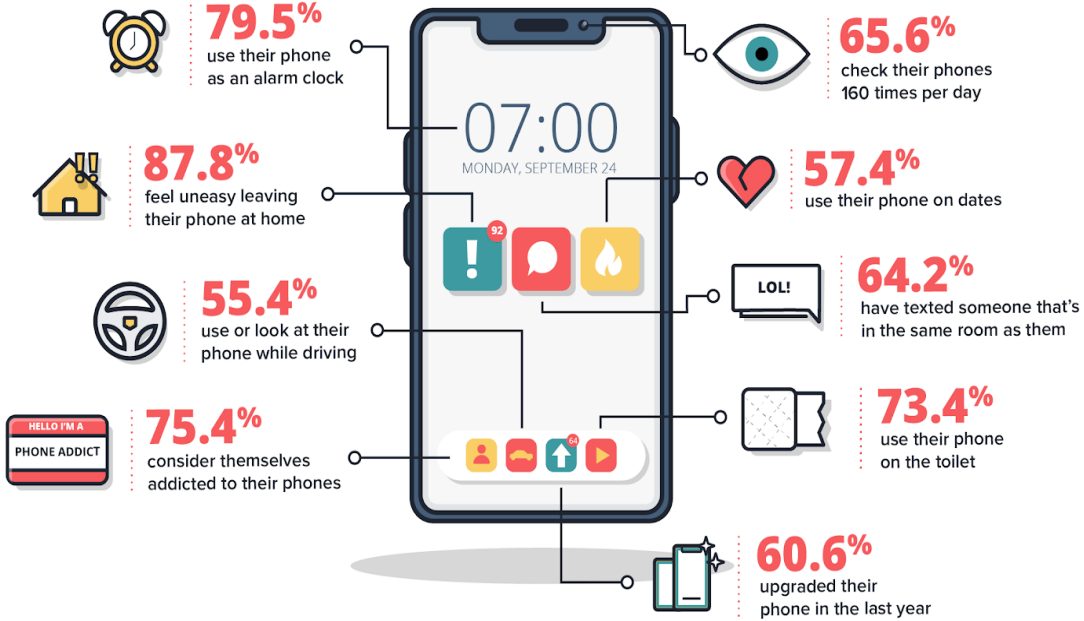
App Development

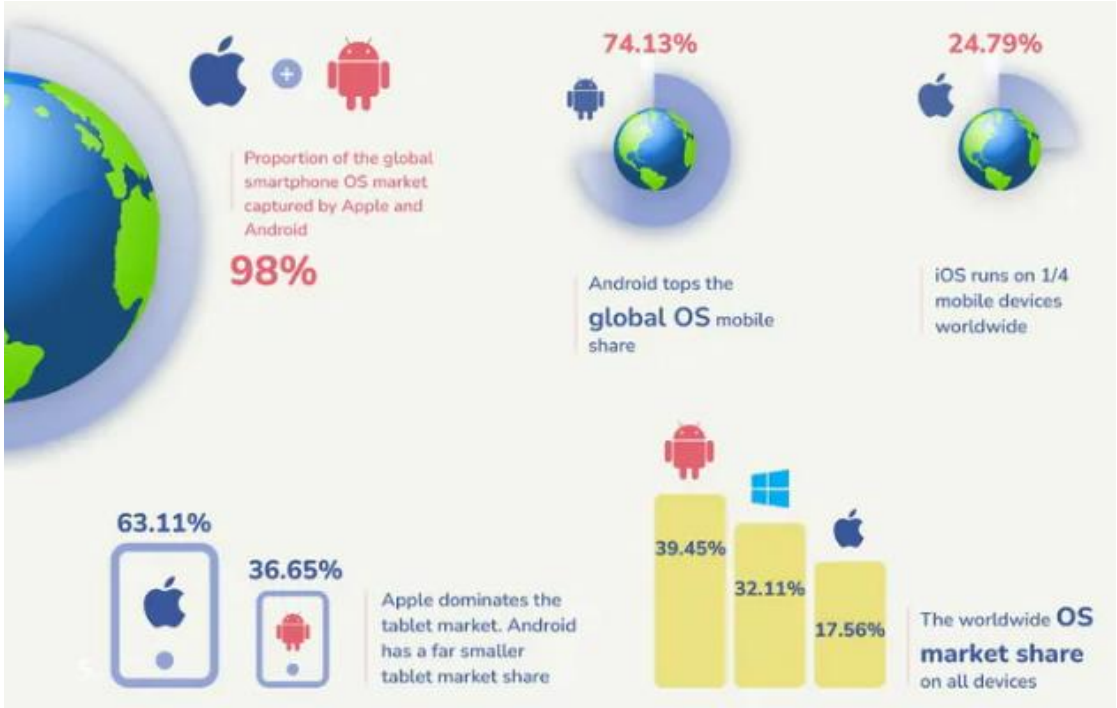
Roshan David Jathanna
roshan.jathanna@manipal.edu

American Survey 2022



Ref: https://www.digitalinformationworld.com/2020/03/smartphone-addiction-statistics.html

Mobile Platforms & OSs



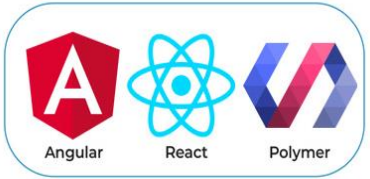
Ref: https://root-nation.com/en/news-en/en-android-ios-market-share/

