

Rechner

Android

02.02.14



PROGRAMMING HANDHELD SYSTEMS

ADAM PORTER

APPLICATION FUNDAMENTALS

APPLICATION COMPONENTS

ACTIVITY 

SERVICE 

BROADCASTRECEIVER 

CONTENTPROVIDER 

APPLICATIONS

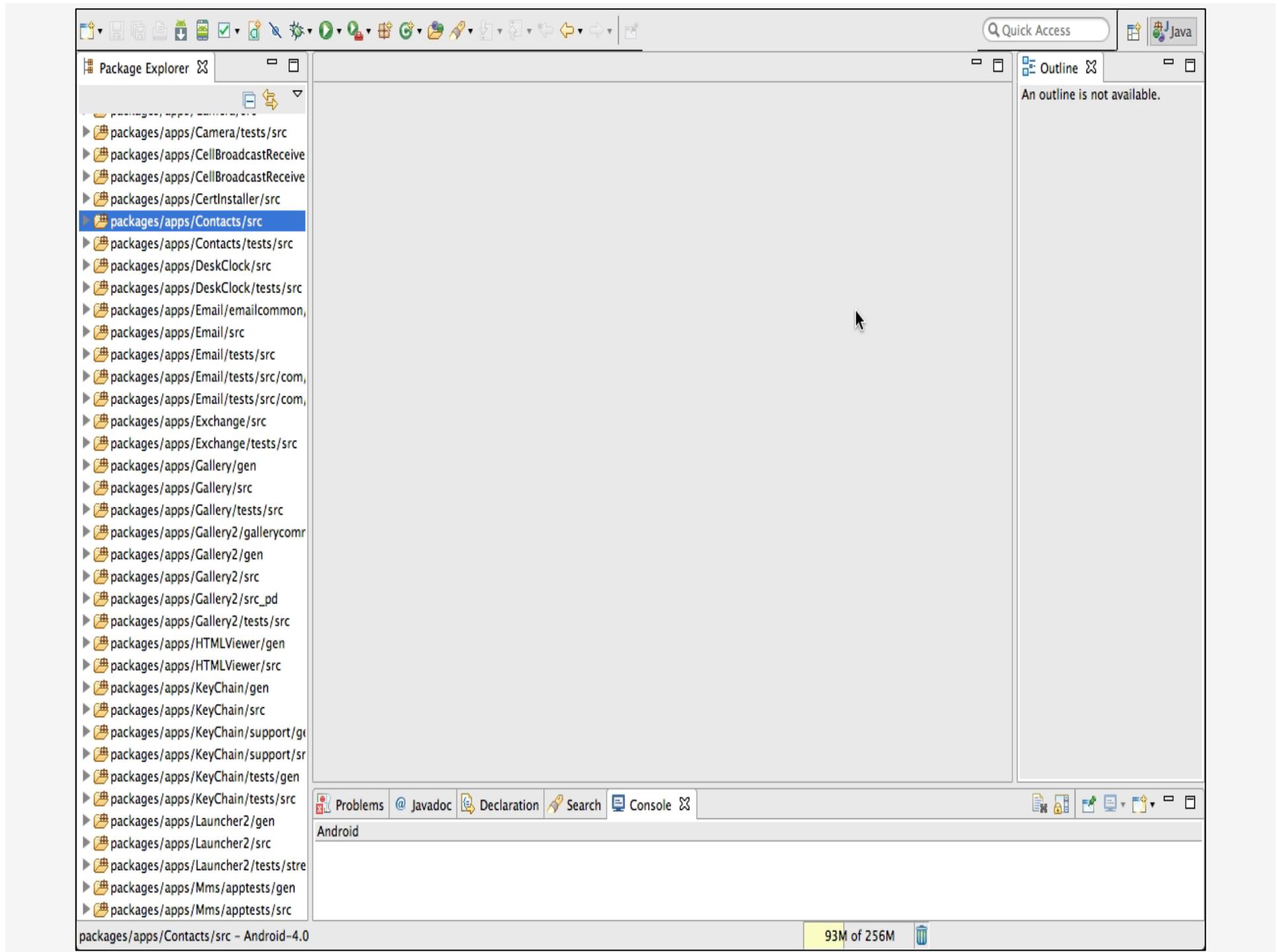
APPS ARE MADE FROM COMPONENTS

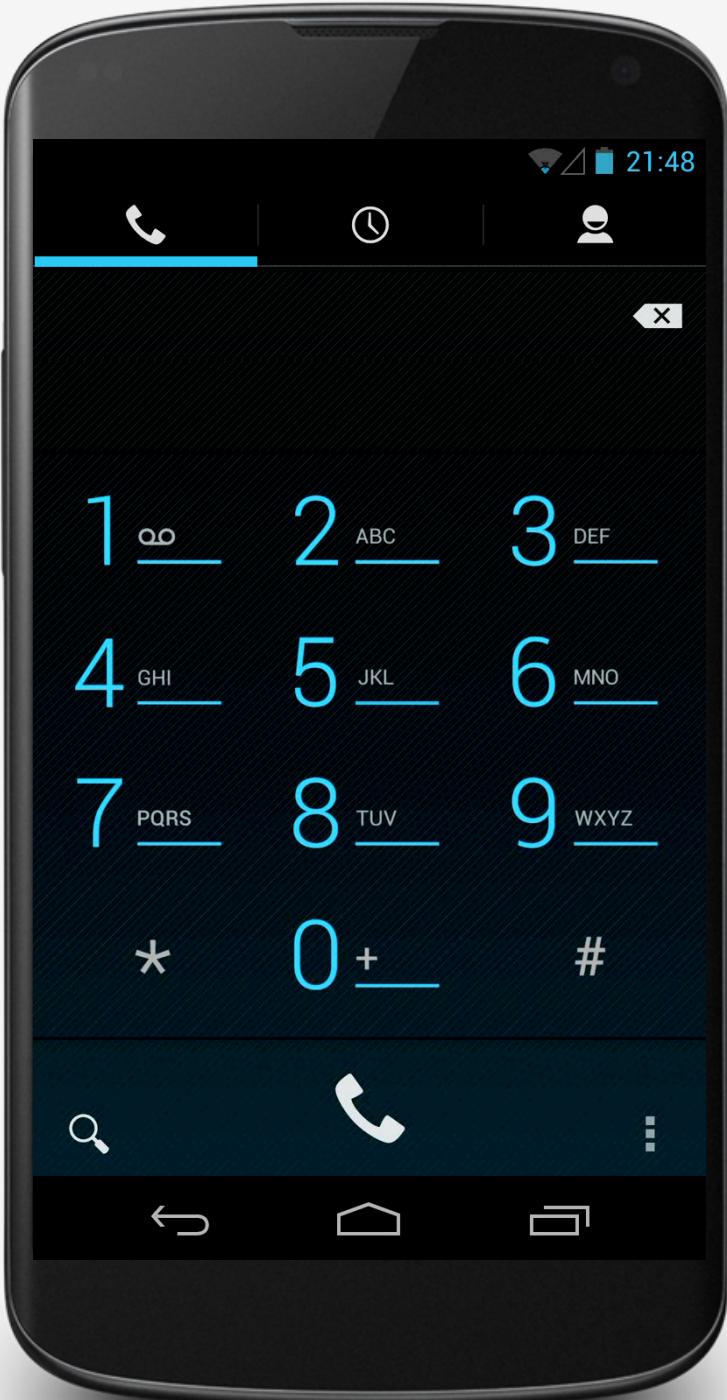
ANDROID INSTANTIATES AND RUNS THEM AS
NEEDED

