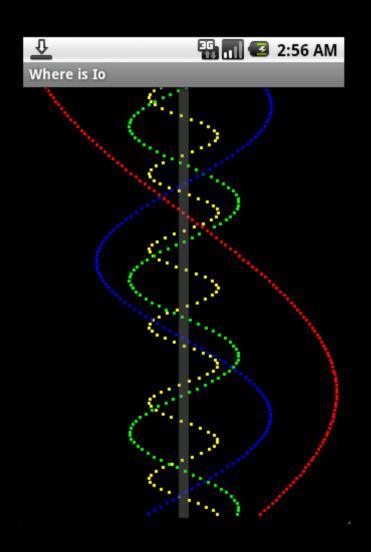
What Makes a Good Mobile Application?

My Itch

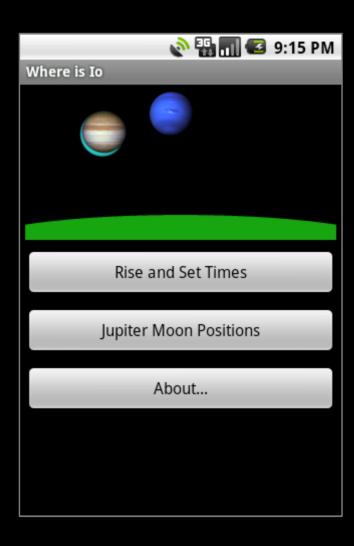


What am I looking at?

Where is Io - First Working Code



Where is lo



```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout android:id="@+id/LinearLayout01"</pre>
     android:orientation="vertical"
     android:layout width="fill parent" android:layout height="fill parent"
     xmlns:android="http://schemas.android.com/apk/res/android">
                <net.dague.astro.views.Diarama android:id="@+id/diarama"</pre>
                     android:layout width="fill parent" android:layout height="150dp"
                     android:layout margin="5dp"
                     android:src="@drawable/sun icon"
                <Button android:id="@+id/time button"
                     style="@style/AstroButton"
                     android:text="@string/time text"
                     android:layout width="fill parent"
                     ></Button>
                <Button android:id="@+id/jupiter button"
                     style="@style/AstroButton"
                     android:layout width="fill parent"
                     android:text="@string/jupiter text"
                     ></Button>
                <Button android:id="@+id/about button"
                     style="@style/AstroButton"
                     android:layout width="fill parent"
                     android:text="@string/about label"
                     ></Button>
</LinearLayout>
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                                                                Layout Containers
