

Facultatea Calculatoare, Informatica si
Microelectronica
Universitatea Tehnica a Moldovei

Dezvoltarea unei aplicatii mobile

Lucrarea de laborator#5

Mediul Android Studio

Autor:
Bulgac Ion

lector asistent:
Irina Cojanu
lector superior:
Svetlana Cojocar

2016

Laborator 5

1. Scopul lucrarii de laborator

Dezvoltarea unei aplicatii mobile

2. Obiective

Cunostinte de baza privina arhitectura unei aplicatii mobile

Cunostinte de baza ale platformei SDK

3. Laborator -implimentari

3.1 Tasks and Points

Pentru a crea prima propria noastra aplicatie mobile am ales mediul de dezvoltar Android Studio (Java)

3.2 Analiza lucrarii de laborator

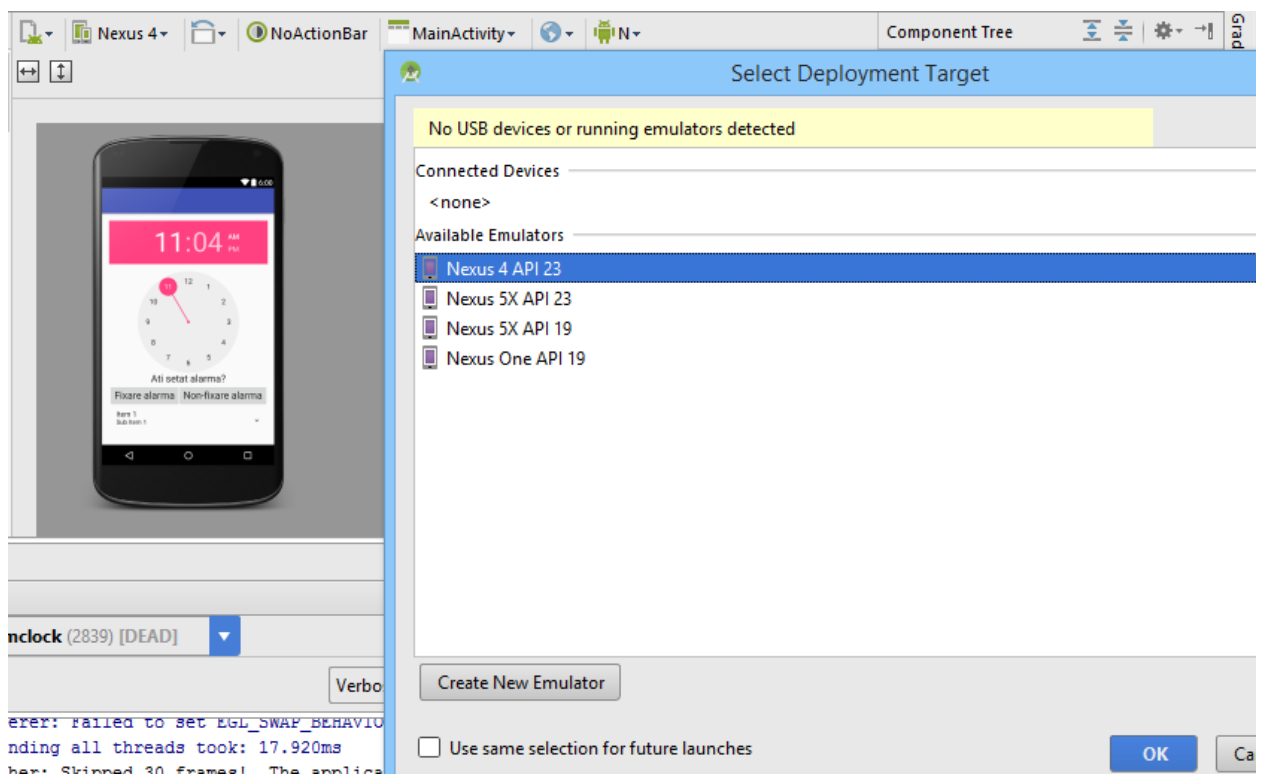
GITHUB LINK - <https://github.com/nicbulgac>

