

# Intro to Android



Reading/Exercise: <https://developer.android.com/training/basics/firstapp>

# Overview

- An introduction to Android
- Introduce the Android development environment
- Explore setting up and running Android Studio, SDKs, and Virtual Devices

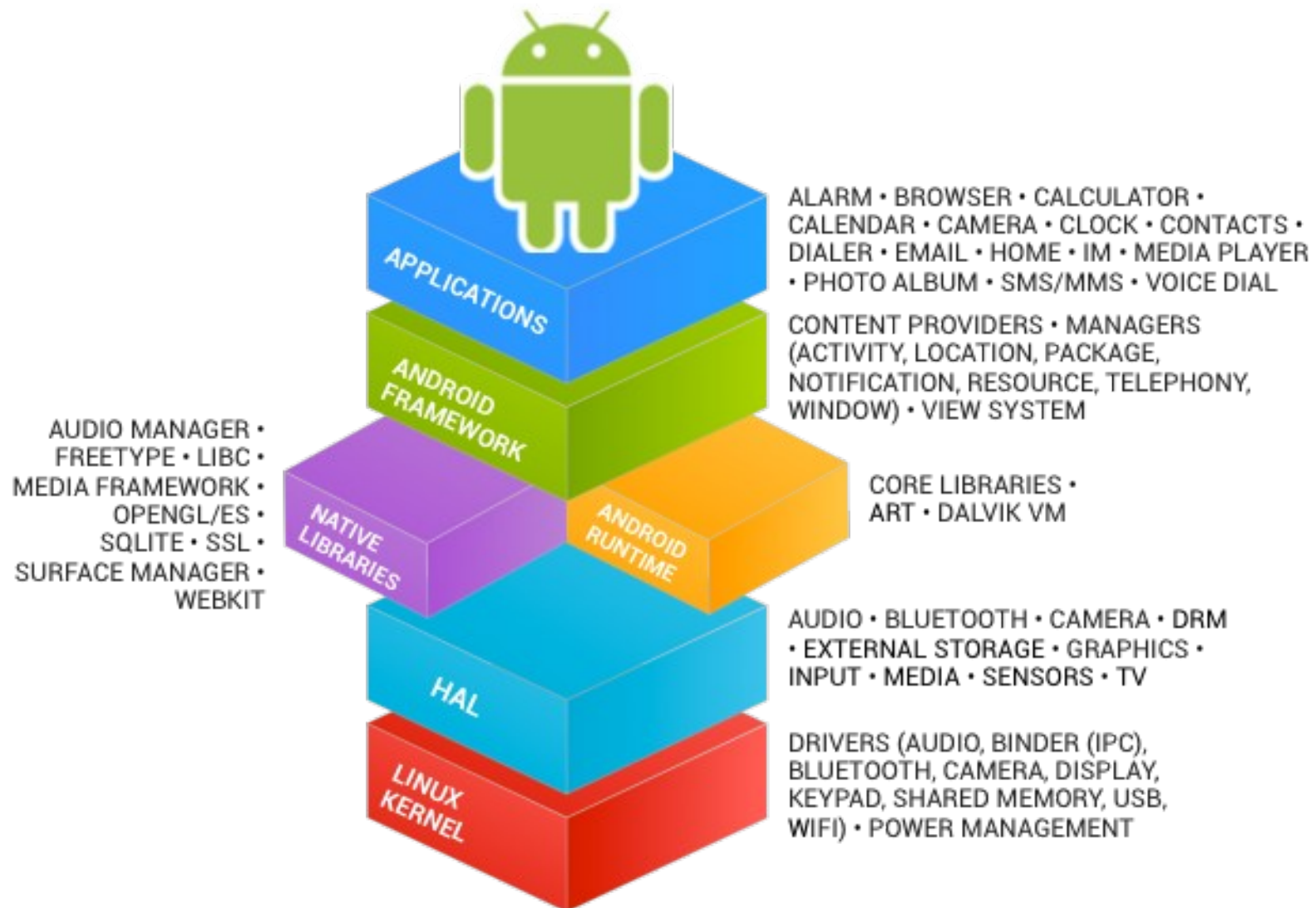
# What is Android?

