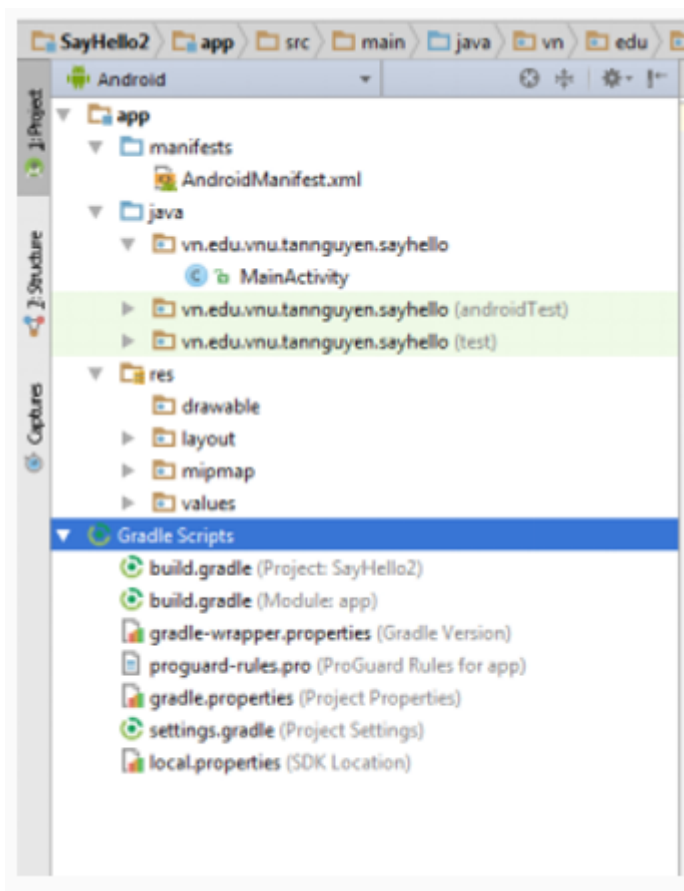




Basic

🕒 Created	@September 8, 2023 10:20 PM
🏷️ Tags	

- Project structure



- java → source code (packages, classes...)
- res (aka resources) → images, layouts, colors, menus,...
- manifest → AndroidManifest.xml for specifications (config, components, security...) Component

```

<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="vn.edu.vnu.tannguyen.sayhello">

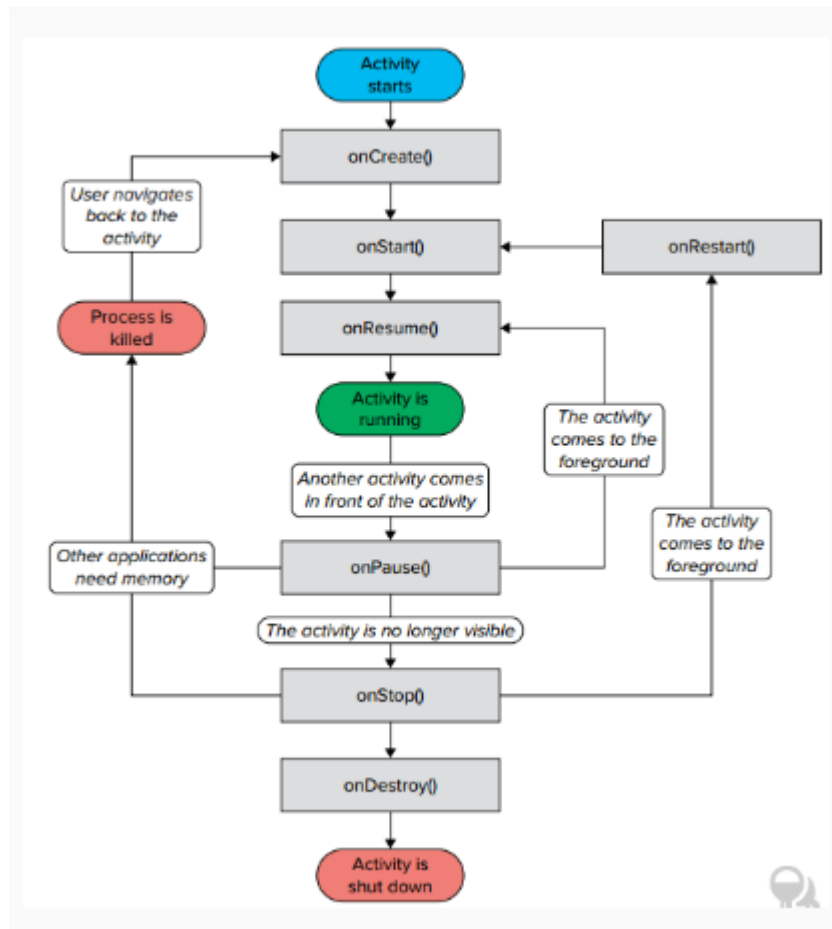
    <application
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:supportRtl="true"
        android:theme="@style/AppTheme">
        <activity android:name=".MainActivity">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>

</manifest>

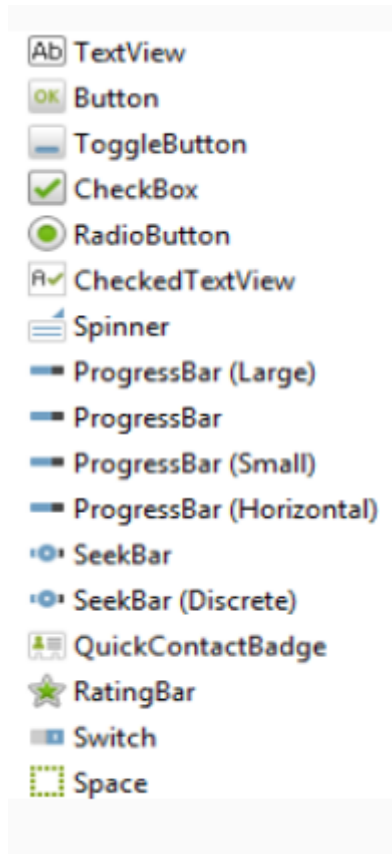
```

