

PROGRAMMING HANDHELD SYSTEMS

ADAM PORTER

APPLICATION FUNDAMENTALS

APPLICATION COMPONENTS

ACTIVITY

SERVICE

BROADCASTRECEIVER

CONTENTPROVIDER

APPLICATIONS

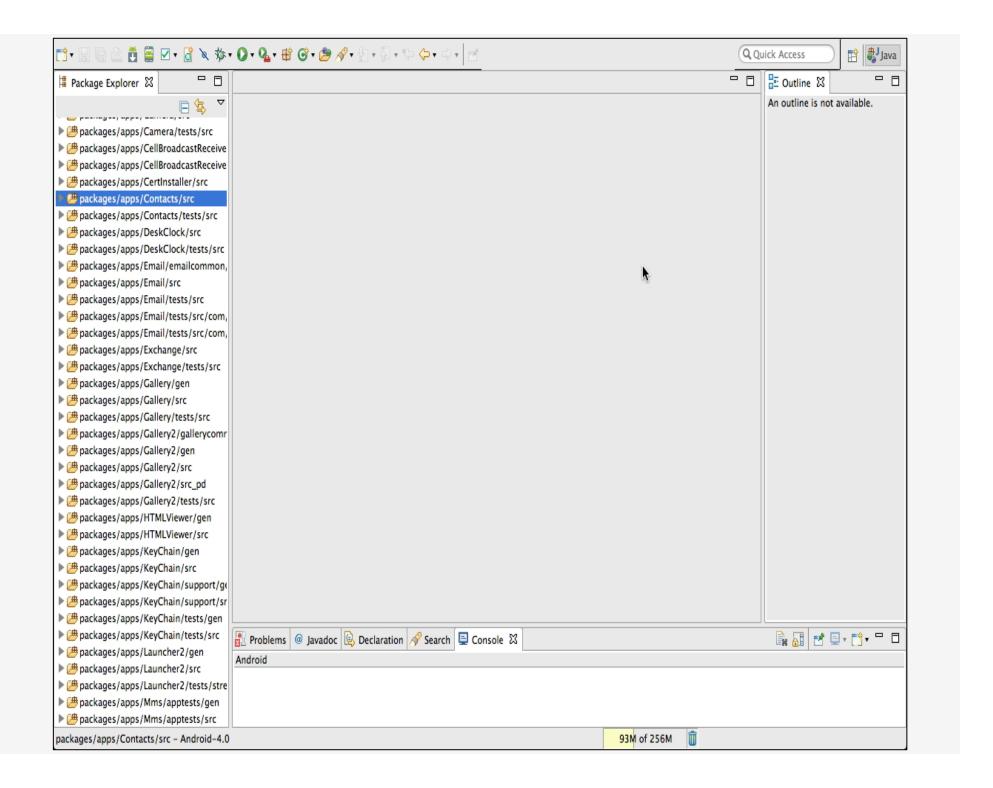
APPS ARE MADE FROM COMPONENTS

ANDROID INSTANTIATES AND RUNS THEM AS NEEDED

EACH COMPONENT HAS ITS OWN PURPOSE AND APIS

