Possible topics:

layout - different type

other xml files like colors, strings, ...

Activity

Intent

Fragment

Service - flesh out

Broadcast Receiver

ContentProvider

local data storage - shared preferences (and mention files, sqlite,...)

gradle?

talk about android studio

common elements like listView (mention recyclerView) and others

lifecycle (with activities and fragments)

4 main components:

activities

services

content providers

Android Build files – 9.3

When build the project is converted into DEX files. When loaded onto the device ART (Android Runtime) does ahead of time compilation which translates the bytecode to native architecture instructions in the ELF (Executable and Linkable Format) format. When the app is launch after that initial load the ELF version is run, increasing app performance.

Note that in earlier versions of Android JIT (just in time) compilation was used where the bytecode was translated by the VM every time the app was run.

Summarize all of chapter 10 – anatomy of and android app (all core parts)