Gradle Speedup

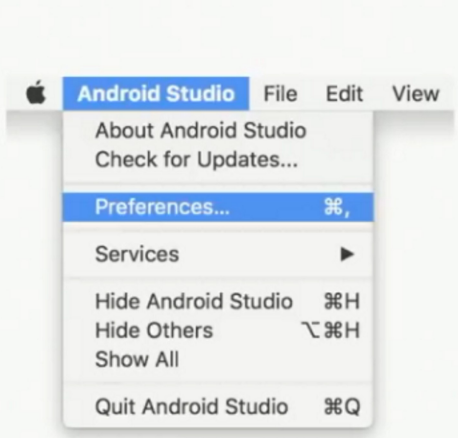
Wednesday, December 27, 2017 1:34 PM

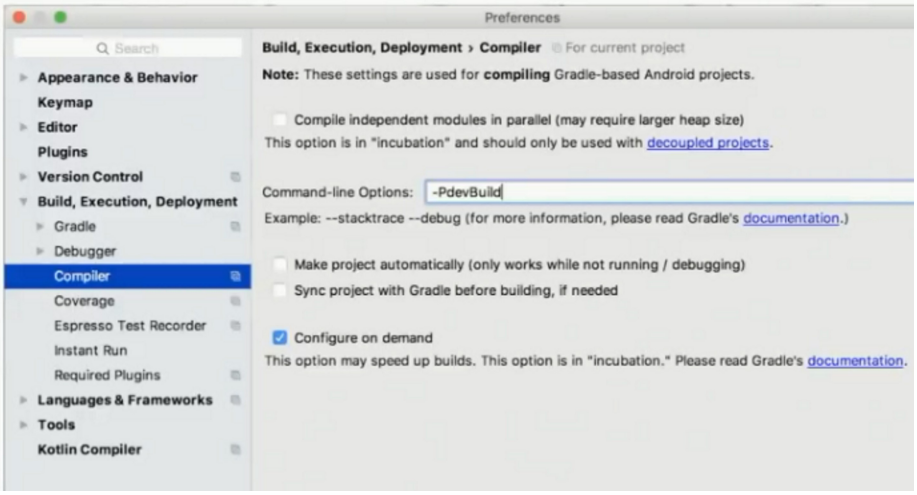
Disable multi-APK

```
android {
    if (project.hasProperty('devBuild')) {
        splits.abi.enable = false
        splits.density.enable = false
    }
}
```

```
$./gradlew santa-tracker:assembleDevelopmentDebug -PdevBuild
```

Passing devBuild in Android Studio





Tip 4: Include minimal resources

```
productFlavors {

    development {
        minSdkVersion 21
        resConfigs ("en", "xxhdpi")

        ...
    }
}
```

Tip 9: Watch the memory

gradle.properties:

```
org.gradle.jvmargs=-Xmx1536m
```

Experiment with this value

build.gradle

```
dexOptions {
    javaMaxHeapSize = "4g"
}
```

Be careful!

Tip 10: Enable Gradle Caching

- New from Gradle 3.5
- Different from 2.3 build cache
- Caches task outputs from any previous builds from any location

```
# Set this in gradle.properties
org.gradle.caching=true
```

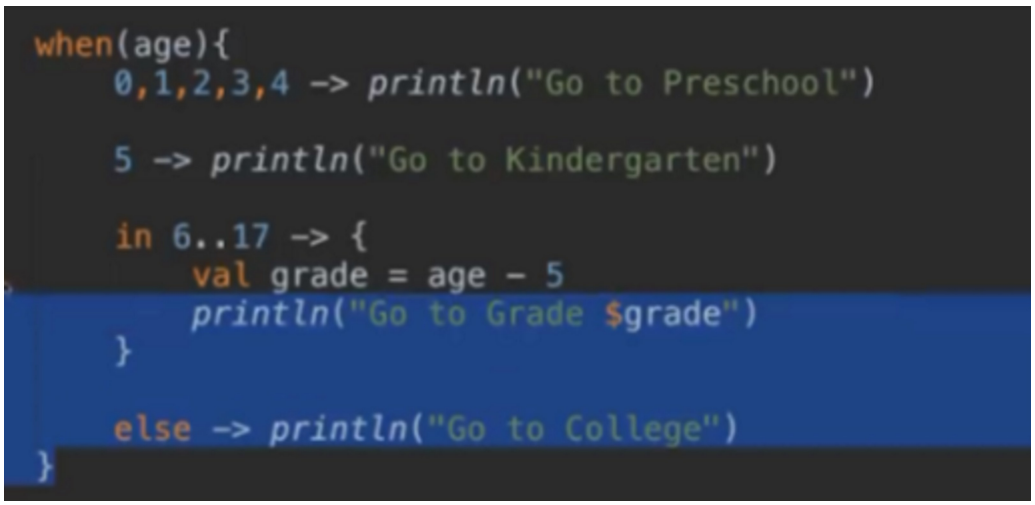
Disable PNG crunching

```
android {
    if (project.hasProperty('devBuild') {
        splits.abi.enable = false
        splits.density.enable = false
        aaptOptions.cruncherEnabled = false
    }
}
```

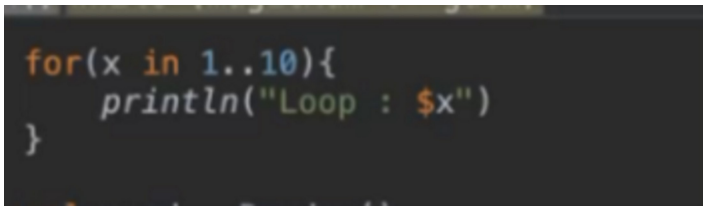
```
$./gradlew santa-tracker:assembleDevelopmentDebug -PdevBuild
```

