Android

Q. **Explain in Details – 10 Marks**

1. **Android application life cycle.**
2. **SDK features**
3. **Location base services**
4. **Ranking of toast & custom toast.**
5. **Intent launch activities**
6. **crating saving and retrieving data using SQLite database**
7. **GEO coding**
8. **user compass acceleration and how is change in acceleration detected in android**

Q. Short note on - 5 Marks

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2. Broadcast receiver
3. SMS
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6. DVM
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Q. **Explain in Details – 10 Marks**

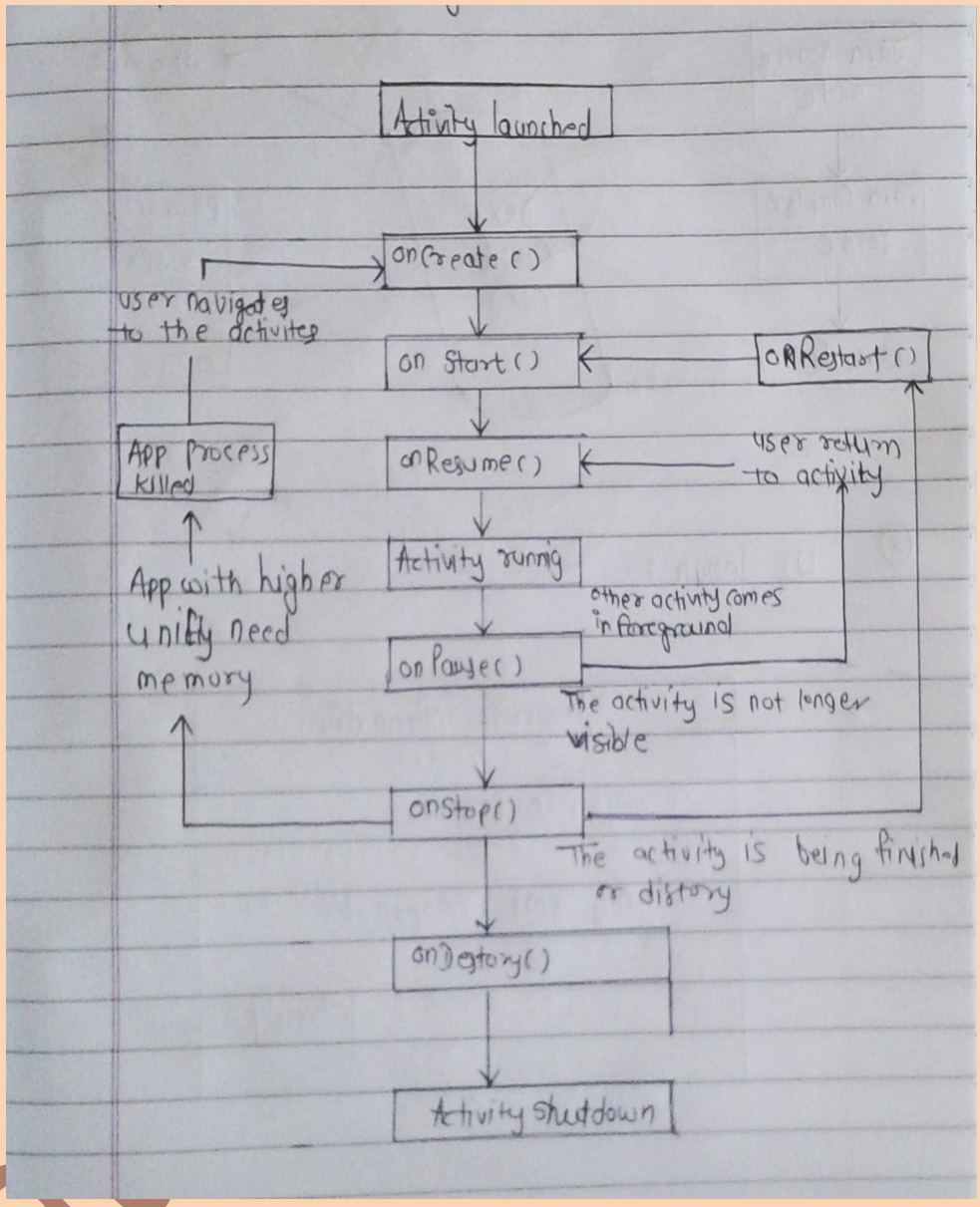
1. Android application life cycle?

