

# INTRODUCCIÓN ANDROID

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*#CPMX7*

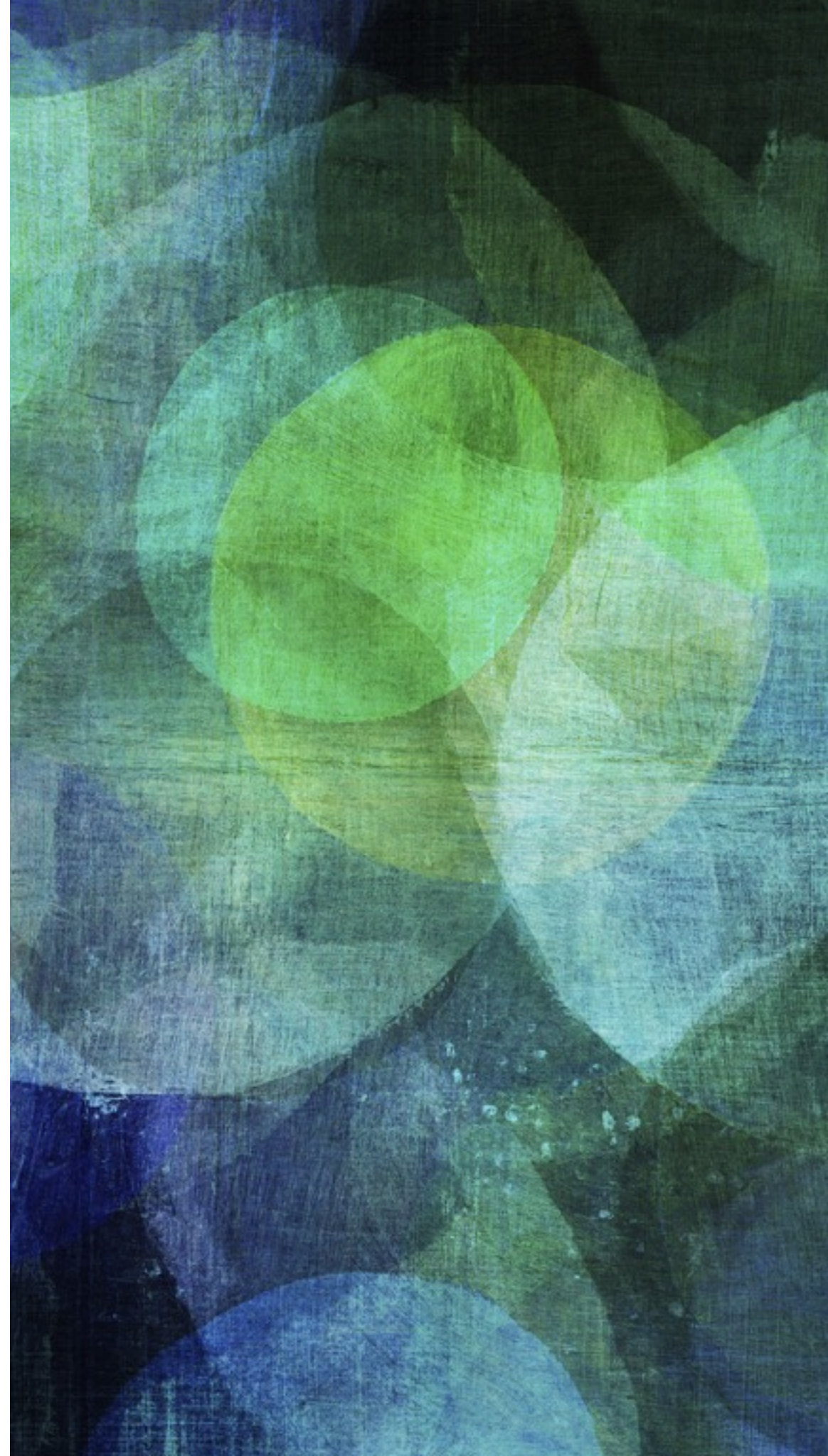
*[https://github.com/juancarlosroot/Android\\_Intro\\_CPMX7.git](https://github.com/juancarlosroot/Android_Intro_CPMX7.git)*

