

### Lab 1 — Introduction to Android & Helo World Example

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Apple Pie 1.0

Cupcake 1.5

Donut 1.6

Eclair 2.0/ 2.1

Froyo 2.2

Gingerbread 2.3.x

Honeycomb 3.x

















Ice Cream Sandwich 4.0.x Jelly Bean 4.1/4.2/4.3

KitKat 4.4

Lollipop 5.0

Marshmallow 6.0

Nougat 7.0

Oreo 8.0

Pie 9.0

## Android History

name	version number	issue date	API level	Security update status
Android 1.0	1.0	September 23, 2008	1	Does not support
Android 1.1	1.1	February 9, 2009	2	Does not support
Android Cupcake	1.5	April 27, 2009	3	Does not support
Android Donut <sup>[4]</sup>	1.6	September 15, 2009	4	Does not support
Android Lightning [5]	2.0 – 2.1	October 26, 2009	5 – 7	Does not support
Android Froyo <sup>[6]</sup>	2.2 – 2.2.3	May 20, 2010	8	Does not support
Android Gingerbread <sup>[7]</sup>	2.3 – 2.3.7	December 6, 2010	9 – 10	Does not support
Android Honeycomb <sup>[8]</sup>	3.0 – 3.2.6	February 22, 2011	11 – 13	Does not support
Android Ice Cream Sandwich <sup>[9]</sup>	4.0 – 4.0.4	October 18, 2011	14 – 15	Does not support
Android Jelly Bean <sup>[10]</sup>	4.1 – 4.3.1	July 9, 2012	16 – 18	Does not support
Android KitKat <sup>[11]</sup>	4.4 – 4.4.4	October 31, 2013	19 – 20	Not supported [12]
Android Lollipop <sup>[13]</sup>	5.0 – 5.1.1	November 12, 2014	21 – 22	Not supported [14]
Android Marshmallow <sup>[15]</sup>	6.0 – 6.0.1	October 5, 2015	twenty three	Not supported [16]
Android Nougat <sup>[17]</sup>	7.0 – 7.1.2	August 22, 2016	24 – 25	Not supported [18]
Android Oreo <sup>[19]</sup>	8.0 – 8.1	August 21, 2017	26 – 27	support
Android Pie	9	August 6, 2018	28	support
Android 10 <sup>[20]</sup>	10	September 3, 2019	29	support
Android 11 <sup>[21]</sup>	11	February 19, 2020	30	support
format: Old version Old version, still supported Current version The latest preview				

# Android versions



#### Platform Architecture

- Linux Kernel
- Hardware Abstraction Layer (HAL)
- Android Runtime (ART)
- Native C/C++Libraries
- JavaAPIFramework
  - View System
  - Resource Manager
  - Notification Manager
  - Activity Manager
  - Content Providers

#### Android Studio

#### Install tools:

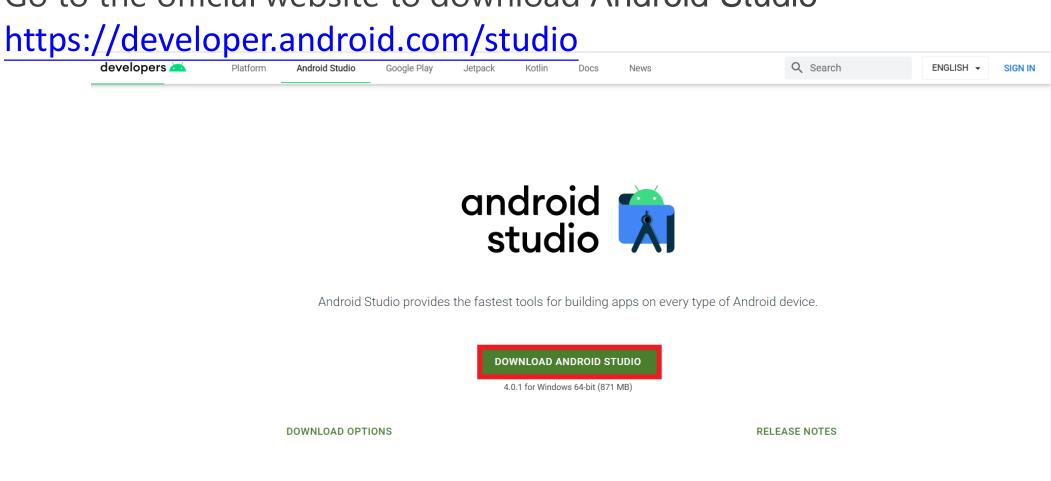
- 1.Install (Java Development Kit , JDK)
- 2. install Android Studio
- 3.Install Android (Software Development Kit, SDK)

## Install Java Development Kit (JDK)

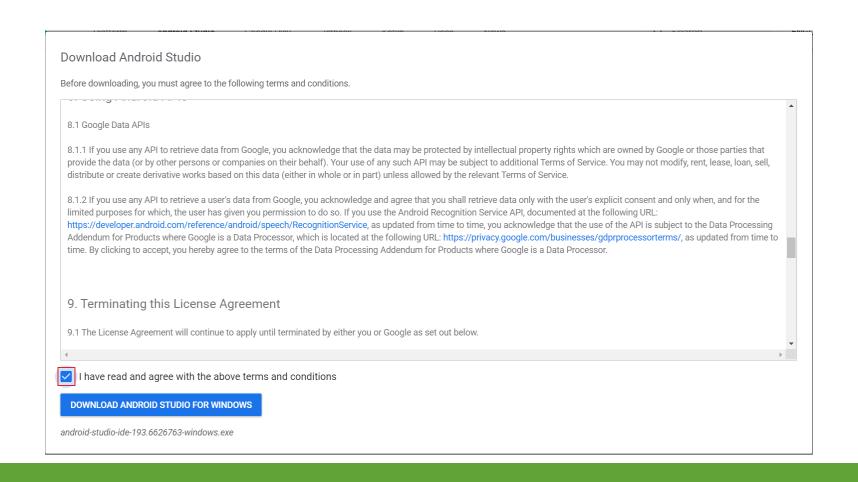
- Download Java SE Development Kit from Oracle website
- https://www.oracle.com/java/technologies/javasedownloads.html#javasejdk



