

# **CMSC436: Programming Handheld Systems**

# The Android Platform

# The Android Platform

A software stack for mobile devices:

OS kernel and interfaces, system libraries, frameworks & key apps

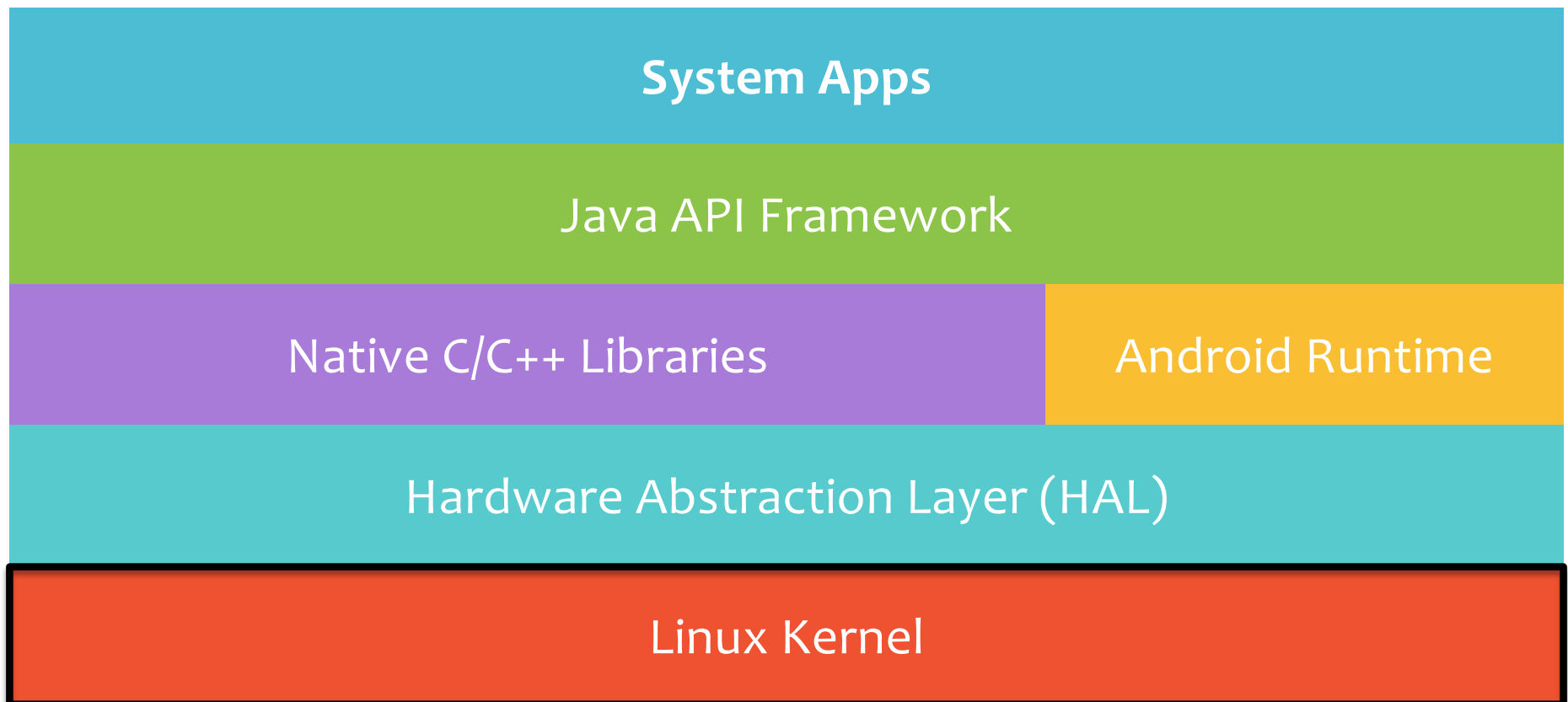
Android SDK for creating apps

Libraries & development tools

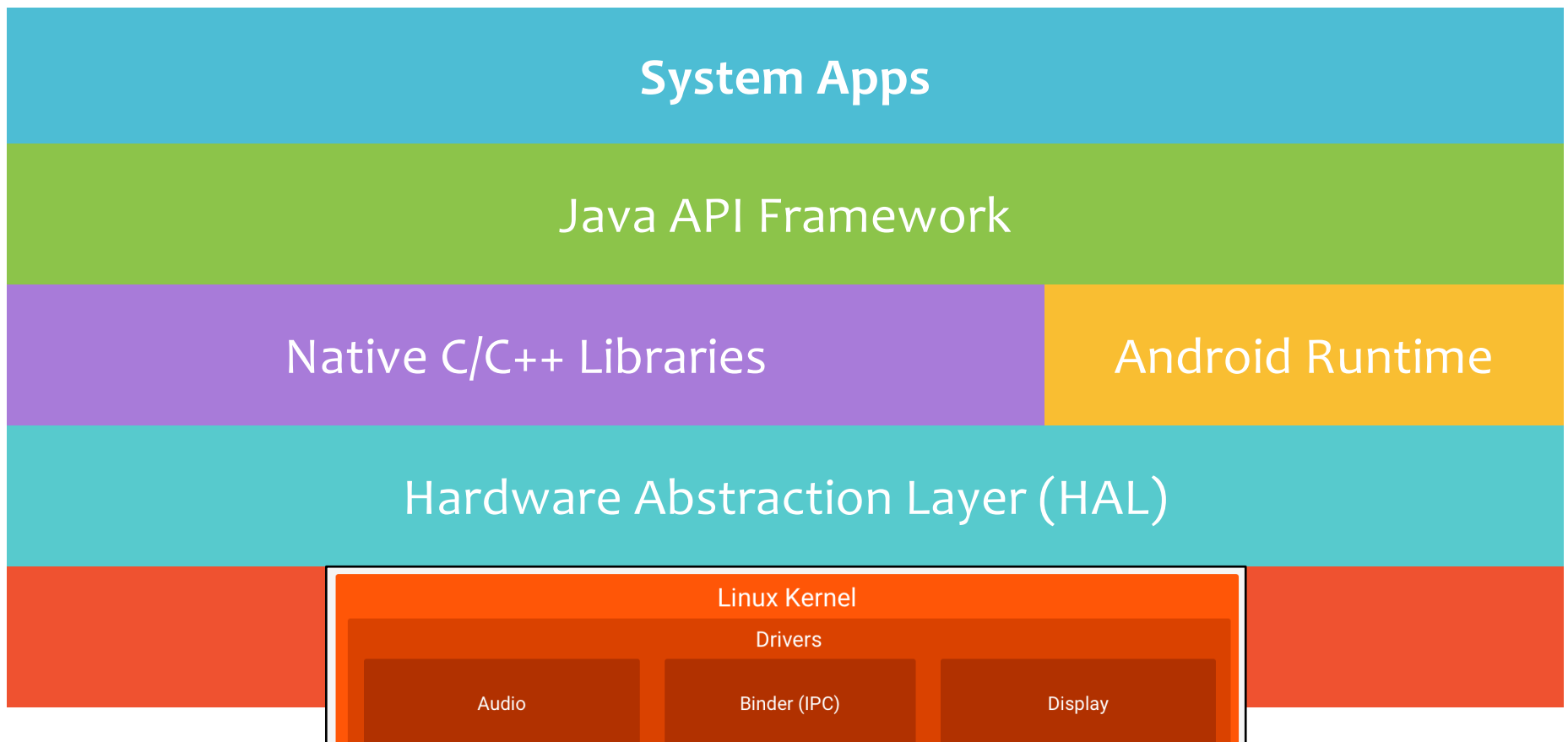
Lots of documentation. Start browsing today!