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                     android:layout margin="5dp"
                     android:src="@drawable/sun icon"
                <Button android:id="@+id/time button"
                                                                Layout Containers
                     style="@style/AstroButton"
                     android:text="@string/time text"
                                                                Resources
                     android:layout width="fill parent"
                     ></Button>
                <Button android:id="@+id/jupiter button"
                     style="@style/AstroButton"
                     android:layout width="fill parent"
                     android:text="@string/jupiter text"
                     ></Button>
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                     android:layout margin="5dp"
                     android:src="@drawable/sun icon"
                <Button android:id="@+id/time button"
                     style="@style/AstroButton"
                     android:text="@string/time_text"
                     android:layout width="fill parent"
                     ></Button>
                <Button android:id="@+id/jupiter button"
                     style="@style/AstroButton"
                     android:layout width="fill parent"
                     android:text="@string/jupiter text"
                     ></Button>
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                     style="@style/AstroButton"
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Layout Containers Resources Styles

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Layout Containers
Resources
Styles
Display Independent Pixels

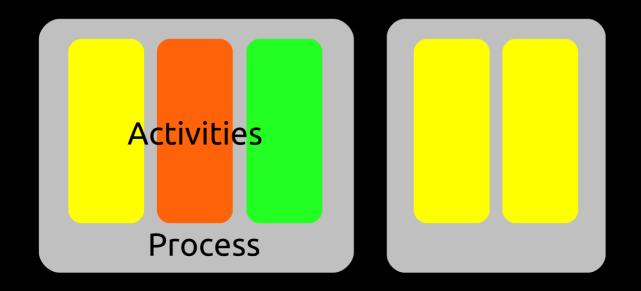
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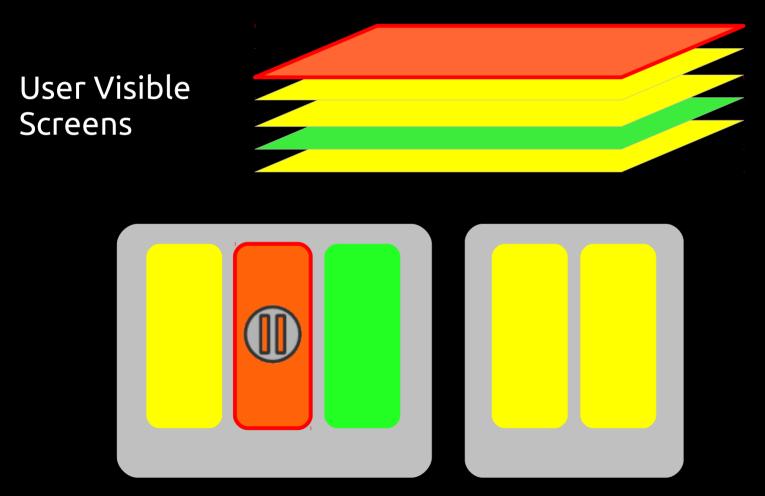
Layout Containers
Resources
Styles
Display Independent Pixels
Custom View

Second Activity

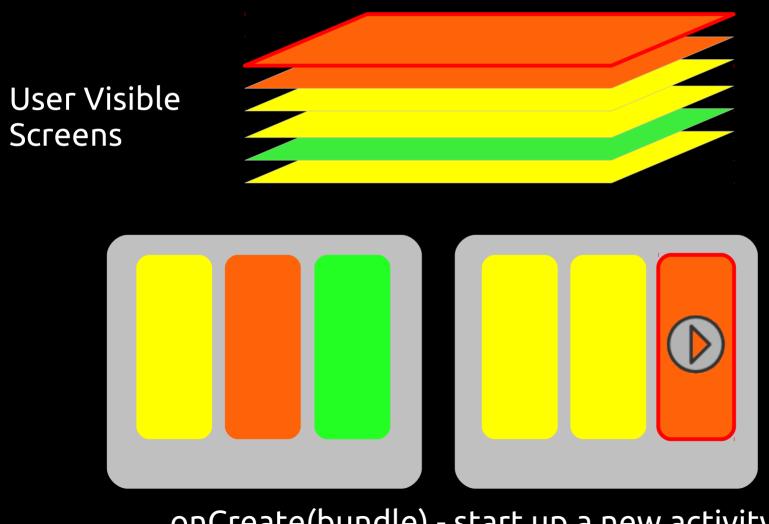
		3 10:02 PM
Rise and Set times		
	7:03	18:20
	6:43	18:17
	9:29	18:43
	9:39	19:35
	17:28	5:12
	6:12	18:08
	17:29	5:24



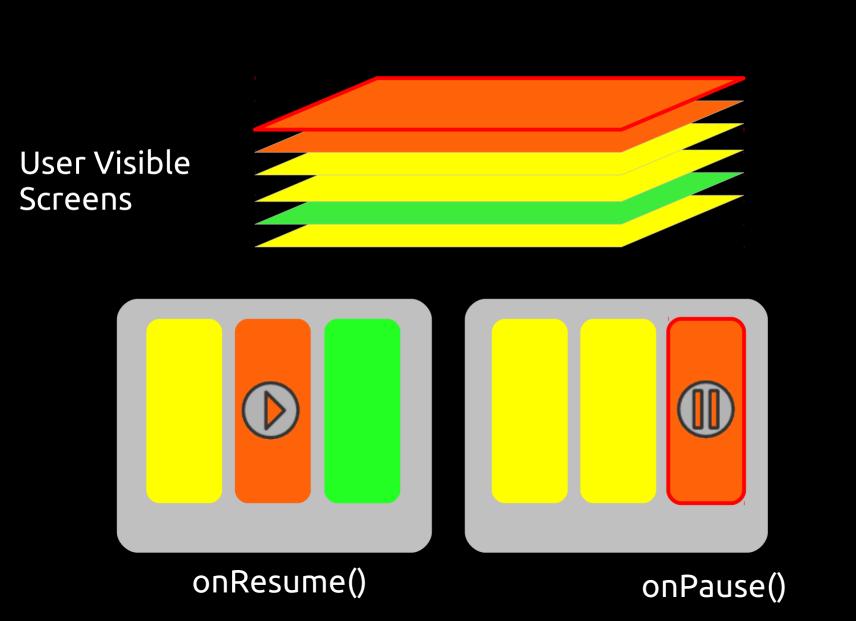




onPause() - gives you a chance to save a state bundle



onCreate(bundle) - start up a new activity

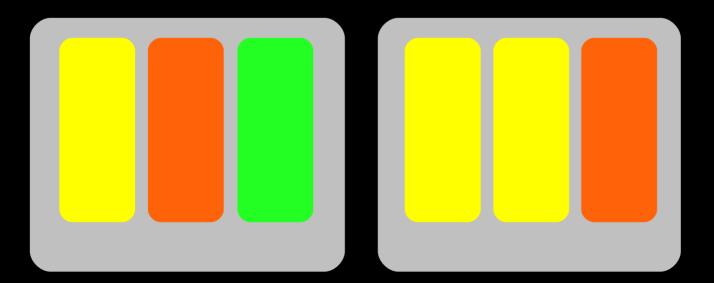




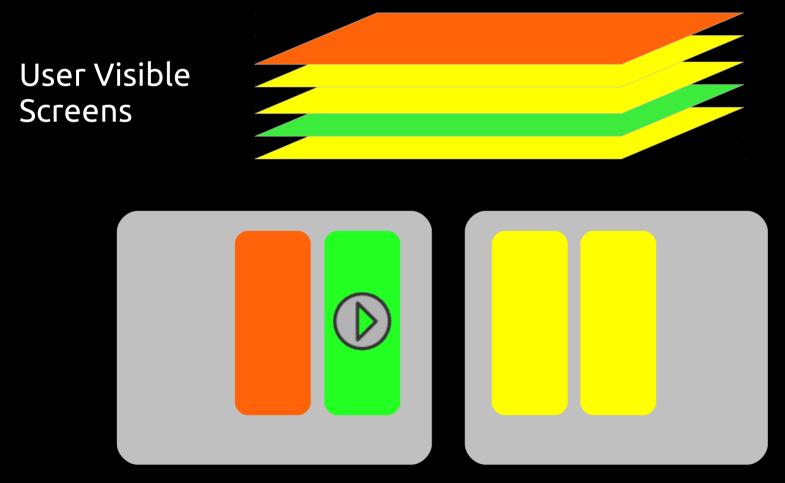
Under Memory Preasure

User Visible Screens



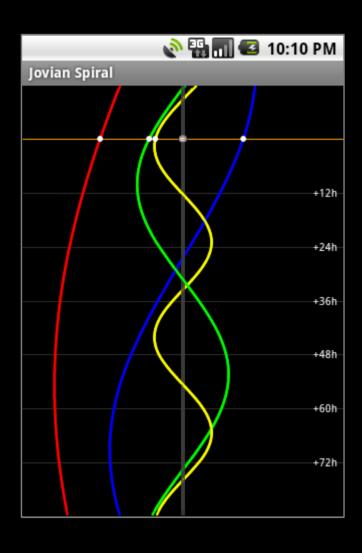


onStop() ?
onDestroy() ?
no warning?



onCreate(bundle) - you did save state correctly, right?

More Advanced Graphics



What Other Open Source Exists?

Jupiter

Magnitude: -2.75

Absolute Magnitude: 25.81

RA/DE (J2000): 23h49m2.7s/-2° 55'13.6" RA/DE (of date): 23h49m36s/-2°51'39" Hour angle/DE: 23h37m16s/-2°51'39" Az/Alt: +171°54'38"/+45°20'19"

Distance: 3.98881370AU

Apparent diameter: +0° 0'49.4"





Words you never want to read

/***********************************

The L1 theory of the galilean satellites by Valery Lainey can be found at ftp://ftp.imcce.fr/pub/ephem/satel/galilean/L1

I (Johannes Gajdosik) have just taken the Fortran code and data obtained from above and rearranged it into this piece of software.

I can neigther allow nor forbid the usage of the L1 theory. The copyright notice below covers not the work of Valery Lainey but just my work, that is the compilation of the L1 theory into the software supplied in this file.