Answer :

If you have work with c, c ++ or java programming language then you must have seen that your program starts from main() function .Very same way android system initiates its program with in any activity starting with a call onCreate() call back method . There is a sequence of callback method. There is a sequence of call back method that there dram an activity as shown in Activity life cycle diagram .

The Activity class defines the following call backs events . you don't need to implement all the call backs method. How ever , its important that you understand each one and implement these that ensure your app behaves this way uses , expect.

1) onCreate() = This call bake is called when the activity becomes visible to the user or first created .
2) onStart() = This call back is called when activity is visible to the user.
3) onResume() = This is called when the user starts intersecting with the another application .
4) onPause() = This paused activity does not receive user input and cant execute any code and called when current activity is being paused
5) onStop() = This call back is called when the activity is no longer visible.
6) onDestory() = This callback is called before the activity is destroyed by system.
7) onRestart() = This callback is called when the activity restarts after stopping .


Activity launched
onCreate()
User navigates to the activity
onStart()
onRestart()
App process killed
onResume()
User return to activity
Activity running
App with higher unity need memory
other activity comes in foreground
onPause()
The activity is not longer visible
onStop()
The activity is being finished or distory
onDestory()
Activity shutdown

2. Explain SDK features ?

Answer :

SDK stands for the Software Development Kit . SDK provides the following features.

1) SQLite Database for database and retrieval :

Fast and efficient accumulation storage and exploit are biogenic for a figure whose store capacity is small by its concordat retire.

- Android provides a light weight relational data base for apiece coating using SQLite your application can take welfare of managed relational database .engine to store assembling security and efficiently.
- By option , a place until section database is same based its activity in fire exclusive employment execution

2) P to P services with Google talk :

Based on easily SDK version its potential that in ultras releases you leave rest while again be competent to channel organized messages from your sure to any after android changeful using android peer to peer [p to p] discipline take ware.

The android p to p paring uses a specific version XMPP (Extensible Messaging and presence protocol).Support on Google Discussion instant messaging mating retreaters a unforgettable set instrumental between your design and any separate online android telephone that ensure remunerating with low retune and fast activity now days.

- Owning to safe grad concern's. sending assemble ménages with Google impend isn't allegeable in android i.o.

3) Extensive media support and 2D/3D graphics:

Bigger screen and brighter , high resolution display are help make mobile resolution device.

-to make most of the hard ware are available . android provides limited for canvas drawing & io. graphics with open GL

- Android also offers comprehensive libraries for handling still Images, videos, files , including MPEG4,H.26,MP3 , AL, JPG and GIS

4) Access to Hardware including Camera , GPS & Accelerates meters:

Android includes APIS libraries to simplify development invoking the devices element . These secure that your don't powers to create implementation of your software for device.

The android SDK includes hardware, camera, messaging , Wi-Fi ,Bluetooth.

5) Native android application .:

Android phones will normally come with a Sutter of preinstalled application including but not limited to.

- An email client compatible with graphics but not limited to it .
- An sign management application .
- Lightly integrated with Google online services.

6) Android Libraries:

Android offers number of APIs for developing application . The following list of APIs should provide and insight into extents . available all android devices will offers support for least these APIs.

7) Background Services:

Android supports application and services to run invisibly in the content emporia mobile are by router multifunction this controlled parities implementation that generally exclusive one interactive support can be apparent. At any quantity platform that don't support destine subscription.

8) Optimize memory and process management :

Android growth and storage management is less unique IC land and ASI android uses its own run case and virtual organization to sacked case retentiveness assembles either of these framework.

.

3. Explain Location based service?

Answer :

Android location APIs makes it easy for you to built location aware application without needing to focus on the details of the underlying location technology.

- This becomes possible with the help of Google play services , which facilities adding location awareness to your app without location tracking deafening and activity recognition .
- This literal shows you how to use location services can your application target the current location get periodic location updates, look up address etc.
- The location object:

  This location object represent a geographic location which can consist of a latitude, longitude , timestamp and other information such as basing altitude and velocity .