ACTIVITY

PRIMARY CLASS FOR USER INTERACTION
USUALLY IMPLEMENTS A SINGLE, FOCUSED
TASK THAT THE USER CAN DO





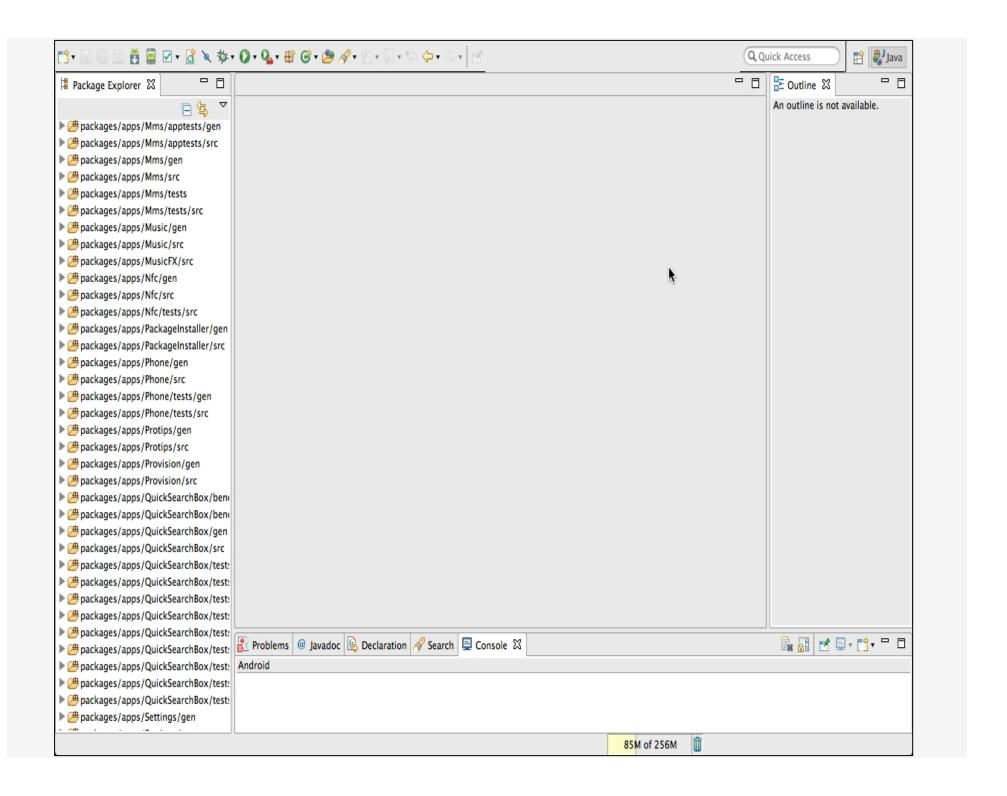
SERVICE

RUNS IN THE BACKGROUND

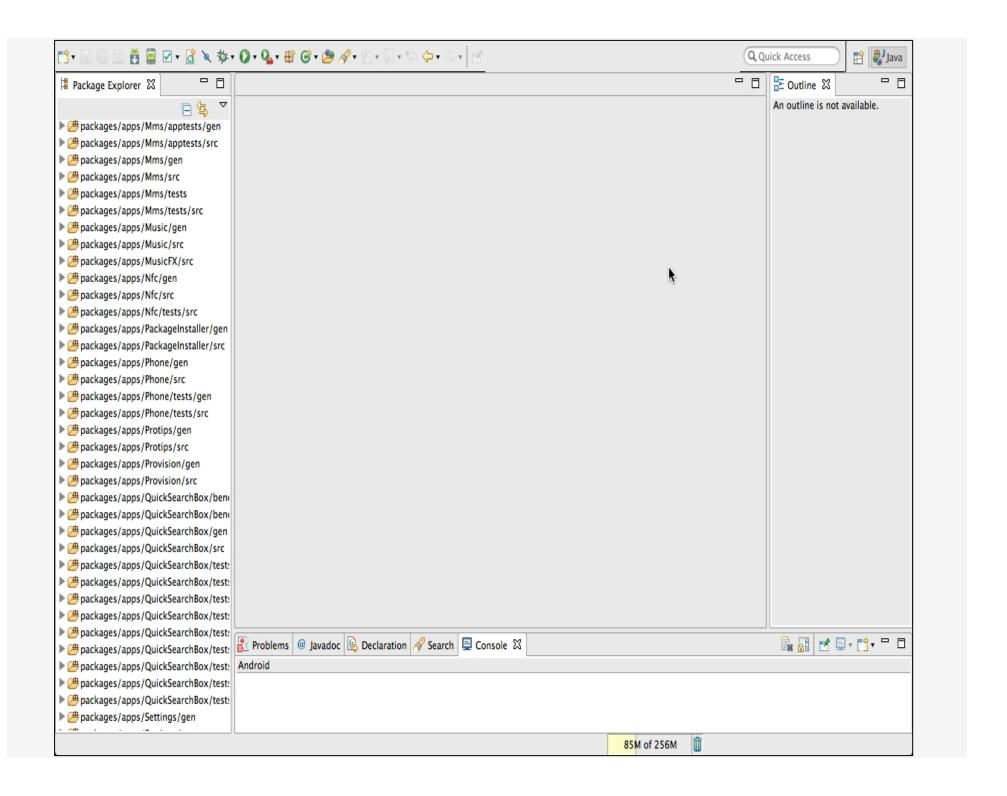
TO PERFORM LONG-RUNNING OPERATIONS

TO SUPPORT INTERACTION WITH REMOTE

PROCESSES