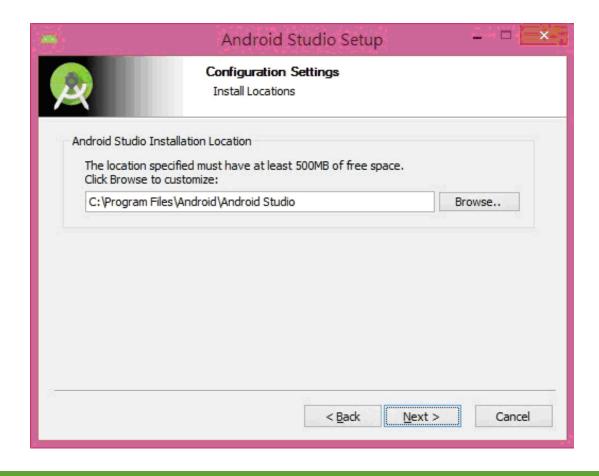
Go to the official website to download Android Studio



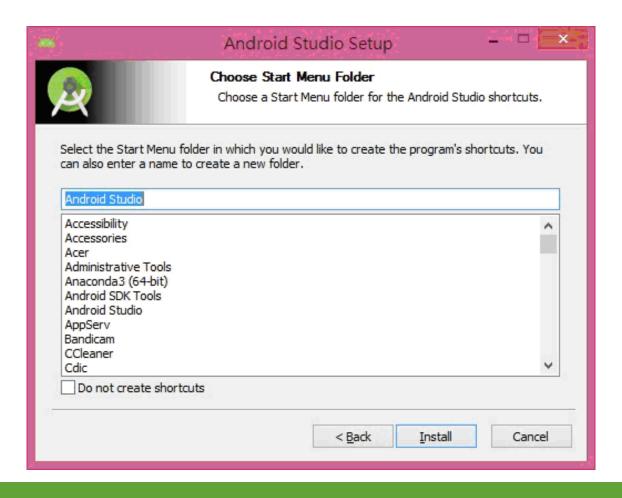
Check the agreement and download it.



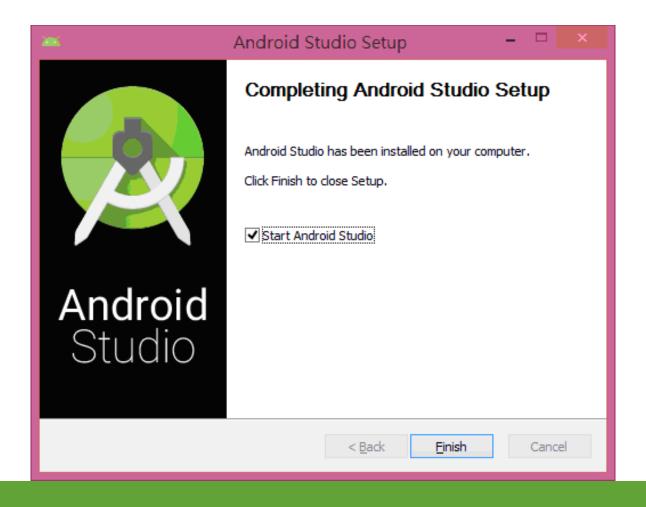
Start the installation process and keep pressing "Next"



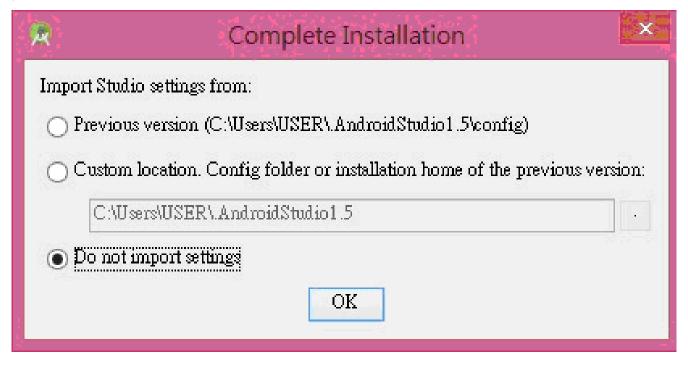
Keep pressing "Next"



After installation, clicked the "Finish" button and open the application.

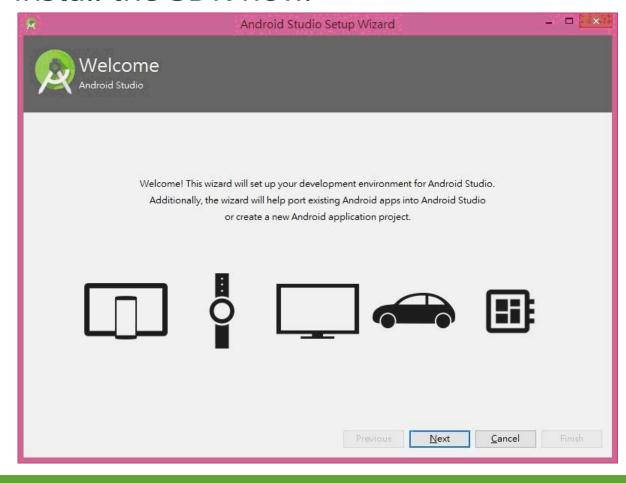


If you open the application, it will ask whether you need to back the previous version or not. Select "Do not import settings" here, if you use it for the first time.



