



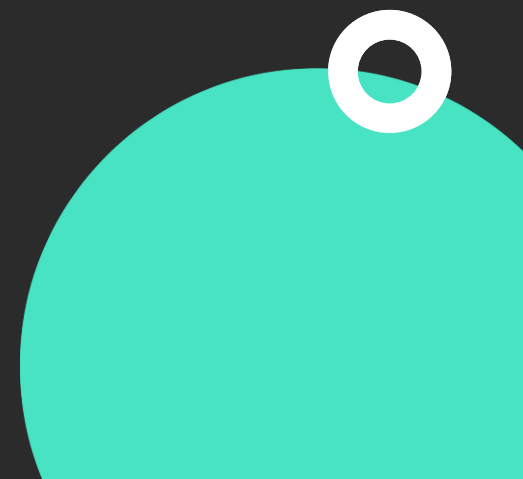
# Reducing App's APK Size in Android



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# Importance of Optimizing APK Size

- Faster Downloads and Updates
- Reduced Storage Space
- Improved Installation Rates

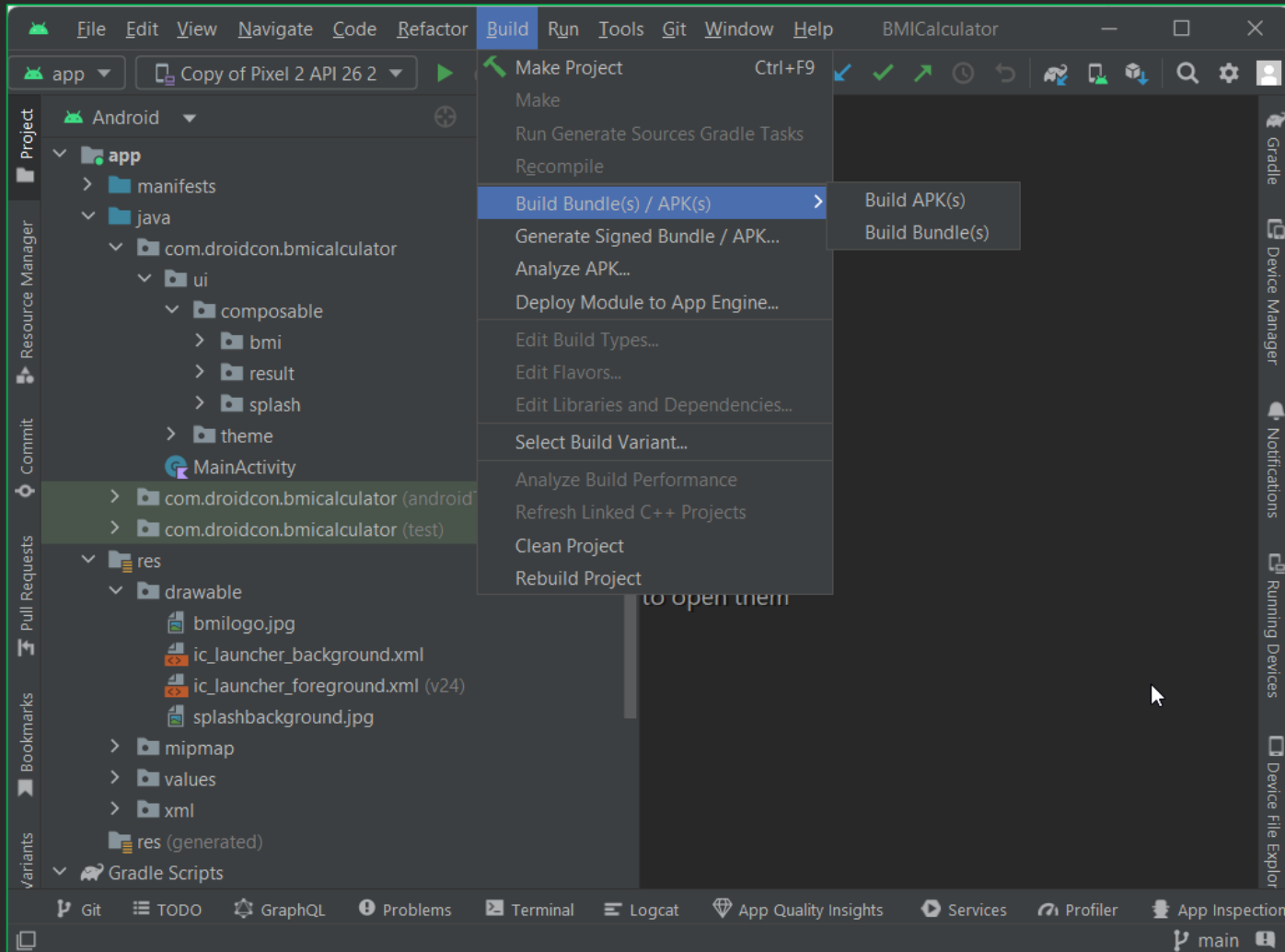


# Advantages of Android App Bundles

- Dynamic Delivery of Features
- Smaller App Size
- On-Demand Loading



# Building Android App Bundles



# Finding Unused Resources using Lint

- What is Lint?
- Where can it be used?
- What does Lint do?
- Lint Report Result



# Vector vs. Other Image Formats

- Scalability and Resolution Independence
- File Size and Loading Speed
- Complexity and Compatibility



# WebP Format

- Smaller File Size
- Lossless and Lossy Compression Options
- Alpha Transparency Support
- You can convert other formats to WebP via Android Studio



# Code and Resource Shrinking : R8 and Proguard

- Unused Code and Resources Removal
- Obfuscation and Protection





# Code and Resource Shrinking : R8 and Proguard

```
android {  
    buildTypes {  
        debug {  
            minifyEnabled true  
            shrinkResources true  
            proguardFiles getDefaultProguardFile('proguard-android-  
optimize.txt'),'proguard-rules.pro'  
        }  
    }  
}
```



# Challenge Discussion : R8 vs Proguard

- R8:

- Default code shrinker and obfuscator starting from AGP 3.4
- Faster build times compared to Proguard
- Provides more advanced optimization techniques

- Proguard:

- Traditional code shrinker and obfuscator used in Android development.
- Longer history and a larger user base compared to R8.
- Offers extensive configuration options for code obfuscation and optimization



# Summary

- Importance of optimizing APK size
- Building Android App Bundles
- Identifying and removing unused resources using Lint
- Comparing Vector and other image formats
- Creating WebP images
- Code and resource shrinking using R8 and Proguard

