# Android Application Development

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### What is Android?

- Android is a software package and linux based multitasking operating system for mobile devices such as tablets and smartphones.
- Android is the most widely used mobile operating system.
- The goal of android project is to create a successful real-world product that improves the mobile experience for end users.
- Android provides a flexible and customizable platform for developing applications, enabling developers to create a wide range of mobile experiences.



## **History of Android**

- Android Inc. started the development with initial goal to create an advanced operating system for cameras.
- In 2005, Google acquired Android Inc., and it was announced that Android would be developed as an open-source platform for mobile devices.
- The Open Handset Alliance, a consortium of several hardware, software, and telecommunications companies, was formed to collaborate on the development of Android.
- Thereafter, there have been different versions like Cupcake, Donut, Gingerbread, Ice Cream Sandwich, Oreo, Nougat etc.

### **Android Platform Architecture**

### **System Applications**

(Dialer, Email, Contacts etc.)

#### Java API Framework

(Content Providers and Managers)

**Android Runtime(ART) and Core libraries** 

**Hardware Abstraction Layer(HAL)** 

**Linux Kernel** 



# **Components of Android Application**

Following are the main components of an Android application:

- 1. Activities
- 2. Views
- 3. Intents
- 4. Services
- 5. Content Providers
- 6. Fragments
- 7. AndroidManifest.xml

# Requirements for Application Development

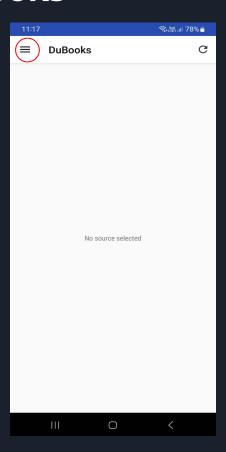
Some key requirements for Android application development:

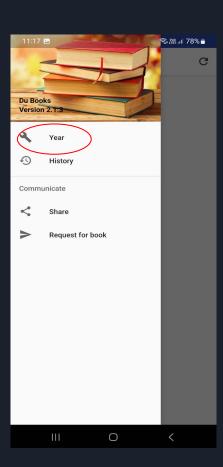
- Java Development Kit (JDK)
- Android Studio
- Programming language like Java, Kotlin, JS (React) etc.
- Android SDK
- Emulator or Phone

# **Applications Developed**

- 1. DuBooks
- Language used : Java
- Database: SQLite
- Number of Activities: 4
- Content is read from Github and then is parsed as JSON.

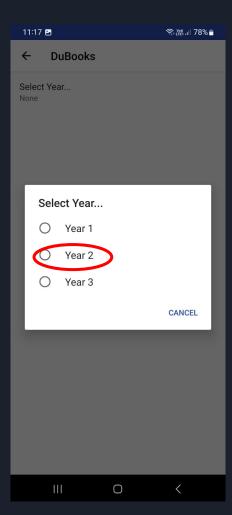
# **DuBooks**





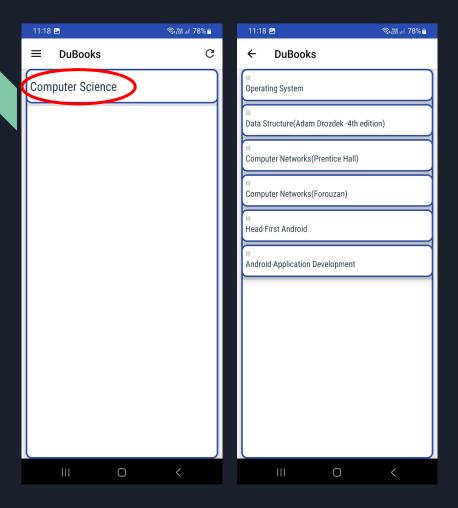
## Setting Year Preference

Preferences refer to a way of storing and retrieving user settings or configuration options within an application.