EACH COMPONENT HAS ITS OWN PURPOSE
AND APIs

ACTIVITY

PRIMARY CLASS FOR USER INTERACTION
USUALLY IMPLEMENTS A SINGLE, FOCUSED
TASK THAT THE USER CAN DO



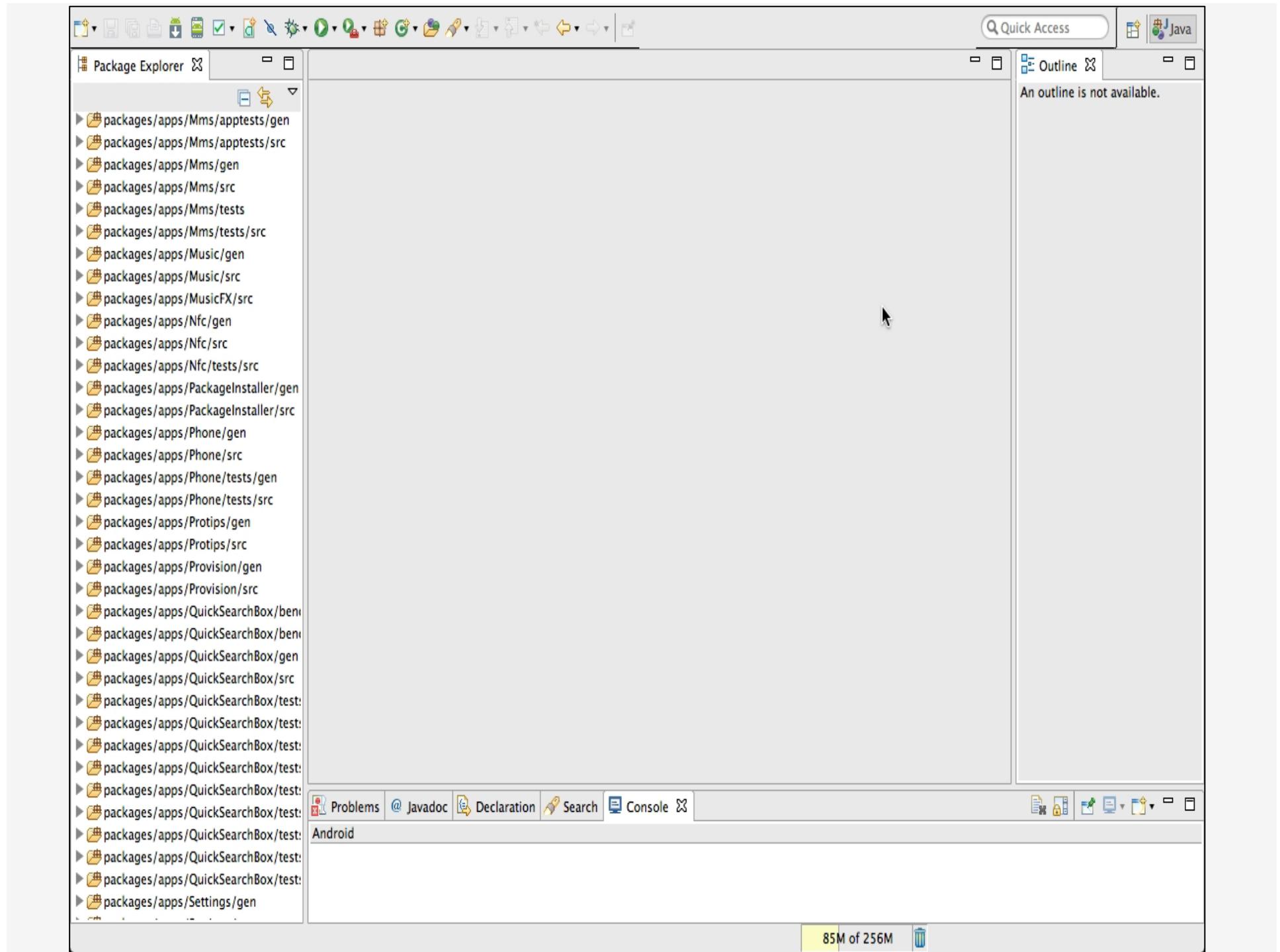


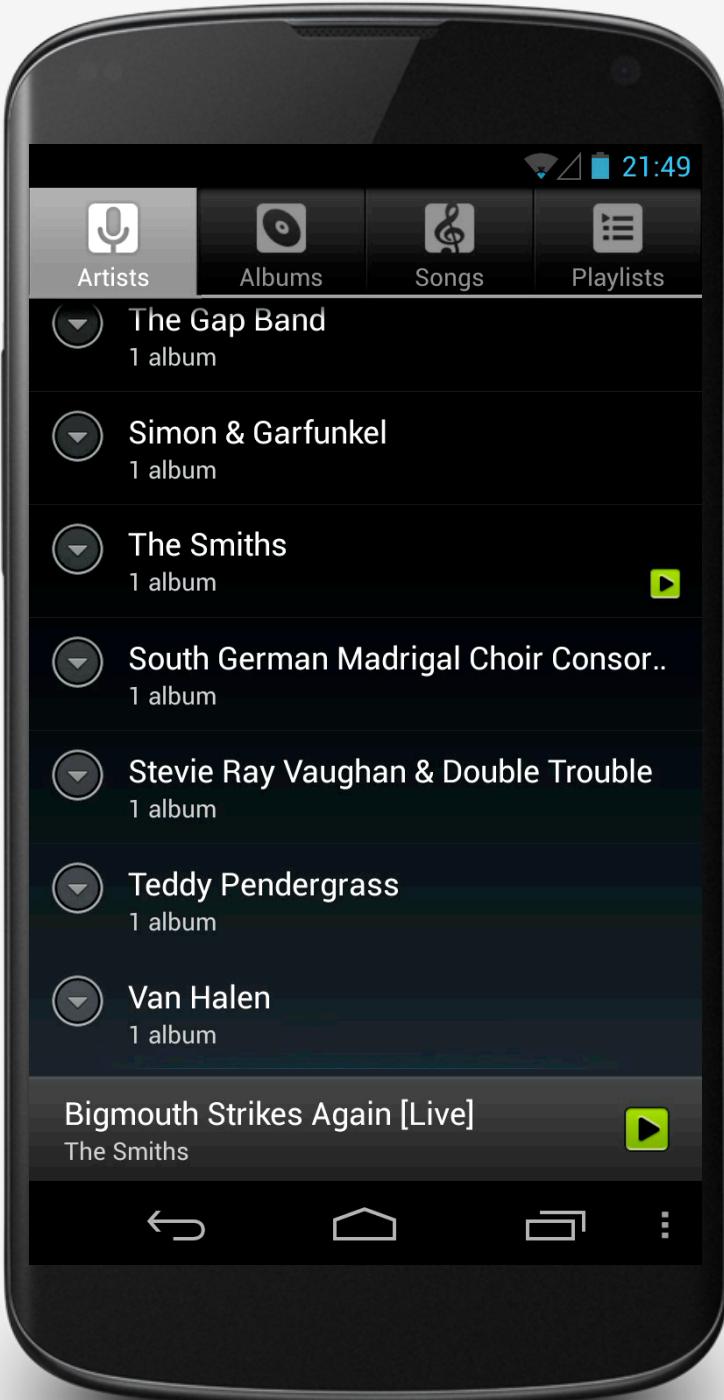
SERVICE

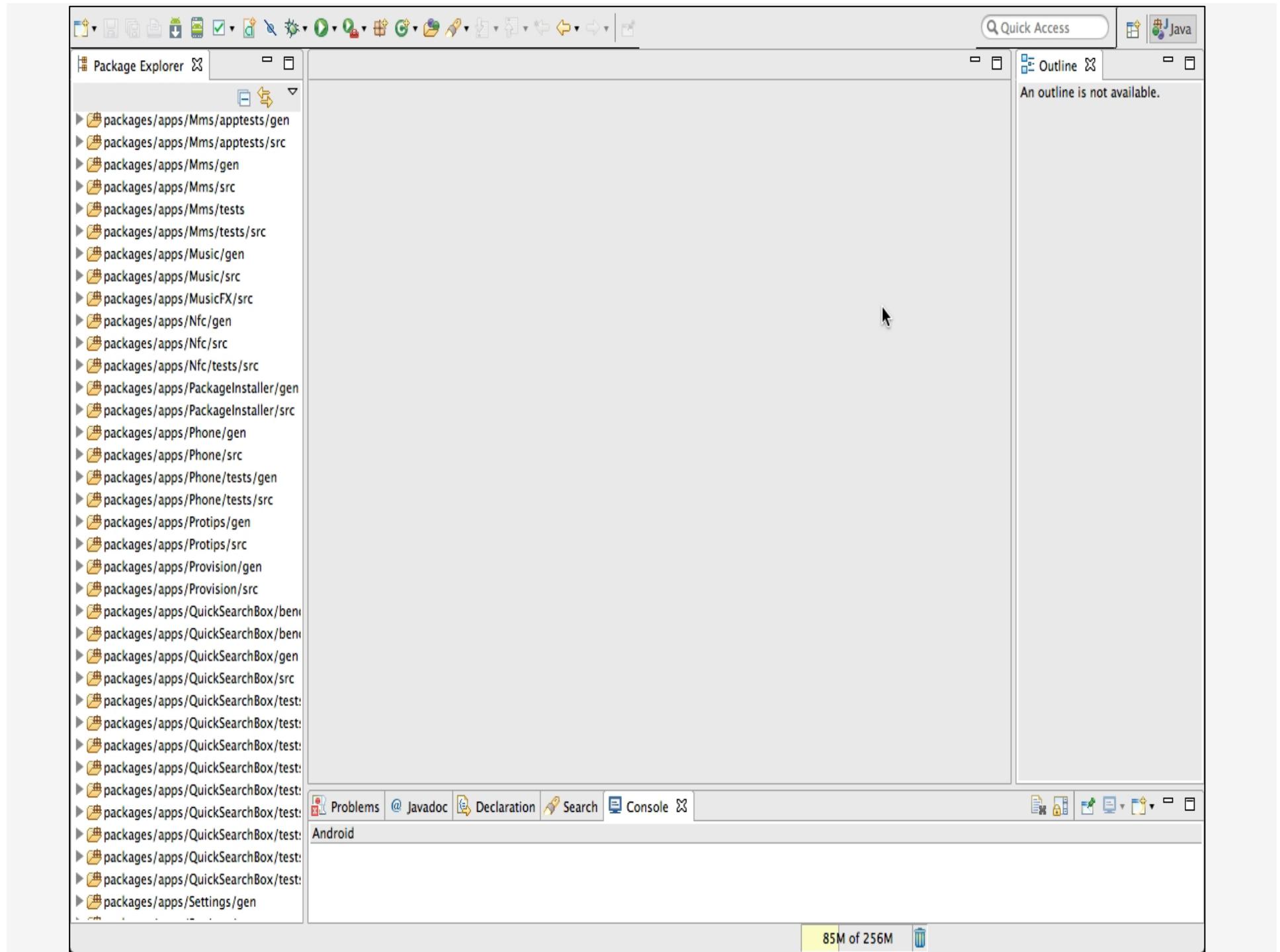
RUNS IN THE BACKGROUND

TO PERFORM LONG-RUNNING OPERATIONS

TO SUPPORT INTERACTION WITH REMOTE
PROCESSES







