INTRODUCCIÓN ANDROID

#CPMX7

https://github.com/juancarlosroot/Android_Intro_CPMX7.git
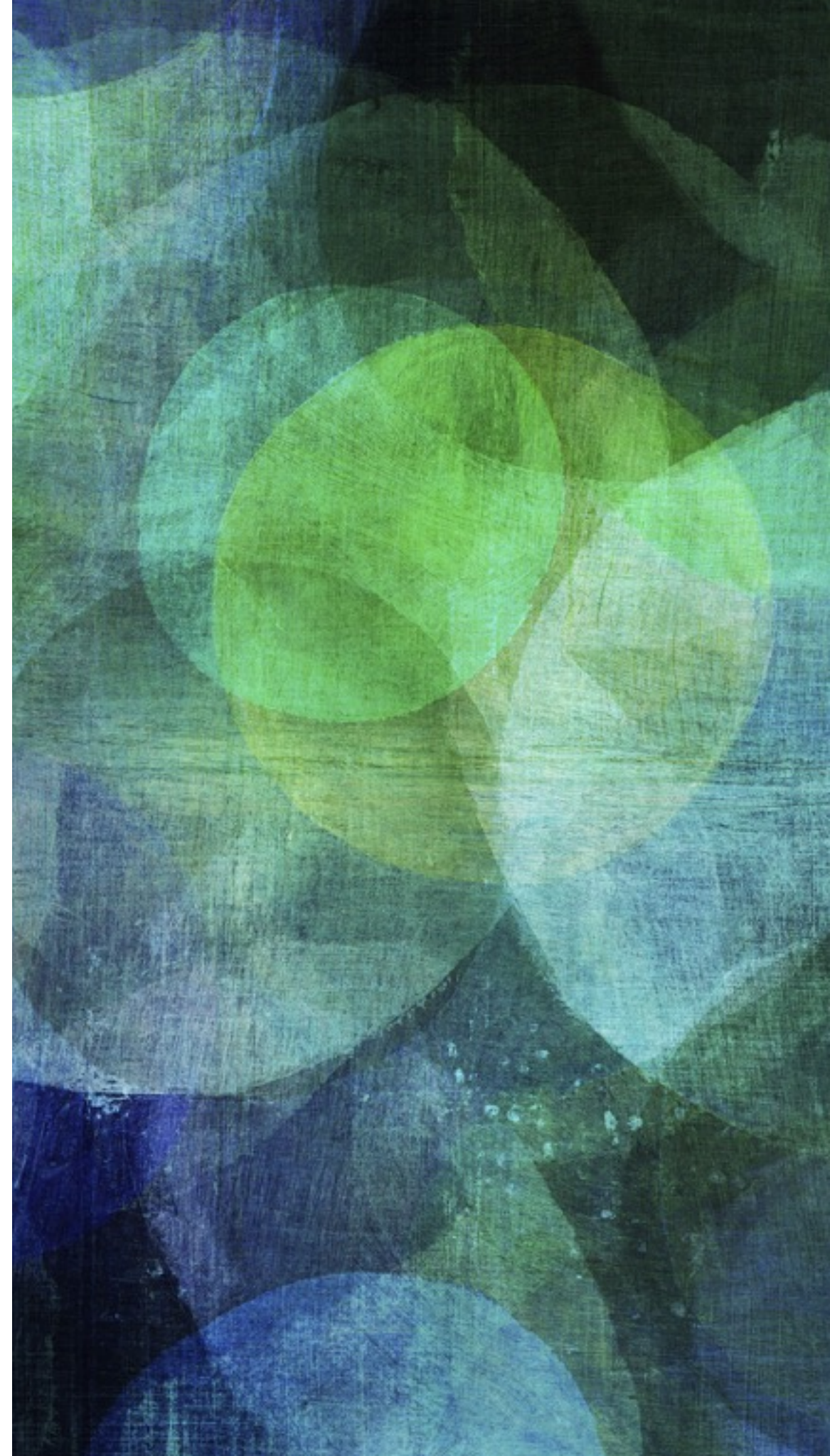
http://codecuack.com/#/