# NO SILVER BULLET

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*Frederick P. Brooks*

<http://worrydream.com/refs/Brooks-NoSilverBullet.pdf>



# ANTES DE EMPEZAR

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- Android Studio
- Genymotion
- Conocimiento básico de POO (Programación Orientada a Objetos)





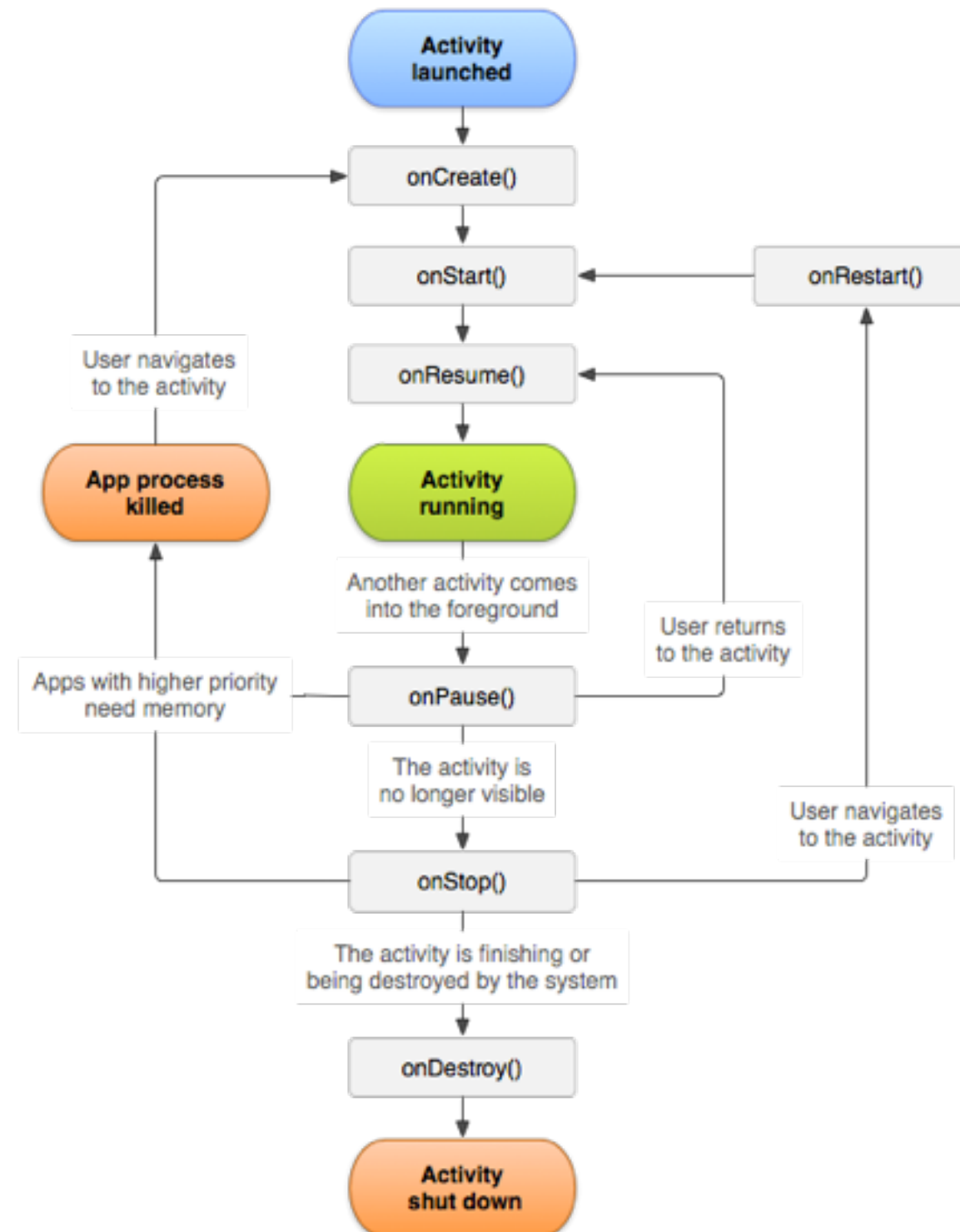
# TEMAS

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- LifeCycle
- Gradle
- Material Design Widgets
- Android Manifest
- Recursos del dispositivo
- Multithreading

# LIFECYCLE

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

# GRADLE

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- 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

