



# Importance of Libraries and Rulebook

This Module is gives you a clear understanding of libraries, guide, tips to follow while developing libraries and gears you to the next level to create awesome libraries that can help us create better Android apps.

1. How are libraries different from Framework? - (<https://www.freecodecamp.org/news/the-difference-between-a-framework-and-a-library-bd133054023f/> )
2. Criteria to follow while designing the libraries? - (<https://proandroiddev.com/10-tips-for-android-library-developers-c2275ad46fe8>)
  - a. Documentation - (<https://www.freecodecamp.org/news/why-documentation-matters-and-why-you-should-include-it-in-your-code-41ef62dd5c2f/>)
  - b. Proper API definition - ( <https://medium.com/evodeck/why-you-should-write-api-documentation-2bca47574753> )
3. Creation of Android library - (<https://developer.android.com/studio/projects/android-library> , <https://www.vogella.com/tutorials/AndroidLibraryProjects/article.html> )
4. Build and publishing Library - ( <https://proandroiddev.com/publishing-your-first-android-library-to-mavencentral-be2c51330b88> )
5. Overview of JitPack or other resources to publish libraries. (<https://jitpack.io/> , <https://www.thedroidsonroids.com/blog/how-to-distribute-android-libraries> )
6. Best Practices around building Android libraries - (<https://www.raywenderlich.com/52-building-an-android-library-tutorial>)



7. Testing process - ( <https://adrianhall.github.io/android/2019/12/24/unit-testing-android-libraries/> )
8. Take away from the Top libraries in Android. -  
( <https://www.spaceotechnologies.com/best-android-libraries/> )

## Assignment-

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