- Android is a (mobile) operating system developed by Google
- It is based on the Linux kernel
- It uses Kotlin and Java as its main development languages

# How do you create Android applications?

- You write applications for Android using the SDK which is built in Java
  - Writing Android applications require knowledge of Kotlin and/or Java and an understanding of Object Oriented Development principles
  - There is also an NDK that allows you to write applications in C
  - Many parties are constantly exploring extending Android's available development languages
- Java's SDK is essentially a **framework** that packages the main facets of an Android application
  - You create apps by tying together and extending various components of the framework

# The Android OS



# The Android Studio IDE

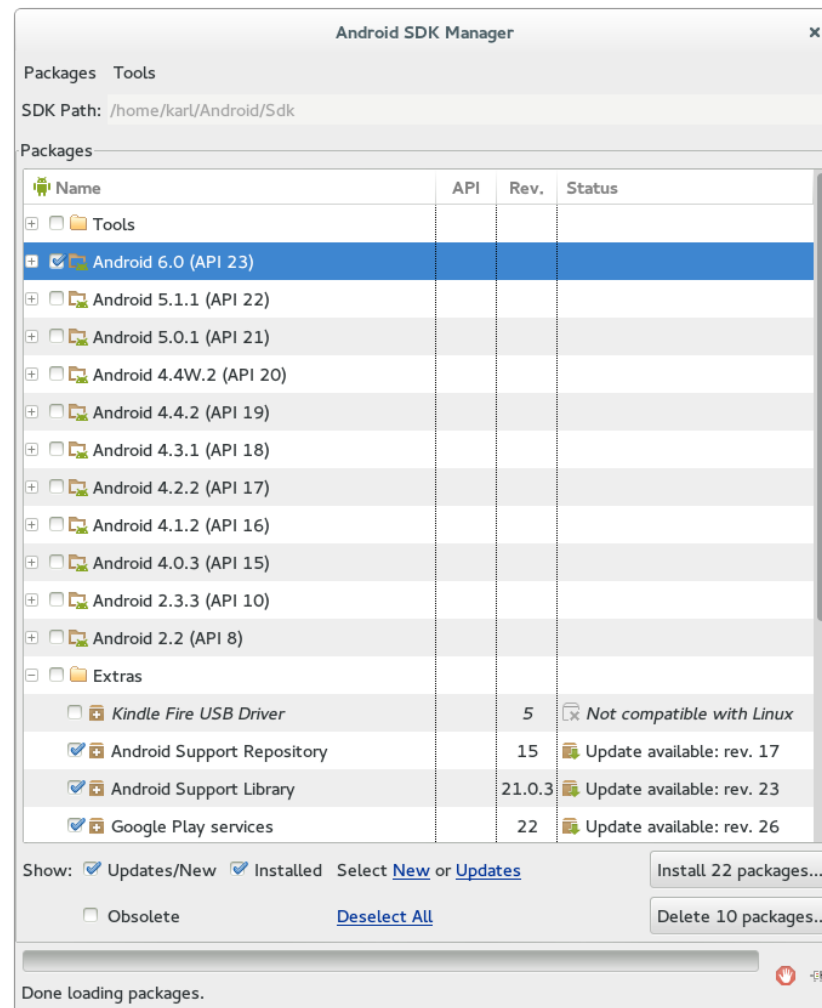
- Based on IDEA by JetBrains
- Uses the Gradle build system
- Allows maintaining multiple builds simultaneously

# AS Integrated Features and Tools

- SDK and AVD Manager
- Memory and CPU monitor
- Android Lint - Resource bug finder
- Multi-view layout display
- Logcat and ADB messages

# SDK Manager

- Allows installation and removal of Android SDK versions, source code, tools, and extras

