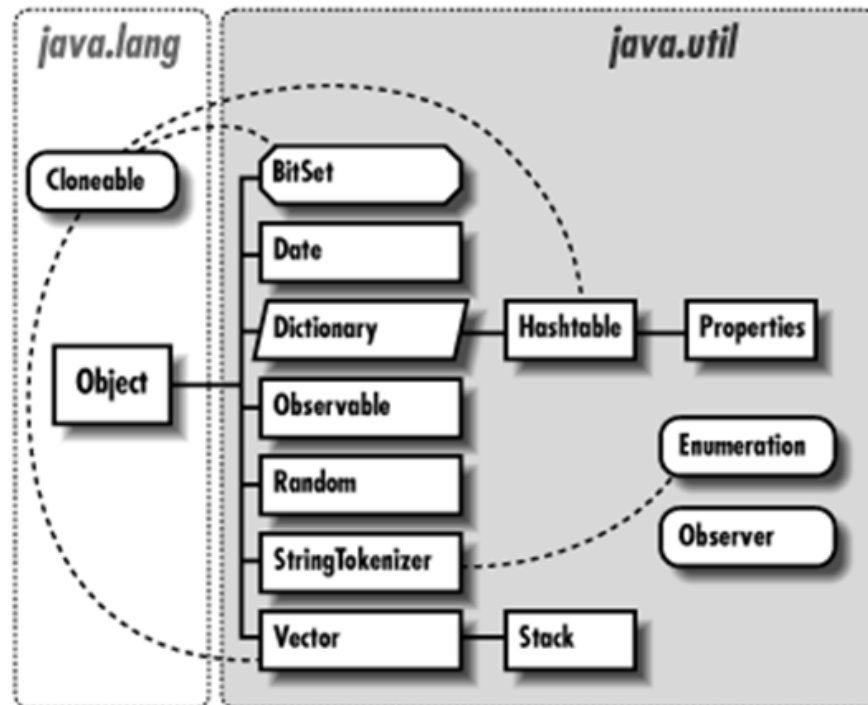

Overview of the Android Runtime: Core Java Libraries

Android Runtime

- Supports concurrently executing Java apps on mobile devices
 - Virtual Machine (VM)
- **Core Libraries**
 - Core Java classes
 - `java.*`, `javax.*`

C/Java/JNI

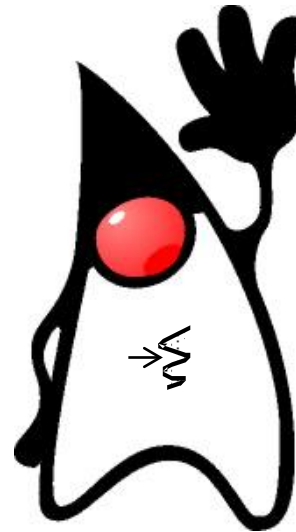


See en.wikipedia.org/wiki/Comparison_of_Java_and_Android_API

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See [developer.android.com/
reference/java/lang/Thread.html](http://developer.android.com/reference/java/lang/Thread.html)

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A Java Thread is a unit of computation that runs in the context of a process

See [en.wikipedia.org/wiki/Thread_\(computing\)](https://en.wikipedia.org/wiki/Thread_(computing))

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- Virtual Machine (VM)

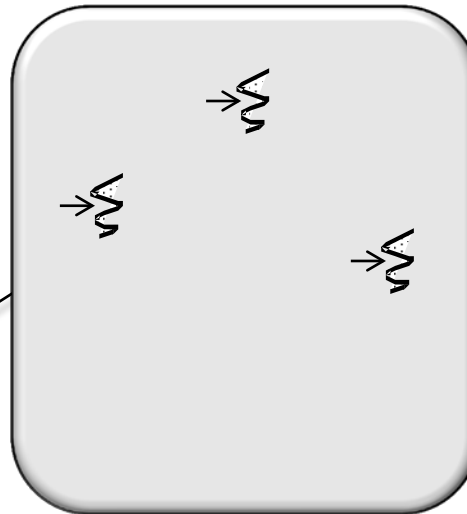
- **Core Libraries**

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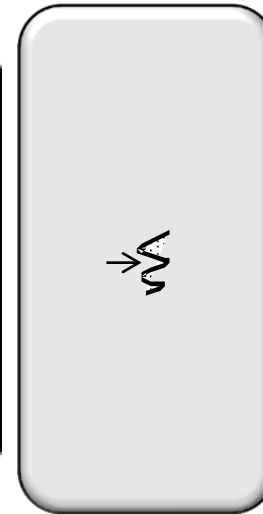
C/Java/JNI