BROADCAST RECEIVER

COMPONENT THAT LISTENS FOR AND RESPONDS TO EVENTS

THE SUBSCRIBER IN PUBLISH/SUBSCRIBE PATTERN

EVENTS REPRESENTED BY THE INTENT CLASS AND THEN BROADCAST

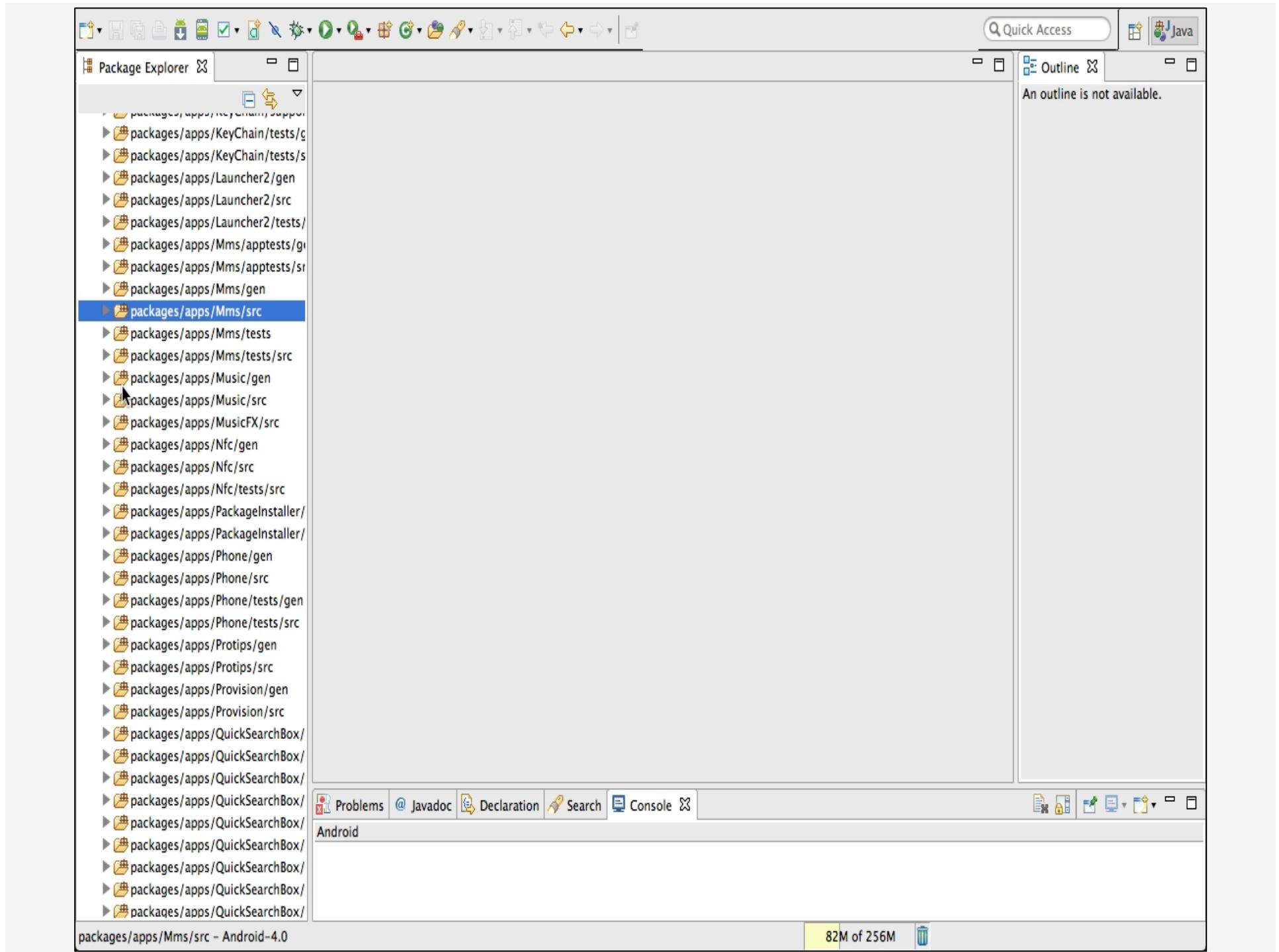
BROADCASTRECEIVER

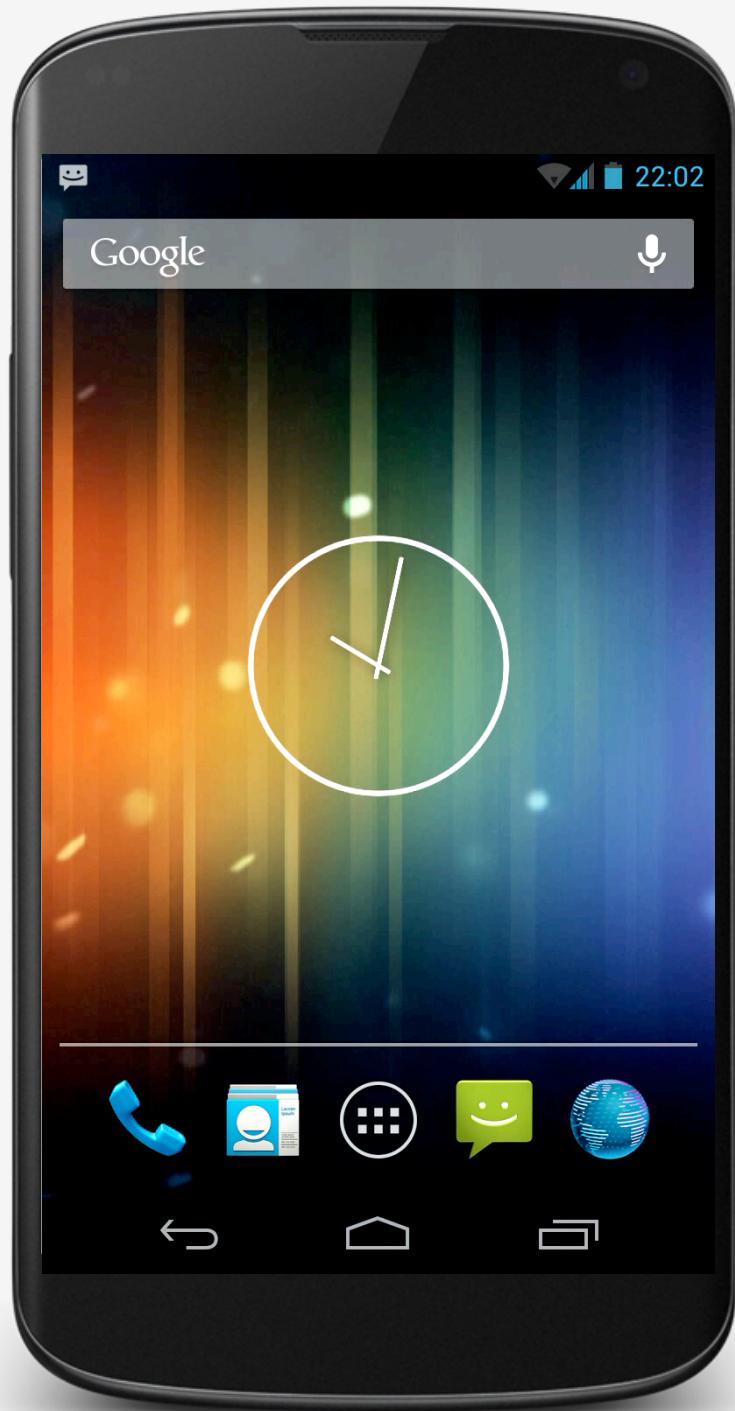
COMPONENT THAT LISTENS FOR AND RESPONDS TO EVENTS

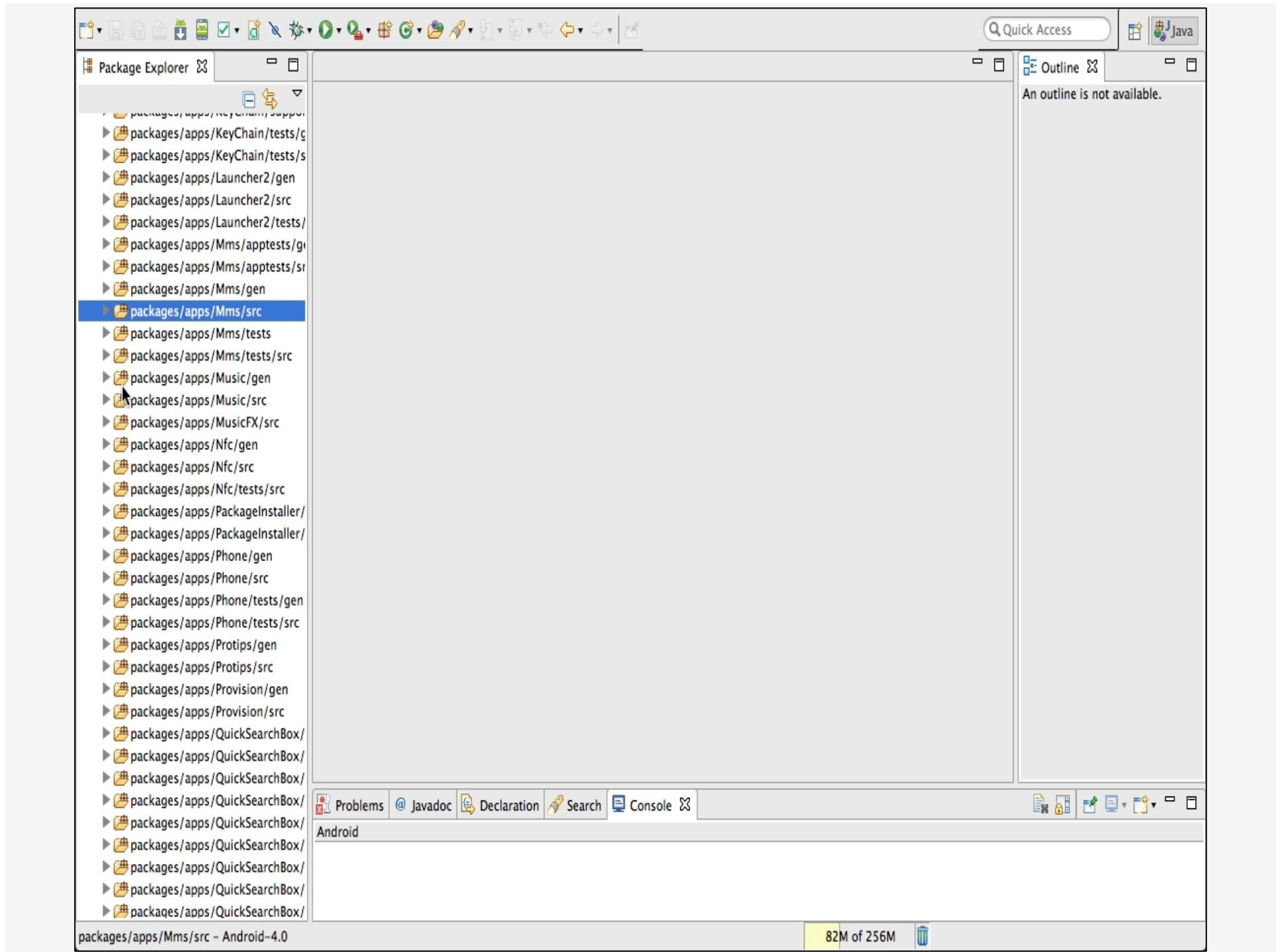
THE SUBSCRIBER IN PUBLISH/SUBSCRIBE PATTERN