Primul pas pentru elaborarea acestre lucrari am instalat softul Android Studio si multe pachete ale platformei asa ca:softul de baza al Androidului(Android 4.0,5.1.....Android 6.0),

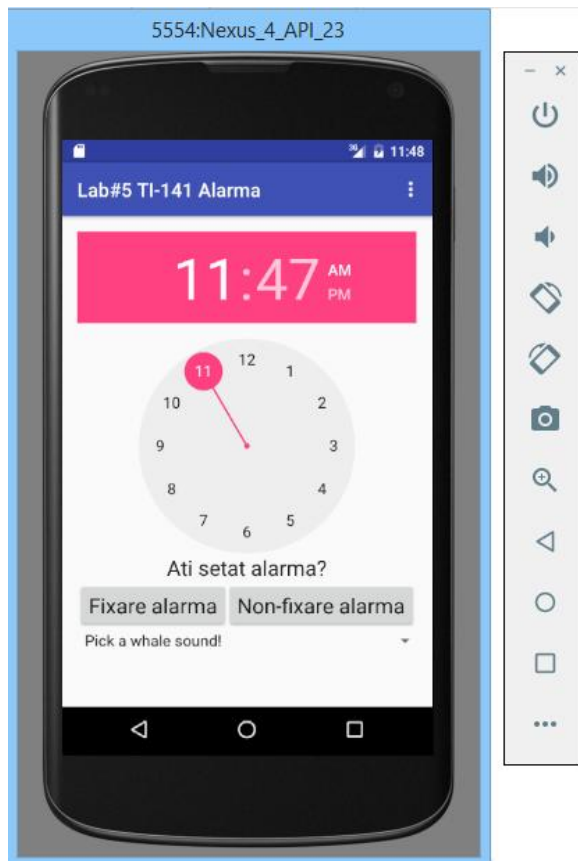
Si multe alte pachete care raspund de schidularea procesului de rulare a aplicatiei bobile.

Packages				
	Name	API	Rev.	Status
▲	Tools			
<input checked="" type="checkbox"/>	Android SDK Tools		25.1.1	Update available: rev. 25.1.3
<input type="checkbox"/>	Android SDK Platform-tools		23.1	Installed
<input type="checkbox"/>	Android SDK Build-tools		23.0.3	Installed
<input type="checkbox"/>	Android SDK Build-tools		23.0.2	Installed
<input type="checkbox"/>	Android SDK Build-tools		23.0.1	Installed
<input type="checkbox"/>	Android SDK Build-tools		22.0.1	Not installed
<input type="checkbox"/>	Android SDK Build-tools		21.1.2	Installed
<input type="checkbox"/>	Android SDK Build-tools		20	Not installed
<input type="checkbox"/>	Android SDK Build-tools		19.1	Not installed
▲	Tools (Preview Channel)			
<input type="checkbox"/>	Android SDK Platform-tools		24 rc2	Not installed
<input type="checkbox"/>	Android SDK Build-tools		24 rc3	Not installed
▲	Android N (API 23, N preview)			
<input type="checkbox"/>	SDK Platform Android N Preview	N	2	Installed
<input type="checkbox"/>	Android TV Intel x86 Atom System Image	N	2	Installed
<input type="checkbox"/>	Intel x86 Atom_64 System Image	N	2	Installed
<input type="checkbox"/>	Intel x86 Atom System Image	N	2	Not installed
▲	Android 6.0 (API 23)			
<input type="checkbox"/>	Documentation for Android SDK	23	1	Installed
<input type="checkbox"/>	SDK Platform	23	3	Installed
<input type="checkbox"/>	Android TV ARM EABI v7a System Image	23	3	Installed
<input type="checkbox"/>	Android TV Intel x86 Atom System Image	23	3	Installed
<input type="checkbox"/>	Android Wear ARM EABI v7a System Image	23	3	Installed
<input type="checkbox"/>	Android Wear Intel x86 Atom System Image	23	3	Installed
<input type="checkbox"/>	ARM EABI v7a System Image	23	3	Installed
<input type="checkbox"/>	Intel x86 Atom_64 System Image	23	8	Installed

Al doilea pas este crearea emulatoarelor si software de baza,,care este un mobil virtual unde putem vedea cum va arata aplicatia pe mobilulu nostru,eu am ales emulatorul Nexus 4 si softul de baza Android 4.0 KitKat cu API23.