App Development Approaches

1. Native

2. Cross Platform

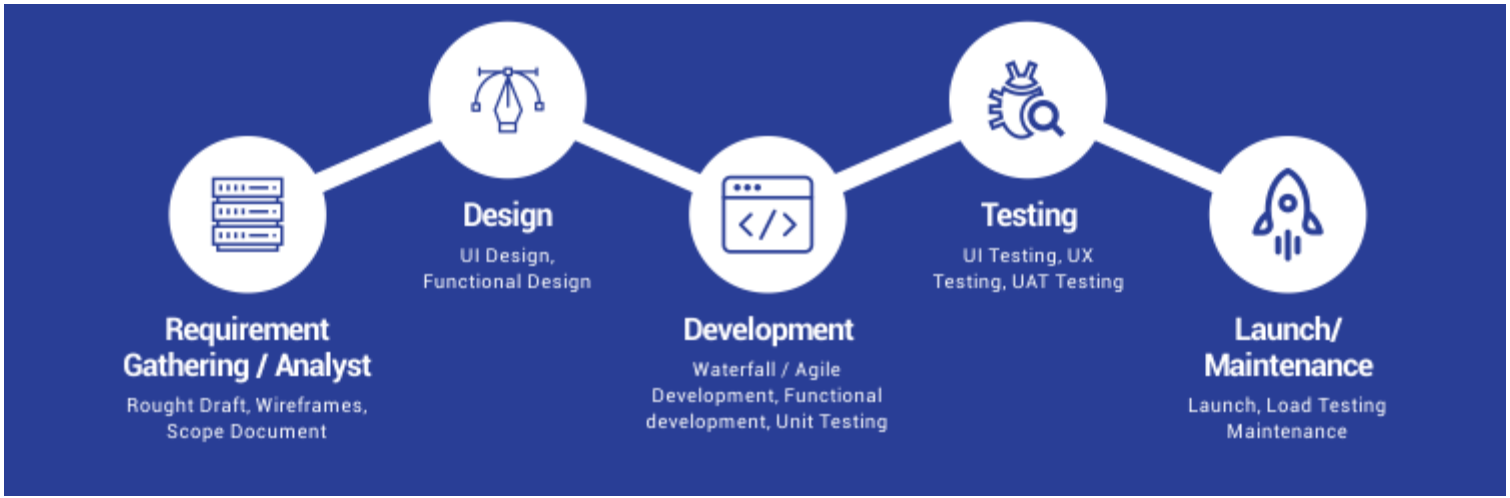
3. Hybrid



4. Progressive Web

Ref: https://railsware.com/blog/native-vs-hybrid-vs-cross-platform/amp/

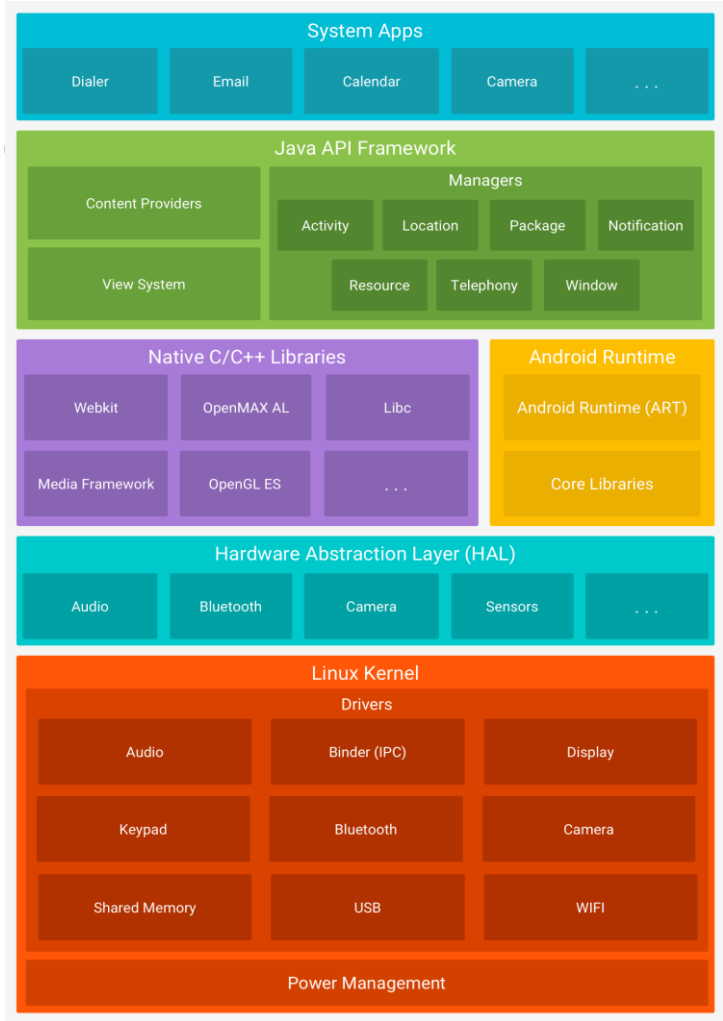
App Development Lifecycle



Ref: https://www.itrobes.com/mobile-app-development-lifecycle

Android Software Stack

- The Linux Kernel
- Hardware Abstraction Layer (HAL)
- Android Runtime
- Native C/C++ Libraries
- Java API Framework
- System Apps