- <u>There are following method which can use with location object together .</u>
  1) Float distanceTo (location des) =
     Return approximate Distance in meters
  2) Float getAccuracy ()=
     Get estimated accuracy of this location
  3) Float getBearing () =
     Bearing in digress
  4) Double getLatitude()=
     Get latitude in digress
  5) Double getLongitude()=
     Get longitude in digress
  6) Boolean toSpeed() =
     True if location has a speed.
  7) Void reset() =
     Clears the content of the location
  8) String toString() =
     Return string containing a course human readable description of this object.

- Get Current location :

  To get current location create a location client which is location client object. Connect it to location services using connect() . and then call it getLocation() method this returns the most recent location from of location object that contains latitude and longitude co-ordinate and other information a explain in above to have location based functionally inn your activities.

- There interface provides following method
  1) Abstract void onConnected(Bundle Connection int)
  2) Abstract void onDistance()
  3) Abstract void onConnectionFailed(connection Result result).
- You should create location client in onCreate() method of your users activities class, then connect it in onStart() method so the location services maintains the current location. While your activity is fully visible you should disconnect the client in onStop() method.

4. racking of toast and custom toast?

Answer :

In android toast is used to display information for period of time. It contains a message to be displayed quickly and disappears after specific period of time. If diurnal block the user interaction .Toast is a subclass of object class. In this we use two content for setting the duration for the toast . we can create our custom toast by using customlayput(.xml file) .

Method for toast:

makeToast(context context, charesequence text, int duration); =

Is used to initialize the toast . it takes three parameters.

1) LENGTH_LONG = use for display toast for long time period.
2) LENGTH_SHORT = use for display toast for short time period.
3) Toast t = Toast MakeText(get application context(), "simple toast", Toast=LENGTH_SHORT)
4) Show() = this is use to show the toast on the screen .
5) Get Gravity(int, int, int) =this is use to set gravity for the toast.
6) setText(charsequence) = this method is use to set the text to the toast. for changing the value of toast use this value with makeToast() .
7) set duration(int duration) = this is use to set the duration for toast .
8) inflate(int viewGroup) = this is use to inflate the layout for the xml .

- custom toast .

In android some times simple toast may not br satisfy and this we can go for customize toast. For creating customlayout define a viewlayout in .xml and pass the root view object to the view(view) method

Step 1 =

First retrieve the layout inflate with getLayoutInFlater() or getSystemServices() then inflate the layout file from xml using inflate (int viewgroup) .

Step 2 =

Create a new toast with Toast(context) and set same property of toast such as duration and gravity.

Step 3 =

Call setView(view) and pass the inflated sequence layout in this method.

Step 4 =

Display Toast on screen using show() method of toast.

5. Intent launch activities?

Answer :

Android Intent us an abstract description of an operation to be perform . It can be used with short activity to launch an Activity, broadcast Intent to send it to any interested BreoadCastReceiver components and startsService(Intent) or bindService(Intent ServiceNConnection int) to communicates with background services.

- The intent itself an intent object is a positive data structure holding an abstract description of an operation to be perform.
  Intent email =new Intent (Intent ACTION_SEND , uriporse("mailto"));
  Email.putExtra(Intent EXTRA_EMAIL,recipients);
  StartActivity(Intent createChosser(email,chosser on email client from));

  1) Context startActivity() =
     The intent object is passed to this method to lounch a new activity or get an existing activity to do something
  2) Context startService() =
     This intent object is passed to this method to initialize a service
  3) Context sendBroadcast() =
     The intent object is passed to this method to deliver the message to all interested broadcast receivers .

- Some action and theris description

1) ACTION_VIEW content:// contacts/people1 =
Display information about people whose identifier is 1
2) ACTION_VIEW content:// contacts/people =
Display phone dialer about people
3) ACTION_VIEW tel 123 =
   Display phone dialer with given field
4) ACTION_DIAL tel 123 =
   Display phone with given field in
5) ACTION_EDIT content:// contacts/people1/EDIT =
   Edit information about people whose identifier is 1
6) ACTION_SET WALLPAPER =
   Show setting for choosing wallpaper
7) ACTION_SYNE =

it going to be synchronous the data constant value android intent action sync

8) ACTION_TIMEZONE =
It intimate when time zone is change.

6. crating saving and retrieving data using SQLite database?

Answer :

- Data Base Creation:

In order to create a database you just need to call this method.

Open ().createDataBase("your database_name", "MODE_PARAMETERS", Null). If return an instance of data base. which you have to receive in your own object. Its syntax is as below.