Al treilea pas am studiat cursuri de Java,cursuri de Android Studio,am aplicat codul in platform de lucru,dupa care in final am elaborate o aplicatie mobile care are functia de “Alarma”.

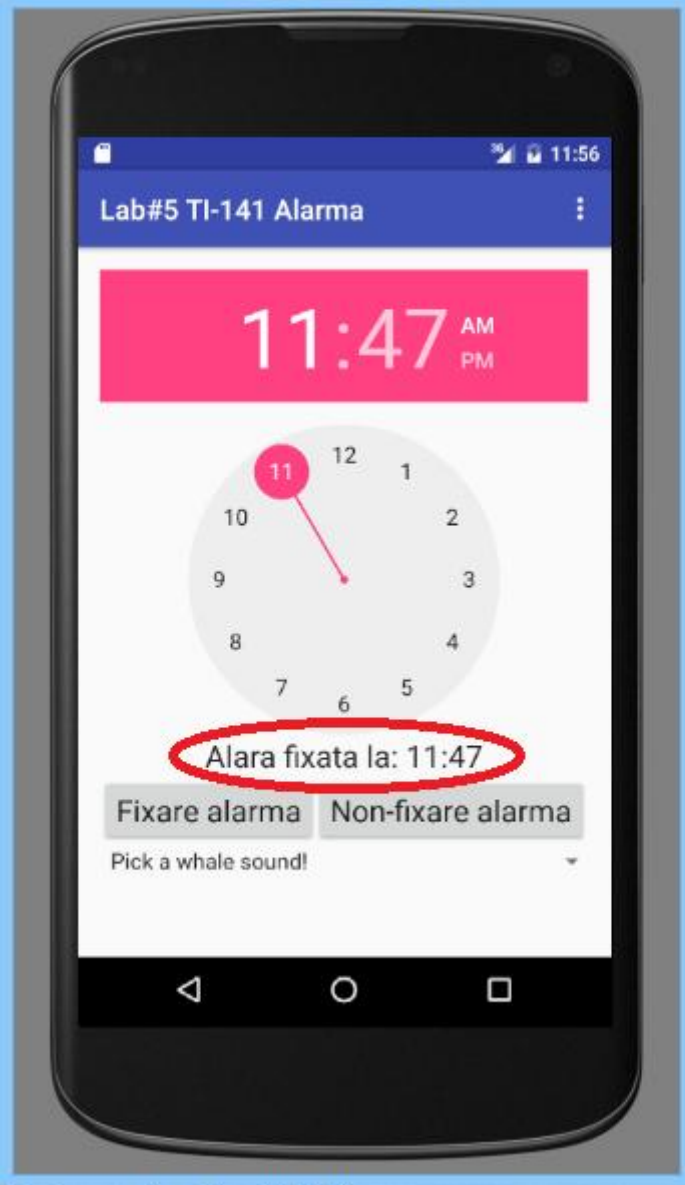


In partea dreapta putem observa niste butoane de rulare fizice o mobilului virtual.

*Aceasta alarma se seteaza la ora dorita,si putem de asemenea sa desetam alarma.Totodata ce am fixat alarma,ce ii vine timpul sa actioneze la timpul setat,va canta o melodie ce tot de asemenea o putem alegege si seta,aflinduse sub butoanele de fixare si non-fixare alarma.

*Dup ace setam alarma sau stins alarma noua imi revine un mesaj cu starea a alarmei.

5554:Nexus_4_API_23



Concluzie:

Pentru realizarea sarcinii propuse in lucrarea de laborator numarul 5, am ales softul Android Studio si anume limbajul Java.

Aceasta lucrare de laborator este complicata, deoarece este lipsa de baza si cunostinte universitare in acest domeniu, dar am depus un efort extra-universitar, foarte multe zile am acordat acestei lucrari si in fine mi sa primit.