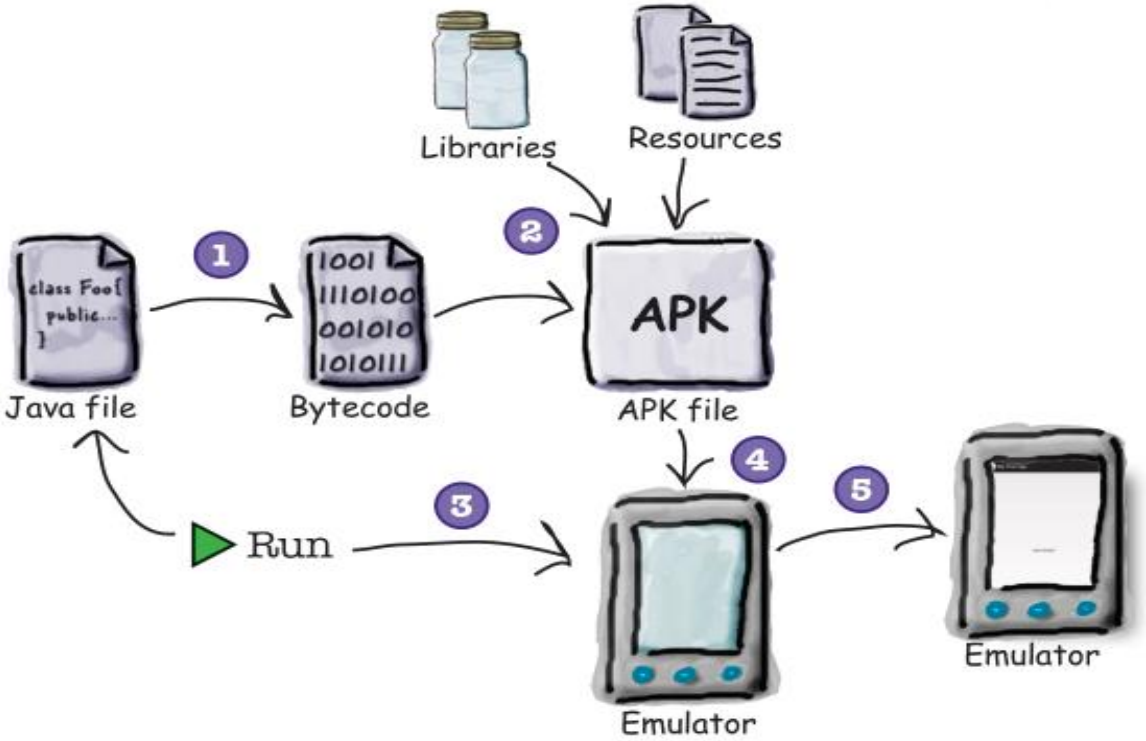


Ref: https://developer.android.com/guide/platform

Hello World

Demo Repository:
https://github.com/gurvinder-singh-yadav/DS208

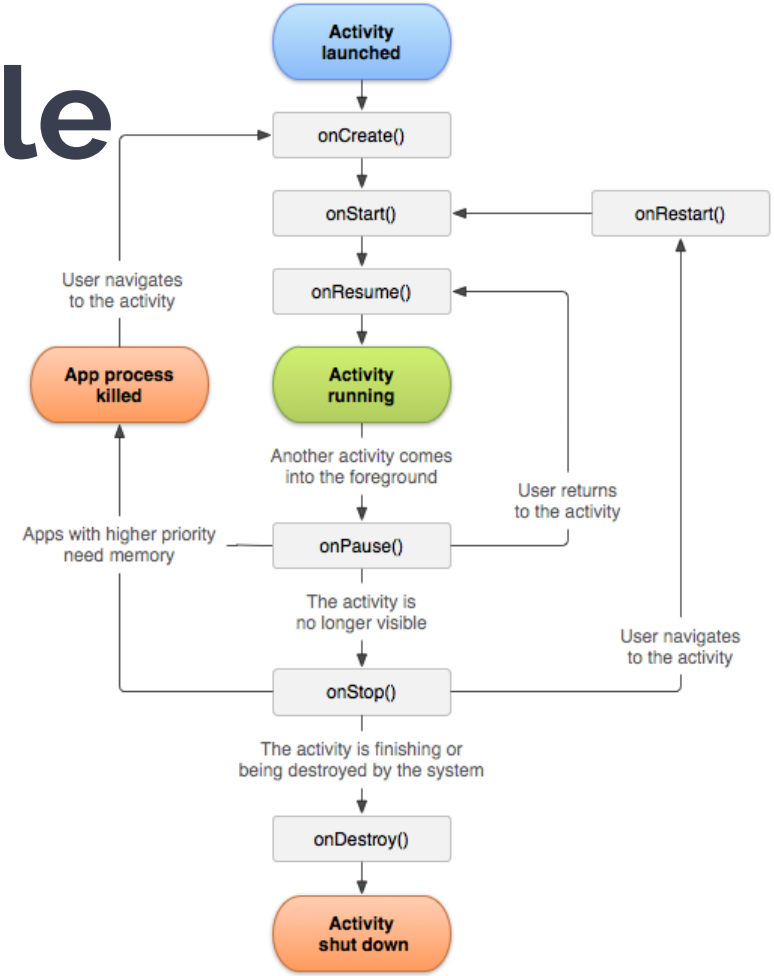
Behind the Scenes



Ref: https://www.oreilly.com/library/view/head-first-android/9781491974049/

Activity lifecycle

- onCreate - created
- onStart - visible to the user
- onResume - interacting with the user
- onPause - paused
- onStop - no longer visible
- onDestroy - destroyed
- onRestart - restarting



Ref:https://developer.android.com/guide/components/activities/activity-lifecycle

density-independent pixels (dp)

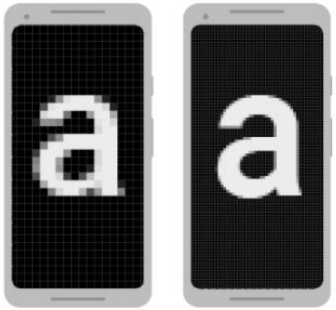
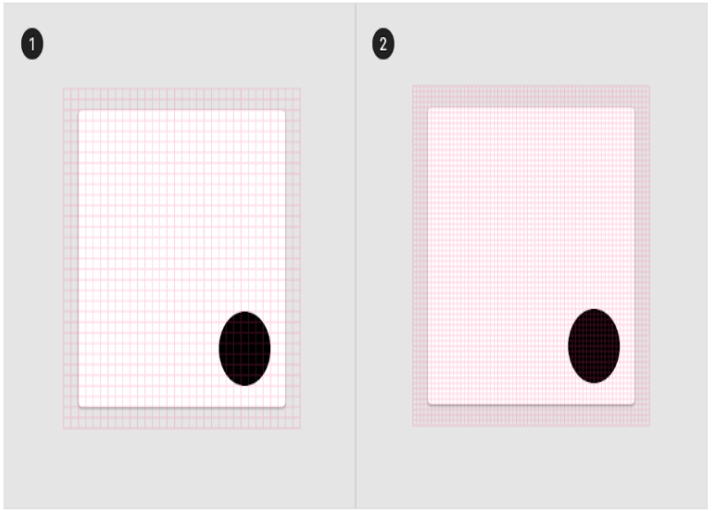


Figure 1. Two screens of the same size may have a different number of pixels

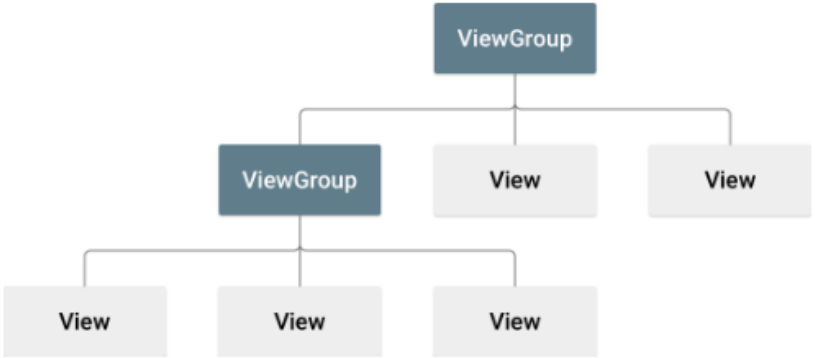
- Different screen sizes (handsets, tablets, TVs, and so on)
- Screens have different pixel sizes
- One device has 160 pixels per square inch, another device fits 480 pixels in the same space
- One dp is a virtual pixel unit that's roughly equal to one pixel on a medium-density screen (160dpi; the "baseline" density)
- Actual pixel = dp * dpi/160
- For text sizes use scalable pixels (sp) as your units. The sp unit is the same size as dp, by default, but it resizes based on the user's preferred text size.