BROADCASTRECEIVER

COMPONENT THAT LISTENS FOR AND RESPONDS TO EVENTS

THE SUBSCRIBER IN PUBLISH/SUBSCRIBE PATTERN

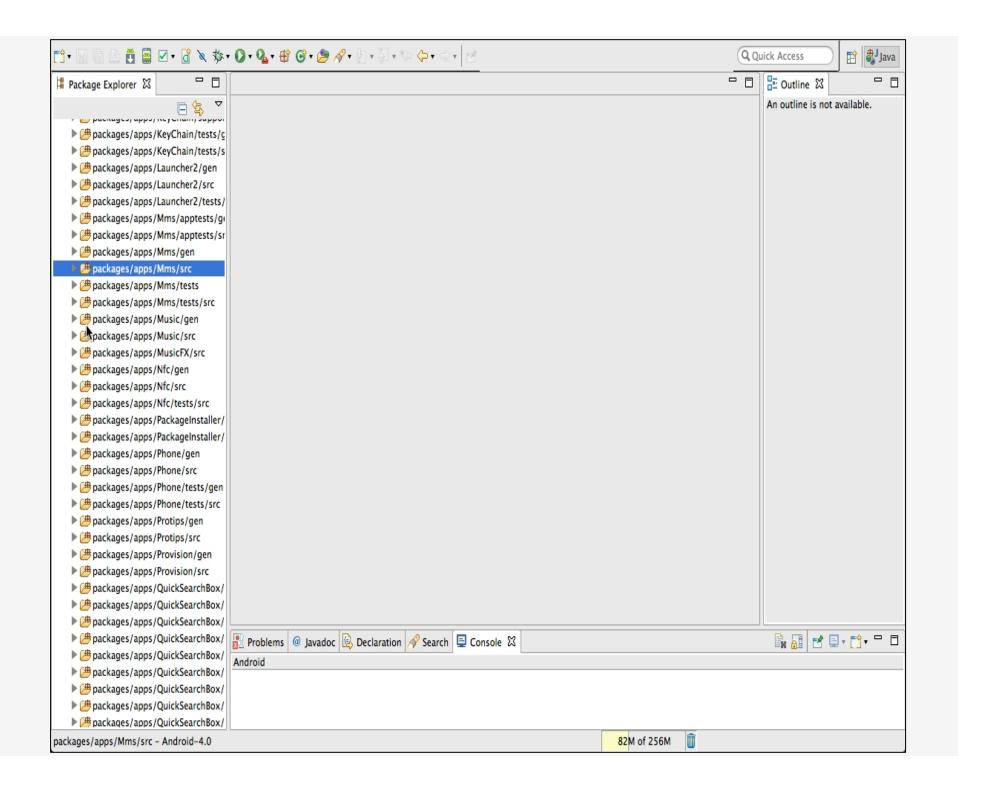
EVENTS REPRESENTED BY THE INTENT CLASS AND THEN BROADCAST

BROADCASTRECEIVER

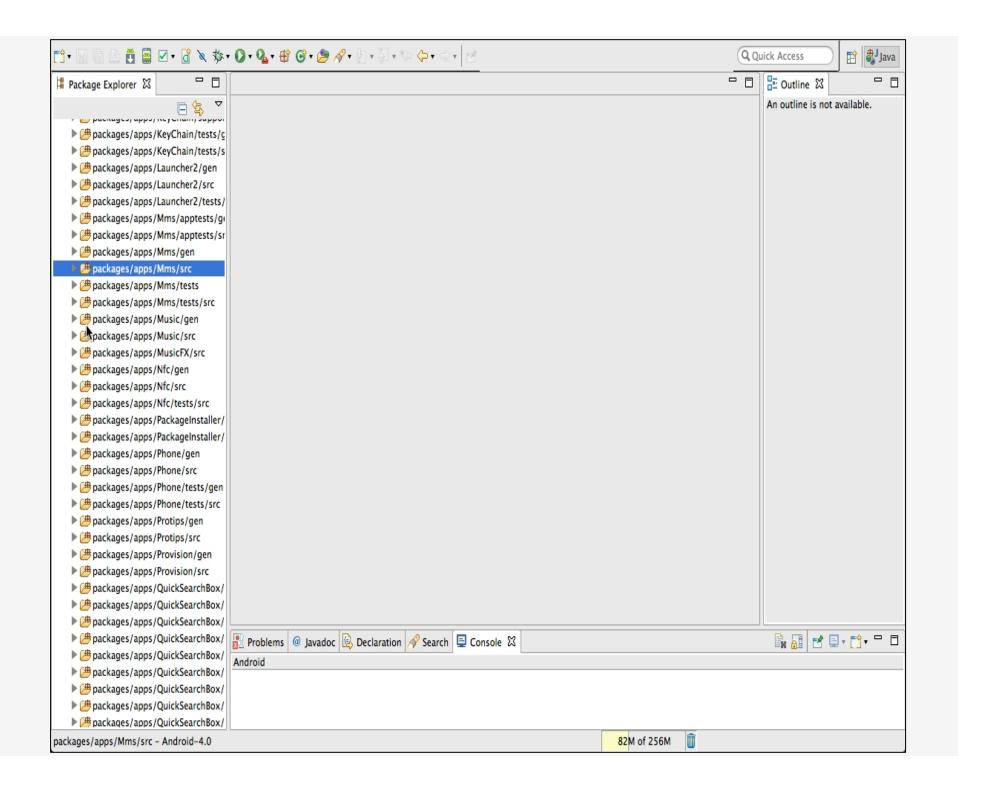
COMPONENT THAT LISTENS FOR AND RESPONDS TO EVENTS