EVENTS REPRESENTED BY THE INTENT CLASS AND THEN BROADCAST

BROADCASTRECEIVER RECEIVES AND RESPONDS TO BROADCAST EVENT





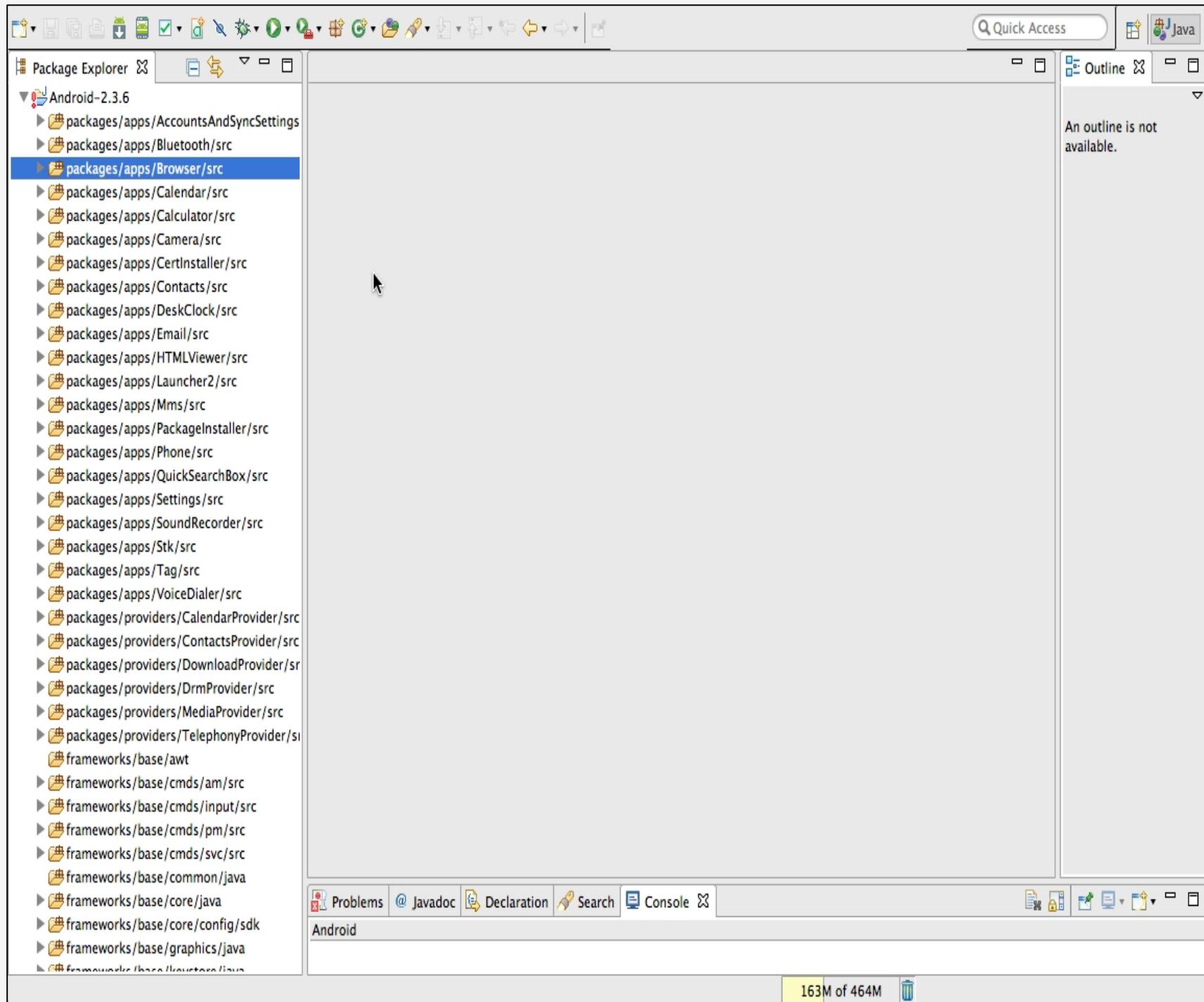


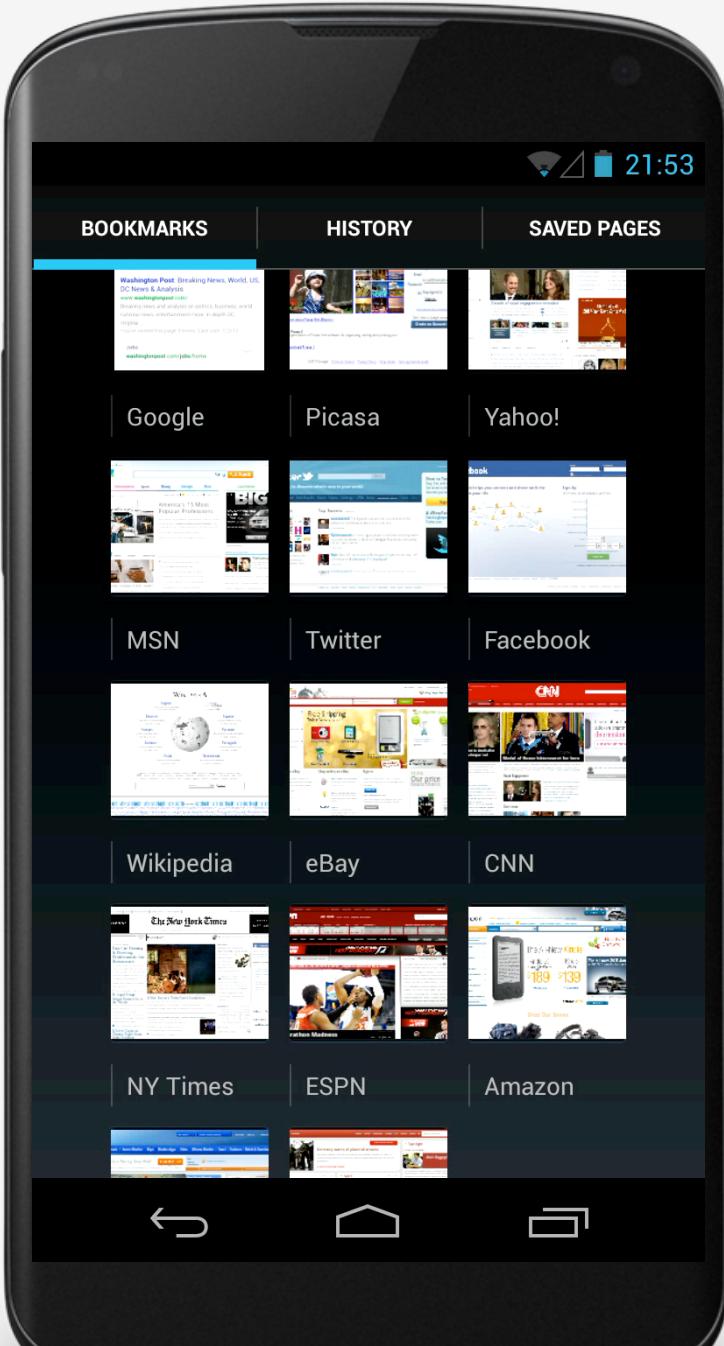
CONTENT PROVIDERS

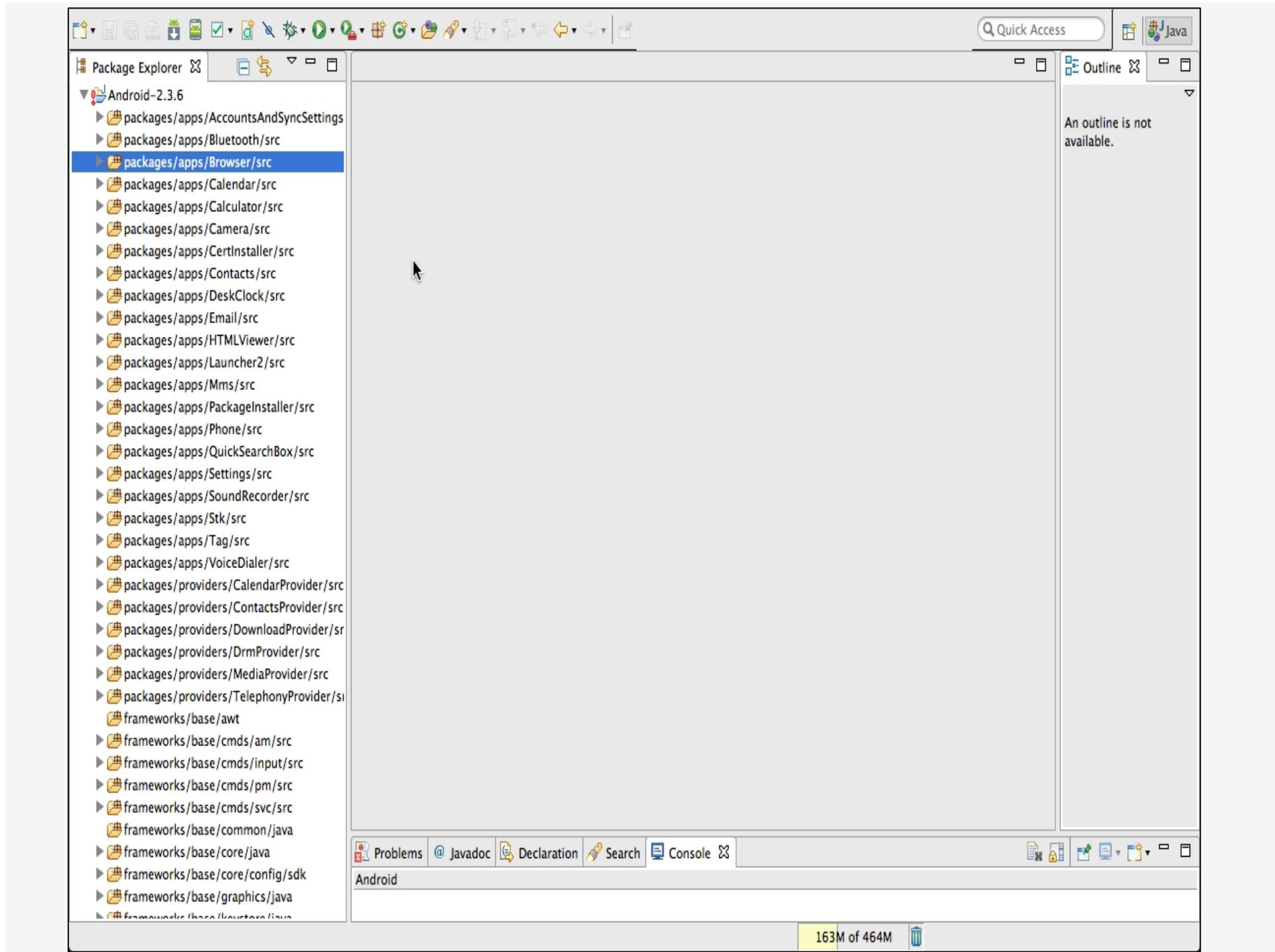
STORE & SHARE DATA ACROSS APPLICATIONS

USES DATABASE-STYLE INTERFACE

HANDLES INTERPROCESS COMMUNICATION



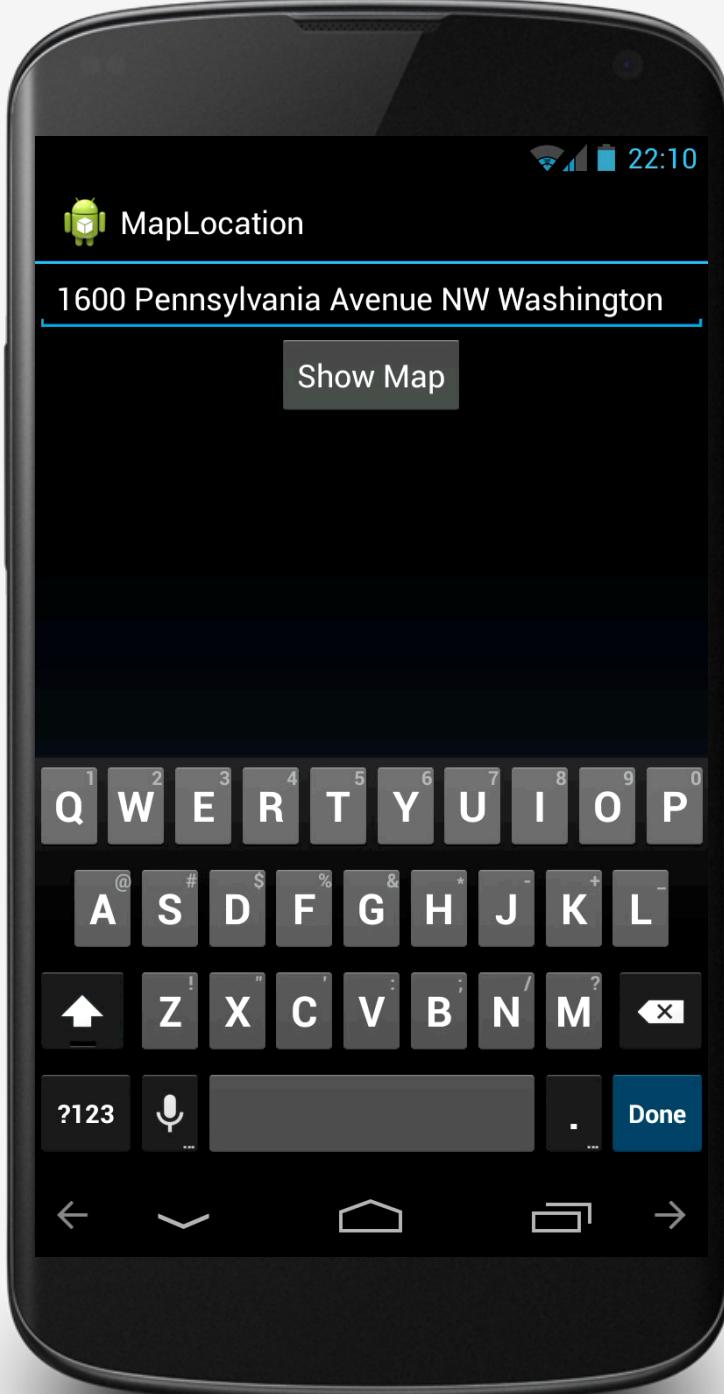




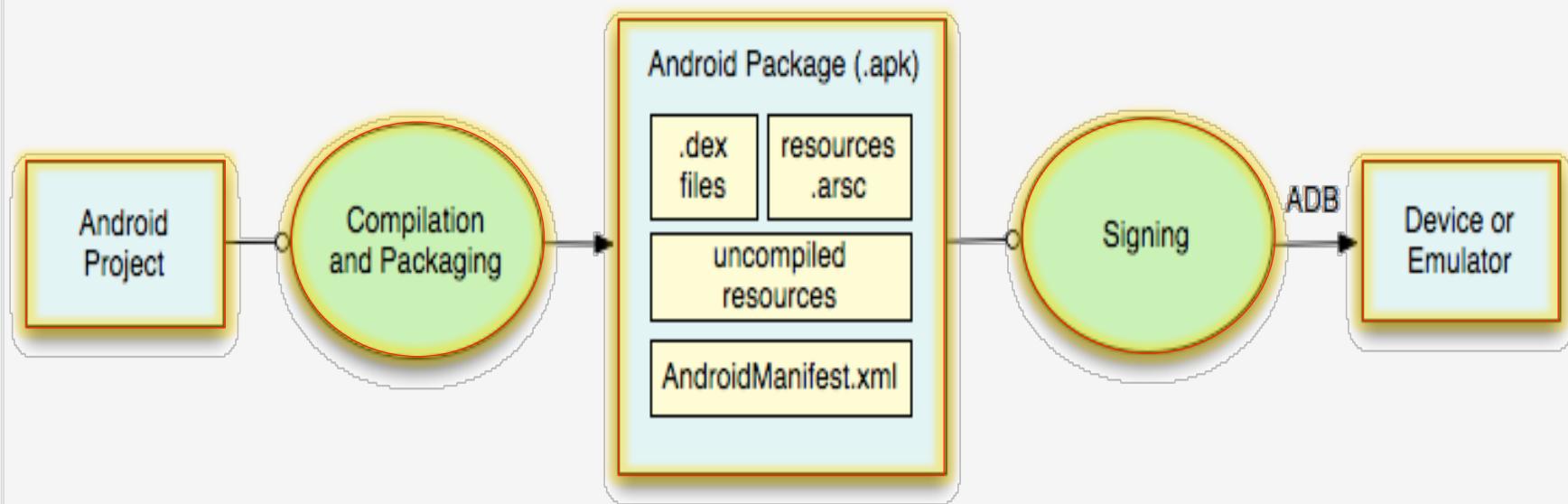
MAPLOCATION

USER ENTERS AN ADDRESS

APP DISPLAYS A MAP OF AREA AROUND THE
ADDRESS



BUILDING AN APPLICATION



SEE:

<http://developer.android.com/guide/developing/building>

CREATING AN ANDROID APP

1. DEFINE RESOURCES
2. IMPLEMENT APPLICATION CLASSES
3. PACKAGE APPLICATION
4. INSTALL & RUN APPLICATION

1. DEFINING RESOURCES

RESOURCES ARE NON-SOURCE CODE ENTITIES

MANY DIFFERENT RESOURCE TYPES, SUCH AS

LAYOUT, STRINGS, IMAGES, MENUS, & ANIMATIONS

ALLOWS APPS TO BE CUSTOMIZED FOR
DIFFERENT DEVICES AND USERS

SEE:

[http://developer.android.com/guide/