1. Low-density screen displayed with density independence
2. High-density screen displayed with density independence

Layout

- Structure for UI
- View - User sees and interacts
- ViewGroup - Container

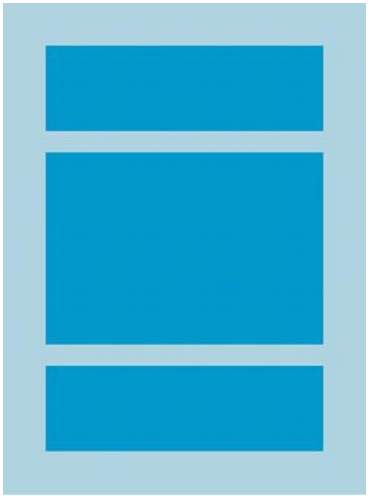


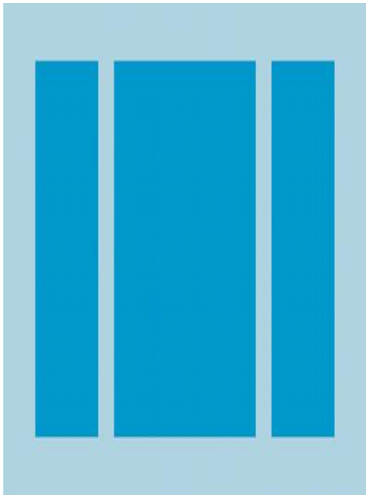
Ref: https://developer.android.com/develop/ui/views/layout/declaring-layout

Linear Layout

Aligns all children in a single direction

- orientation
- gravity
- layout_weight

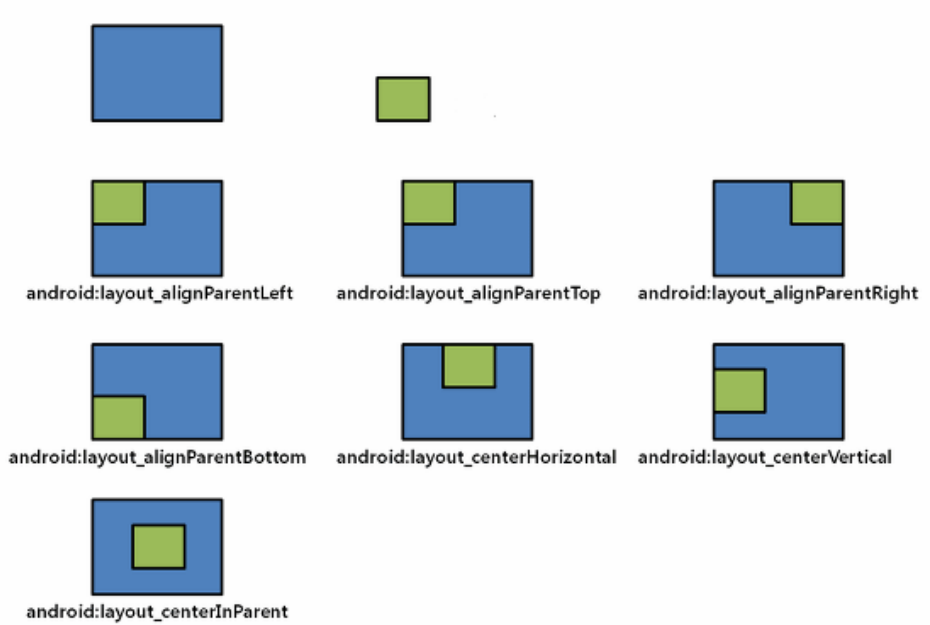




Ref: https://developer.android.com/develop/ui/views/layout/linear

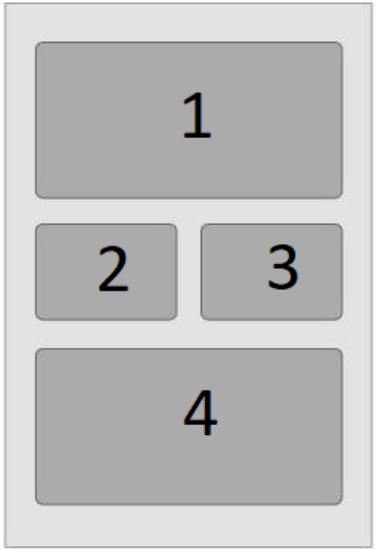
Relative Layout

positions UI components based on relative sibling or parent

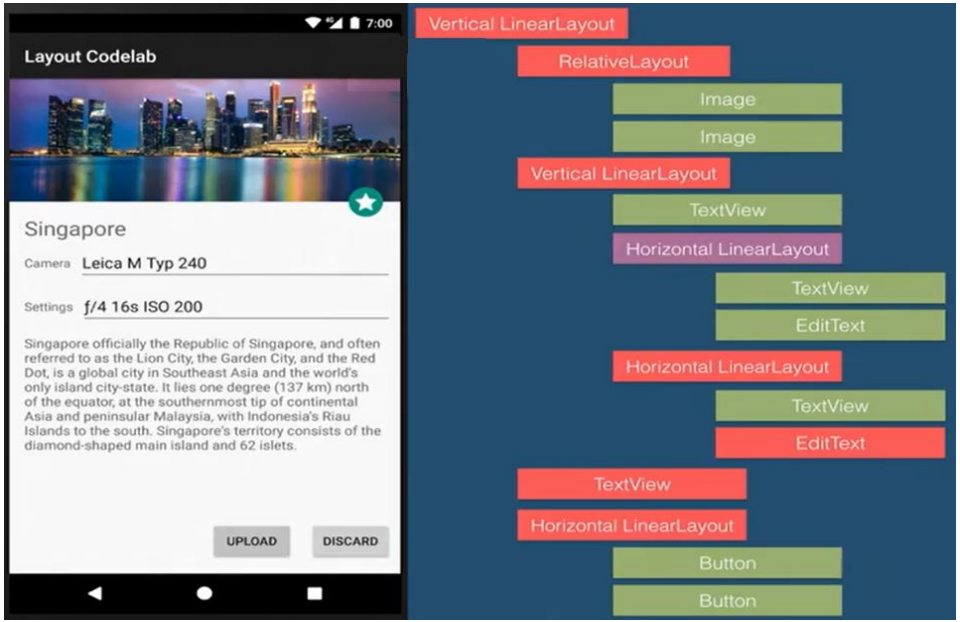


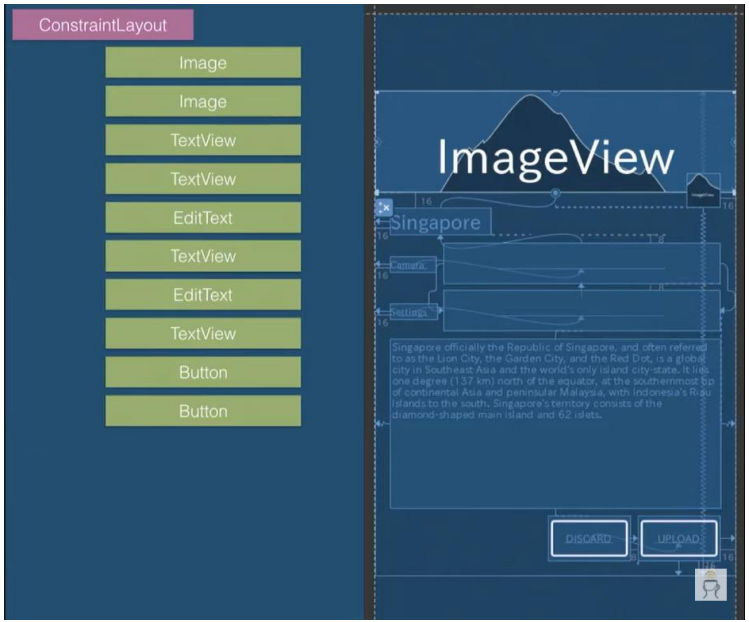
Tutorial

- Design this layout with only LinearLayouts where 1,2,3 and 4 are textviews
- Design this layout with a RelativeLayout and a LinearLayout where 1,2,3 and 4 are textviews
- Design this layout with only RelativeLayouts where 1,2,3 and 4 are textviews

