

The AndroidManifest.xml File >

# <uses-permission>

#### SYNTAX:

### <uses-permission</pre>

android:name="string" />

#### CONTAINED IN:

<manifest>

#### DESCRIPTION:

Requests a permission that the application must be granted in order for it to operate correctly. Permissions are granted by the user when the application is installed, not while it's running.

For more information on permissions, see the <u>Permissions</u> section in the introduction and the separate <u>Security and Permissions</u> document. A list of permissions defined by the base platform can be found at android. Manifest.permission.

#### ATTRIBUTES:

android:name

The name of the permission. It can be a permission defined by the application with the spermission element, a permission defined by another application, or one of the standard system permissions, such as

"android.permission.CAMERA" or

"android.permission.READ\_CONTACTS". As these examples show, a permission name typically includes the package name as a prefix.

## INTRODUCED IN:

API Level 1

#### SEE ALSO:

- <permission>
- <uses-feature>

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<uses-permission> and filtering on
Android Market.

In some cases, the permissions that you request through <uses-permission> can affect how your application is filtered by Android Market.

If you request a hardware-related permission — CAMERA, for example — Android Market assumes that your application requires the underlying hardware feature and filters the application from devices that do not offer it.

To control filtering, always explicitly declare hardware features in <uses-feature> elements, rather than relying on Android Market to "discover" the requirements in <uses-permission> elements. Then, if you want to disable filtering for a particular feature, you can add a android:required="false" attribute to the <uses-feature> declaration.

For a list of permissions that imply hardware features, see the documentation for the <uses-feature> element.