

# Contents

<b>1</b>	<b>Application onCreate</b>	<b>2</b>
<b>2</b>	<b>Code Optimisation</b>	<b>2</b>
<b>3</b>	<b>Application Release</b>	<b>2</b>

# 1 Application onCreate

Implementation:

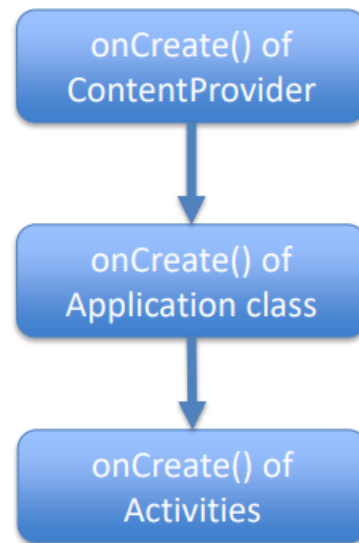
- Extending the Application object
- Manifest: android:name=packagename.myapplicationname

What could be included in the `onCreate` of Application?

- Initialise the required SDK and libraries of your app
- Register any dynamic broadcast receivers your app uses
- Create and manage any services your app needs

Practices

- Provide the flexibility of controlling the entry point and able to respond efficiently at any stage of being invoked.
- Do not do any work that may **block the app** (e.g. create network connection)
- **Never store mutable instance data** inside the Application object, as it is not guaranteed to stay in memory forever, it will get killed.



# 2 Code Optimisation

- Minimise object creation: Not using temporary objects but use existing object.
- Make method static if no need to modify the state of an object.
- Make any constants static final
- Int is 2x faster than float

# 3 Application Release

- Remove Logging, disable debugging (i.e. remove android:debuggable in manifest), remove tracing calls
- Remove test libraries, frameworks, extra JAR files, unused layouts, strings, etc
- Only keep the required `users-permission`
- Specify compatibility
- Support library for backward compatibility

## Reference section

placeholder