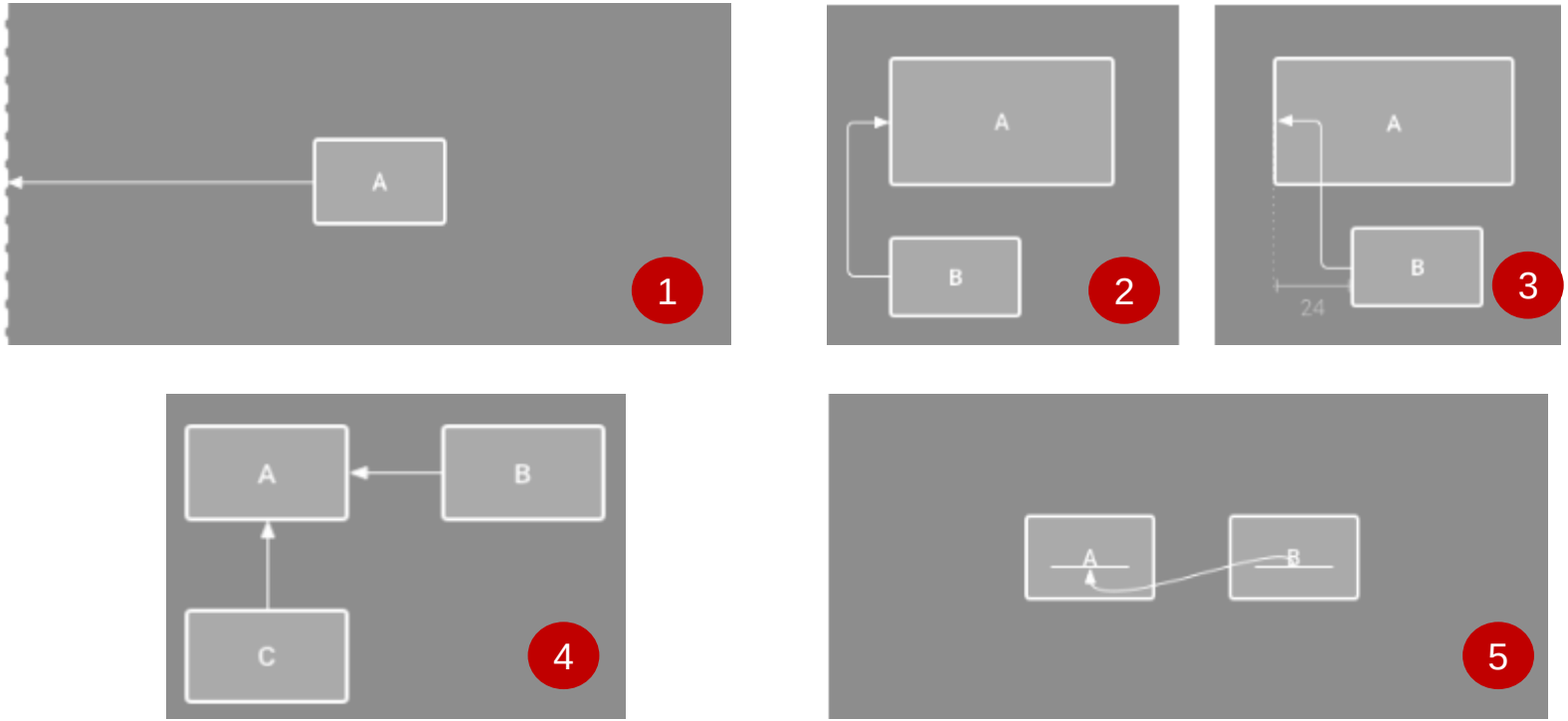


Why Constraint Layout



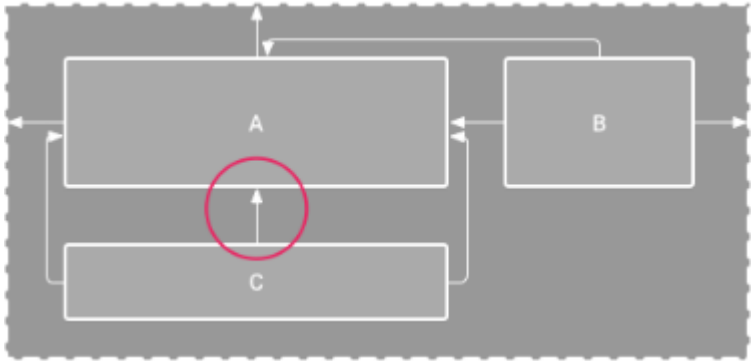


Constraint Layout



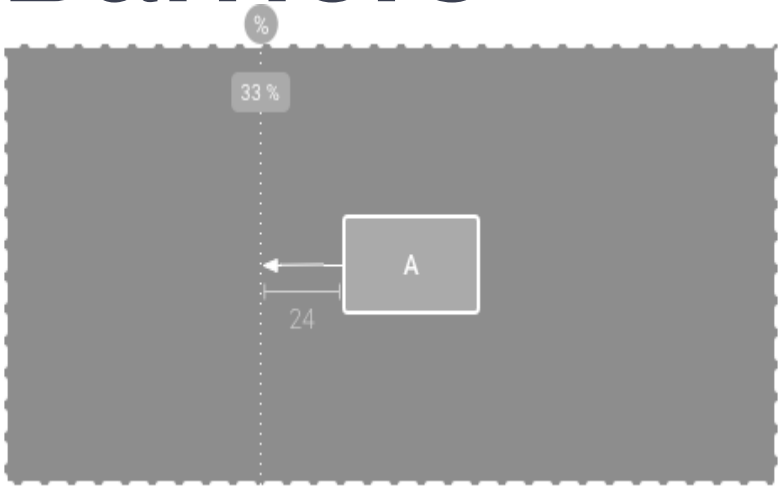
Ref: https://developer.android.com/develop/ui/views/layout/constraint-layout

