



Basics, Technical Constructs and Practices.

An Introduction to Android Development



Before We Start, make sure....

- ◆ Android SDK Installed.
- ◆ Android Studio setup and configuration.
- ◆ Emulator Created.
- ◆ The demo app is checked out and running from -
`git@github.com:androidbootcamp/ProjectPlanner.git`

Agenda



- ❖ What are the components that make up an application?
- ❖ How does a basic project look like.
- ❖ Introduction to Activities and Views.
- ❖ Navigation between Activities using Intents.

★ Android Gradle Plugin.

Basics



Application Components

- Activities
- Services
- Broadcast Receivers
- Content Providers

Intents - Intent Filters

- Action
- Data

Project Structure

- Android Manifest
- Resource Files
- Source Code

Activity Lifecycle

Content Layout



Get Started

Assignment 1



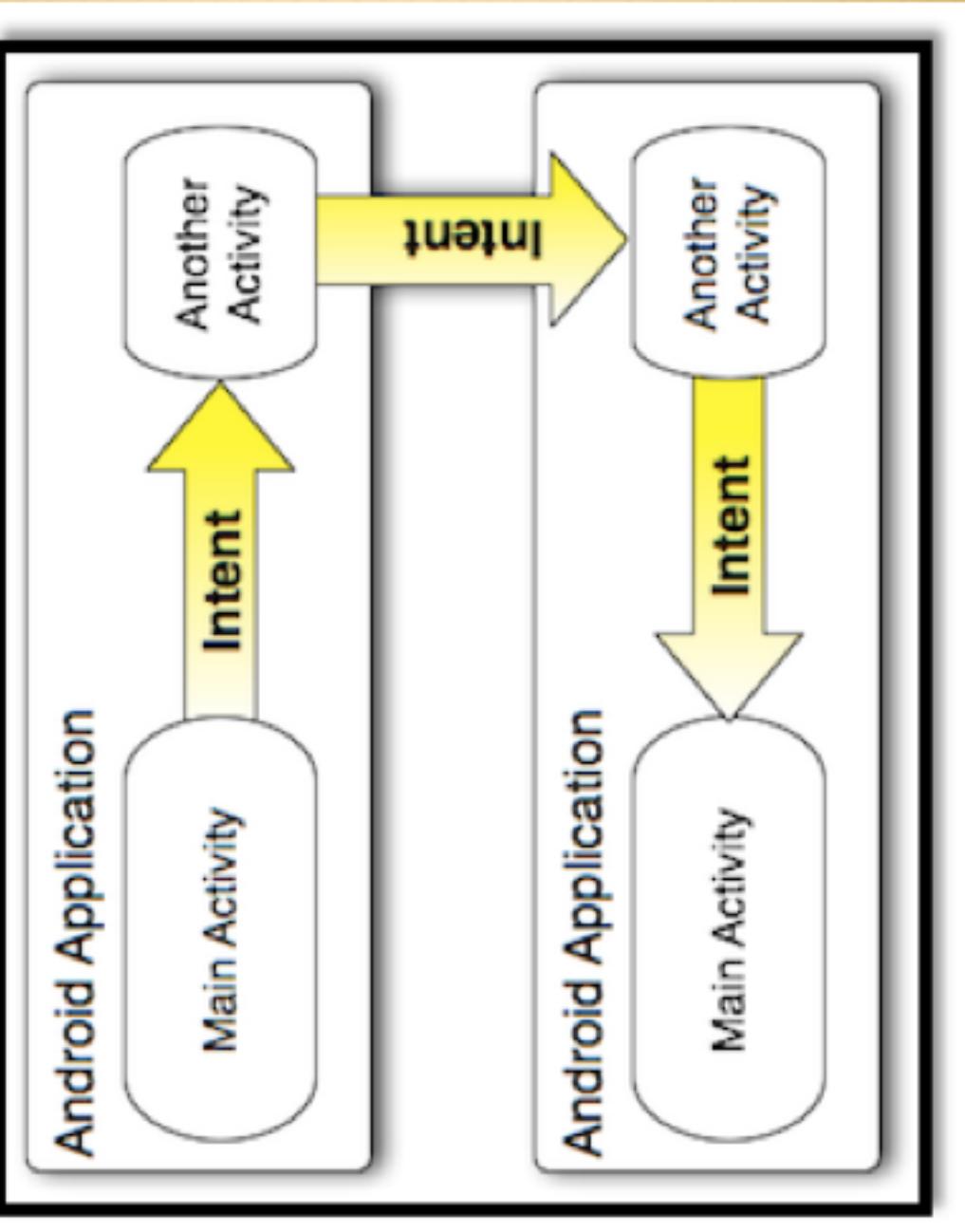
- UI Events - On Click Listeners

- ❖ Accept velocity from user.
- ❖ Calculate the number of iterations.

Navigation using Intents



Navigation using Intents



- ❖ Types of Intents – Explicit and Implicit
- ❖ Navigation using Explicit Intents

Assignment 2



- ★ Define Intent and Start Activity
- ★ Display the number of iterations in second activity.

Assignment 3



- ❖ Accept buffer from user, and add it to the number of iterations.
- ❖ Show the total on ProjectPlannerActivity.

Android Plugin for Gradle

Activity Life Cycle



- Log the lifecycle events on an Activity