topics/resources](http://developer.android.com/guide/topics/resources)

STRINGS

TYPES: STRING, STRING ARRAY, PLURALS

STRINGS

TYPES: STRING, STRING ARRAY, PLURALS

TYPICALLY STORED IN RES/VALUES/*.XML

SPECIFIED IN XML, e.g.,

```
<string name="hello">Hello World!</string>
```

CAN INCLUDE FORMATTING AND STYLING

STRINGS

ACCESSED BY OTHER RESOURCES AS:

`@string/string_name`

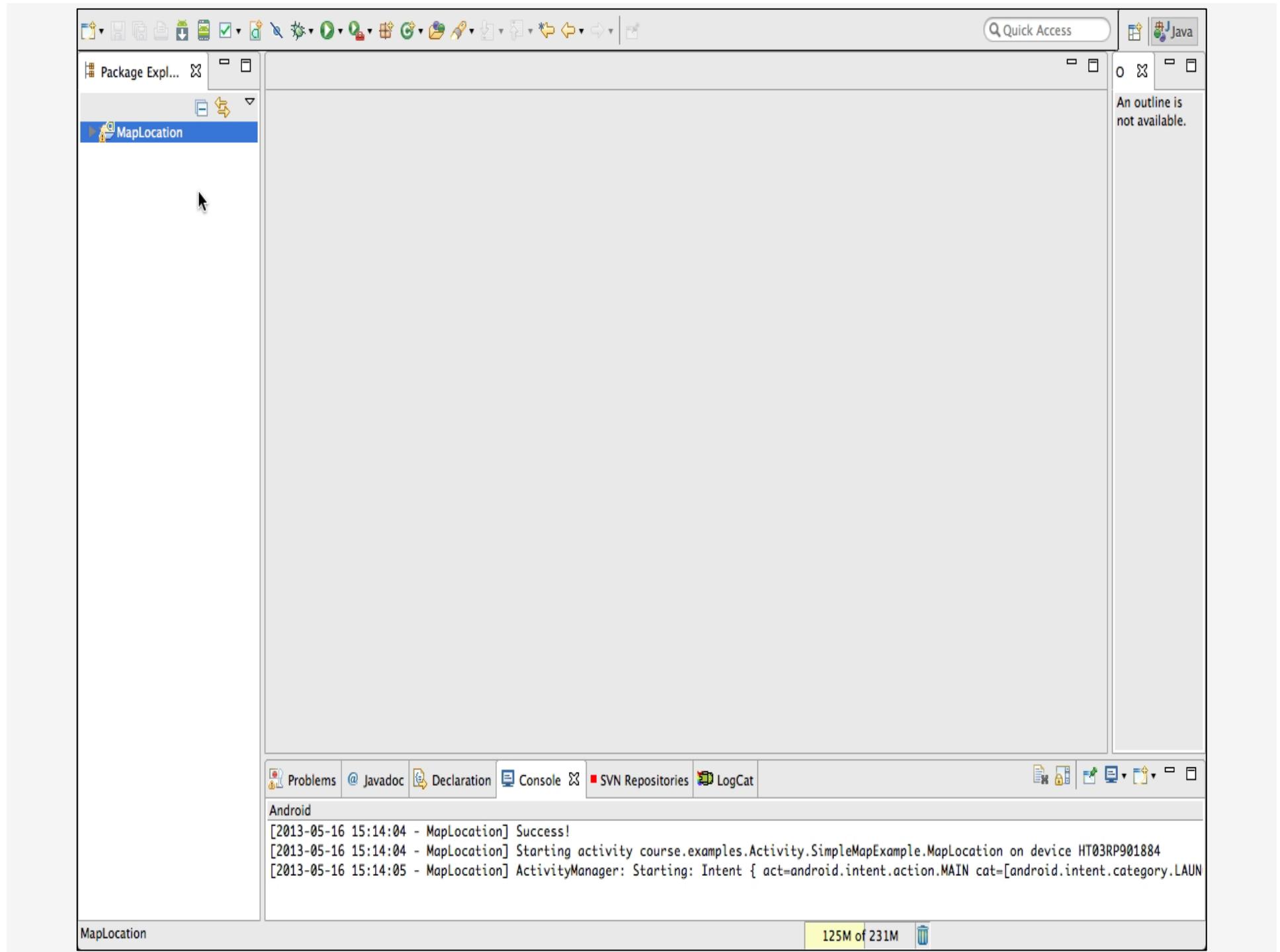
ACCESSED IN JAVA AS:

`R.string.string_name`

MAPLOCATION

```
strings.xml ✘ strings.xml
1 <?xml version="1.0" encoding="utf-8"?>
2 <resources>
3     <string name="show_map_string">Show Map</string>
4     <string name="location_string">Enter Location</string>
5 </resources>
```

```
strings.xml ✘ strings.xml ✘
1 <?xml version="1.0" encoding="utf-8"?>
2 <resources>
3     <string name="show_map_string">Mostra la mappa</string>
4     <string name="location_string">Digita l\'indirizzo</string>
5 </resources>
```



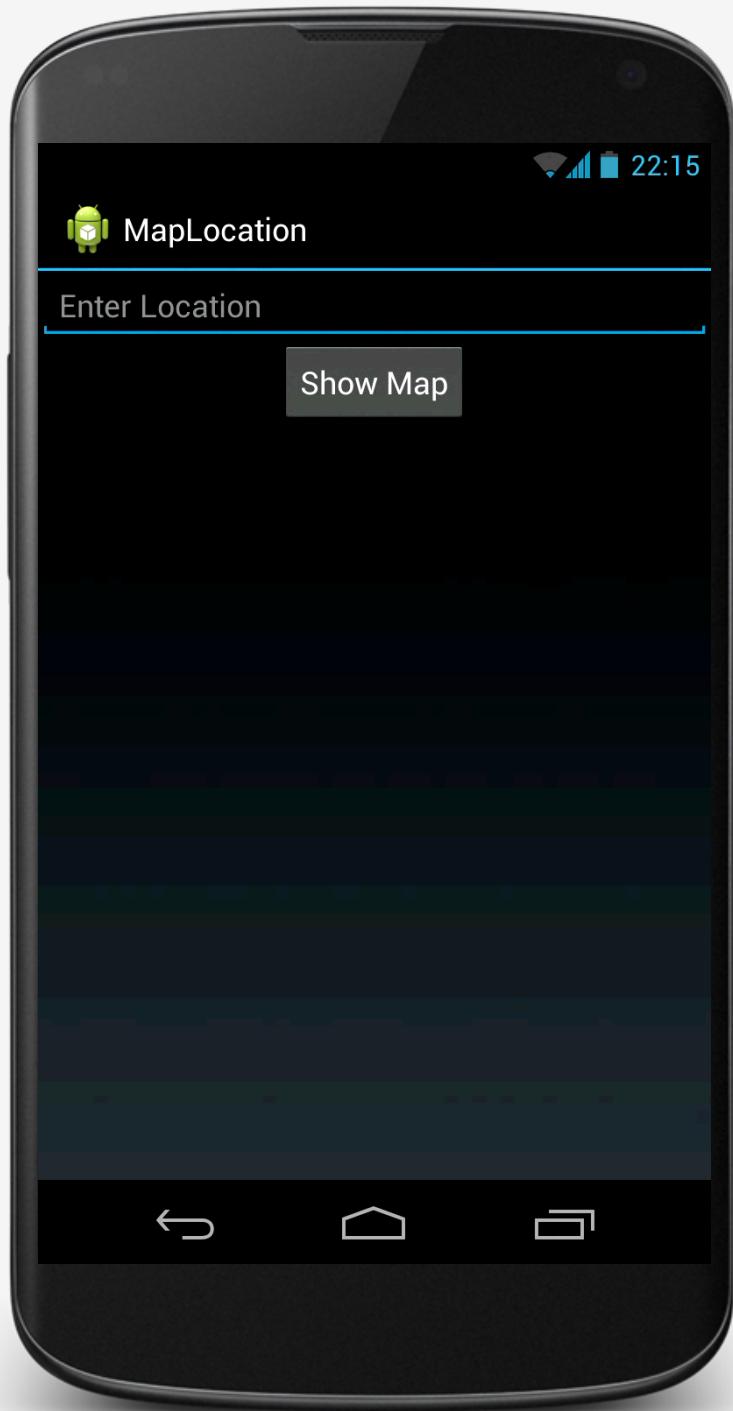
CUSTOMIZING STRINGS

IF YOUR DEFAULT LANGUAGE IS ITALIAN,
@string/location_string IS

“DIGITA L’INDIRIZZO”