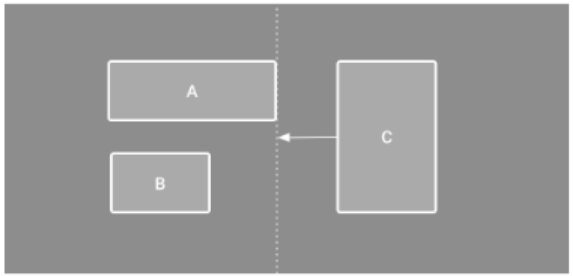
Constraint Layout

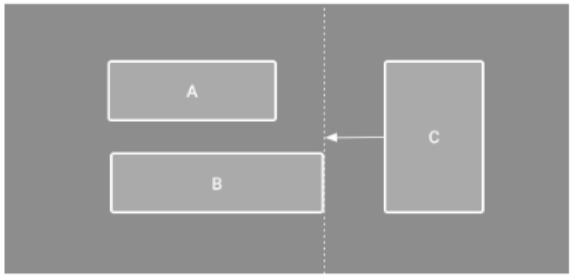


Ref: https://developer.android.com/develop/ui/views/layout/constraint-layout

Constraint Layout Guidelines & Barriers

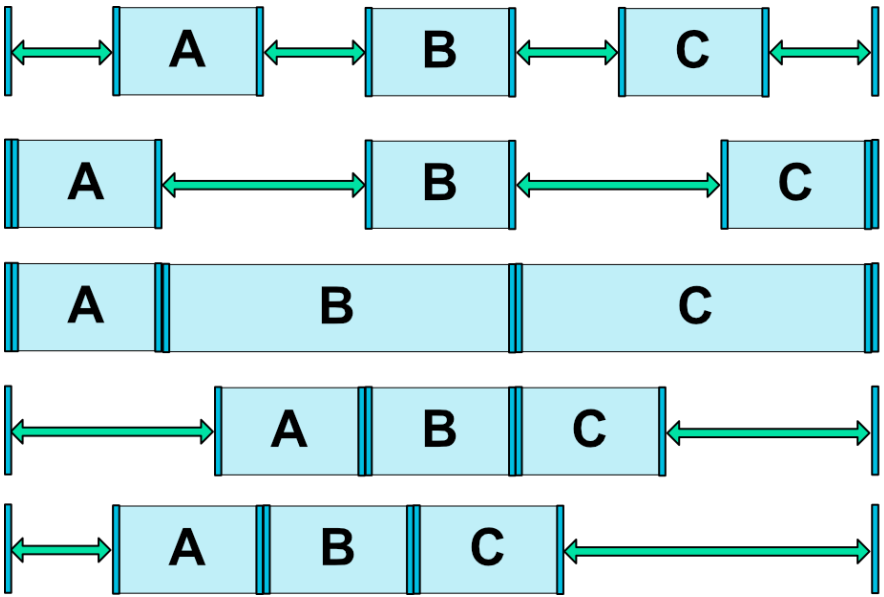






Ref: https://developer.android.com/develop/ui/views/layout/constraint-layout

Constraint Layout Chains



Spread Chain

Spread Inside Chain

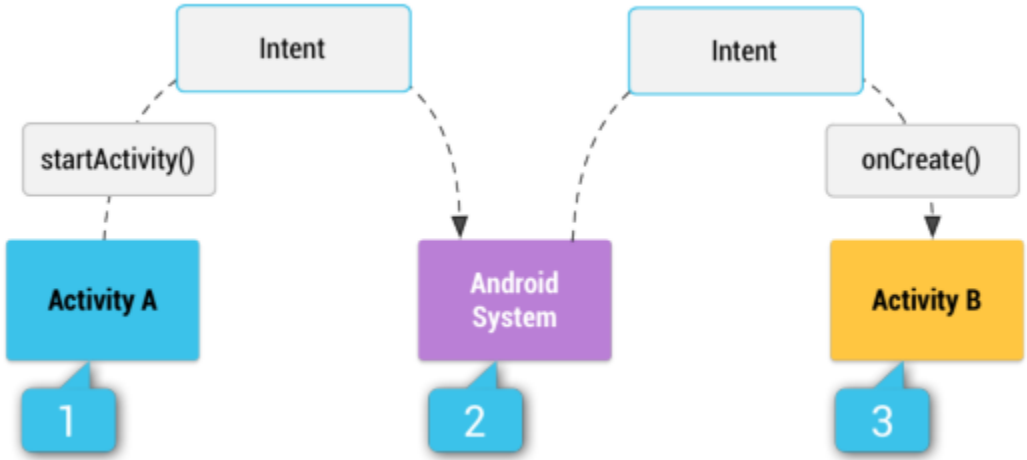
Weighted Chain

Packed Chain

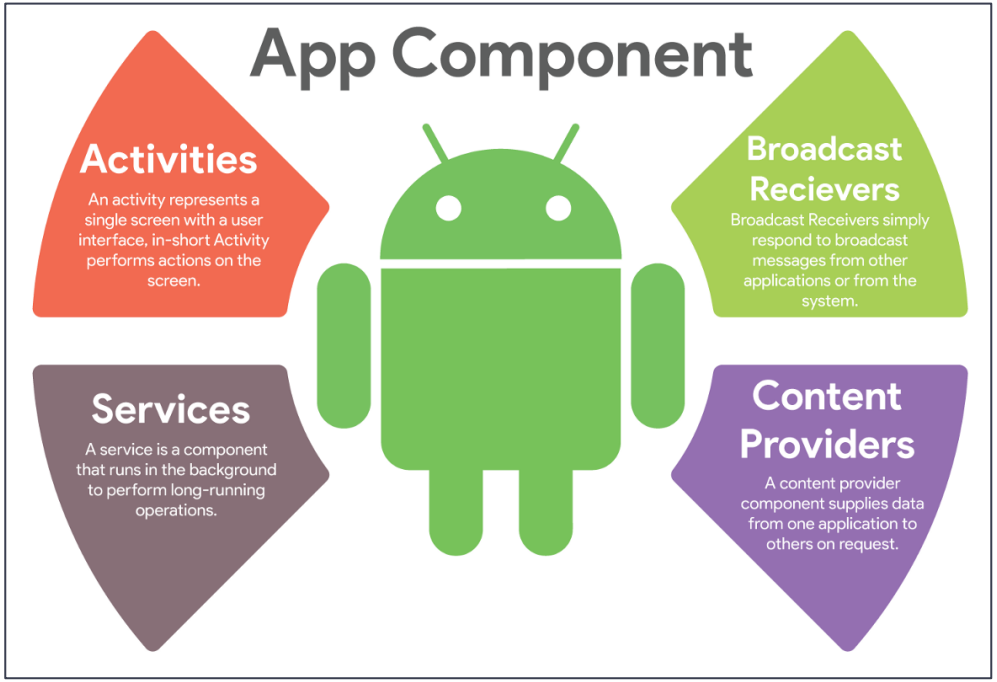
Packed Chain with Bias

Ref: https://developer.android.com/develop/ui/views/layout/constraint-layout

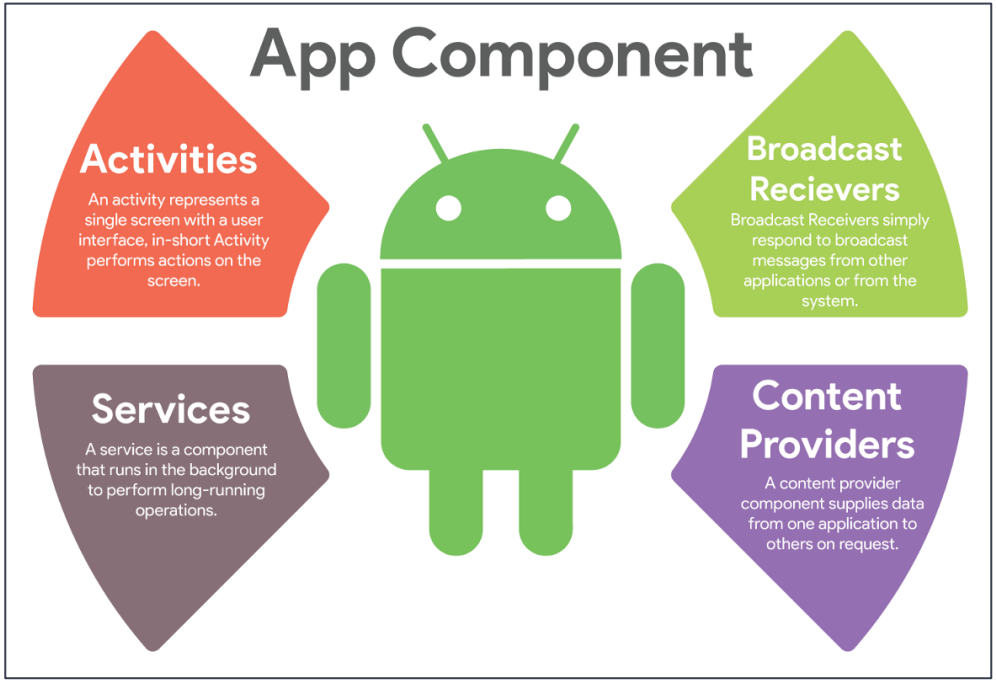
Implicit Intent

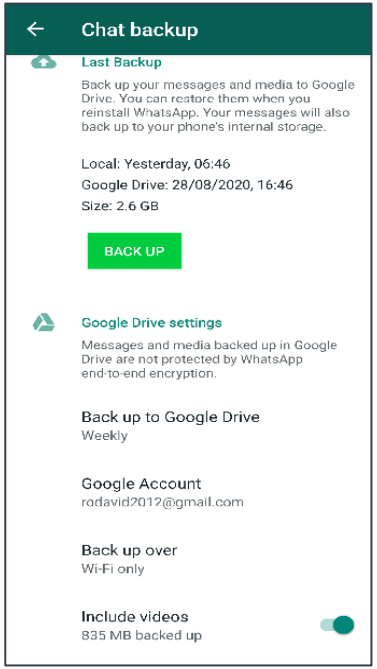