@JUANCARLOSROOT
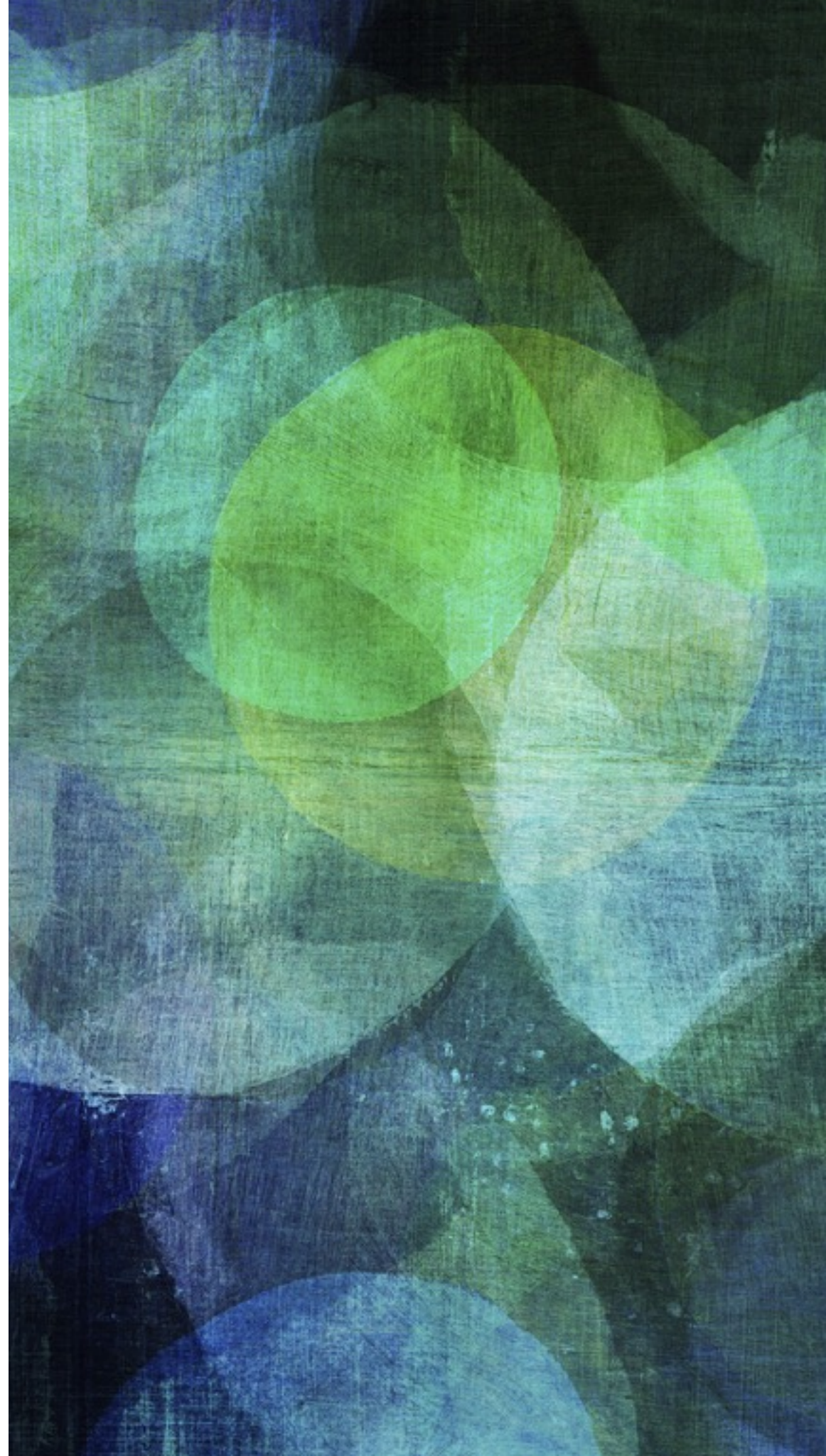
NO SILVER BULLET

Frederick P. Brooks

http://worrydream.com/refs/Brooks-NoSilverBullet.pdf
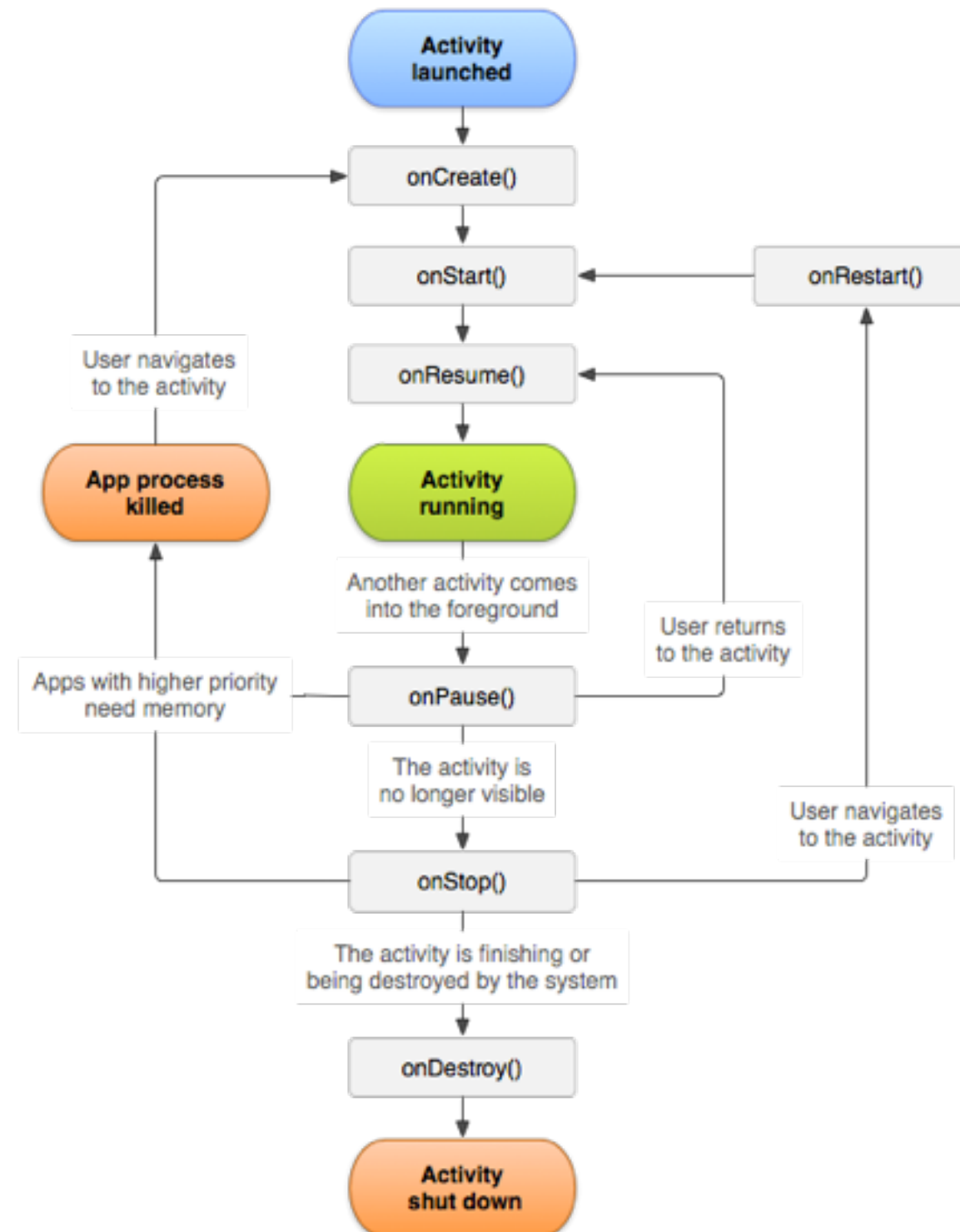
ANTES DE EMPEZAR

➤ Android Studio

➤ Genymotion

➤ Conocimiento básico de POO (Programación Orientada a Objetos)

TEMAS

➤ LifeCycle

➤ Gradle

➤ Material Design Widgets

➤ Android Manifest

➤ Recursos del dispositivo

➤ Multithreading

LIFECYCLE

https://developer.android.com/guide/components/activities.html

GRADLE

➤ Usado para muchos tipos de apps (jar, war)