See: <http://developer.android.com/training>

# The Android Architecture



# The Android Architecture



# Linux Kernel – Standard Services

Security

Memory & process management

File & network I/O

Device drivers

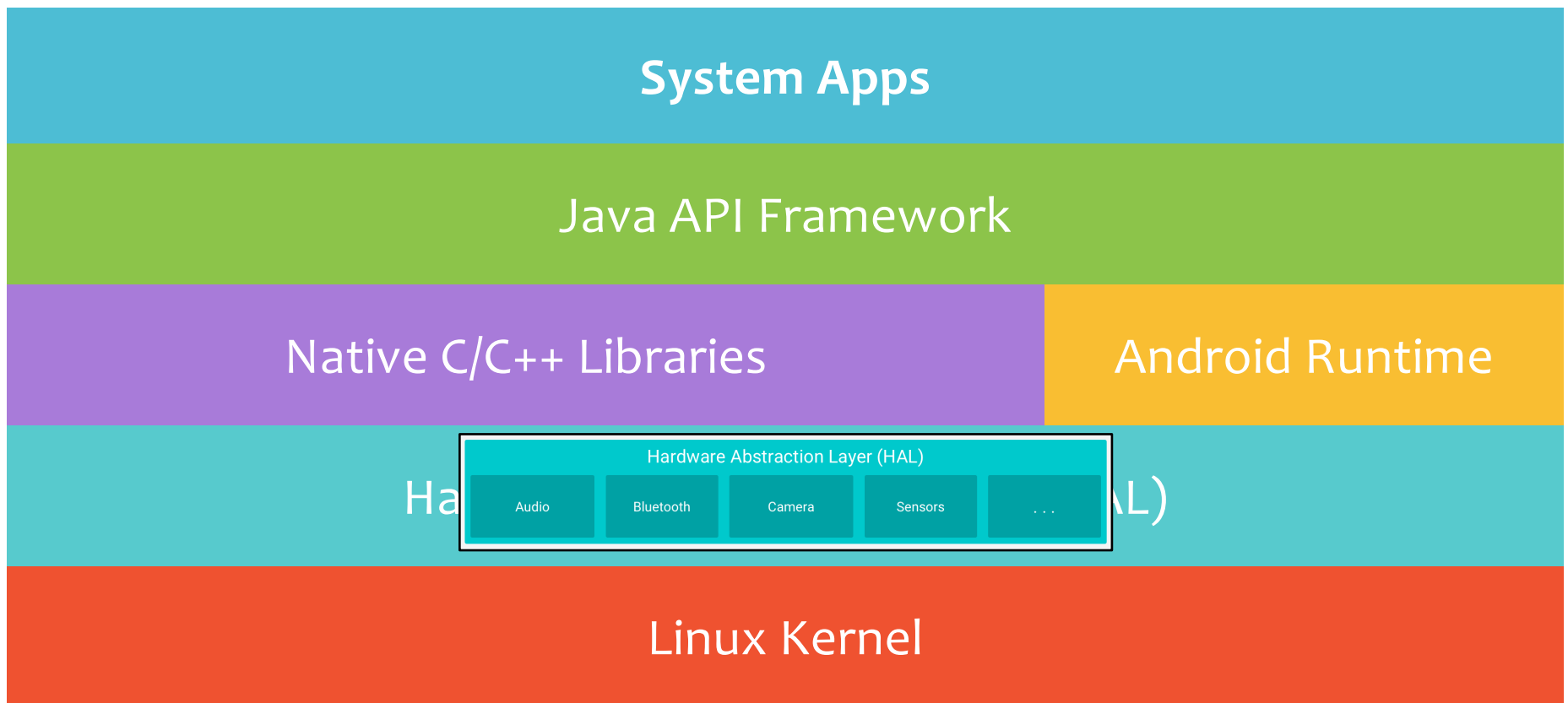
# Linux Kernel - Android-Specific

Power management

Low memory killer

Interprocess communication (IPC)