THE SUBSCRIBER IN PUBLISH/SUBSCRIBE PATTERN

EVENTS REPRESENTED BY THE INTENT CLASS AND THEN BROADCAST
BROADCASTRECEIVER RECEIVES AND RESPONDS TO BROADCAST EVENT





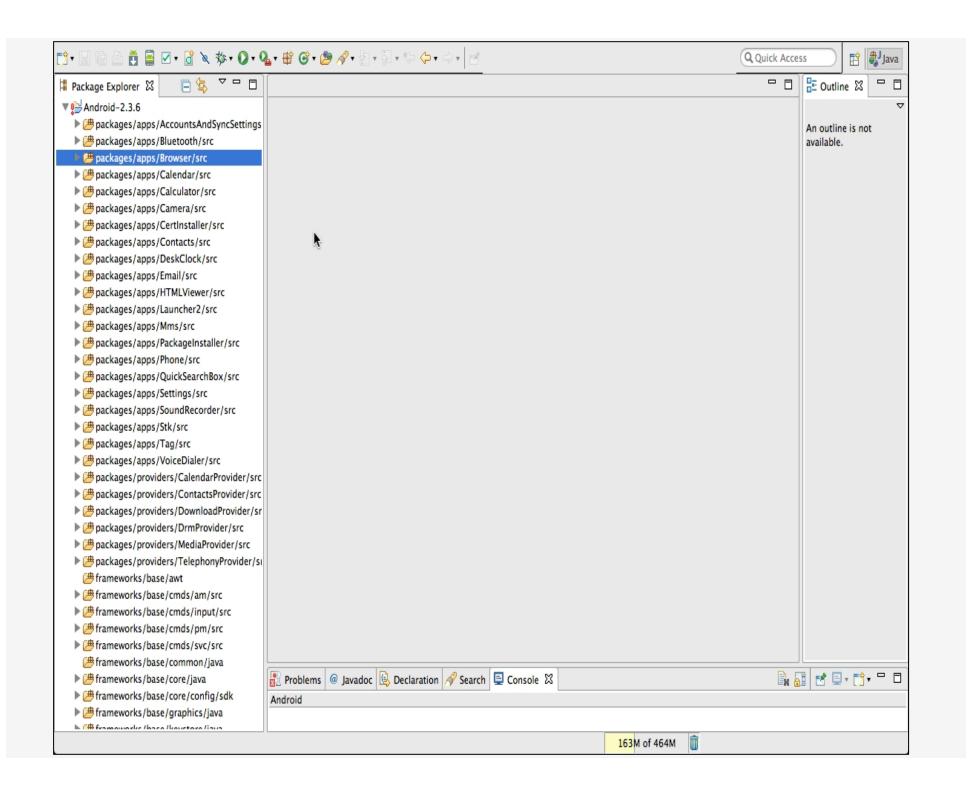


CONTENT PROVIDERS

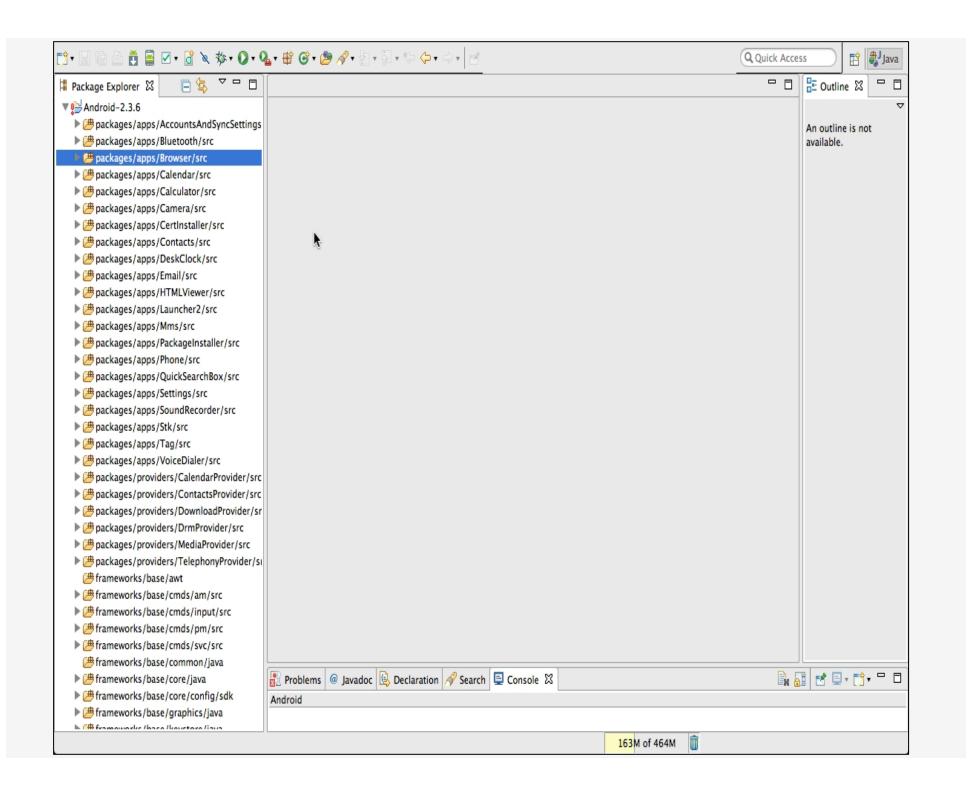
STORE & SHARE DATA ACROSS APPLICATIONS

USES DATABASE-STYLE INTERFACE

HANDLES INTERPROCESS COMMUNICATION







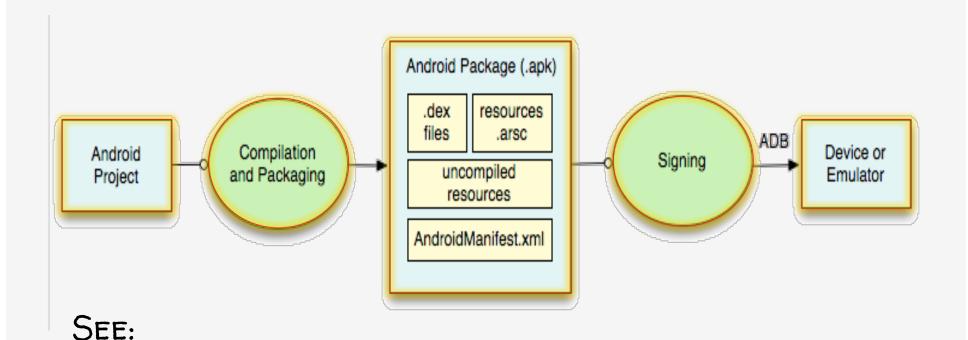
MAPLOCATION

USER ENTERS AN ADDRESS

APP DISPLAYS A MAP OF AREA AROUND THE ADDRESS



BUILDING AN APPLICATION



http://developer.android.com/guide/ developing/building

CREATING AN ANDROID APP

- 1. DEFINE RESOURCES
- 2. IMPLEMENT APPLICATION CLASSES
- 3. PACKAGE APPLICATION
- 4. INSTALL & RUN APPLICATION

1. DEFINING RESOURCES

RESOURCES ARE NON-SOURCE CODE ENTITIES