OTHERWISE,

“ENTER LOCATION”





USER INTERFACE LAYOUT

UI LAYOUT SPECIFIED IN XML FILES

SOME TOOLS ALLOW VISUAL LAYOUT

XML FILES TYPICALLY STORED IN

RES/LAYOUT/*.XML

ACCESSED IN JAVA AS:

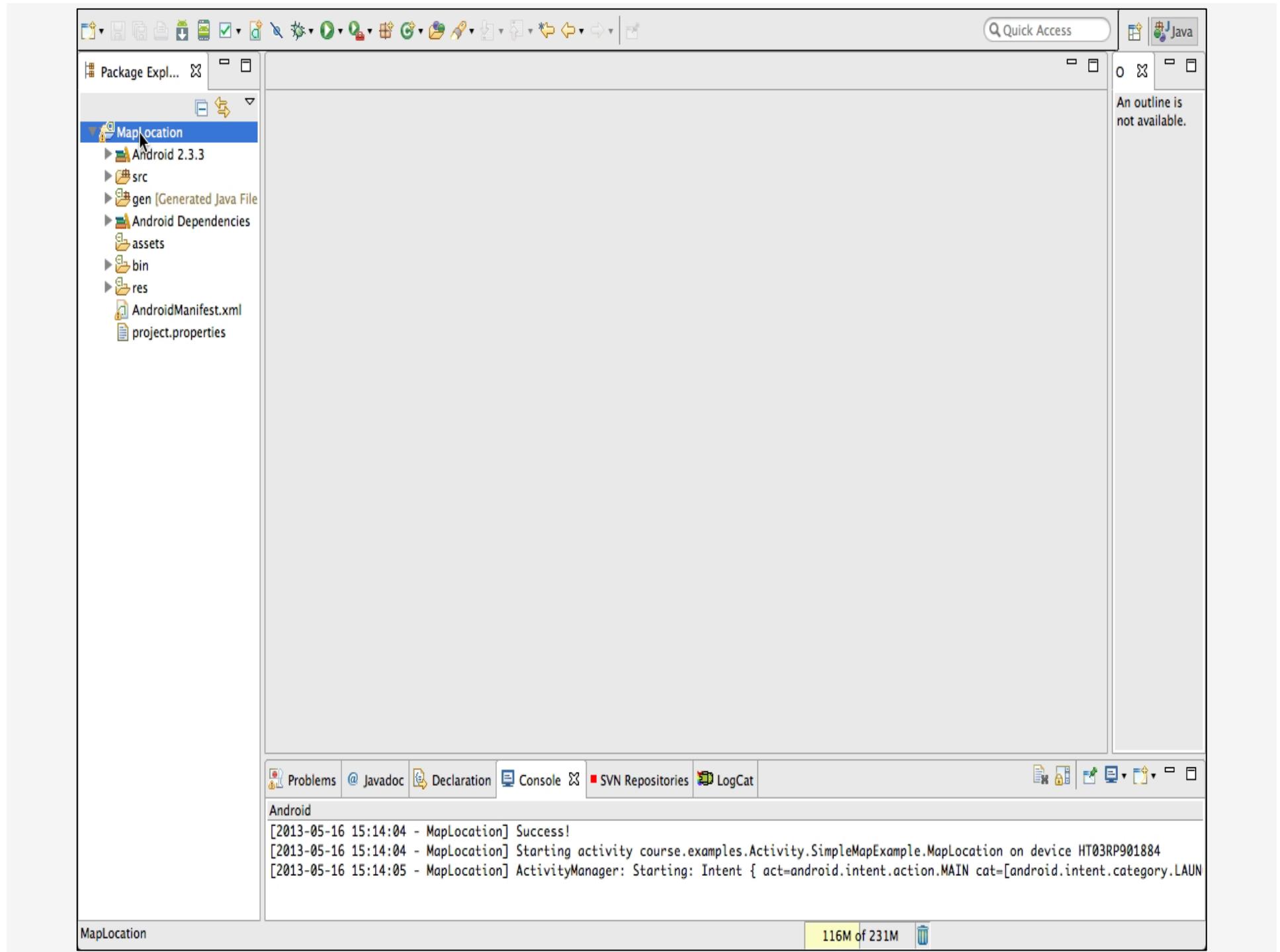
R.layout.layout_name

ACCESSED BY OTHER RESOURCES AS:

@layout/layout_name

USING MULTIPLE LAYOUT FILES

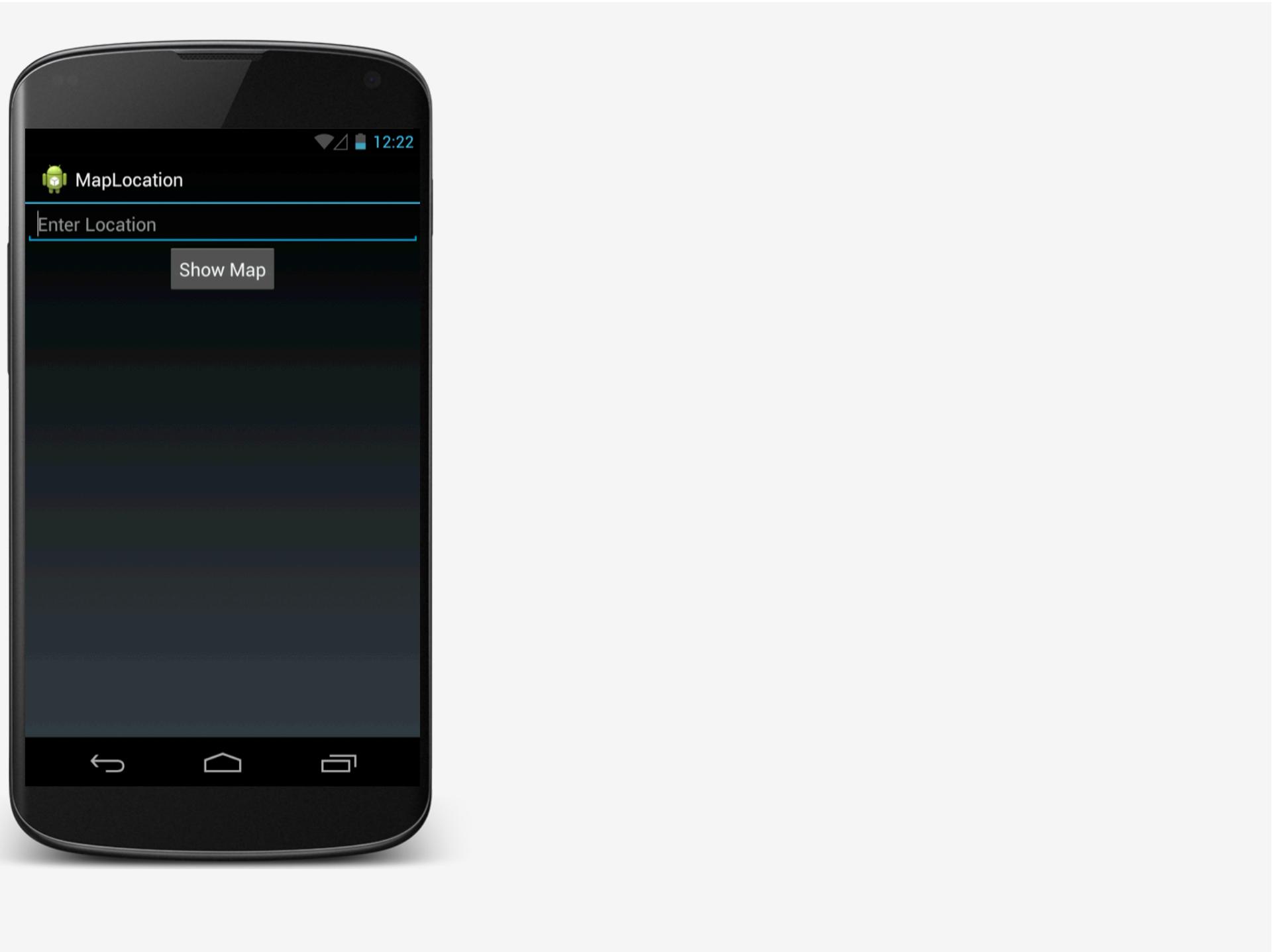
CAN SPECIFY DIFFERENT LAYOUT FILES BASED
ON YOUR DEVICE'S ORIENTATION, SCREEN SIZE,
ETC.