# The Android Architecture





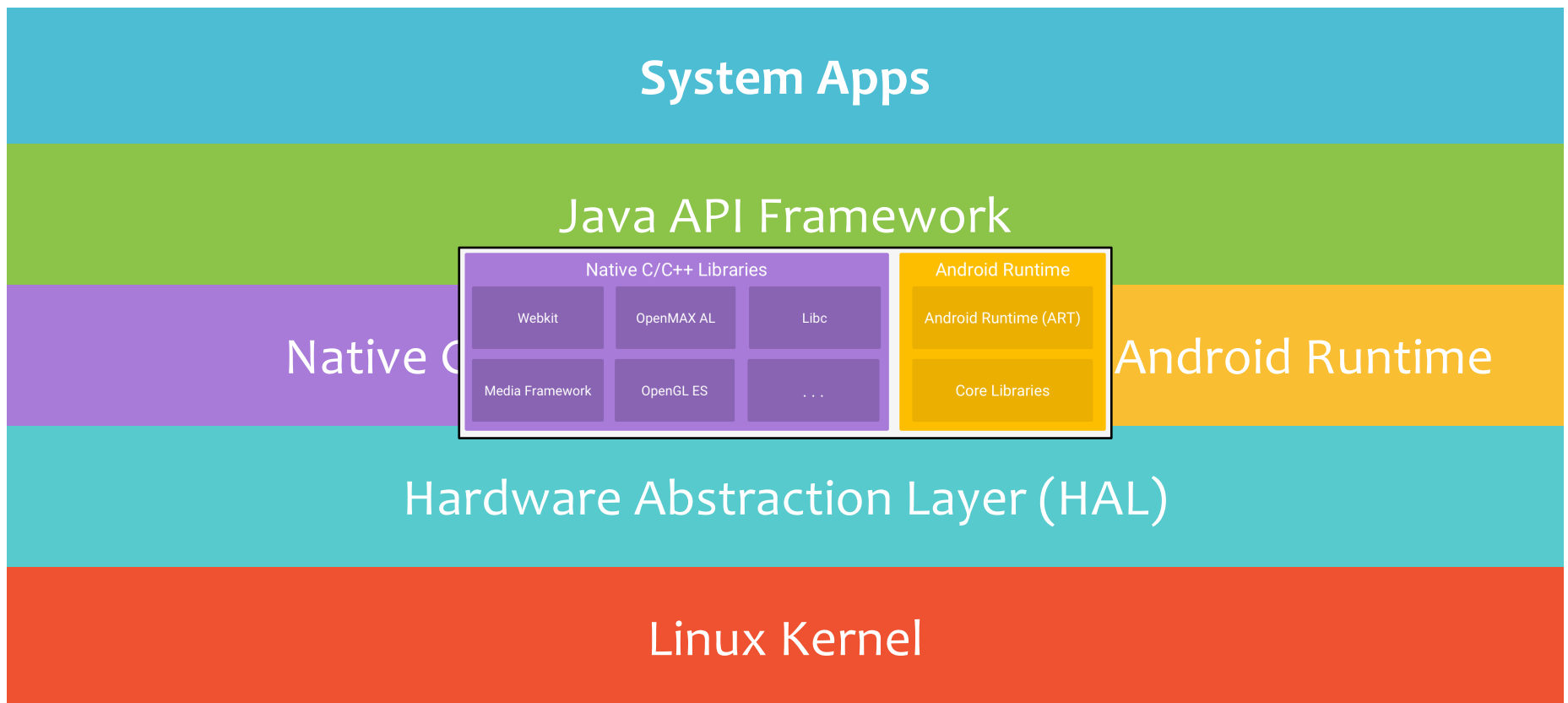
# Hardware Abstraction Layer (HAL)

Provides standard interfaces between Java API framework and device hardware

Defines an interface for various hardware classes, such as Camera, Audio, Graphics, etc.

