



ANDROID



What is an OS?



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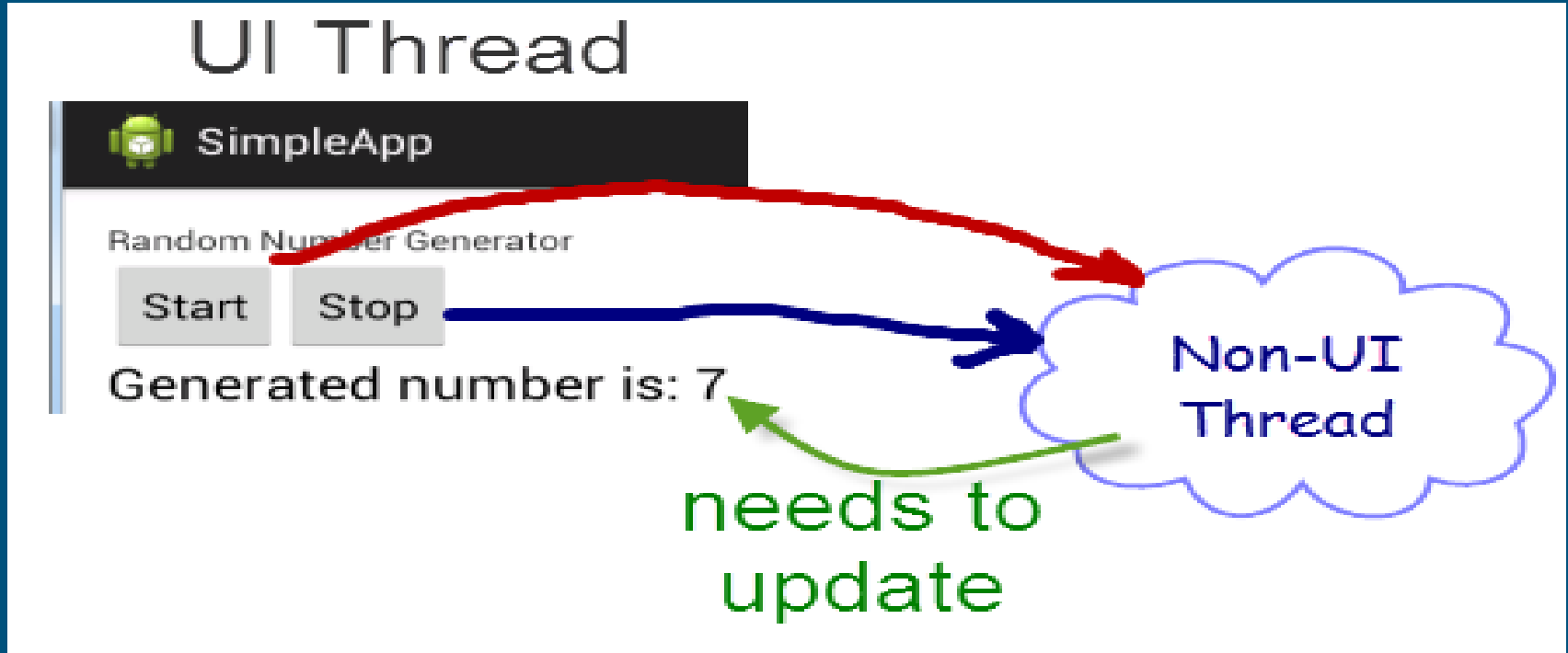
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Thread Scheduling

