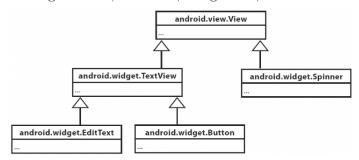
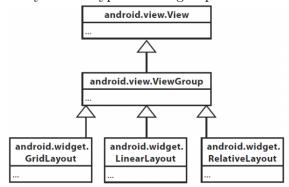
## 1 Introduction to Android

- Android
  - Android is a platform comprising of three components
    - \* An operating system
    - \* A framework for developing applications
    - \* Devices that run the Android operating system and the applications created for it
  - Android SDK
    - \* A collection of libraries and tools that are needed for developing Android applications
  - Android Studio
    - \* IDE for Android application development
- Android App Basics
  - An Android app is a collection of screens, and each screen is comprised of a layout and an activity
    - \* Layout: describes the appearance of a screen (written in XML)
    - \* Activity: responsible for managing user interaction with the screen (written in java)
  - Folder structure:
    - \* Manifest file \* Resource files
- The Manifest file
  - It defines the structure and metadata of an application, its components, and its requirements
  - Stored in the root of its project hierarchy as an XML file
- Resources and resource IDs
  - Resources are maintained in sub-directories of the app/res directory
    - \* res/layout
    - \* res/values
    - \* Etc.
  - A resource can be accessed in the code using its resource ID (e.g. R.layout.activity\_main)
    - \* Android uses R. java to keep track of the resources used within the app
- View
  - Most GUI components are instances of the View class or one of its subclasses
    - \* e.g. Button, EditText, ImageView, etc.



## • View Group

- A special type of view that can contain other views
- A layout is a type of view group



- Common GUI compnents
  - TextView
    EditText
    Button
    Switch
    Spinner
    Toast

## • Intents

- An intent is an object that can be used to bind activities together at runtime
  - \* If one activity wants to start a second activity, it does it by sending an intent to Android. Android will start the second activity and pass it the intent
- Data can be passed between activities using intent extras
  - \* e.g. intent.putExtra("message", value);