SQLite_Database db =open().createDatabase("yourdatabase_name", "MODE_PARAMETERS", Null);

There are other functions are available inn the database package, that does the job.

1) openDatabase(String path, SQLiteDatabase, coreService Factory, int Flag, Database Errors , Handler Errors);
= open the existing database with appropriate flag mode. The common flag mode would be OPEN_READWRITE or OPEN_READONLY.

2) OpenOrCreateDatabase(String path, SQLite Database, cursor_factory factory);
= It not only open but create the data base if not exist. This method is equivalent to openDatabase method.

3) OpenOrCreateDatabase(file file, SQLite Database, cursorFactory factory);
=this method is similar to above method but it take file object as path rafer then a string .it is equivalent to file path.

- Database insertion :

We can create table or insert data into data base using SQL method defiant in SQLite Database class. Its Syntax

- db.execSQL("create table if not exists tutorialpoint(username vactor, password vactor);");

- db.execSQL("insert into tutorialpoint values('admin', 'admin');");

  this will insert same vvalue into out table in our database another method is given blow
- execSQL(String sql, object[], bind Args);
  this method not only insert data but also used to update or modify already existing data in database using bind arguments.

7. GEO coding ?

Answer :

Few years ago GPS technology is very expensive and difficult to understand. This is major handle for the mobile developer, who want to create location based apps.to day every smartphones have a GPS receivers and a truly becoming ubiquitous is as devices. This blog is a part of android test help by BUHABH software and open strumpet for grousing and reverse. GEO coding and android devices . today many organization leverage open strumpet map(open street map.org) for developing location based application. Open street map is free, editable map local knowledge technology. On the other hand. Google most of the GPS data by using commercial mapping services.

<u>Problems how to GEO code and exercise GEO code map o Android .</u>

- we can achieve this by using GEO code class .
- GEO coding with possible process of handling the geographic co-ordinates of a given address or location .
- Reverse GEO coding is operatic of GEO coding where a pair of altitude and longitude is convert into address or location.

<u>Import Android location GEO Coder.</u>

The GEO coding or reverse GEO Coding operation needs to be done on a separate thread and should never be used on the UI and as it will cause the system display on application not Responding dialog to user.

8. user of compass acceleration and how is change in acceleration detection in Android ?

Answer :

Accelerometer is a device which measure proper acceleration . we all has learnt it in our science class . If you are form technical background you will know importance of accelerometer.

We know accelerometer is an one of the important hardware I a smart phones. After knowing this there is ne question why the accelerometer is used in mobile phones.. why mobile device is need to measure change in motion.

- Accelerometer is an motion sensor in mobile devices.it detects the change in motion of device with respected to orientation. It can measure the magnitude and direction of acceleration can be used to since the orientation of the device.
- In mobile accelerometer is use the line acceleration of device when of rest position in when ever orientation .
- At the time of motion the acceleration due to gravity plus acceleration of device itself, relative that is rest frame.
- In mobile when you are playing games by hitting your mobile phones your mobile device have a accelerometer its use by it.
- Accelerometer is opened on world for mobile gamming.
- It also use at the time of the location identification using GPS .when we are in driving it capture location and motion with help of that it gives our arrival time on GPS.

Q. Short note on - 5 Marks

1. content provider :

- A content provider component supplies data from one application to other request such as requests are handles by method the ContentResolver Class

- A content provider can use different way to store the data can be stored in a database in files are even over network.

-some time it is required to share data across application . This is where content provider becomes very useful.

- content provider set centrist content in one place and have many different application accesses needed a content provides before very much like a database .

- where you can query it, edit its content as well as adder delete content using insert update. Delete() and query() method. In most cases the data stored in a SQLite database .

- content provider is implement a subclass of content provider class and most implement a standard set of APIS that enables other application to perform transaction.

public class AnyApplication extends ContentProvider{

…….

}

2. Broadcast Receiver :

- Broad cast receiver simply respond to broadcast message from other applications or form the system it self.

- these message are sometime called event or intent.

- for example application can also initial broadcast to let other applications known that some database been download to the device and is available them to see.. so this broadcast receiver who will intercepts this communication and will initial application action

- There are following two steps to make BroadcastReceiver works for the system break carted intents

1. creating the BroadcastReceiver

2.Register BroadcastReceiver.

