

## Week 9: Bonus Materials and Beyond!

[Help](#)





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## Overview: 9 Weeks of Content for the Price of 8!

This 8-week course is finished but your Android adventures are just beginning. We'll be adding a few bonus items on this page as we produce them. These materials are not graded and are not part of the 8-week official course. If you want to discuss the materials on this page with your classmates, please use the [Beyond Android Apps 101](#) forum, as well as the forums for each video.

## Bonus Videos

Video Lecture	Key Topics	Transcript	Video Download	SR Capti File
<h3>Introducing String Arrays with Will Hennessy</h3>				
 <p>(00:09:10)</p>	<ul style="list-style-type: none"> <li>• Meet Will Hennessy</li> <li>• String array resources and string arrays</li> <li>• Random integers</li> </ul>		 <p>(19.4 MB)</p>	
<h3>Next Steps for Introducing String Arrays</h3> <p>Download and extract <a href="#">JavaFacts.zip</a>. Some suggested extensions:</p> <ol style="list-style-type: none"> <li>1. Create your own facts file.</li> <li>2. Use a BroadcastReceiver and an Intent to start the app whenever the phone is powered on.</li> <li>3. Create a home screen widget to display a Java fact.</li> </ol>				

Video Lecture	Key Topics	Transcript	Video Download	SR Capti File
<b>Working with JSON with Nelson Osacky</b>				
 (00:08:44)	<ul style="list-style-type: none"> <li>• Meet Nelson Osacky</li> <li>• Downloading Internet text data using AsyncTaskLoader</li> <li>• Parsing JSON data into Java objects</li> <li>• Displaying lists</li> </ul>		 (18.8 MB)	
<b>Next Steps for Working with JSON</b> Download and extract <a href="#">JSON-ListExample.zip</a> and import into Eclipse. Some suggested extensions: <ol style="list-style-type: none"> <li>1. Change the layout of each item.</li> <li>2. Download and display your own data.</li> <li>3. Re-download the data every 30 minutes.</li> </ol>				

## Getting Help: Finding Example Code

Others have probably seen the same the problem as you and figured out how to solve it!

- Perhaps you need a specific piece of Java code. If so, an online search, e.g., "Android Simple Java Example" plus a specific search term, is often sufficient.
- Perhaps you need the [Android guide](#), [design guide](#), or [reference pages](#).
- [Stack Overflow](#) is usually a good place to find knowledgeable answers—though it is worthwhile looking at several similar posts before drawing your own conclusions. Before posting your own questions see the [style guide for questions and answers](#).

## Use the Source, Luke!

Would you like to browse and easily navigate the Android source code but don't want to download it all? We suggest [grepcode.com](#) because you can navigate easily between methods. Here are some of our personal favorites:

- Explore the source code behind [Android's standard apps](#).
- What does Android's Activity class do in onCreate and other lifecycle methods? Explore [Activity's onCreate](#).

- Delve deep inside Fragments to find out how they tick. Explore [Fragment.java](#).

## Android Courses and Other Useful Online Content

- [Android Developers Blog](#): The official Android Developer Blog aimed at professional developers and announcing new features in the latest versions of Android.
- [Programming Mobile Applications for Android Handheld Systems](#): Compared to Angrave's course, this lecture-style course assumes a more advanced Java and development background and goes into more technical detail about Android's architecture.
- [Building Mobile Experiences](#): "A project-based course that guides students through creating a novel mobile application—from generative research to design, usability, implementation and field evaluation."

## Java Resources

- [Java Tutorials by Oracle](#): These tutorials are not particularly accessible to the beginner, but they are detailed and go into some of the more arcane areas of Java syntax.
- [CodeMoo](#): This is a new UIUC project developed by CS undergraduates and is a playful way to learn Java programming.
- [David Eck—Free Introduction to Java](#): Introduction to Programming Using Java, Sixth Edition.

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