Android loads library modules for hardware components on demand

# The Android Architecture



# Libraries

Bionic libc

Surface Manager

Media Framework

FreeType

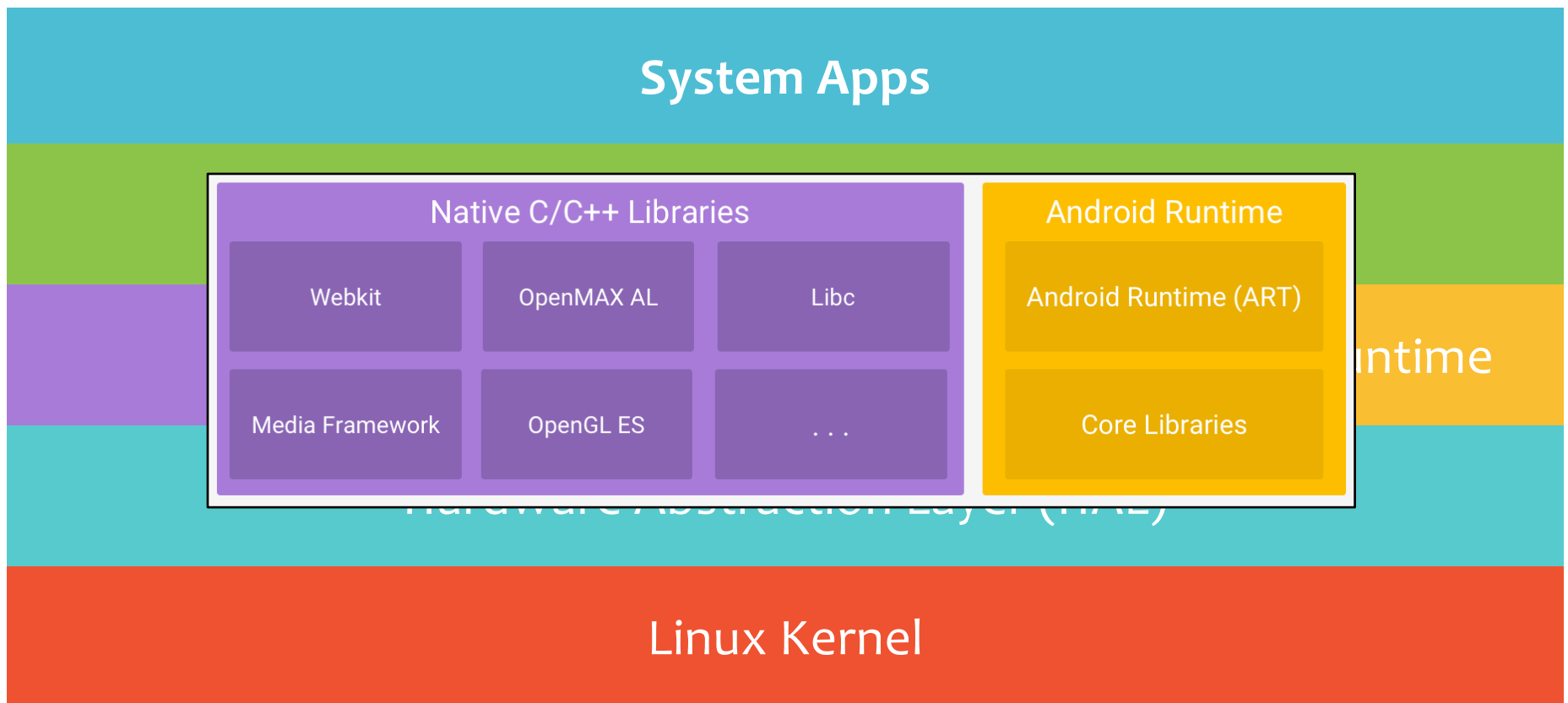
Webkit

OpenGL

SQLite

SSL

# The Android Architecture



# Android Runtime

Two main components

- Core Java libraries with some Java 8 feature support

- Android Runtime (ART)

# Core Java Libraries

Basic java classes -- java.\*, javax.\*

App lifecycle -- android.\*

Internet/Web services -- org. \*

Unit testing -- junit.\*

# Java 8 support

Android does not support all Java 8 language features

Some supported features (in API level 24 or higher)

- Lambda expressions

- Method references

- `java.util.function` and `java.util.stream`

See:

- <https://developer.android.com/studio/write/java8-support>

# Android Runtime (ART)

Since Android 5.0, apps are executed in a managed runtime environment

On older platforms, apps run in the Dalvik Virtual Machine



# ART Design Goals

Designed for resource-constrained environments

Slower CPU

Less RAM

Limited battery life

# Typical Workflow

App written in Java

Compiled to Java bytecode files

Tool chain converts java bytecode files to a single dex-formatted bytecode file

Virtual machine executes bytecode file

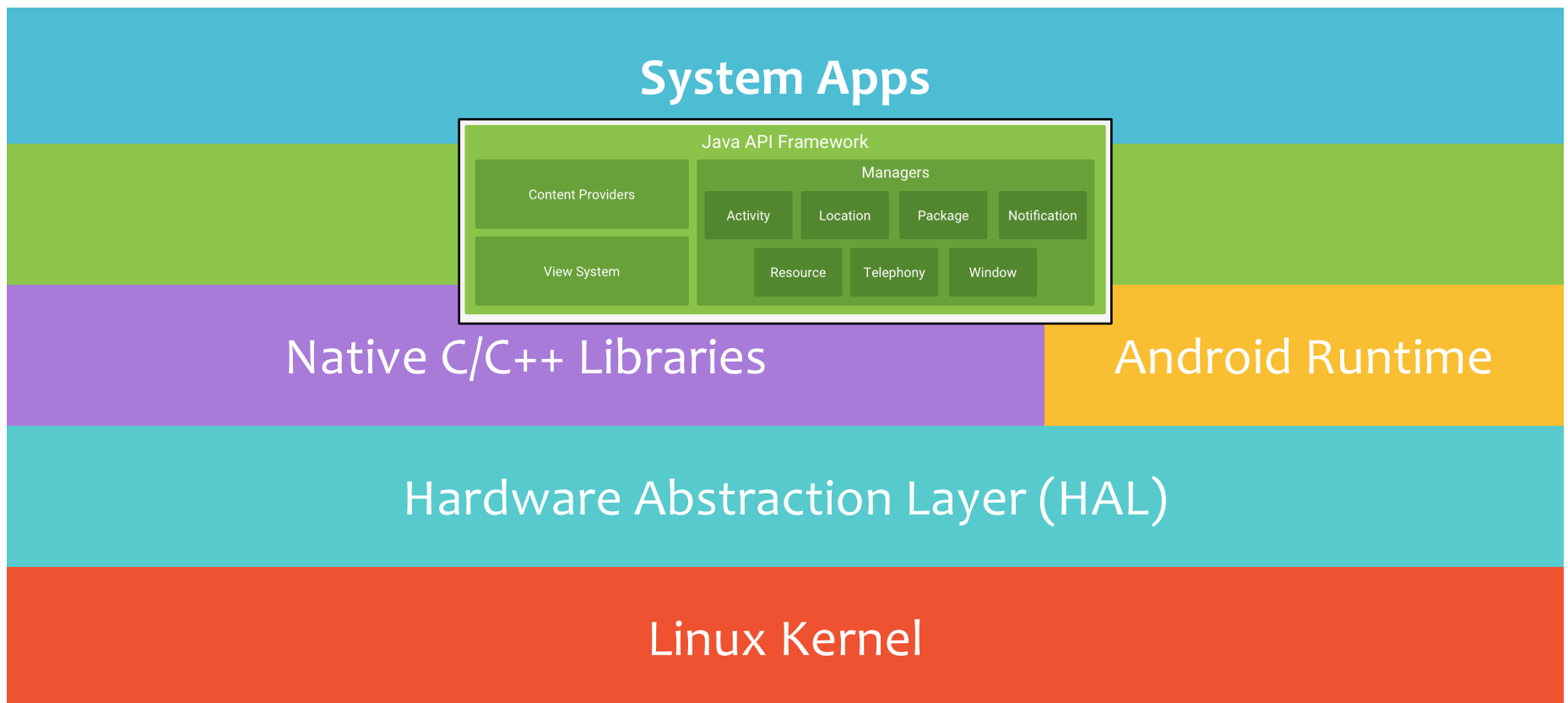
# ART

Compiles dex bytecode to native binary for improved runtime performance

Applies system-dependent optimizations at installation time, runtime, and in background