3.SMS :

- in android we can use SMS messages or device built in SMS application to send SMS . it use following factories

SMS Manager API

SMSManager sm = new SMSManager.getorfault();

SMS_Send_Text_Message("phone no ", null, "SMS message", null, null);

- For sending SMS required an permission that is [SEND_SMS] permission.
- A part from the above method , there few other important functions available is SMS manager class

1. ArrayList<String>divideMessage(String text) =
   Divides text message into several fragments , range bigger than the maximum sms message size

2. Static SMS Manager getDefault() =
   Used to get the default instance of SMS manager

3. Void SendDataMessage(String Destination_Address, String Send_Address, short destination_Port, byte data_pennain, Intent sent_Intent, pending_Intent delivery_Intent);

4. Void Send_MultiPart_Text_Message(String destination_Address, ArrayList <String>parts, ArrayList <pending_Intent> send_Intent, ArrayList <Pending_Intent> delivery_Intent) =
   Send a multipart text based SMS

5. Void Send_Text_Message(String destination Address, String set_Address , String Text, Pending_Intent Send_Intent, Pending_Intent Deliver_Intent)=
   Send a text based SMS.

4.Notification Manager :

- the notification is a message you can display to the user outside of your application normal UI. When you help the system to issue a not the often it first appears or an own the notification are to see like details of the notification , the user open the notification drawer . Both the notification area and the notification drawer are system controlled areas that user can view at any time.

- android most class provide a hand way to show users alert but problem is that these alert are not persistent which means alert flashes on the screen for few second and then disappear.

-To see the details of notification , you will have to select icon which will display notification drawer having details about notification while working to click and drag the status , this will be just called normal view

- we have simple way to create notification

As a first step to create notification builder using notification compact.Builder_builder .we will use Notification Builder set various notification properties like small and large.

[NotificationComponent. Builder .new_Notification_Component()];

5.AIDL :

- The android Interface Definition Language (AIDL) allows developer to define a programming interface that client and server use to communicate with each other using Inter-process communication(IPC)

- This show to connect to a running service in android and how to retrieve the data from the remote/running service.

- Let service be a client be an Activity to remote service client be Activity to communicate with the remote service.

- Once service provides interface about the mathematical operation like addition, subtraction and multiplication for the given two integers

- To expose functionally of what service can do , create android file in the project directory.

- An AID file and name it [Remote AID]

-create a class file and name it ArithmeticService updating the AIDL.

To express the functionality of the Arithmetic to client , update the [Remote AID] File.

```
package com .remote_Service;
interface[]remote{
int add(int a, int b);
int subtract(int a, intb);
}
```

6.DVM :

- As we know modern JVM is high performance and provides excellent memory management out it needs to be optimized for layout powered handheld devices.

- Dalvik Virtual Machine is an android virtual machine optimized for mobile devices. It optimized the virtual machine for memory battery life and performance .

- The Dalvik compiles convents the class files into under files that run on the Dalvik Virtual Machine.

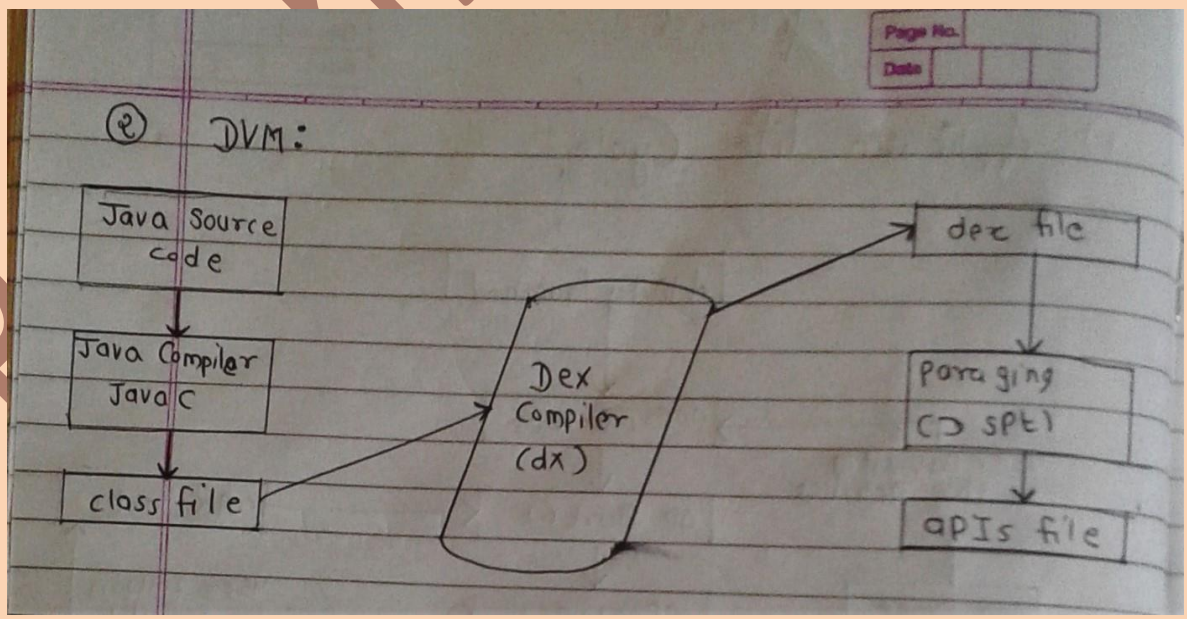
-Multiple class files are converted into one Delvik file