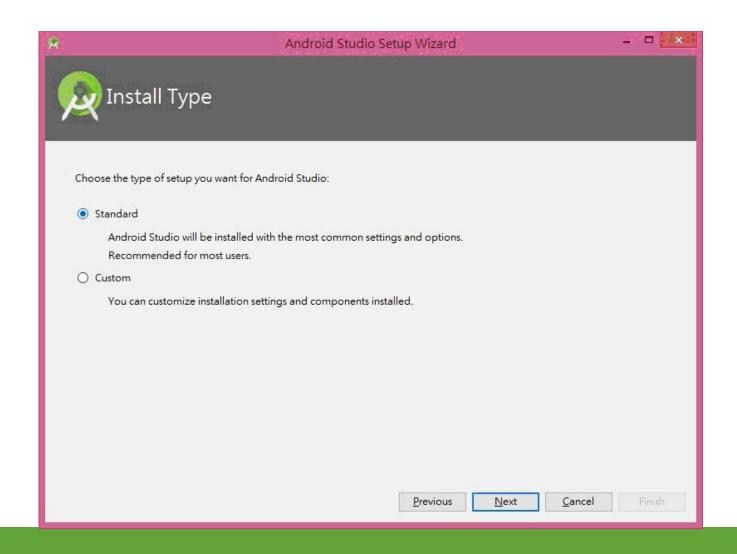
## Software Development Kit

If you watch this page, you complete the installation. Then we need to install the SDK now.



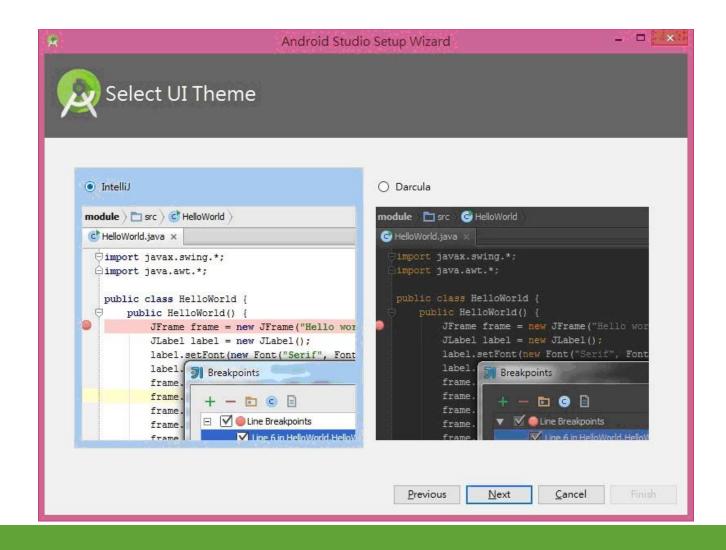
## Software Development Kit

select the "Standard" type, and click "Next"

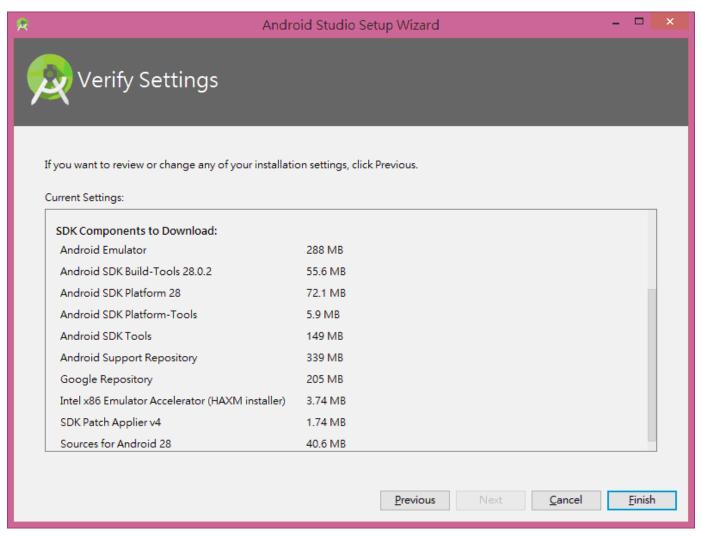


## Software Development Kit

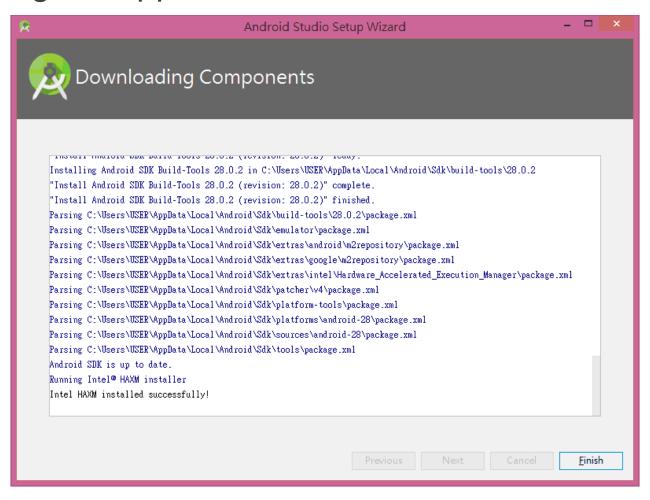
Select your IDE style and keep pressing the "Next".



