

## Configuration

- File → Project Structure → Modules → Default Config
  - Version Code: number that describes the app version. platform? Google Play에서 인식

## Min / Target SDK Version

- min SDK: lowest SDK level that your app can run on.  
Google play는 min SDK 아래 기준에서 앱을 표시하지 않음

Q. 왜 min SDK = 1로 설정하지 않을까?

- Deprecated / Updated API에 대해 분기해야 함
- 다른 feature를 가지 derives에 다른 브랜드를 presenting

expanding audience ↔ Cost

Ex) Android TV / Auto / Wear: Lollipop, Pro Audio: Marshmallow

- 각 release가 새로운 API와 더불어 hardware support도 지원

- target SDK: used only to declare which platform version you've tested your app on.

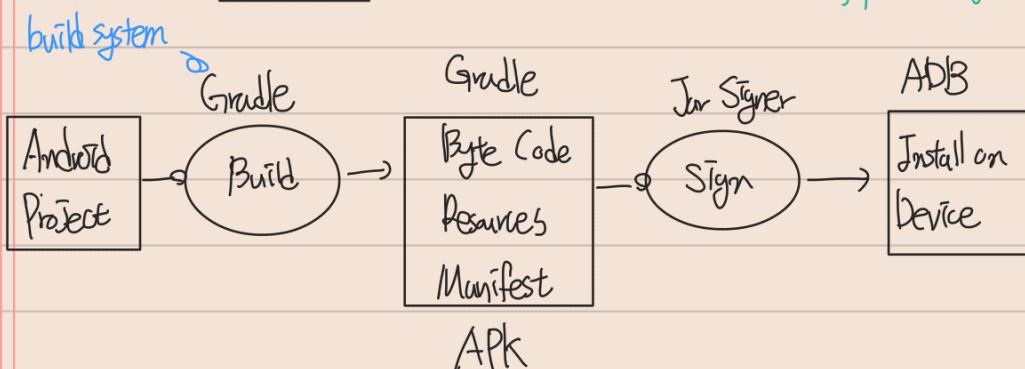
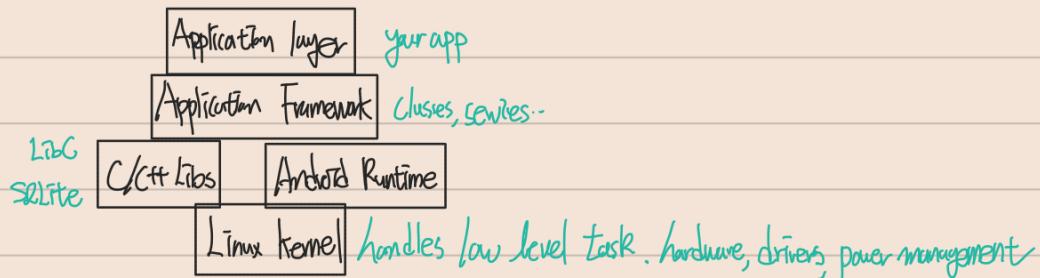
- 플랫폼은 이 값을 이용하여 사용자 폰이 업그레이드 되었을 때 호환성을 판단

- 최신 버전으로 웃지 않자!

## Emulator

- x86 아키텍처는 kernel driver: HAXM이 있음 - hardware virtualization

## Android Software Stack



Make Project Button: runs build script

def

: represents a single, atomic piece of work for a build.

./gradlew tasks : full list of runnable tasks

## ADB

- Android Debug Bridge
- Command line utility included with Android's SDK
  - ① Activity ② Service ③ Content Provider ④ Broadcast Receiver

## What is an Activity?

- Apps are collections of connected Components registered in Android Manifest

- Single focused thing that the user can do

Def Responsible for creating the window that your application uses to draw and receives events from the system

액티비티는 앱을 일관되게 나타내기 위한 시스템, 런처가 시작

- System-level activity

바탕화면?

## Launcher

<application>

<activity>

<intent-filter>

How activity is registered with the launcher

<category android:name="android.intent.category.LAUNCHER" />

setContentView(R.layout.activity\_main): Converting everything in the XML file to a hierarchy of View objects in memory

## Layout Primer

- An activity creates views
- Views are a class in the Android UI framework

### View Type

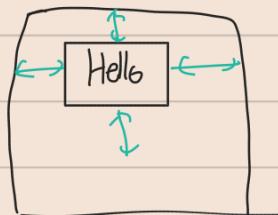
UI Components: TextView, EditText, ImageView, ...

Container view: Layout, extends from ViewGroup. responsible for containing a group of views and determining where they are on the screen

- Width and Height must be defined for every view
- All views occupy a rectangle area on the screen.

• Padding: determines space within the boundaries of the view

• layout\_margin: " outside "



## R class

- App가 컴파일되면 생성
- 상수들 생성 - 동적으로 res 폴더의 컨텐츠를 사용. ex) 레이아웃

## setContentView

- Android reads your XML file and generates Java objects for each of the tags in your layout file.  
↳ 이제 자바코드로 이 object에 메소드를 넣어 수정 가능
- @+id/tv\_toy\_names**
- ↳ Inside the quotes as a string
  - ↳ look for the contents
  - ↳ Inside of the Android resources
  - ↳ tool to create the id if it doesn't yet exist.
  - ↳ let tools know we are creating id  
not style/string/resource

## Layouts

- Frame layout: great for simple layouts when you only have one child view.  
(ex) list view
- Linear layout: stacking views horizontally / vertically
- Constraint layout: can configure each view's position relative to the parent