- lefts see the compiling and packaging process from the source file.

- The javac tool compiler the java source code into class file.

- The dxfloor task class the class files of your application and generates a single dex file, stress a platform , specific tool.

- The android assels packaging tool handles the passaging process.



7.ADB :

- The Android Debug Bridge (ADB) is a client – server program used in android application development. The android –Bridge is part of the android SDK and is made up of three components .a client , a domain, server . It is used for marge either an emulator, instance actual android device.

- A side from the android SDK which the android bridge development set up is a computer that passes the minimum system requirements for running the android SDK. Which the android debug In software development lingo the computer mentioned is known as the development machine. The client component of the ADB runs in the development machine

- It can be also other tools such as the ADT(Android Development Tools) Plugin and DDMS (Dalvik Debug Monitor Services). That can create add client. Finally these services component of the ADB. Which also run in development machine . but only in the background takes charge of managing communication between the ADB domain .

- When the ADB is active the user or more emulable instance . the ADB can also run multiple instance of ADB client. Which controlled to control all existing multi instance. The easiest way to use ADB the user by installing ADT plugin into the eclipse IDE.

8.DDMS :

- DDMS stands for Dalvik Debug Monitor Service that provide many services on the device.

- The service could include message format an call spatting , capturing screen shot exploring internal thread and file system etc.

- from android studio click on tools>android>android >device monitor

It is path is use to running device monitor .

- How works

In android , each application runs in its own process and each process run In the virtual machine. Each express a unique part , that a debugger can attach to when device is connected a VM monitoring services is created between ADB and DDMS which ratifies DDMS when a VM an the device is started terminated.

- Making SMS

Making SMS to emulator we need to call telnet client and server as shown below.

Click on send button and you will use SMS notification in the emulator window show below

- Making call

In the DDMS select and you will see on select emulator center tab in the emulator control lab , click on voice and then start typing the incoming number .

1) Now click on call button to make call to your emulator.
2) Now click on hand up in android studio window to terminate the call

The fake SMS & call can b viewed from notification by just dragging the notification window to the center using mouse.

9. Thread :

- When user launches an application android create a process and main thread (UI thread) for core task like UI drawing . this main thread handles event callback , service etc. This call can trigger after work which run on the main thread like changes to UI , calculation etc.

- Any block of code we want to run will directly run on main thread. When app perform intensive work based on UI then this single thread can gives you poor performance intensive work based on user blocked by some chunk of code then app hang blocking . UI thread for few seconds will launched . this is the point of threading in android.

- so it make lot of since to more longer work to other thread not to disturb UI rendering .This is the point of threading in Android.

- Android provide lot of ways to offload the work. Knowing which primitive to suit for what situation will reduce Headache.