MANY DIFFERENT RESOURCE TYPES, SUCH AS

LAYOUT, STRINGS, IMAGES, MENUS, & ANIMATIONS

ALLOWS APPS TO BE CUSTOMIZED FOR DIFFERENT DEVICES AND USERS

SEE:

http://developer.android.com/guide/ topics/resources

STRINGS

Types: String, String Array, Plurals

STRINGS

Types: String, String Array, Plurals
Typically stored in res/values/*.xml
Specified in XML, e.g.,

<string name="hello">Hello World!</string>

CAN INCLUDE FORMATTING AND STYLING

STRINGS

ACCESSED BY OTHER RESOURCES AS:

@string/string_name

ACCESSED IN JAVA AS:

R.string_name

MAPLOCATION

```
strings.xml 🖾 🔯 strings.xml
1 <?xml version="1.0" encoding="utf-8"?>
2 <resources>
       <string name="show_map_string">Show Map</string>
       <string name="location_string">Enter Location</string>
4
5 </resources>
strings.xml
            🔯 strings.xml 🖾
1 <?xml version="1.0" encoding="utf-8"?>
2 <resources>
      <string name="show_map_string">Mostra la mappa</string>
      <string name="location_string">Digita l\'indirizzo</string>
4
5 </resources>
```

CUSTOMIZING STRINGS

If your default language is Italian, @string/location_string is

"DIGITA L'INDIRIZZO"

OTHERWISE,

"ENTER LOCATION"





USER INTERFACE LAYOUT

UI LAYOUT SPECIFIED IN XML FILES
Some tools allow visual LAYOUT

XML FILES TYPICALLY STORED IN RES/LAYOUT/*.XML

Accessed in Java as: R.layout. layout_name

ACCESSED BY OTHER RESOURCES AS:

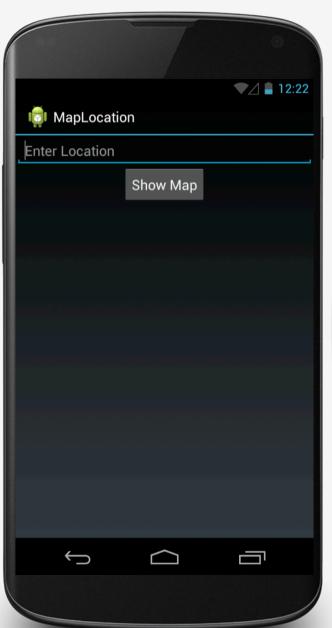
@layout/layout_name

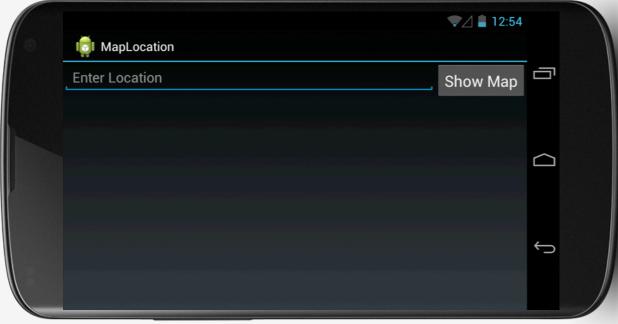
USING MULTIPLE LAYOUT FILES

CAN SPECIFY DIFFERENT LAYOUT FILES BASED ON YOUR DEVICE'S ORIENTATION, SCREEN SIZE, ETC.