App components - activity

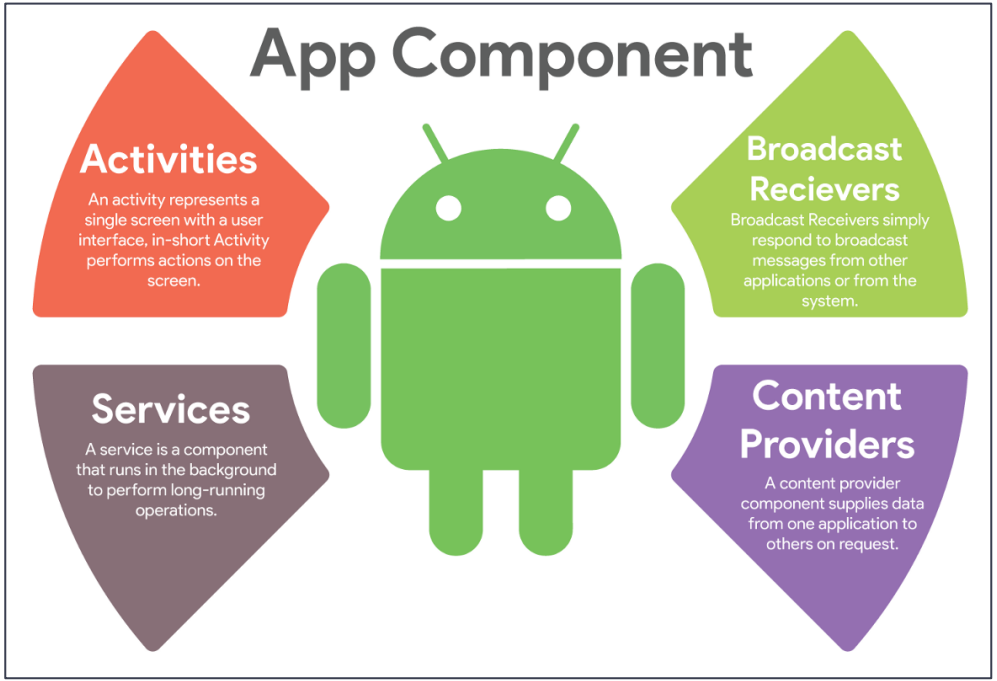


App components - services

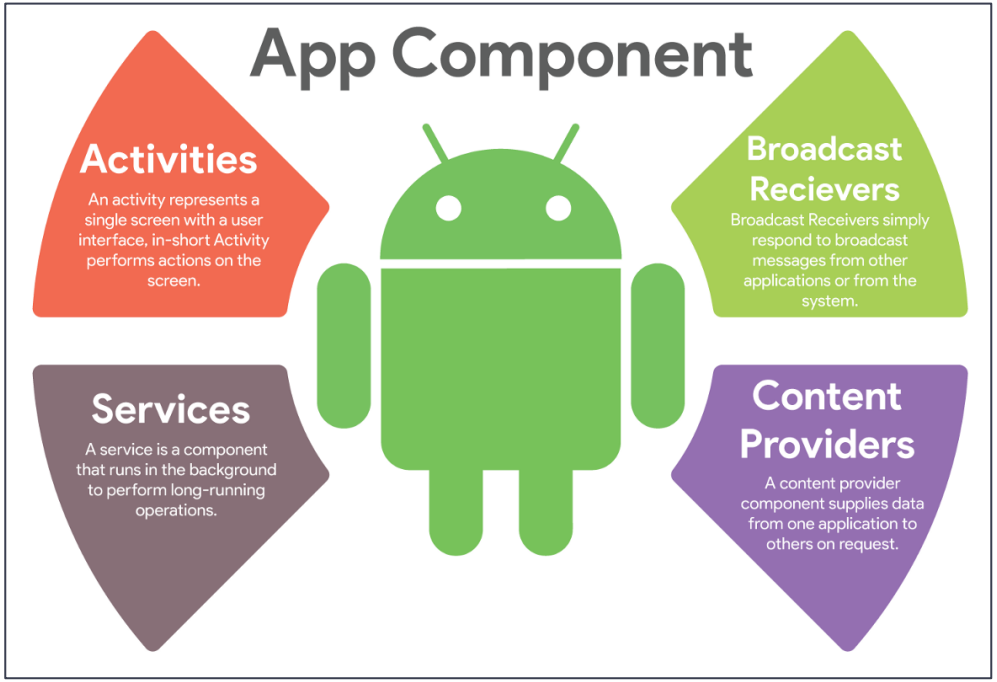


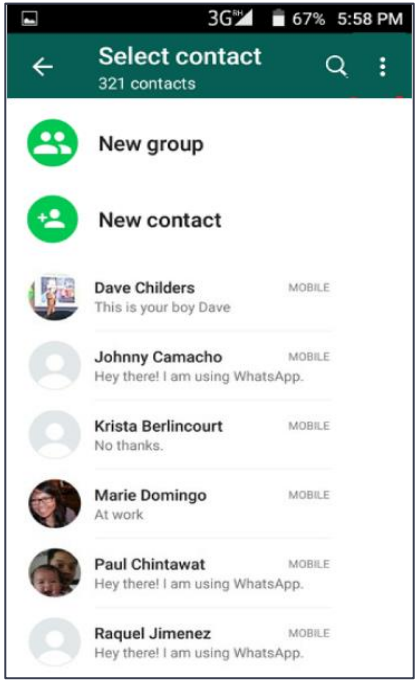


App components – broadcast recievers



App components – content providers



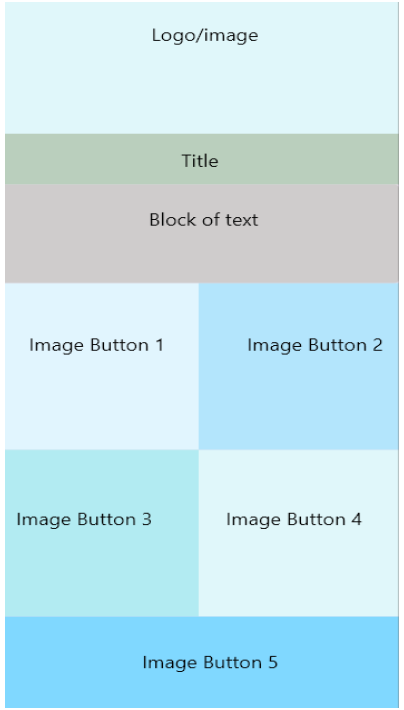


Material Design Guidelines

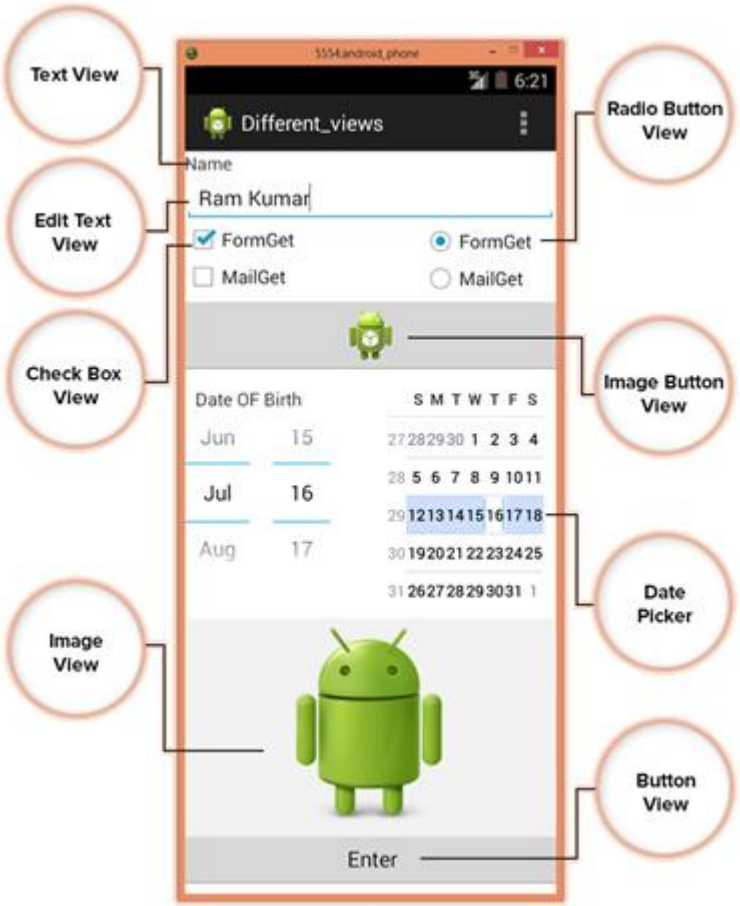
- https://material.io/
- **Color**: https://material.io/design/color/the-color-system.html
- **Icon**: https://material.io/design/iconography/system-icons.html
- https://learnui.design/tools/data-color-picker.html

Ref: https://developer.android.com/guide/platform

Tutorial


Logo/image
Title
Block of text
Image Button 1
Image Button 2
Image Button 3
Image Button 4
Image Button 5

UI



Ref: https://www.formget.com/android-views/

XML

- XML documents must start with an XML declaration like

  <?xml version="1.0"?>
- XML elements are case sensitive
- All elements must be nested in a single root element.
- Every element must be fully enclosed.

  <Product><ID></ID></Product> is valid, but

  <Product><ID></Product></ID> isn't
- Attributes contain values that are associated with an element

  <element attribute="value"></element>

JSON

- Data is represented as field name (in double quotes), followed by a colon, followed by a value
- Value can be a string, a number, an object, an array, a boolean or null
- Data is separated by commas
- Curly braces hold objects
- Square brackets hold arrays