# Software Development Kit Click "Finish" and start SDK installation.

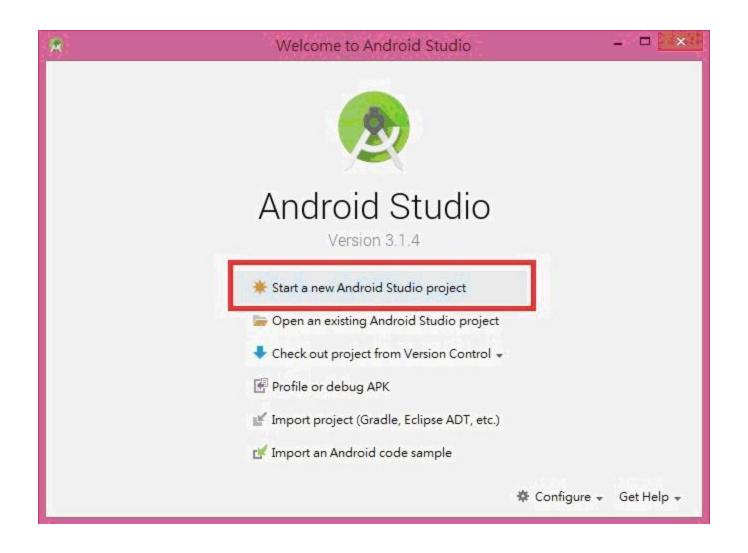


If you click "Show Details", you can see the detail information about the file you downloaded. When the download completed, you can click "Finish" and starting coding the application

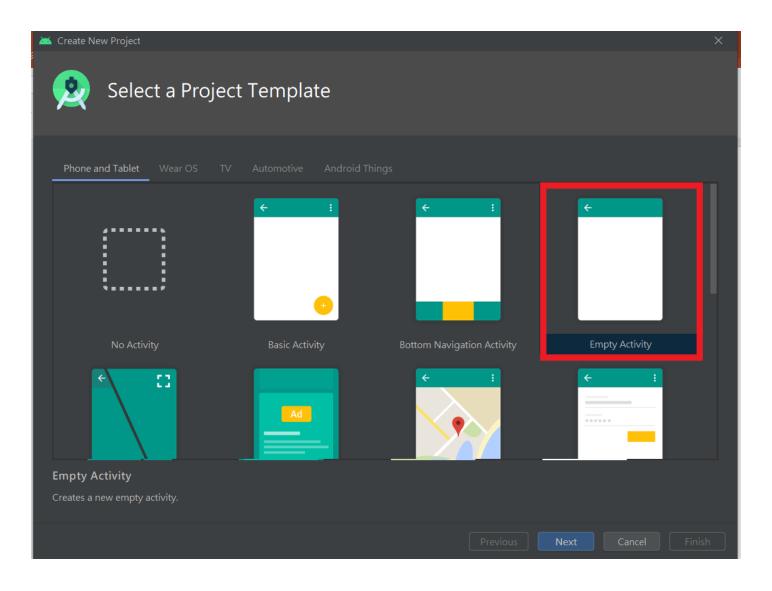


## Today's Assignment

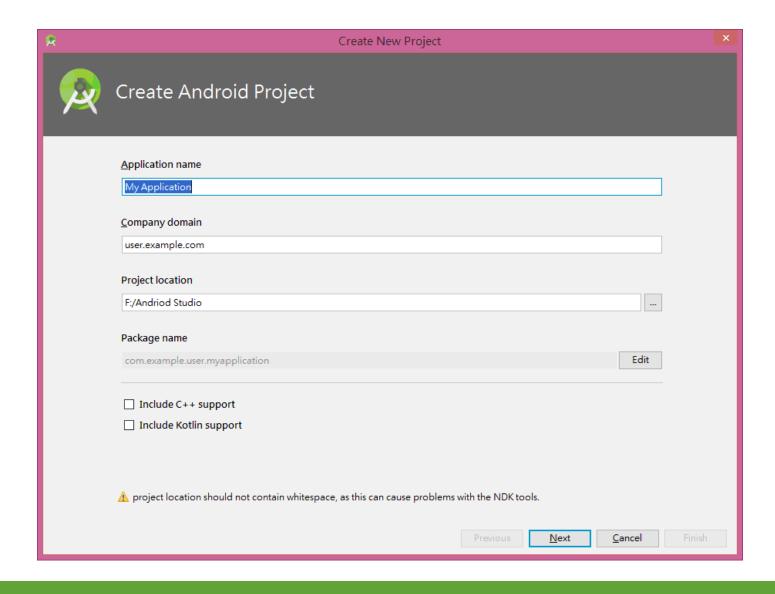
#### Start a new Android Studio project

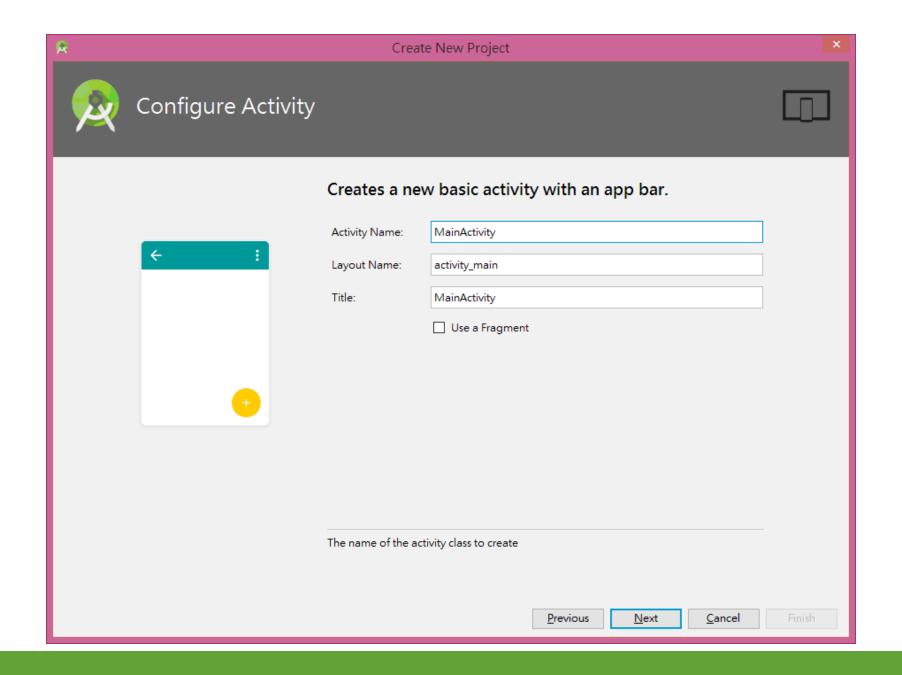


#### **Create New Project**



#### **Create New Project**







#### Component Installer

#### **Installing Requested Components**

SDK Path: C:\Users\USER\AppData\Local\Android\Sdk

Preparing "Install ConstraintLayout for Android 1.0.2 (revision: 1)".