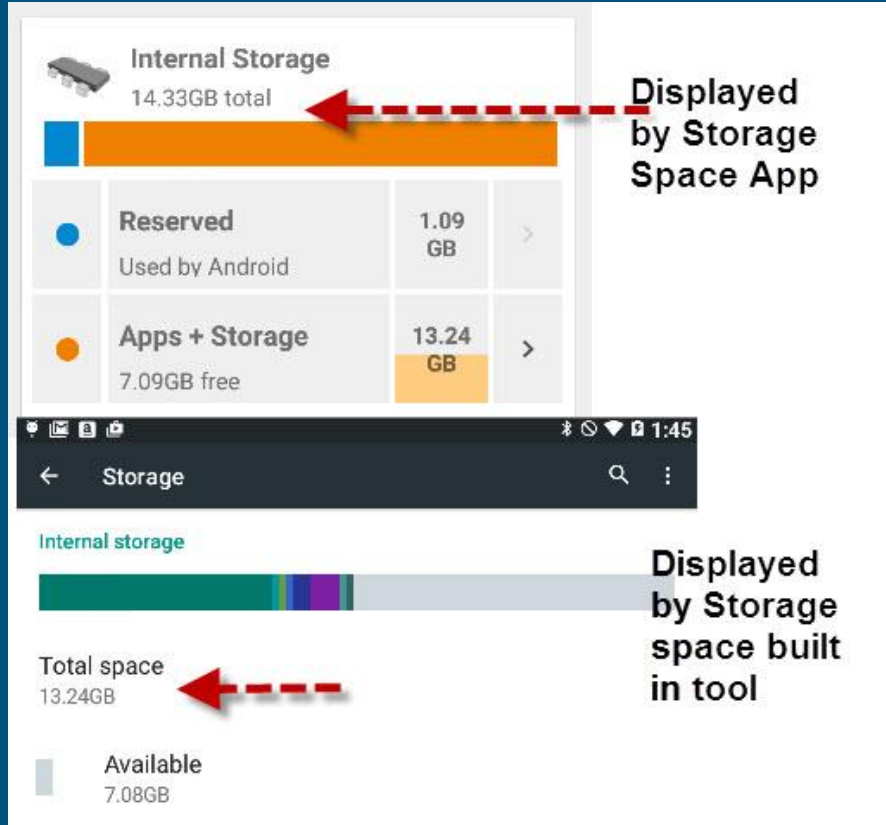
Threads



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Resolution Compatibility



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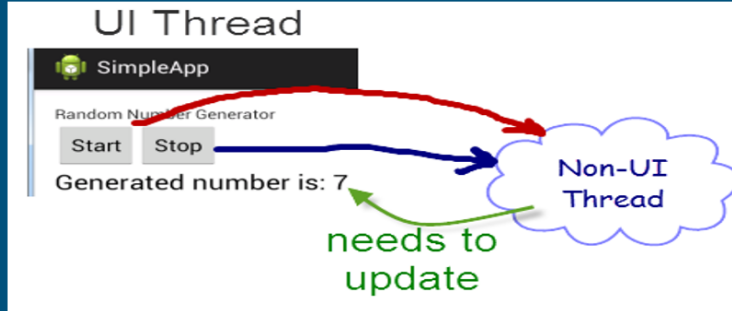
Touchscreen



From: <http://www.coolav.co.uk/benq-rp702touch.html>

That's all Folks!

Threads

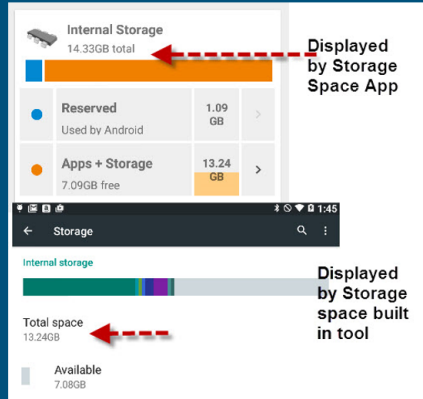


From: <http://www.intertech.com/Blog/android-non-ui-to-ui-thread-communications-part-3-of-5/>

In Android there is a main thread, also known as UI thread. The UI thread is very important because it is in charge of dispatching the event to the appropriate widgets and application.

UI thread can call child thread to process data when the child thread is done, it send back a message to the UI thread, so the UI thread can update.

Internal/External Storage



From: <http://bit.ly/1szoBhv>

Android has two main store, internal and external. The internal store is divide in different sizes of partitions for the Android OS, app, photo, video, etc.

The external store is use to store app, photo, video, etc. But not to store user information or Android OS file.

Different device can have different amount of partition.

Resolution Compatibility



From: https://developer.android.com/guide/practices/screens_support.html

Android run on variety of devices that offer different screen sizes and densities, and this can be handle by using Device Independent Pixel or Density-independent Pixels.

Android system will scales dp (density-independent pixels) units for the current screen density to display them in an appropriate way.

Touchscreen



From: <http://www.coolav.co.uk/benq-rp702touch.html>

Touchscreen is use for virtual keys to active or desiccate a command. It also use to communicate between user and android.