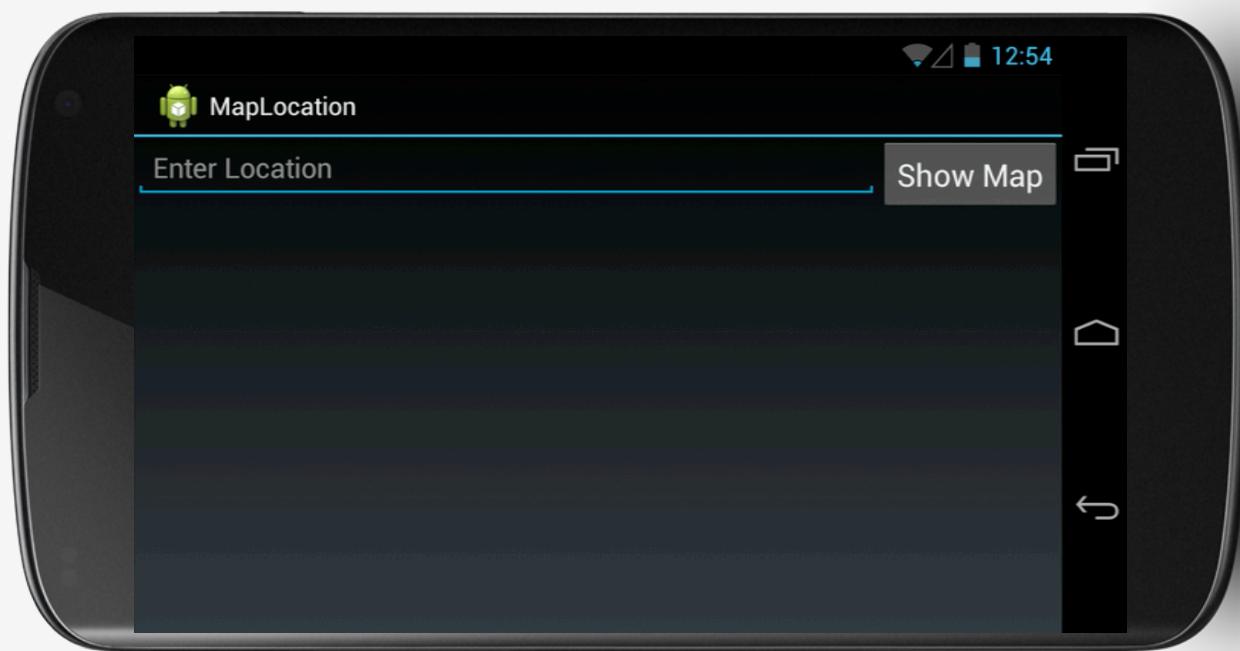


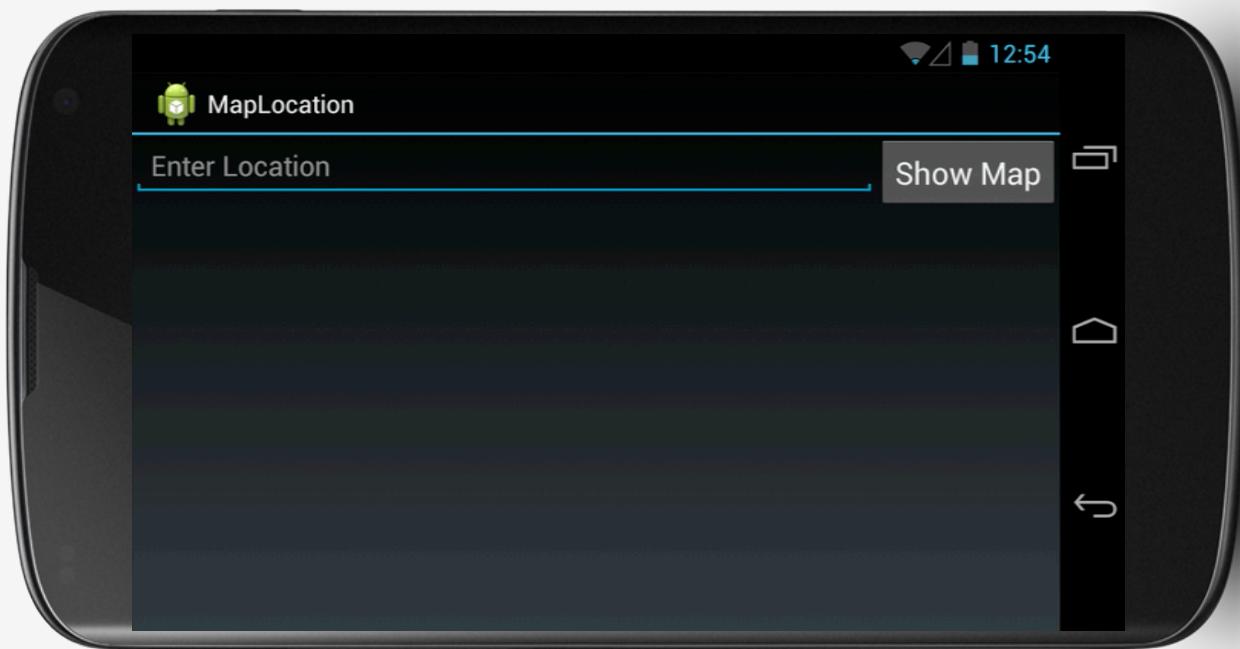
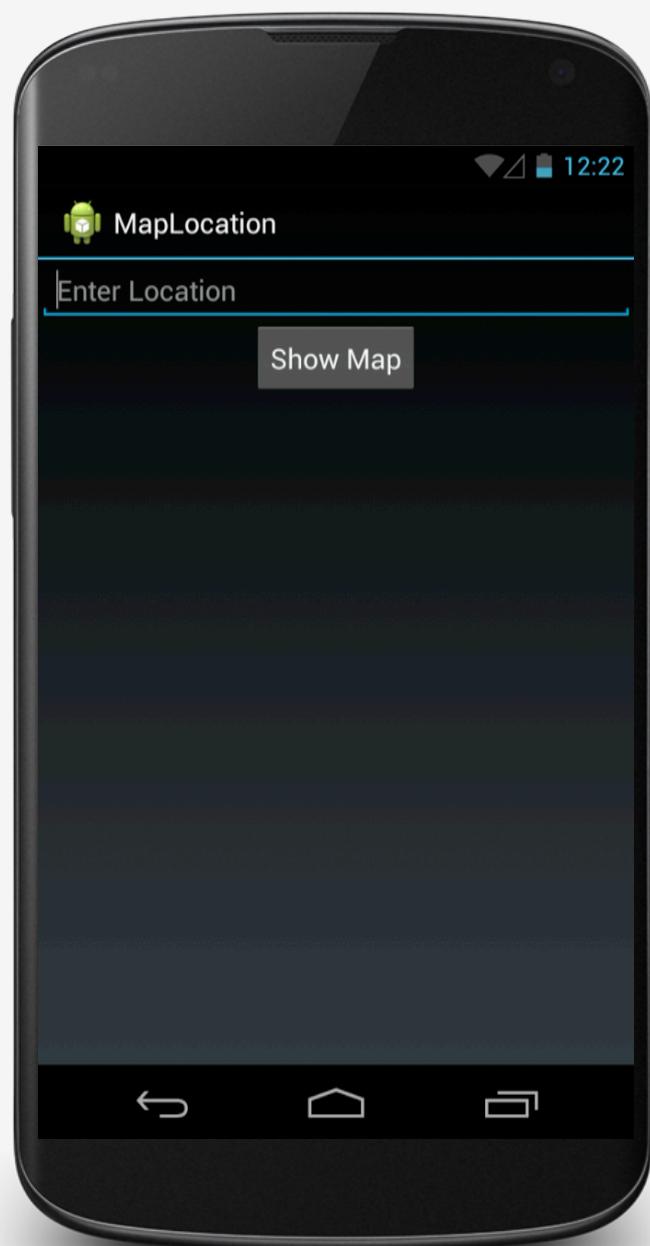
MAPLOCATION

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```

```
strings.xml ✘ strings.xml ✘
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4     <string name="location_string">Digita l\'indirizzo</string>
5 </resources>
```



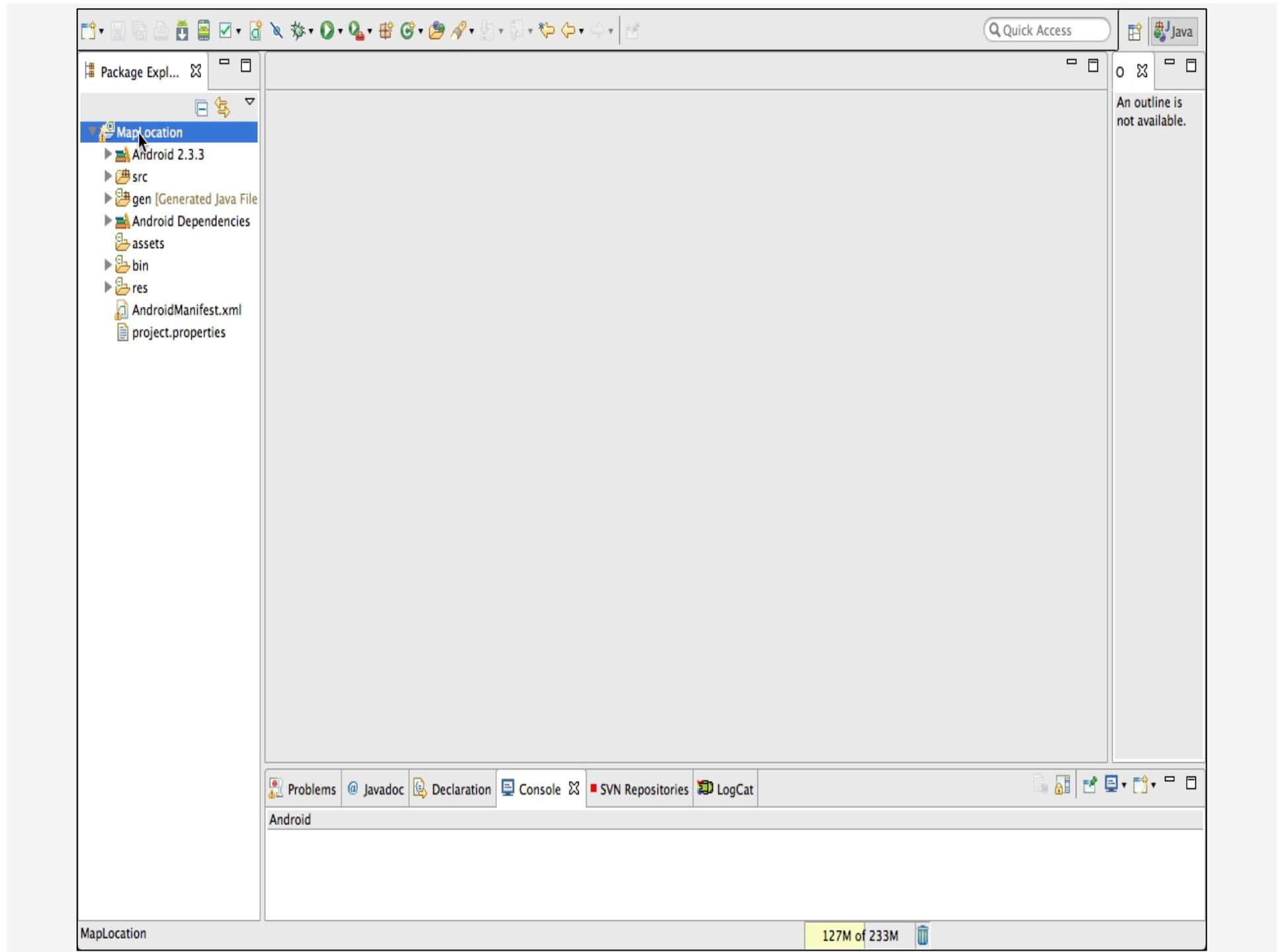




R.JAVA

AT COMPILATION TIME, RESOURCES ARE USED
TO GENERATE THE R.JAVA CLASS

JAVA CODE USES THE R CLASS TO ACCESS
RESOURCES



MAPLOCATION

```
public final class R {
    public static final class attr {
    }
    public static final class drawable {
        public static final int ic_launcher=0x7f020000;
    }
    public static final class id {
        public static final int RelativeLayout1=0x7f050000;
        public static final int location=0x7f050001;
        public static final int mapButton=0x7f050002;
    }
    public static final class layout {
        public static final int main=0x7f030000;
    }
    public static final class string {
        public static final int location_string=0x7f040001;
        public static final int show_map_string=0x7f040000;
    }
}
```