Downloading

file:/C:/Program%20Files/Android/Android%20Studio/plugins/sdk-updates/offline-repo/com.android.support.constraint-constraint-layout-1.0.2.z

"Install ConstraintLayout for Android 1.0.2 (revision: 1)" ready.

Installing Solver for ConstraintLayout 1.0.2 in

C:\Users\USER\AppData\Local\Android\Sdk\extras\m2repository\com\android\support\constraint\constraint-layout-solver\1.0.2

"Install Solver for ConstraintLayout 1.0.2 (revision: 1)" complete.

Writing Maven metadata to

C:\Users\USER\AppData\Local\Android\Sdk\extras\m2repository\com\android\support\constraint\constraint-layout-solver\maven-metadata.xml

"Install Solver for ConstraintLayout 1.0.2 (revision: 1)" finished.

Installing ConstraintLayout for Android 1.0.2 in

C:\Users\USER\AppData\Local\Android\Sdk\extras\m2repository\com\android\support\constraint\constraint-layout\1.0.2

"Install ConstraintLayout for Android 1.0.2 (revision: 1)" complete.

Writing Maven metadata to

C:\Users\USER\AppData\Local\Android\Sdk\extras\m2repository\com\android\support\constraint\constraint-layout\mayen-metadata.xml

"Install ConstraintLayout for Android 1.0.2 (revision: 1)" finished.