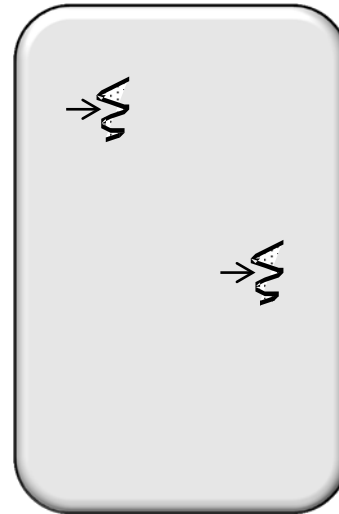
Process A



Process B



Process C



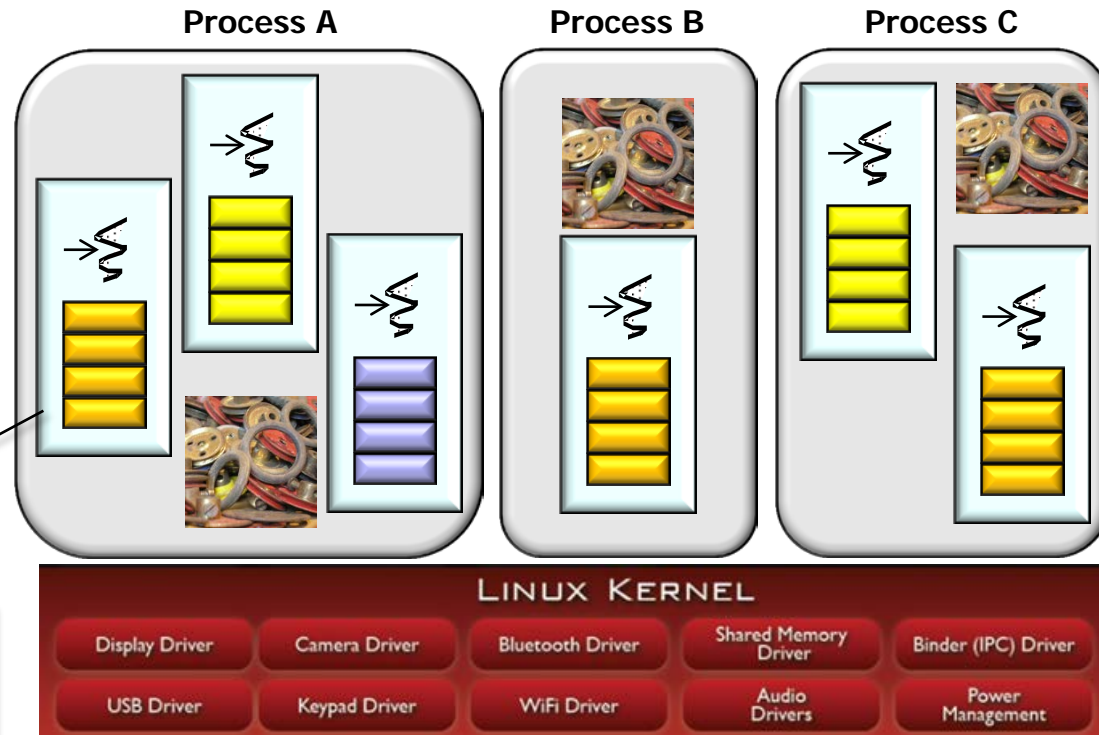
Threads running in a process can communicate with each other via shared objects or message passing

See developer.android.com/reference/java/util/concurrent/package-summary.html

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Each Java Thread has a stack, a program counter, & other registers (unique "state")

Android Runtime

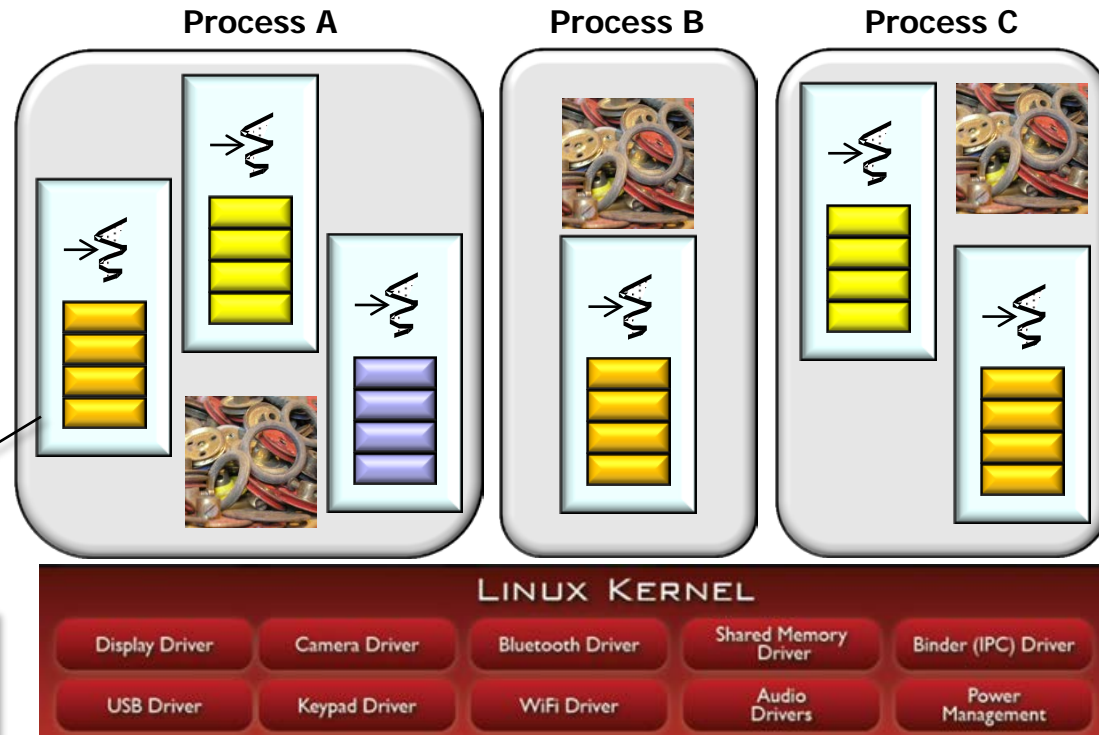
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C/Java/JNI



The heap & static areas are shared across Threads (common "state")

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Java synchronization mechanisms can be used to prevent race conditions



C/Java/JNI



See en.wikipedia.org/wiki/Race_condition