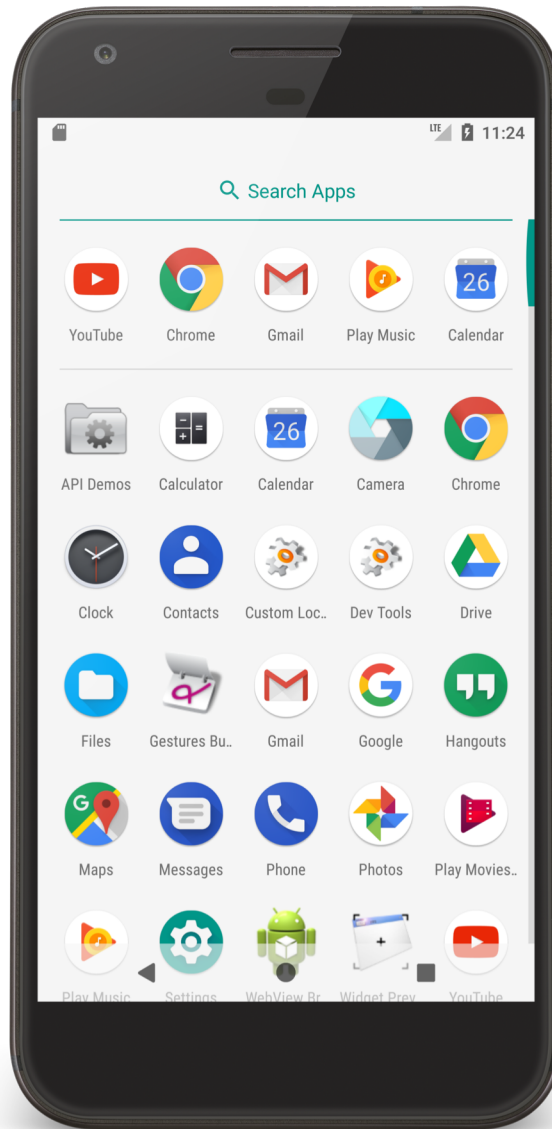
Results in faster execution at cost of larger executable