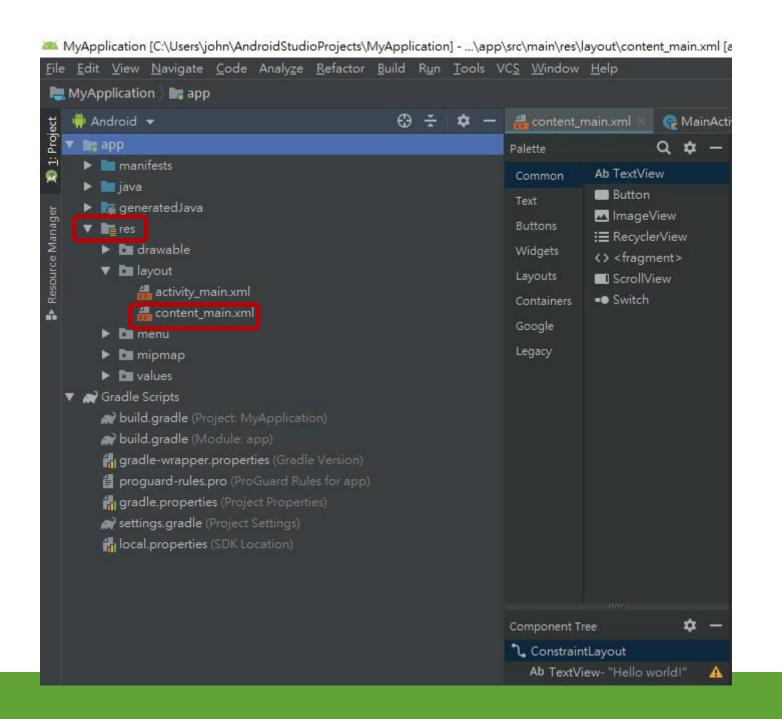
Done

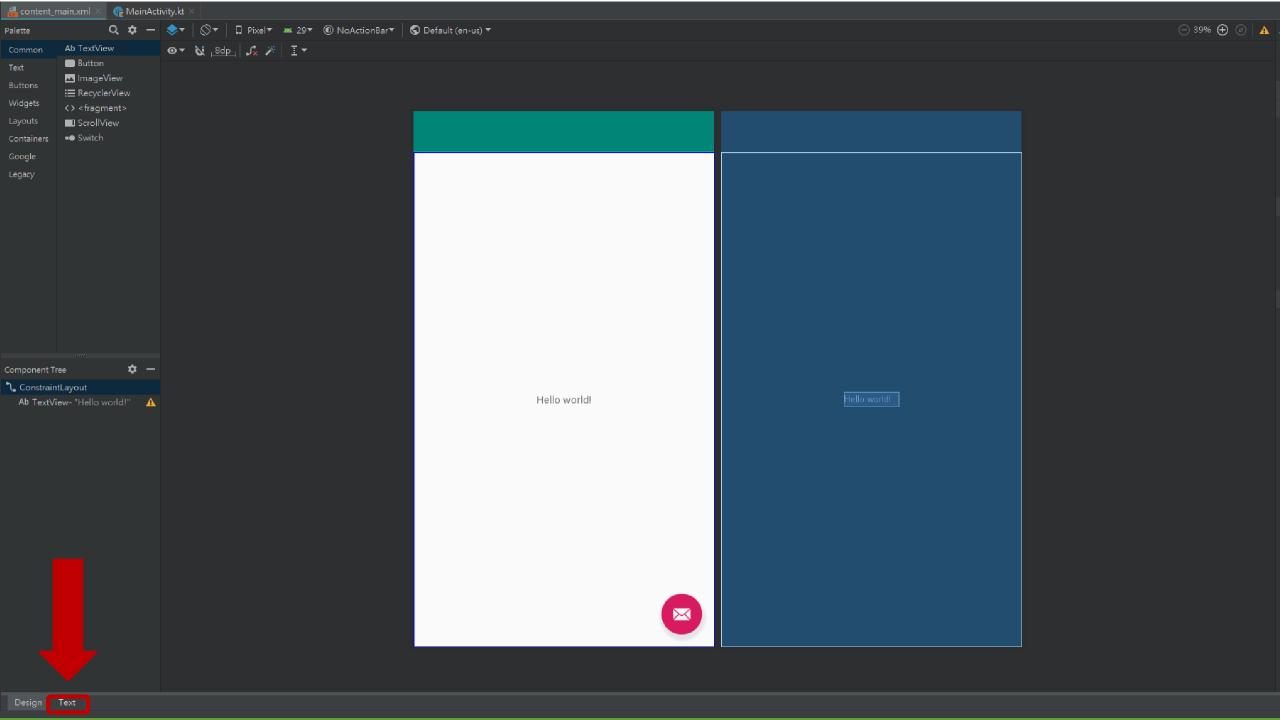
Previous

Next

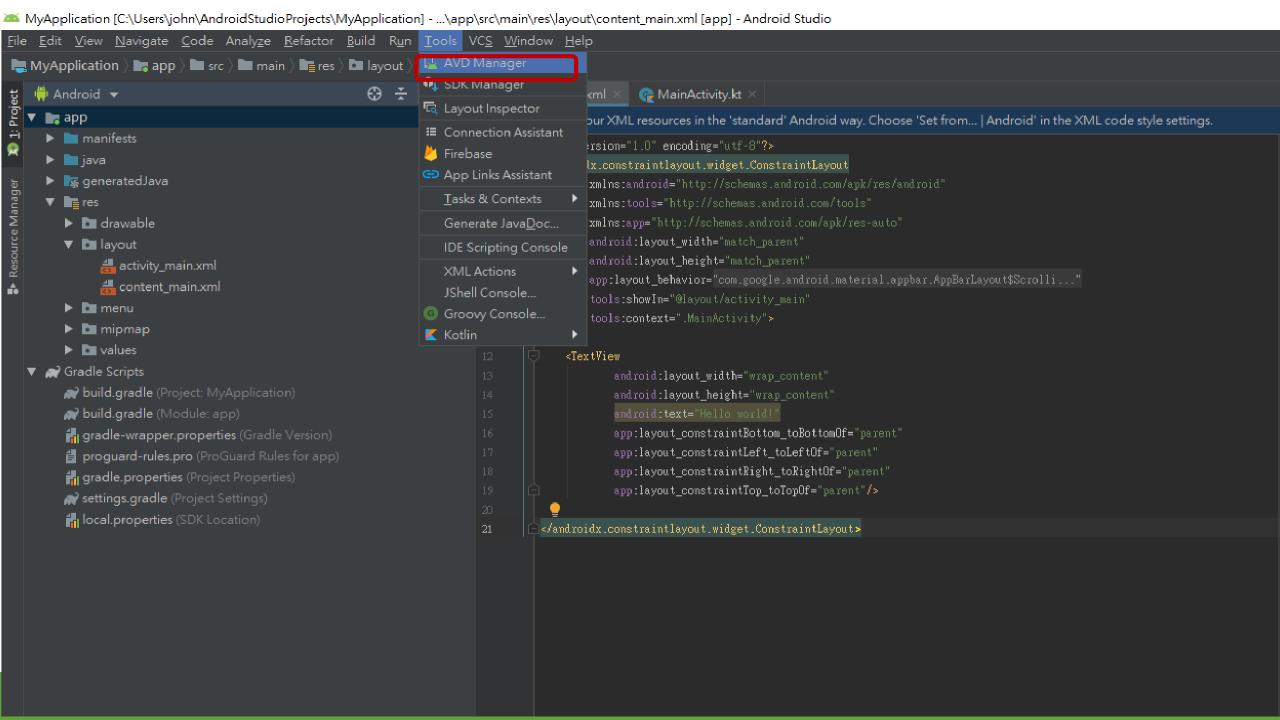
<u>C</u>ancel

Finish





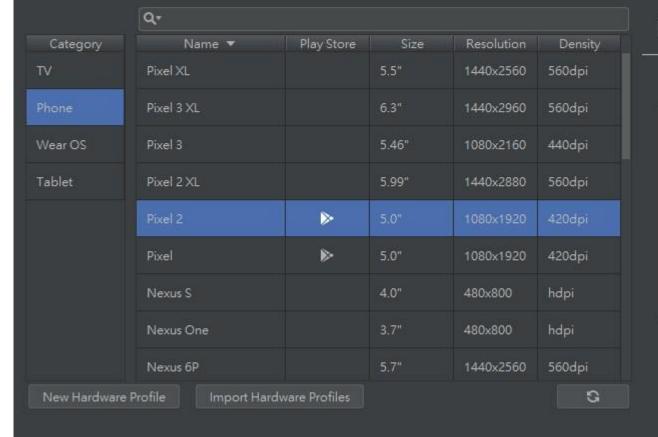
```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout</pre>
         xmlns:android="http://schemas.android.com/apk/res/android"
         xmlns:tools="http://schemas.android.com/tools"
         xmlns:app="http://schemas.android.com/apk/res-auto"
         android:layout width="match parent"
         android:layout height="match parent"
         app:layout_behavior="@string/appbar_scrolling_view_behavior"
         tools:showIn="@layout/activity main" tools:context=".MainActivity">
    <TextView
              android:layout_width="wrap_content"
              android:layout height="wrap content"
                                                            Hello Android!
              android:text="Hello world!"
              app:layout constraintBottom toBottomOf="parent"
              app:layout_constraintLeft_toLeftOf="parent"
              app:layout_constraintRight_toRightOf="parent"
              app:layout constraintTop toTopOf="parent"/>
</androidx.constraintlayout.widget.ConstraintLayout>
```