- Activity
 - just like a window
 - let users interact with the app certain size / full screen
 - single/multiple in app, starting with MainActivity
 - interact with other Activities
 - life cycle methods

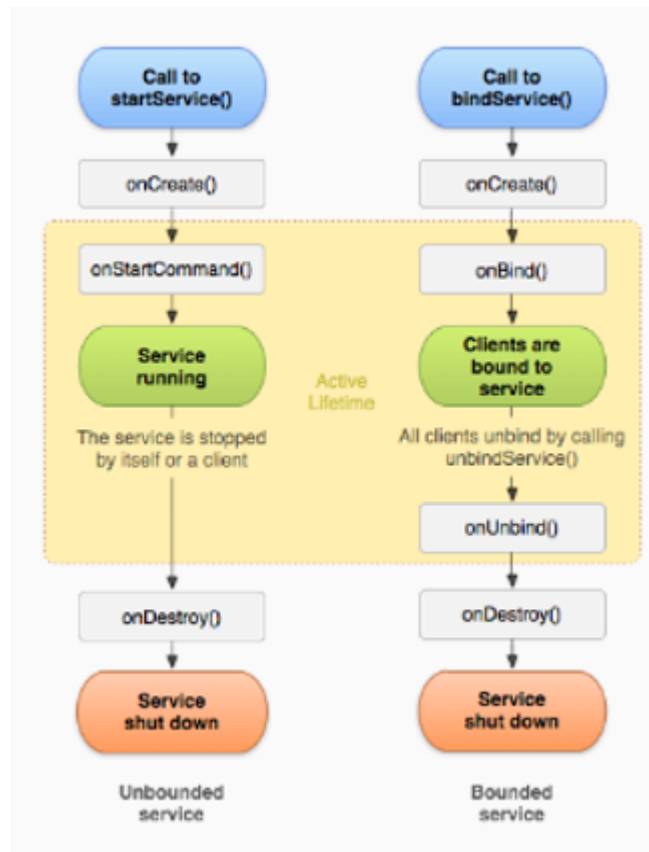


- `onCreate()` → activity is created
 - `onStart()` → activity becomes visible
 - `onResume()` → activity is in foreground, ready to receive user input
 - `onPause()` → activity loses focus, still visible
 - `onStop()` → activity is no longer visible
 - `onDestroy()` → activity is destroyed
 - `onRestart()` → stopped activity comes to foreground
 - paused → comes to foreground → resumed
 - paused/stopped → need memory → killed → when in need → created
- how to create
- make a child class of `AppCompatActivity` | `Activity` | `FragmentActivity`

