Android Development CH #1
S.Q

1) What is an AVD?

An AVD is a (Android Virtual Device). it represent an android emulator, which emulat a particular configration of an actual Android Device.

2) What is the difference b/w android:versionCode & android:versionName Attribute in androidManifest.xml file?

The **android:versionCode** attribute is used to programmatically check wether an application can be upgraded. it should contain a number running number. The **android:versionName** is used tis mainly for displaying to the user it is a string such as "1.0.1".

3) What is the use of string.xml file?

The string.xml file is used to store all string constant in your at application. This enables you to easily localize your Application by simply replacing the string and then recompiling it.

4) What is an Android?

Android is an open source mobile operating system based on Linux OS. it is available to any one who wants to adapt it to run on their devices.

5) Name the languages used in Android development?

→ Java is used to develop Android.

→

→ Dalvik: written Application are compiled into Dalvik executable.

6) Define Android market?

The Android market host all various Android Applications written by third-party developer.

7) Define an Activity.

An Activity is represented by a screen in your Android Application.

OR

An activity provids the window in which the app draw it UI.

8) What dose you mean by Android manifest.xml file?

The Android ~~Mod~~ Manifest.xml file contain detailed configuration information for your application.

9) What is Android developer community?

With Android in its fourth version there is a large developer community called Android developer community. If you are stuck you can get help from these communities. e.g

-> Stack over flow (www.stackoverflow.com)
-> Google Android Training (http://developer.android.com/training/index.html)
-> Android Discuss (http://groups.google.com/group/android-discuss)

10) Describe the feature of Android?

Here are some features of Android

-> Storage
-> Connectivity
-> Messaging
-> Tethering
-> Flash support
-> Multi Touch
-> Media support

CH #1

L.Q

Q Describe the Architecture of Android.

The Android OS is divide into five section.

i) Linux - Kernel:

Android is based on this kernel it contains all the low level devices drivers for the various hardware components of an Android device.

ii) Libraries:

it contains all the code that provides the main features of an android OS. e.g the SQ lite library provides database support so that an application can use it for data storage.

iii) Android runtime:

It lies on the same layer as libraries. It provide a set of core libraries that enable developer to write Android app using the Java programming language it also include Dalvik virtual machine which enable every application to run its own process.

iv) Application framework:

It is used to expose the various capabilities of Android OS to application developers so that they can make use of them in their application.

v) Application:

This is the top layer of Android Architecture. You will find application that ship

with Android device. as well as application that you download and install from the Android market.