2. IMPLEMENT CLASSES

USUALLY INVOLVES AT LEAST ONE ACTIVITY
ACTIVITY INITIALIZATION CODE USUALLY IN
ONCREATE()

2. IMPLEMENT CLASSES

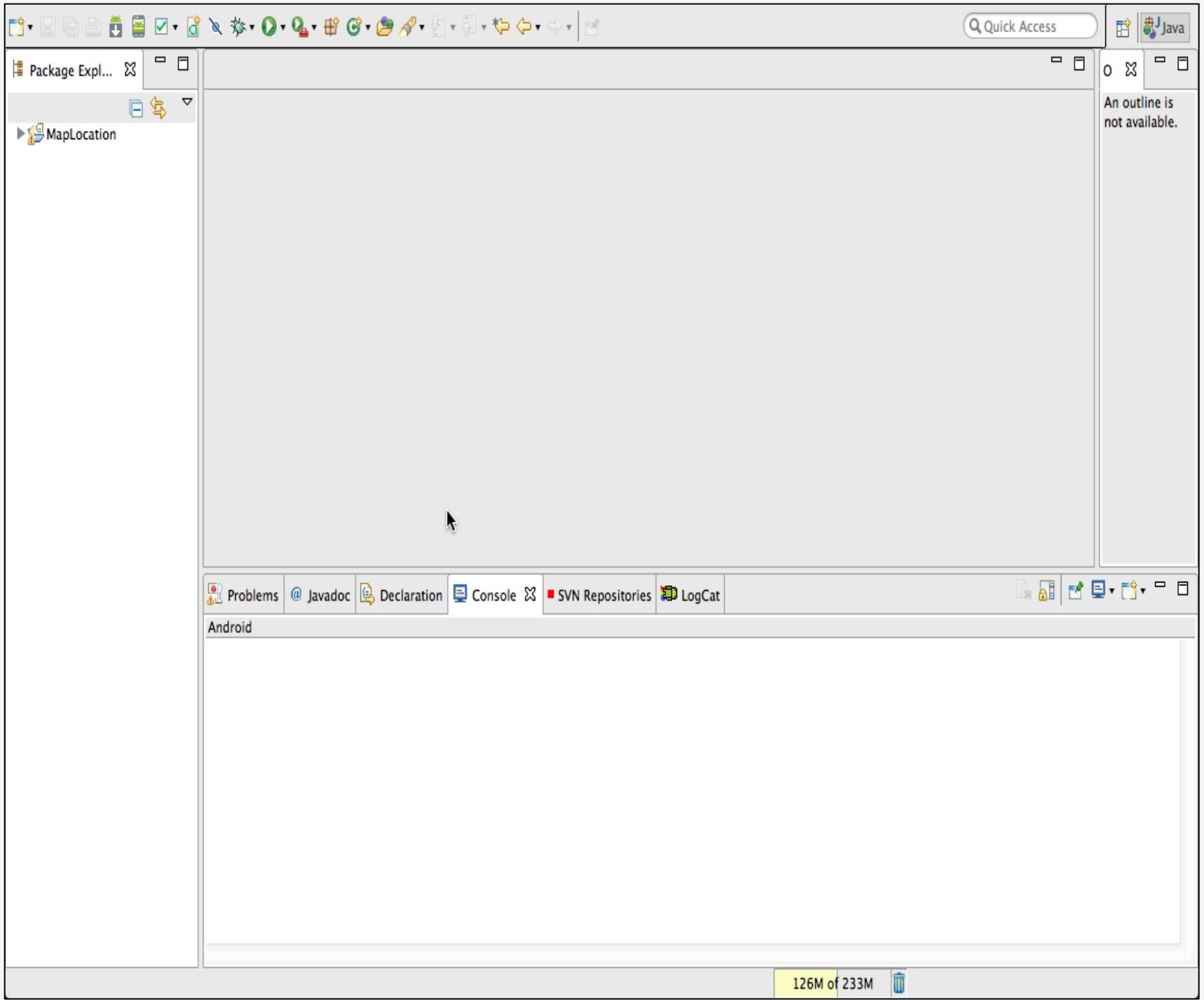
TYPICAL ONCREATE() WORKFLOW

RESTORE SAVED STATE

SET CONTENT VIEW

INITIALIZE UI ELEMENTS

LINK UI ELEMENTS TO CODE ACTIONS



MAPLOCATION

```
@Override  
protected void onCreate(Bundle savedInstanceState) {  
  
    // Required call through to Activity.onCreate()  
    // Restore any saved instance state  
    super.onCreate(savedInstanceState);  
  
    // Set content view  
    setContentView(R.layout.main);  
  
    // Initialize UI elements  
    final EditText addrText = (EditText) findViewById(R.id.location);  
    final Button button = (Button) findViewById(R.id.mapButton);
```

MAPLOCATION

```
// Initialize UI elements
final EditText addrText = (EditText) findViewById(R.id.location);
final Button button = (Button) findViewById(R.id.mapButton);

// Link UI elements to actions in code
button.setOnClickListener(new OnClickListener() {

    // Called when user clicks the Show Map button
    public void onClick(View v) {
        try {

            // Process text for network transmission
            String address = addrText.getText().toString();
            address = address.replace(' ', '+');

            // Create Intent object for starting Google Maps application
            Intent geoIntent = new Intent(
                android.content.Intent.ACTION_VIEW, Uri
                .parse("geo:0,0?q=" + address));

            // Use the Intent to start Google Maps application using Activity.startActivity()
            startActivity(geoIntent);

        } catch (Exception e) {
            // Log any error messages to LogCat using Log.e()
            Log.e(TAG, e.toString());
        }
    }
});
```

3. PACKAGE APPLICATION

SYSTEM PACKAGES APPLICATION COMPONENTS
& RESOURCES INTO A .APK FILE

DEVELOPERS SPECIFY REQUIRED APPLICATION
INFORMATION IN A FILE CALLED
ANDROIDMANIFEST.XML

ANDROIDMANIFEST.XML

INFORMATION INCLUDES:

APPLICATION NAME

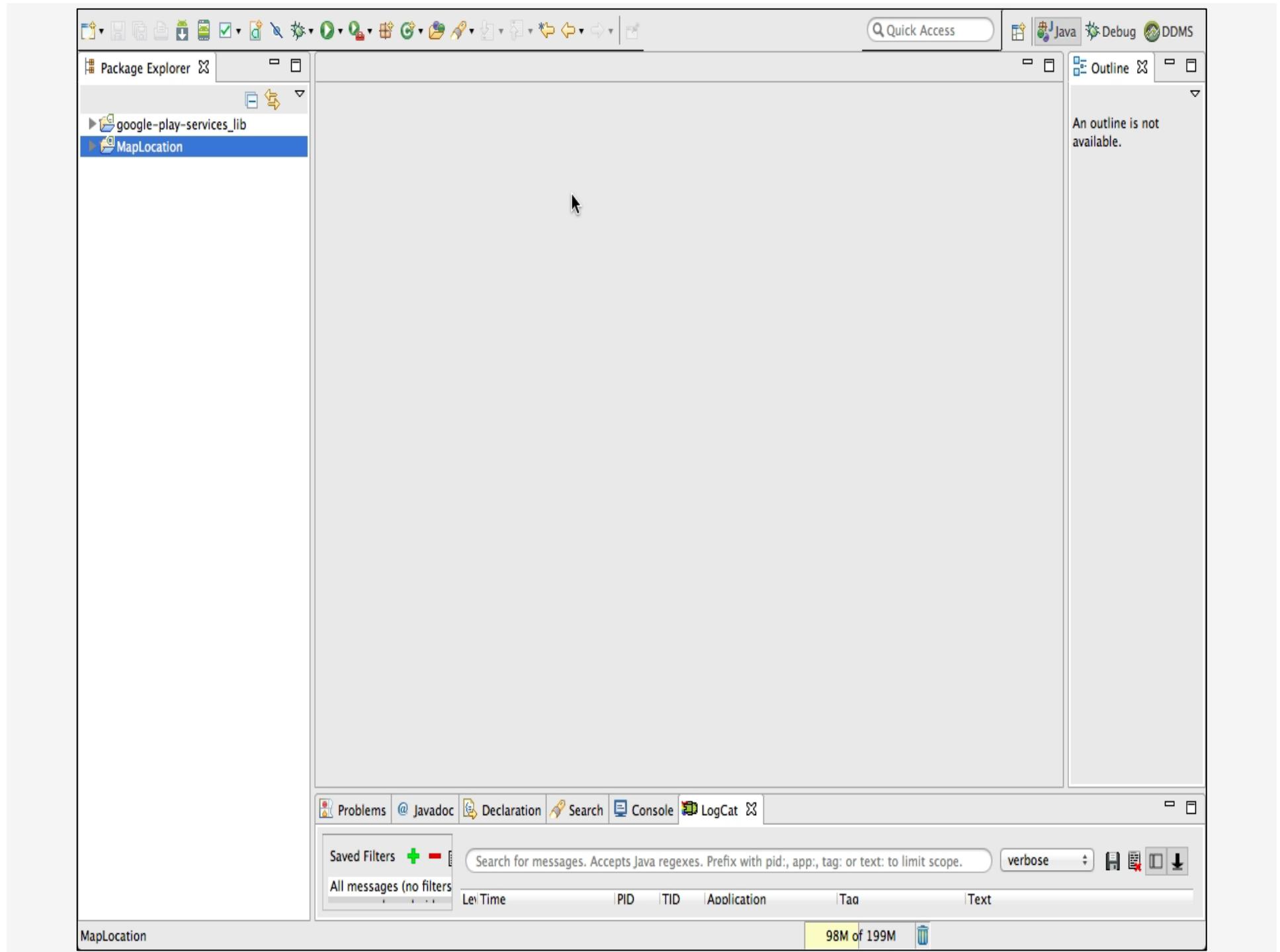
COMPONENTS

OTHER

REQUIRED PERMISSIONS

APPLICATION FEATURES

MINIMUM API LEVEL



MAPLOCATION

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="course.examples.MapLocation"
    android:versionCode="1"
    android:versionName="1.0" >

    <uses-sdk
        android:minSdkVersion="13"
        android:targetSdkVersion="19" />

    <application
        android:allowBackup="false"
        android:icon="@drawable/ic_launcher"
        android:label="MapLocation" >
        <activity android:name="course.examples.MapLocation.MapLocation" >
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>

</manifest>
```

4. INSTALL & RUN

FROM ECLIPSE RUN IN THE EMULATOR OR DEVICE

FROM COMMAND LINE

ENABLE USB DEBUGGING ON THE DEVICE

SETTINGS > APPLICATIONS > DEVELOPMENT > USB
DEBUGGING

% adb install <path_to_apk>

NEXT TIME

THE ACTIVITY CLASS