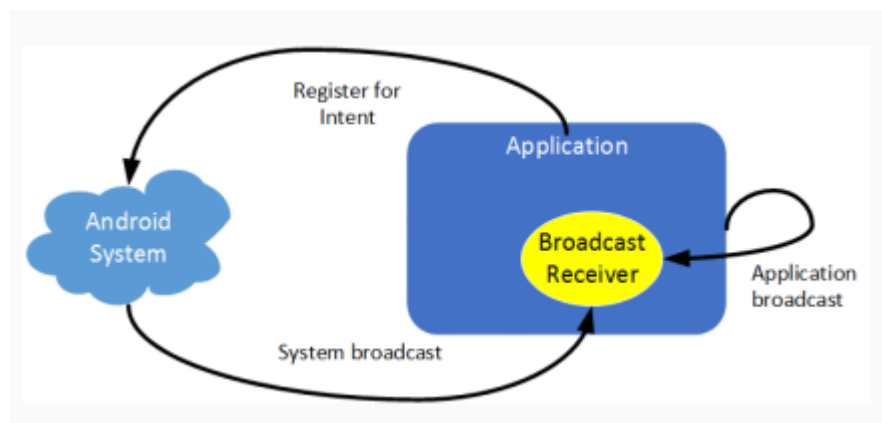
- build layout in res/layout
 - add activity in AndroidManifest.xml
 - ...
- View → basic “ingredient” of an Activity (TextView, Button, CheckBox, ProgressBar, SeekBar, Switch, EditText...)



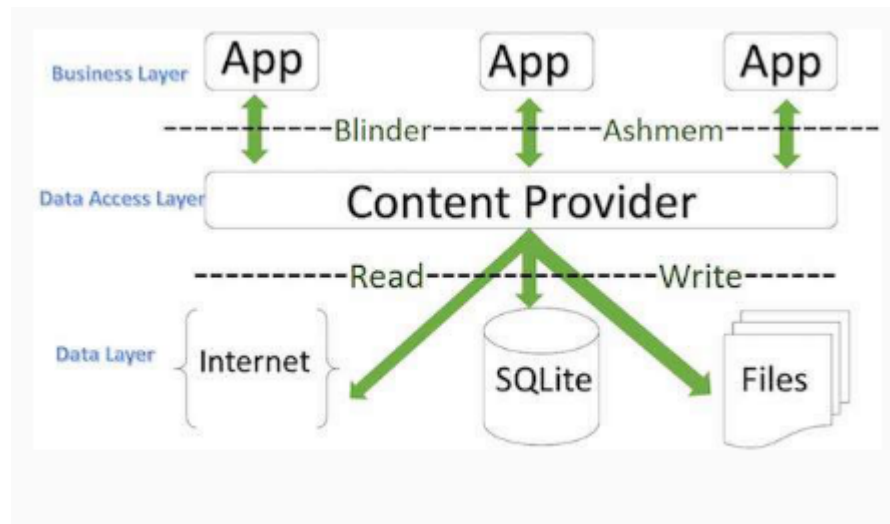
- ViewGroup → a group of Views, even ViewGroups (ConstraintLayout, LinearLayout, RelativeLayout, GridLayout, FrameLayout...)
- Service → continuous tasks run in background (playing music, network transaction...)



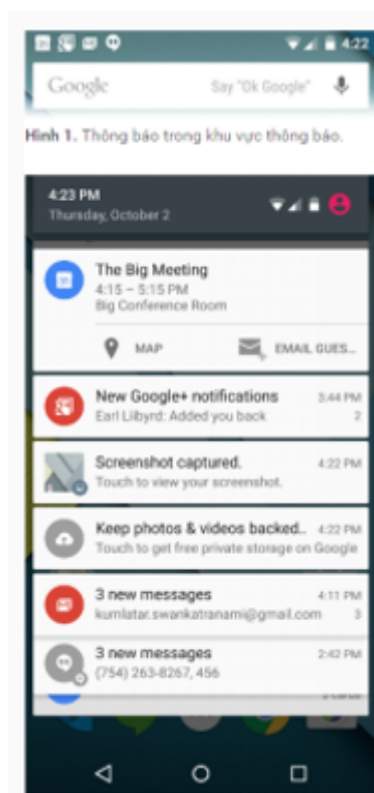
- Broadcast Receiver → listens and responds to system-wide events (low battery, switching connection, download,...)



- Content Provider → give ways to manage data (file, web resource,...)



- Notification → notify users through status bar



- Intent → a carrier of the messages between components/apps