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Going Native

Rest of Application - Java



Java Class with native methods



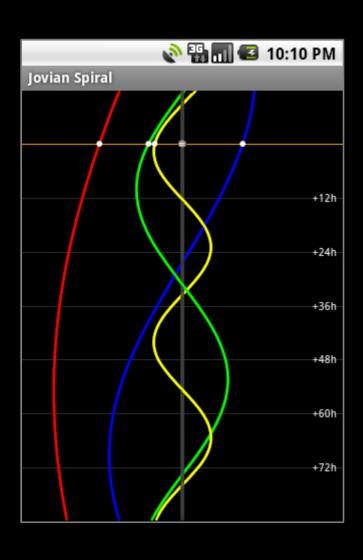
JNI Export layer - C



C lib created from Stellarium

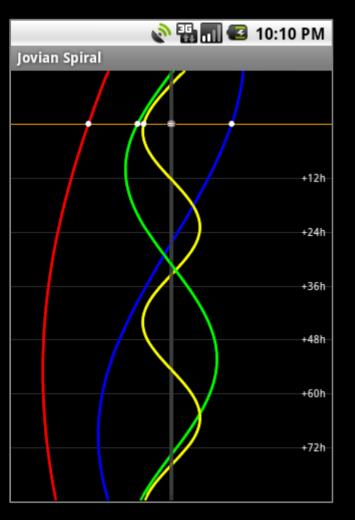


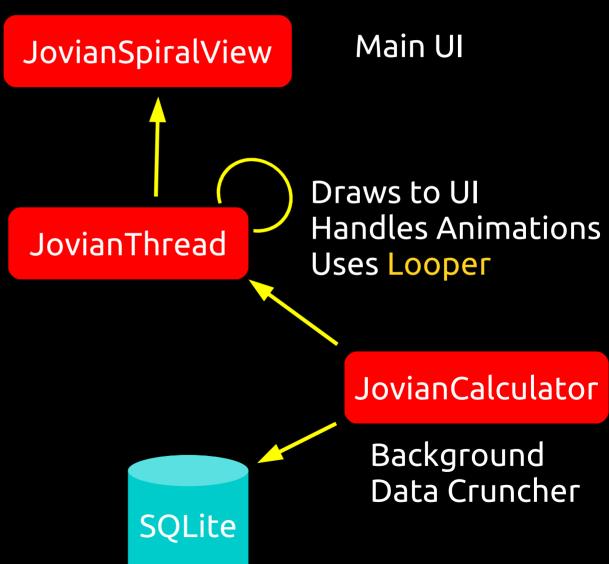
Computational Time



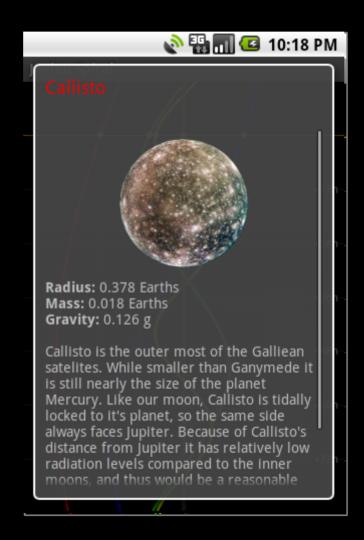
- 120 points per curve
- Pure Computation
 - HTC Hero 17s
 - Droid 1 12s
 - Nexus One 8s
- 5 Second Rule

Dance of the Threads

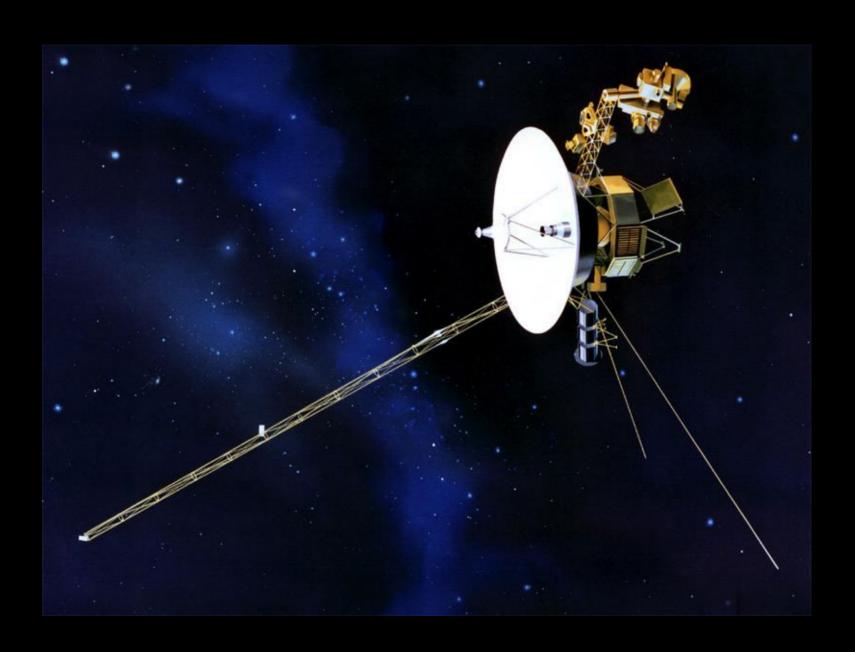




Detecting Touch



Thinking of the Possibilities



What Makes a Good Mobile Application?

Things to Remember With Android

- No Save
- No Quit
- No foreground processing
- You will be interupted, plan accordingly

Learning More

- http://developer.android.com
- http://android-developers.blogspot.com
- http://github.com/sdague/where-is-io