10. UI design :

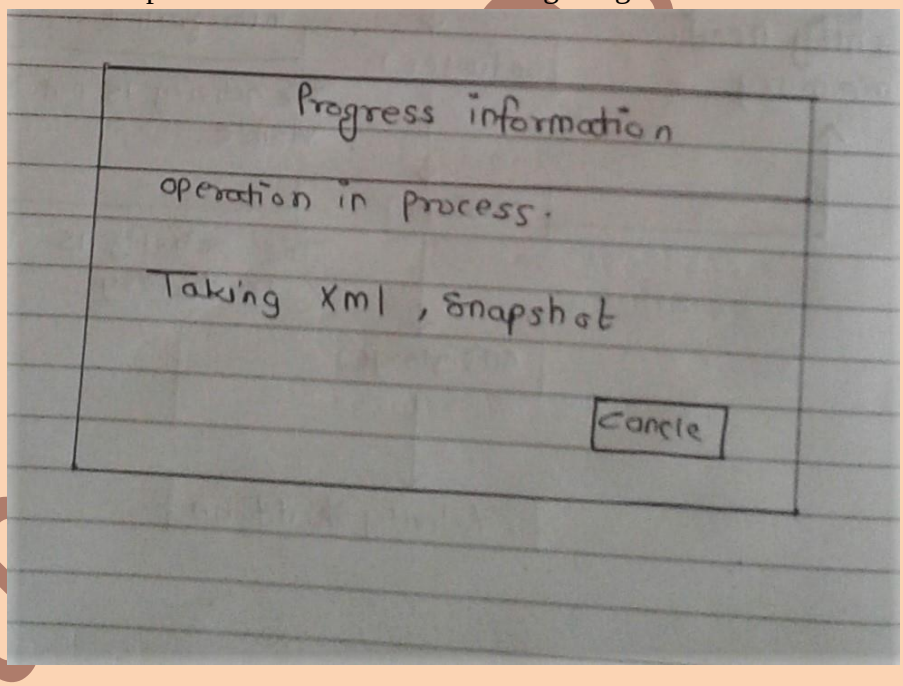
- Android use a many different UI components of for a UI screen. These also the tips to make a better UI design and also explain how to make a better UI design and also explain how to design.

- UI screen components.

A typical user interface plan android application consist of action bar and the application context area.

- Main action bar
- View area/ controls
- Content area
- Split area

These components have also been showing image below



The base unit of android application is the activity . UI is defined in an xml file during compilation . each element in text is compiled into equivalent android GUI class with of alter represent by method.

11. Media APIS:

- Android provides many ways to control play back of audio and video files and streams one of these way if through a class called media plays.

- Android is providing Mediaplayer class to across built in media player . services like playing audio, video etc. In order to use media player use have to call a static method exacta() of this class. This method returns an instance of mediaplayer to that particular position.

- following are the methods

1. getCurrentPosition() =
   This method returns the current position of song in millisecond.
2. getDuration() =
   This method returns the total time duration of songs in mili seconds.
3. reset() =
   The method resets the media player.
4. release() =
   The method release any resource attached with player object.
5. setVolume(float left_volume, float right_volume) =
   This method sett up down volume for player.
6. setDataSource(file description fd) =
   this method sets the data source of audio video files.
7. getTrackInfo() =
   this method returns an array of track information.

12.sensor:

- Most of the android devices have built in sensor that measure motion, orientation & various environmental condition. The android platform support three broad categories of sensors.
  - motion sensor
  - environmental sensor.
  - position sensor.

- Some of the sensor are hardware based and some are the software based sensor.

- Android provides sensor manager and sensor classes to use the sensor in application .first thing you need to do is to instantiate the object of sensor manager class. It a be achieved as follows.
- sensorManager sm ;
  sm = (sensorManager)this.getSystemService(SENSOR_SERVICE);

- The next thing you need to do is instantaion the object of sensor class by callings the get actualSensor() method. Of sesorManager class.
  - sensorLight
- light = sm.getDefaultsensor(Sensor.TYPE_LIGHT);
- once that sensor is declared , you need to register the listener and override two method which are accuracy changed and onSensorhanged.
  Sm.registerListner(This.light_sensorManager, SENSOR_DELAY_NORMAL);
  Public void onAccuracyChanged(senor sensor, int accuracy){
  Public void onSensorChanged(sensorEvent event)
  }

- method
  1. getDefaultSensor(int type) =
     this method get the default sensor given type.
  2. getOrientation(float []R, float[]L, value1) =
     this method returns description of current primary clip on the clipboard but not a copy of it data .
  3. getInclination(float []I) =
     This method computes geometric incline line angle in radius from the inclination meter.
  4. RegisterListner(sensorListner listener,int) =
     This is register a listener for sensor.
  5. getAltitude(float p1, float p2) =
     This method computes altitude in meter the atmosphere pressure and fise the pressureat sea level.

13.Android Adaptor:

- there are some commonly used adaptor in android used to fill ata on the components.