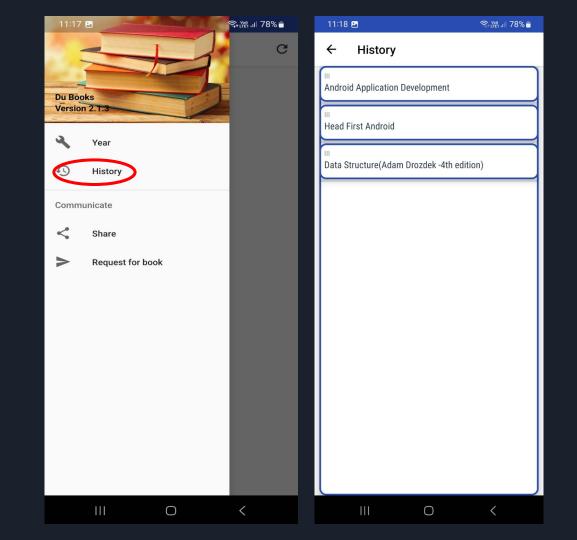


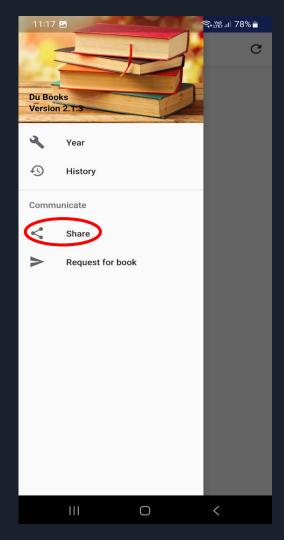
# Once the user select Year preference and goes back to Main Activity it will read the JSON object from Github

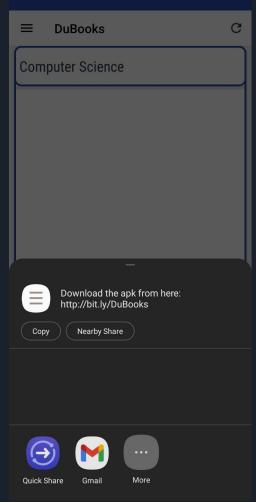
```
○ A https://raw.githubusercontent.com/user7797/DuBooks/master/year two.json
                                                                                                                                  目☆
"year": "Year 2",
"mainlist": [
    "course": "Computer Science",
    "list": [
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       "subject": "Operating System",
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```



- Once user clicks on any book it will be added to history database.
- This will use Content Provider and SQLite database.







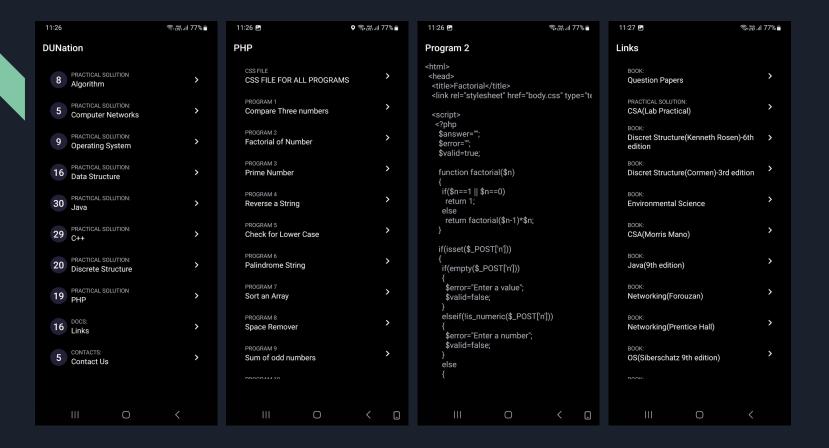
### 2. DuNation

- Language used : Java
- Database: Firebase
- Number of Activities: 1
- Content is read from Firebase Real Time Database.

### **Firebase**

- Comprehensive mobile and web application development platform provided by Google.
- It is a BaaS (Backend as a Service).
- Offers Real-time Database using NoSQL.





# THANK YOU