Kotlin

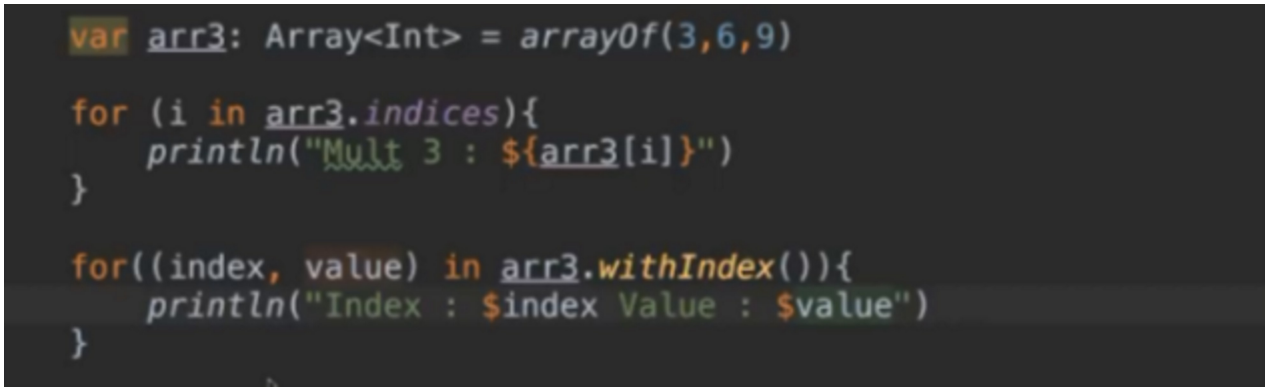
Thursday, August 2, 2018 10:06 PM



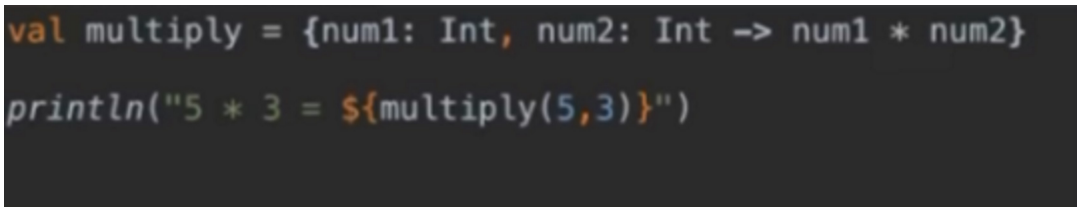
```
when(age){
    0,1,2,3,4 -> println("Go to Preschool")

    5 -> println("Go to Kindergarten")

    in 6..17 -> {
        val grade = age - 5
        println("Go to Grade $grade")
    }

    else -> println("Go to College")
}
```



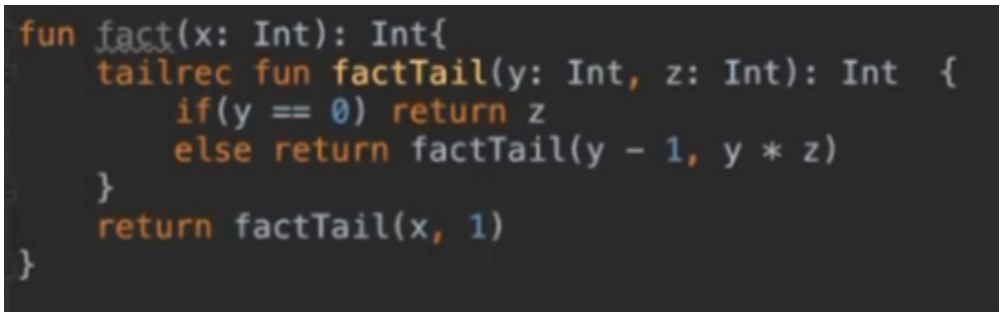
```
for(x in 1..10){
    println("Loop : $x")
}
```



```
var arr3: Array<Int> = arrayOf(3,6,9)

for (i in arr3.indices){
    println("Mult 3 : ${arr3[i]}")
}

for((index, value) in arr3.withIndex()){
    println("Index : $index Value : $value")
}
```



```
val multiply = {num1: Int, num2: Int -> num1 * num2}

println("5 * 3 = ${multiply(5,3)}")
```



```
fun fact(x: Int): Int{
    tailrec fun factTail(y: Int, z: Int): Int  {
        if(y == 0) return z
        else return factTail(y - 1, y * z)
    }
    return factTail(x, 1)
}
```

```
val numList = 1..20

val evenList = numList.filter { it % 2 == 0 }
evenList.forEach { n -> println(n) }
```

Layout

Wednesday, July 27, 2016 2:29 PM

Linear = Stack Panel
Relative = Relative
Table=like grid with Defining
Frame=Grid without definition

Percentage Layout

```
//Add Library
compile 'com.android.support:percent:25.0.1'
```

```
<android.support.percent.PercentRelativeLayout xmlns:android="ht
    xmlns:tools="http://schemas.android.com/tools"
    xmlns:percent="http://schemas.android.com/apk/res-auto"
    android:id="@+id/activity_main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingBottom="16dp"
    android:paddingLeft="16dp"
    android:paddingRight="16dp"
    android:paddingTop="16dp"
    tools:context="dev.edmt.percentlayoutdemo.MainActivity">


    <Button
        android:id="@+id/button1"
        android:text="Button 60% Width"
        android:layout_height="wrap_content"
        percent:layout_widthPercent="60%"
        />
    <Button
        android:id="@+id/button2"
        android:text="Button 40% Width"
        android:layout_height="wrap_content"
        percent:layout_widthPercent="40%"
        />

</android.support.percent.PercentRelativeLayout>
```