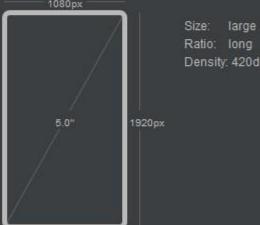




#### Choose a device definition

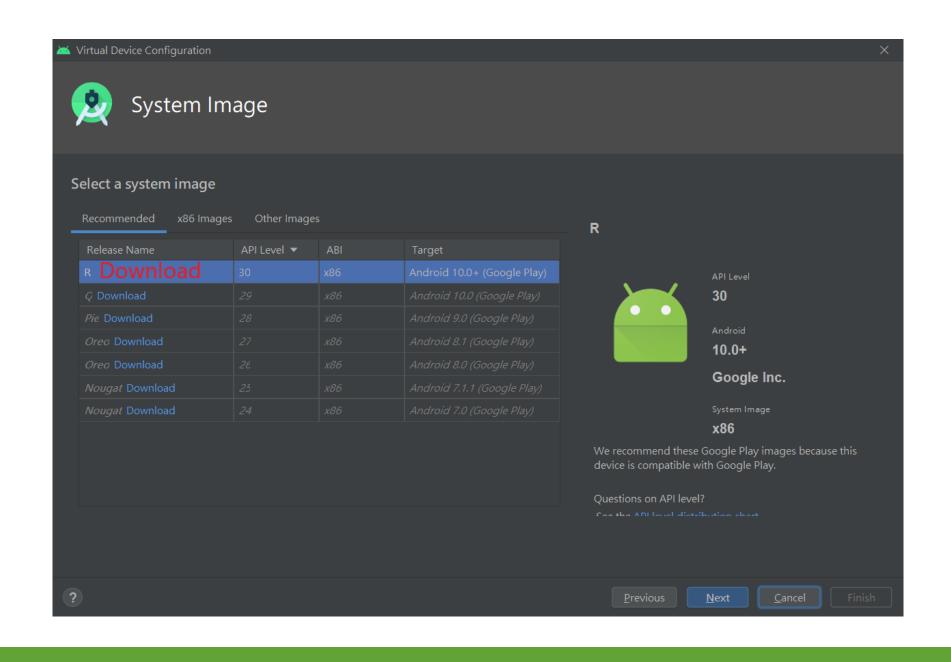


Pixel 2

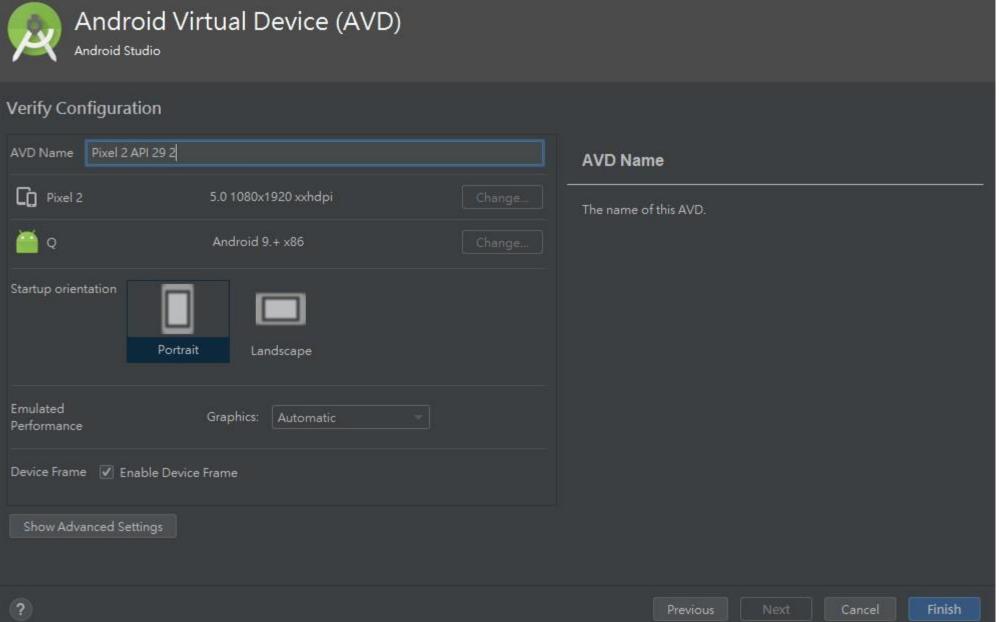


Ratio: long Density: 420dpi

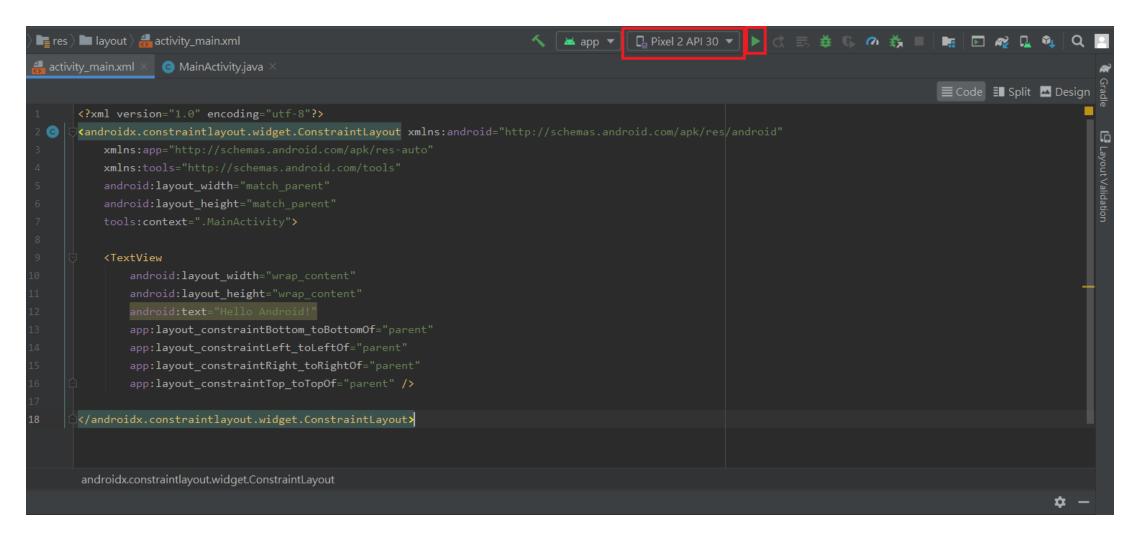
Clone Device...