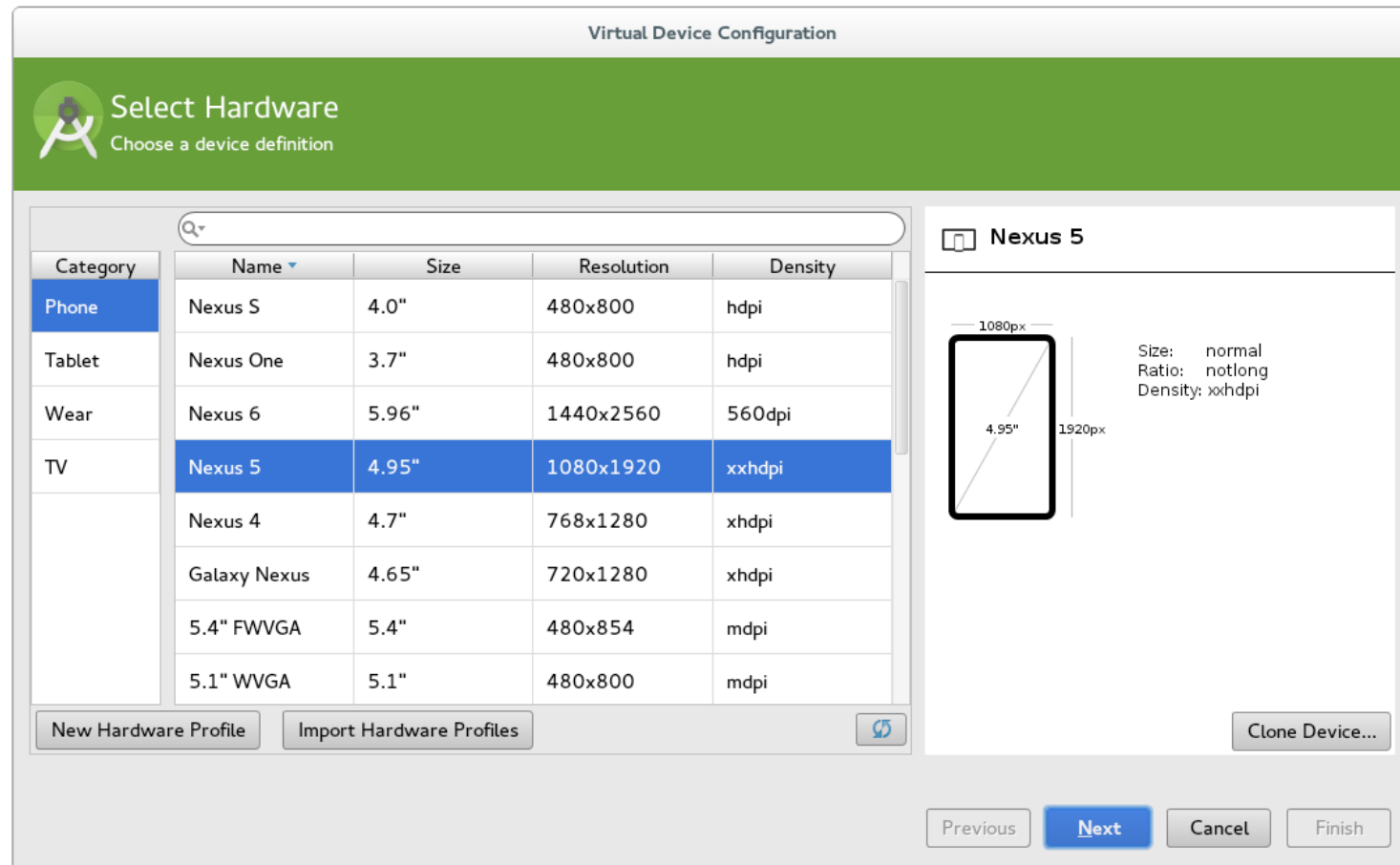




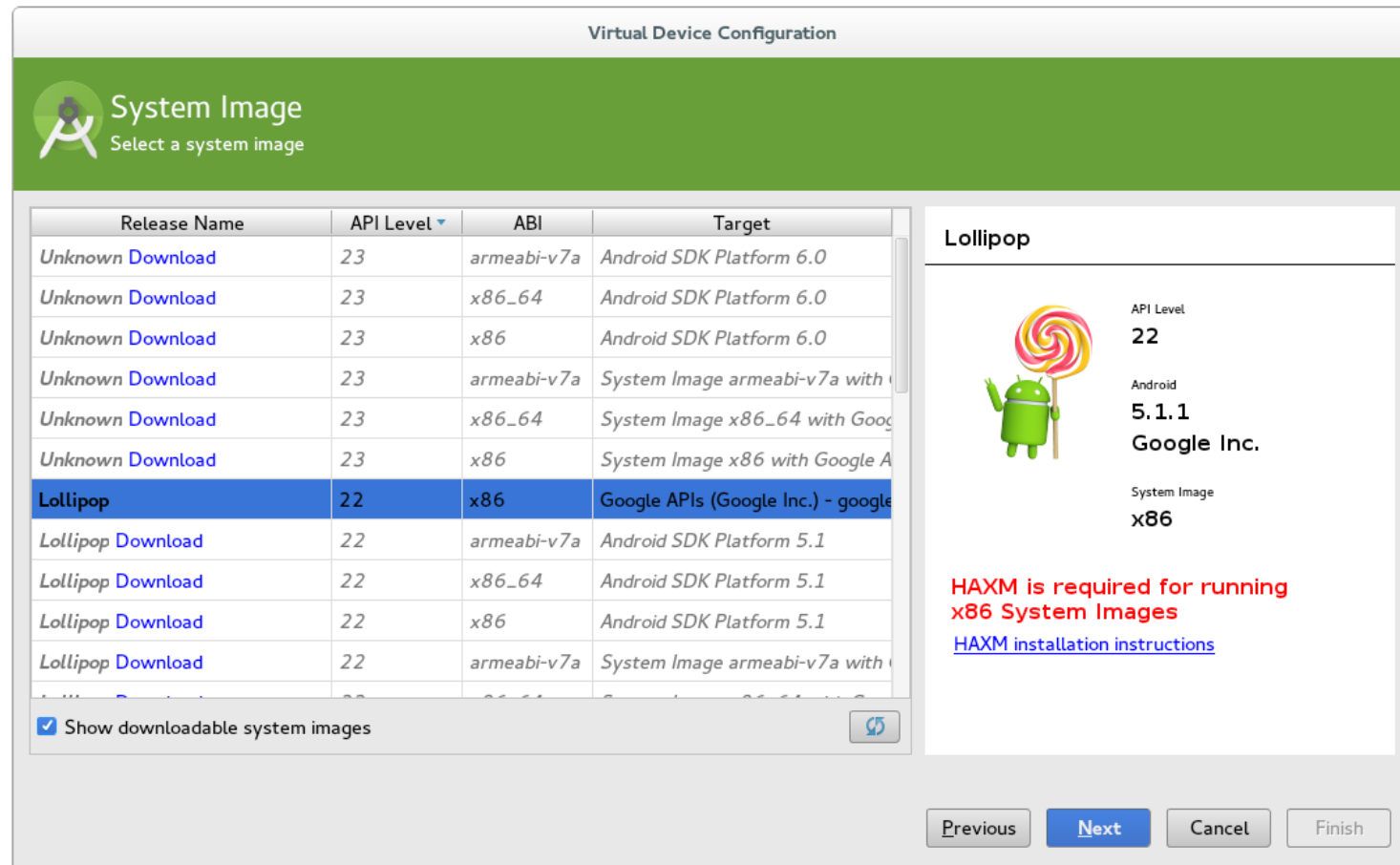
# AVD Manager

- Allows the creation and management of virtual devices for use with the Android emulator
- You can utilize predefined images based on real world devices, or create your own
- Allows mapping of virtual device hardware to system hardware (camera, keyboard)

# AVD Manager




# AVD Manager



# AVD Manager

Virtual Device Configuration

 **Android Virtual Device (AVD)**  
Verify Configuration

PortraitLandscape

Camera

Front:None

Back:None

Network

Speed:Full

Latency:None

Emulated Performance

☒ Use Host GPU

☐ Store a snapshot for faster startup

You can either use Host GPU or Snapshots

Memory and Storage

RAM:1536MB

VM heap:64MB

Hide Advanced Settings

Previous

Next

Cancel

Finish

Front Camera

None - no camera installed for AVD  
Emulated - use a simulated camera  
Device - use host computer webcam or built-in camera

# Using Logcat

- View log messages from applications
- Severity level filter
  - Verbose
  - Debug
  - Info
  - Warn
  - Error
- Works in tandem with Logger in application

# Android Device Manager and DDMS

- Houses the Dalvik Debug Monitor Server which allows
  - View threads and heap
  - Inspect object memory allocation
  - File explorer
  - Phone emulator controls
    - Calls and SMS
    - GPS location
  - System stats
  - Screen Capture
  - etc.