➤ Mantiene las configuraciones en un solo lugar

 ➤ Versión a compilar

 ➤ Versión mínima

 ➤ Librerías

http://gradle.org/getting-started-android-build/

https://developer.android.com/studio/build/index.html

MATERIAL DESIGN

➤ RecyclerView

java.lang.Object
　↳ android.view.View
　　↳ android.view.ViewGroup
　　　↳ android.widget.AdapterView<android.widget.ListAdapter>
　　　　↳ android.widget.AbsListView
　　　　　↳ android.widget.ListView

java.lang.Object
　↳ android.view.View
　　↳ android.view.ViewGroup
　　　↳ android.support.v7.widget.RecyclerView
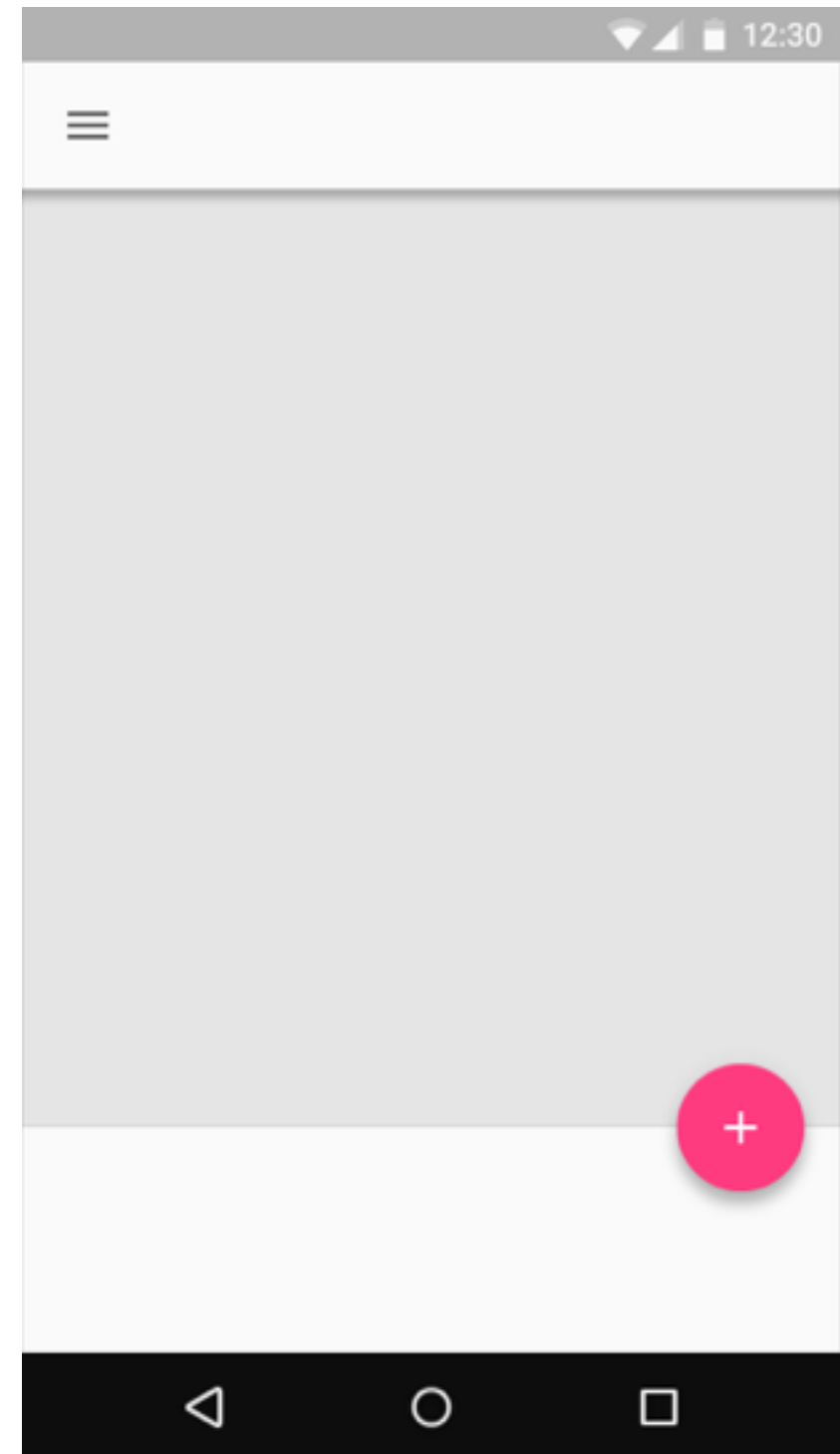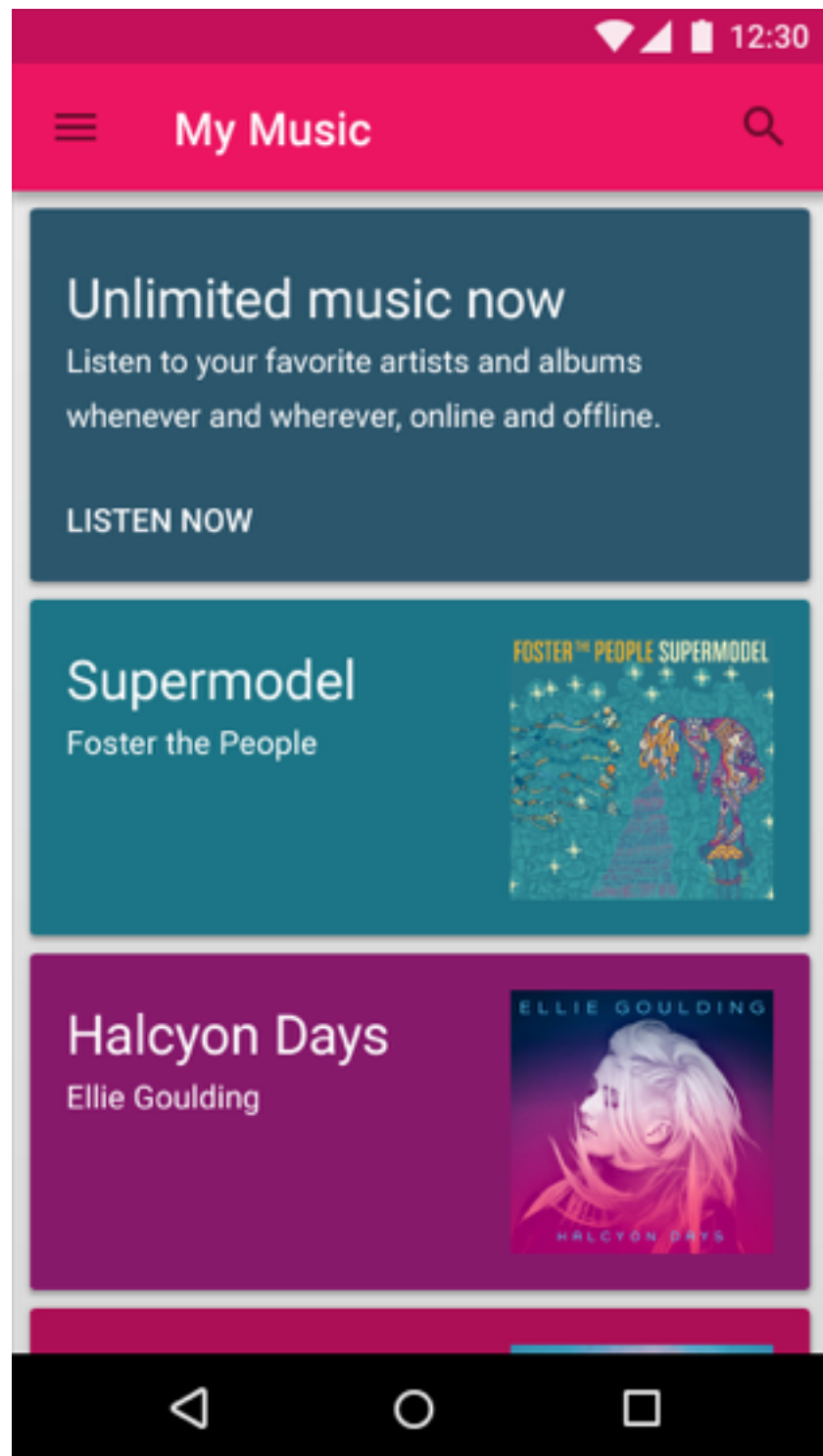
➤ Float Action Button

➤ Usado para representar el botón más usado

MATERIAL DESIGN

ANDROID MANIFEST

➤ Especificaciones de la app

  ➤ Permisos

  ➤ Filtros

  ➤ Providers

  ➤ Jerarquía de Activities

https://developer.android.com/guide/topics/manifest/manifest-intro.html

MULTITHREADING

➤ AsyncTask<Params, Progress, Result>

   ➤ onPreExecute()

   ➤ doInBackground(Params …)

   ➤ onProgressUpdate()

   ➤ onPostExecute(Result)

https://androidresearch.wordpress.com/2012/03/17/understanding-asynctask-once-and-forever/