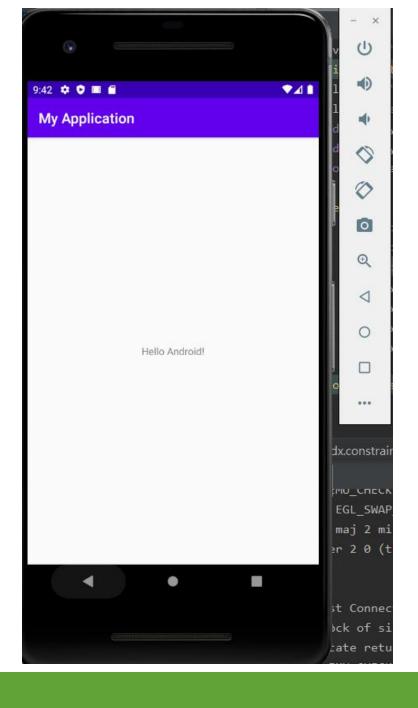


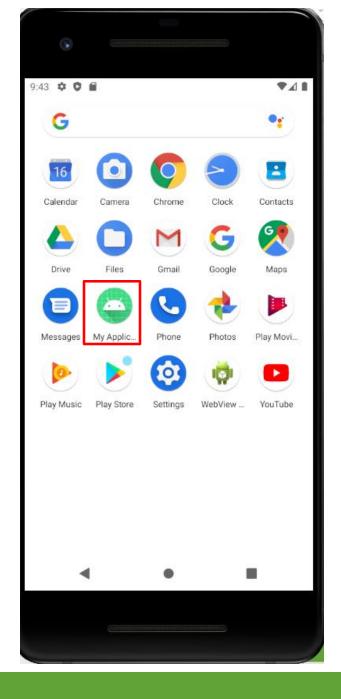




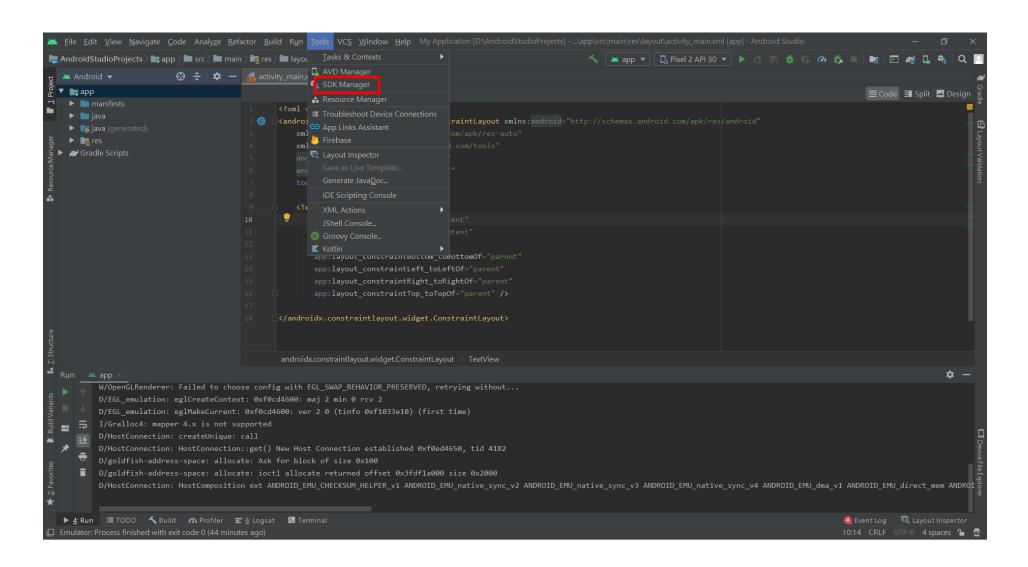
### Check the virtual device, then click the play button



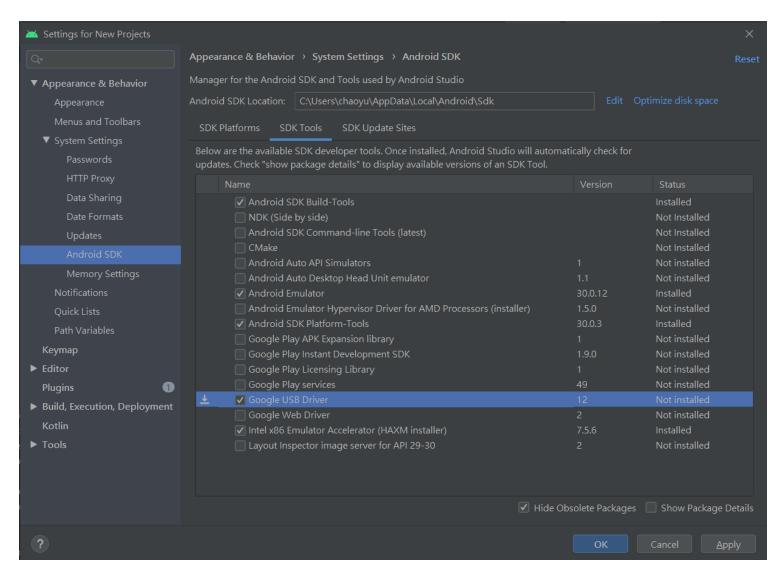




#### Use Physical machine



#### Use Physical machine



# Practice: Rock, Paper, Scissors

