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Android Sensor Module

The SensorManager is a module that allows the android application to receive data from the sensor hardware on an android device. For example, the SensorManager can serve up Accelerometer, temperature, Proximity, Magnetic Field etcetera depending on the sensor hardware that is available on the actual device. The ability to access data from this variety of sensors opens up the android application platform to countless application use cases. For example, you can implement a Compass application that utilizes magnetic field data. You can implement an application that detects when the device has been dropped. You could use the SensorManager to receive data about temperature if the device supports it that allows you to track temperature over time for a given user’s environment. You can use the proximity sensor (typically near the phone speaker on the front of the device) to detect when the user puts their phone up to their ear. You can use the android Light sensor to detect the level of light in the users environment. You could look into tracking user sleep and wake times based on the light the sensor picks up at given times.

# As you can see, the Android SensorManager module provides functionality that has become an essential part of the android environment. From using the sensors to gather information about the users environment, to creating games that can be controlled by turning the physical android device, the SensorModule is an essential and powerful tool that android developers can use to create interesting and useful applications.