WELCOME!

GET STARTED WITH ANDROID

AGENDA

▸ Introduction

▸ Lifecycle and intents

▸ Views and Layouts

▸ Lists

▸ …and plenty of coding in between!

ANDROID IS A COMPLEX BEAST

WiFi P2P
IME
Fragments
Permissions
Content Providers
Sensors
Services
NFC
Animations
Broadcast Receivers
Media Playback
Dialogs
Input Events
Widgets
Bluetooth
WebViews
Backup
Accessibility
NDK
Input Controls
Policies
SIP
Custom Views
Notifications

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WE BELIEVE THAT TAKING BABY STEPS IS THE BEST WAY TO LEARN

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Notifications

THE FUNDAMENTAL ELEMENTS OF AN ANDROID APP

▸ Activity

▸ `AndroidManifest.xml`

▸ Views and ViewGroups

▸ Resources

ACTIVITY

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IN OTHER WORDS: WHAT YOU SEE ON THE SCREEN
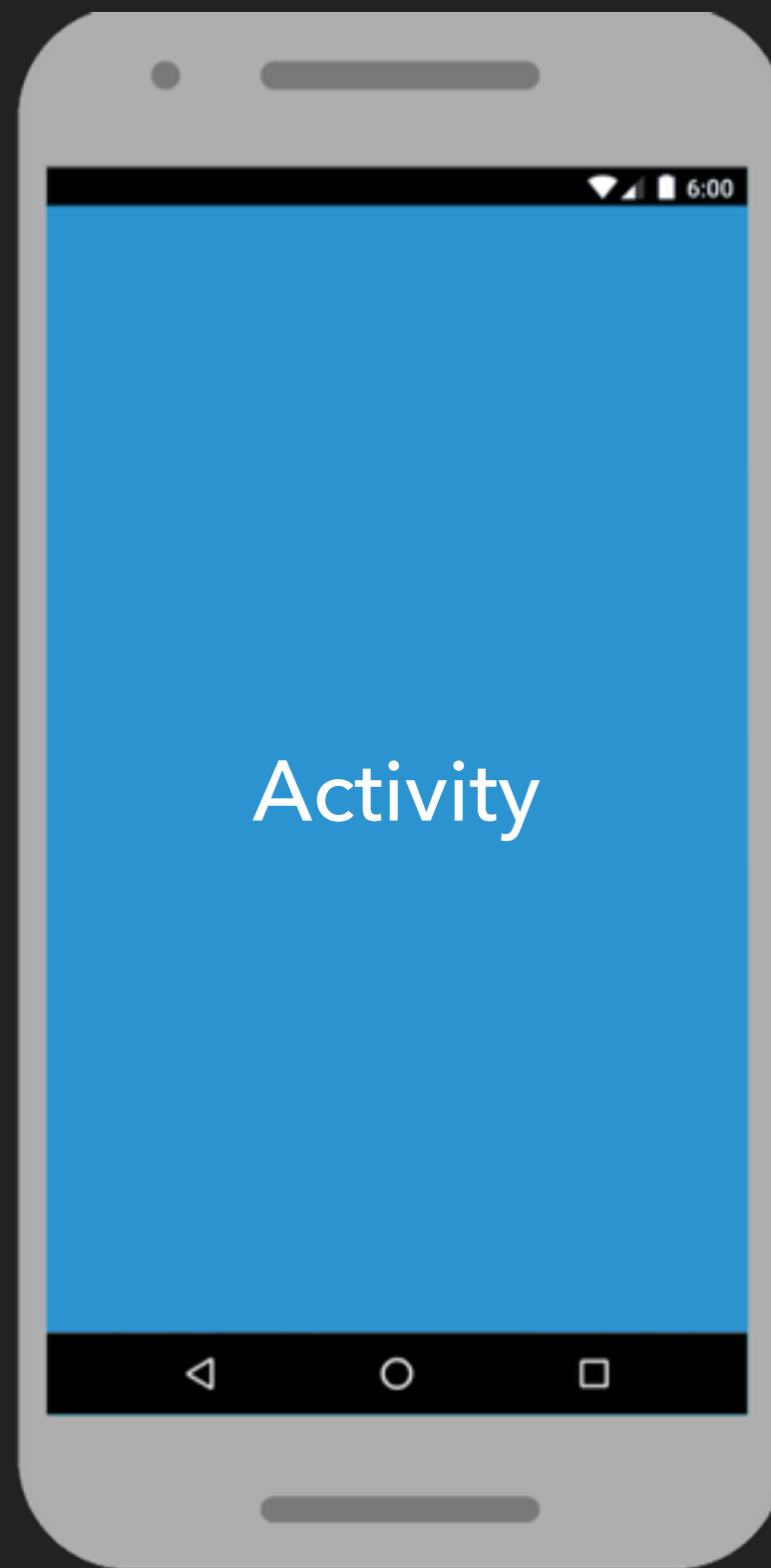
Activity

▸ What you see on screen is an activity

▸ `extends Activity`

▸ `setContentView(..)`

▸ Has a lifecycle - which we'll cover later!

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IN OTHER WORDS: THE STUFF ANDROID NEEDS TO KNOW ABOUT YOUR APP

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  ▸ Other components

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IN OTHER WORDS: A FOLDER CONTAINING TEXT, ANIMATIONS, IMAGES ETC.

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  ▸ Bitmaps live in **/res/drawable**
    E.g. **/res/drawable/profile.png**

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▸ Some examples:

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     E.g. `/res/layout/layout_main.xml`

   ▸ Bitmaps live in `/res/drawable`
     E.g. `/res/drawable/profile.png`

   ▸ Text strings live in `/res/values`,
     E.g. `/res/values/strings.xml`

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"If the language of the device is set to Norwegian use these strings"

▸ `/res/drawable-xhdpi/logo.png`
"If the screen density of the device is xhdpi or higher use this .png"

VIEW AND VIEWGROUPS

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IN OTHER WORDS: THE ELEMENTS SHOWN IN AN ACTIVITY

VIEWS AND VIEWGROUPS (LAYOUTS)

▸ Are also resources

▸ Lives as `.xml` files in the `/res/layout` folder

▸ Can be written in code

▸ Will be covered in detail later