

Abstract

The mobile device market is rapidly developing. Most of these devices run Android Operating System. The Android application development is simplified by its SDK that provides tools and APIs needed to develop applications, favouring an easy integration with many resources available on the device. However, due to the limited resources available on mobile devices and the limited battery lifetime, the project of mobile apps have hard constraints specially on performance and energy consumption.

Google presents best practices for android development focusing on performance improvement. Android best practices for performance are small code changes proposed by Google to reduce execution time. This work evaluates and analyzes the impact of two of these best practices on performance and energy consumption. The practices are initially applied to experimental code and then on real world Android application and their impact on performance and power consumption are analyzed. The results obtained indicate that these practices have a positive impact on performance and energy efficiency.

Architectural Diagram



Chapter 4

Screen Shots