MAPLOCATION

```
strings.xml 🖾 🔯 strings.xml
1 <?xml version="1.0" encoding="utf-8"?>
2 <resources>
       <string name="show_map_string">Show Map</string>
       <string name="location_string">Enter Location</string>
4
5 </resources>
strings.xml
            🔯 strings.xml 🖾
1 <?xml version="1.0" encoding="utf-8"?>
2 <resources>
      <string name="show_map_string">Mostra la mappa</string>
      <string name="location_string">Digita l\'indirizzo</string>
4
5 </resources>
```





R.JAVA

AT COMPILATION TIME, RESOURCES ARE USED TO GENERATE THE R.JAVA CLASS

JAVA CODE USES THE R CLASS TO ACCESS RESOURCES

```
public final class R {
    public static final class attr {
    public static final class drawable {
        public static final int ic launcher=0x7f020000;
    public static final class id {
        public static final int RelativeLayout1=0x7f050000;
        public static final int location=0x7f050001;
        public static final int mapButton=0x7f050002;
    public static final class layout {
        public static final int main=0x7f030000;
    public static final class string {
        public static final int location string=0x7f040001;
        public static final int show_map_string=0x7f040000;
```

2. IMPLEMENT CLASSES

Usually involves at least one Activity Activity initialization code usually in onCreate()

2. IMPLEMENT CLASSES

TYPICAL ONCREATE() WORKFLOW

RESTORE SAVED STATE

SET CONTENT VIEW

INITIALIZE UI ELEMENTS

LINK UI ELEMENTS TO CODE ACTIONS

```
@Override
protected void onCreate(Bundle savedInstanceState) {

    // Required call through to Activity.onCreate()
    // Restore any saved instance state
    super.onCreate(savedInstanceState);

    // Set content view
    setContentView(R.layout.main);

    // Initialize UI elements
    final EditText addrText = (EditText) findViewById(R.id.location);
    final Button button = (Button) findViewById(R.id.mapButton);
```

```
// Initialize UI elements
final EditText addrText = (EditText) findViewById(R.id.location);
final Button button = (Button) findViewById(R.id.mapButton);
// Link UI elements to actions in code
button.setOnClickListener(new OnClickListener() {
    // Called when user clicks the Show Map button
    public void onClick(View v) {
        try {
            // Process text for network transmission
            String address = addrText.getText().toString();
            address = address.replace(' ', '+');
            // Create Intent object for starting Google Maps application
            Intent geoIntent = new Intent(
                    android.content.Intent.ACTION VIEW, Uri
                            .parse("geo:0,0?q=" + address));
            // Use the Intent to start Google Maps application using Activity.startActivity()
            startActivity(geoIntent);
        } catch (Exception e) {
            // Log any error messages to LogCat using Log.e()
            Log.e(TAG, e.toString());
});
```

3. PACKAGE APPLICATION

SYSTEM PACKAGES APPLICATION COMPONENTS & RESOURCES INTO A .APK FILE

DEVELOPERS SPECIFY REQUIRED APPLICATION INFORMATION IN A FILE CALLED ANDROIDMANIFEST.XML

ANDROID MANIFEST.XML

INFORMATION INCLUDES:

APPLICATION NAME

COMPONENTS

OTHER

REQUIRED PERMISSIONS

APPLICATION FEATURES

MINIMUM API LEVEL

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    package="course.examples.MapLocation"
    android:versionCode="1"
    android:versionName="1.0" >
    Kuses-sdk
        android:minSdkVersion="13"
        android:targetSdkVersion="19" />
    <application
        android:allowBackup="false"
        android:icon="@drawable/ic launcher"
        android:label="MapLocation" >
        <activity android:name="course.examples.MapLocation.MapLocation" >
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>
</manifest>
```

4. INSTALL & RUN

FROM ECLIPSE RUN IN THE EMULATOR OR DEVICE

FROM COMMAND LINE

ENABLE USB DEBUGGING ON THE DEVICE

SETTINGS > APPLICATIONS > DEVELOPMENT > USB DEBUGGING

% adb install <path_to_apk>

NEXT TIME

THE ACTIVITY CLASS