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## ➤ 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

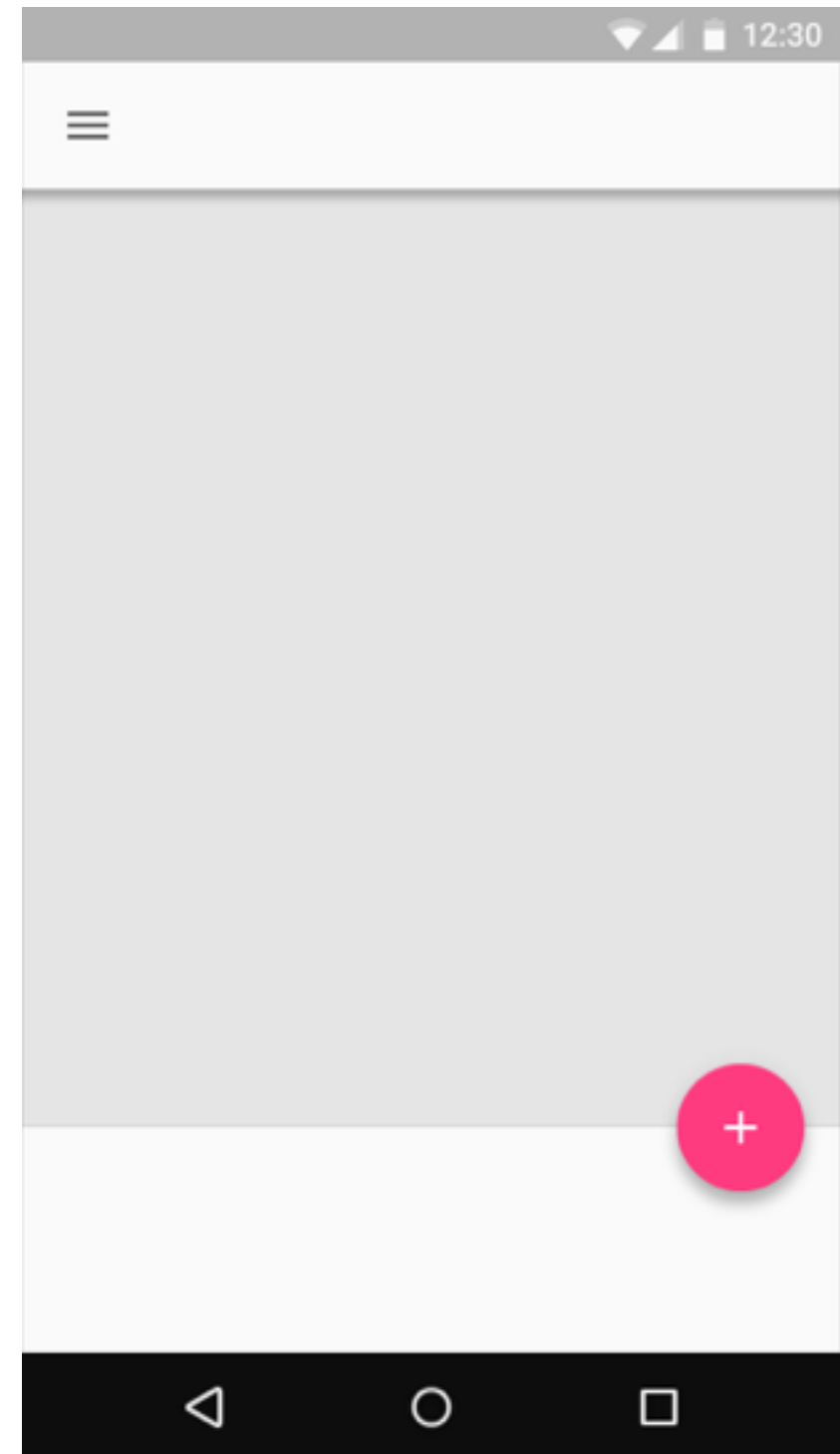
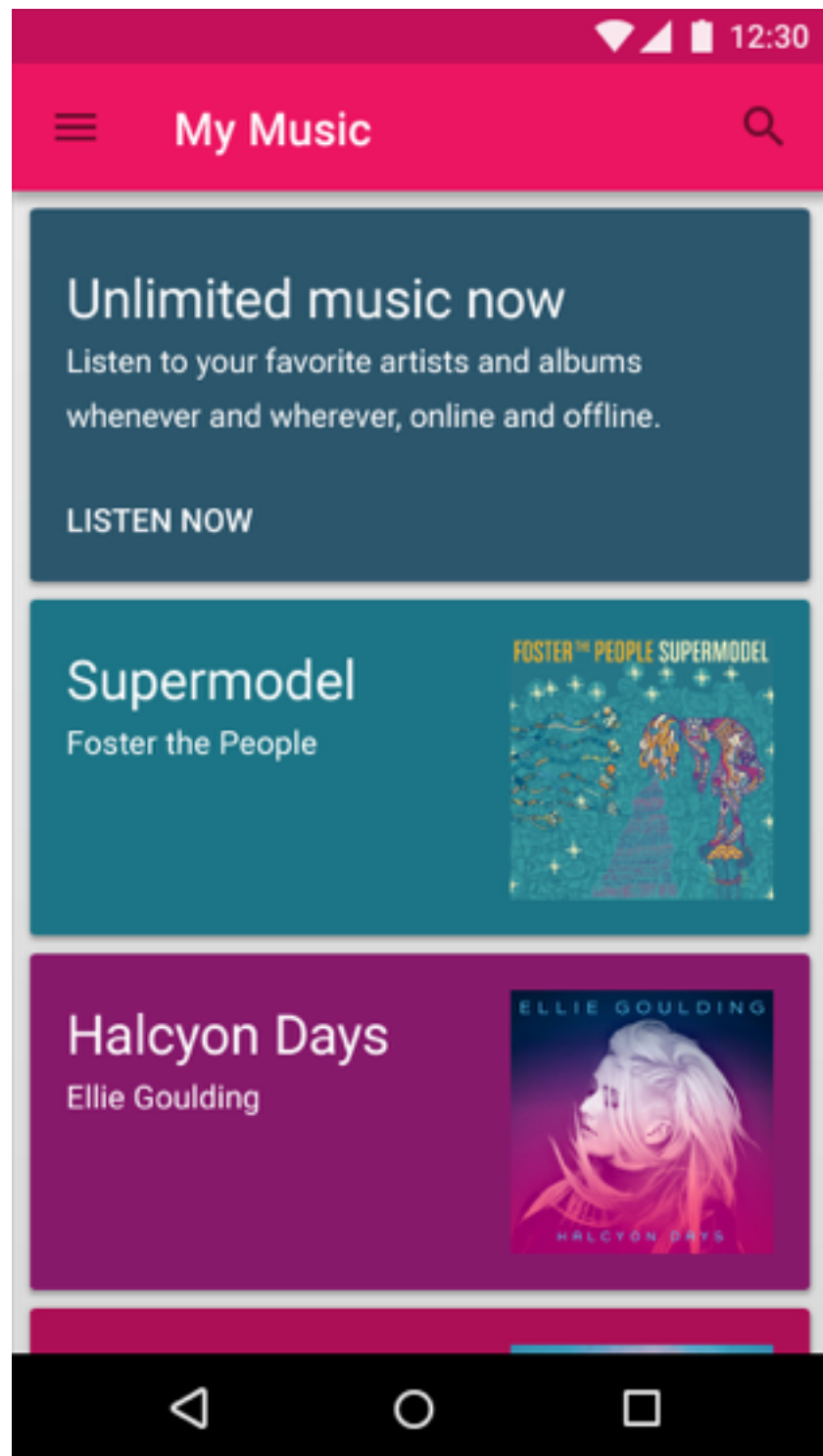
<https://developer.android.com/training/material/lists-cards.html?hl=es>

<https://material.google.com/components/buttons-floating-action-button.html>



# MATERIAL DESIGN

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# ANDROID MANIFEST

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- Especificaciones de la app
  - Permisos
  - Filtros
  - Providers
  - Jerarquía de Activities

# MULTITHREADING

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- AsyncTask<Params, Progress, Result>
  - onPreExecute()
  - doInBackground(Params ...)
  - onProgressUpdate()
  - onPostExecute(Result)

*<https://androidresearch.wordpress.com/2012/03/17/understanding-async-task-once-and-forever/>*