1. BassAdaptor =

It is parent adapter for all other adaptor.

2. ArrayAdaptor =

It is used whenever we have a list of single item which is blocked by an array.

3. customAarrayAdaptor =

It is used when ever we need to display a custom list

4. customSimpleAdaptor =

It is used when ever we need for display a customized list and needed to access the child item of the list or grid.

In android adaptor is a data bridge between UI component and data source that helps us to fill data in UI component . It holds the data and send the data on adaptor view. Then view take the data from the adaptor view and show the data on different views like or list view or grid view , spinner etc.

To fill data in a list or grid we need to implement adaptor , adaptor acts like a bridge between UI components and data source .

14.Google Map:

- Android allows us to integrate Google Map in our application . you can show any location on the map etc. you can also customize the map the your choices.

- The next thing you need to do is to add same permission along with Google map APIS key into Android Manifest.xml file

- You can easily customize Google map from its default view, and change it according to your demand.

- You can also change the type of the map. There are four different type of map and each gives a different view of the map. These type are normal, hybrid , selective and terrain you can use them.

GoogleMap.setMapTYpe(GoogleMap.MAP_TYPE_NORMAL);

1) addcircle(circle_Option option) =

   this method add circle to map

2) addpolygon(polygon_Option option) =
   this method add polygon to map

3) addfileOverlay(fileOverlay_Option option) =
   add file over by to the map

4) animateCamera(CameraUpdate update) =
   this method the map according to the update with an animation

5) clear() =
   this method removes everything from Map

6) getNyLocation() =
   this method returns the current display user location

7) moveCamera(cameraUpdate update) =
   this method resolution the camera according to the instruction defined in update

8) snapshot(GoogleMap.snapshotReadyCallBack callback) =
   this method is takes snapshot of map

15..Google talk:

- Based on early SDK version it potential that in ulterior release you while again be competent to channel organized message from your core to any other android changeful using android peer to peer discipline table ware .

- The android p2p use specific version of XMPP (Extensible Message and Presence Protocol).

- When prefabricated acquirable. You will be healthy to use the Google ultra force for conventional fast messaging. Or an program to channel information between sweet instance on separate devices.

- This is reinforced source for creating mutual application that postulate notable user specification as real time multiplayers .

- Time the P2P maintenance is real charismatic is it self. It also plays setting healed with other wise android features Envisage a stress are that transmit locations between friend and corresponding procedure remedy that display that location or adds you when friend are nearby owing to coherent.

- sending assumable message with Google impact isn't allegeable In android to processed messaging client open and its intenerated that XMPP.

16. Android Cameras:

- These are the following two ways in which we can use camera in our application .

1. Using existing android camera application in out application.

2. Directly using camera API providing by android in our application existing android camera application in our application.

We will use mediastore ACTION_IMAGE_CAPTURE to launch on existing camera application installed on our phone

Intent I = new Intent (android provides MediaStore ACTION_IMAGE_CAPTURE);

Apart from the above there are other available Intent provider by media store Intent Type as follows.

1. ACTION_IMAGE_CAPTURE_SECURE =
   It returns the image captured from the camera when the device is secured .
2. ACTION_VIDEO_CAPTURE =
   It calls the existing video application inn android to capture video
3. EXTRA_SCREEN_ORIENTATION =
   Set orientation of screen to virtual or landscape
4. EXTRA_FULL_SCREEN =
   Control the user of its view image
5. EXTRA_SATE_LIMIT =
   Specify the size of video or image capture size.

- Now we will use the function start Activity for result to launch this activity and wait for file result . Its syntax is given below

[Start_Activity_for_Result(intent a)]
This method has been defined in the activity class we are calling in form of main activity .

17. Paranoid :

- One of the most used unique and advised custom ROM refers to dial we are surrounded by tones of ROM, ass of which try to make a unique statement, in item of features and usability .
- But not may have failed up to it. A ROM that of fix a current balance between the feature and performance is pertly hard to be your toast been when it comes to factors In consideration . per those of you .
- Whose been in the android customized cancer for last 3-4 years . must easily recognize .
- Paranoid android are for user who have hard to home for the first time.
- You can record below and know ass about paranoid android
- It was then in January that apis parted with its way with CM and finally scratch at the moment, if was started to be labeled or AOSPA unit 2015.
- The developer continue to provide require updates builds verity od devices