# The Android Architecture



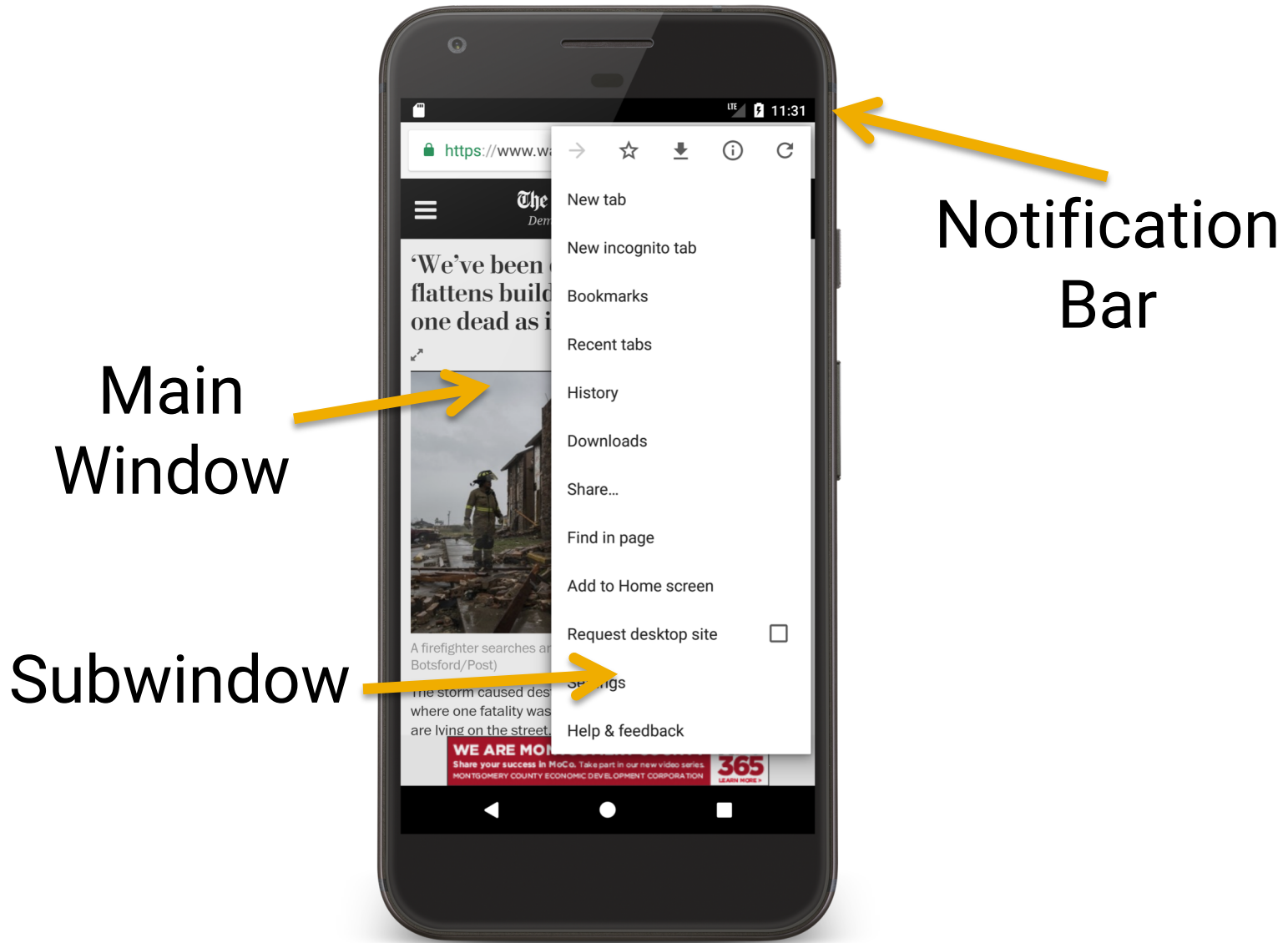
# Package Manager

Keeps track of app packages on device



# Window Manager

Manages the windows comprising an app



Notification Bar

Main Window

Subwindow

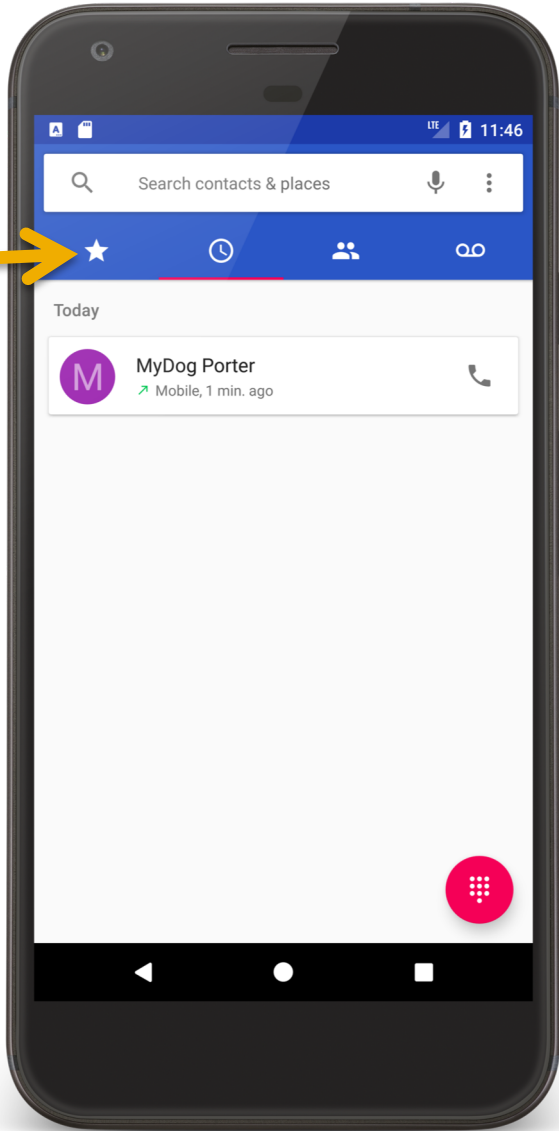


# View System

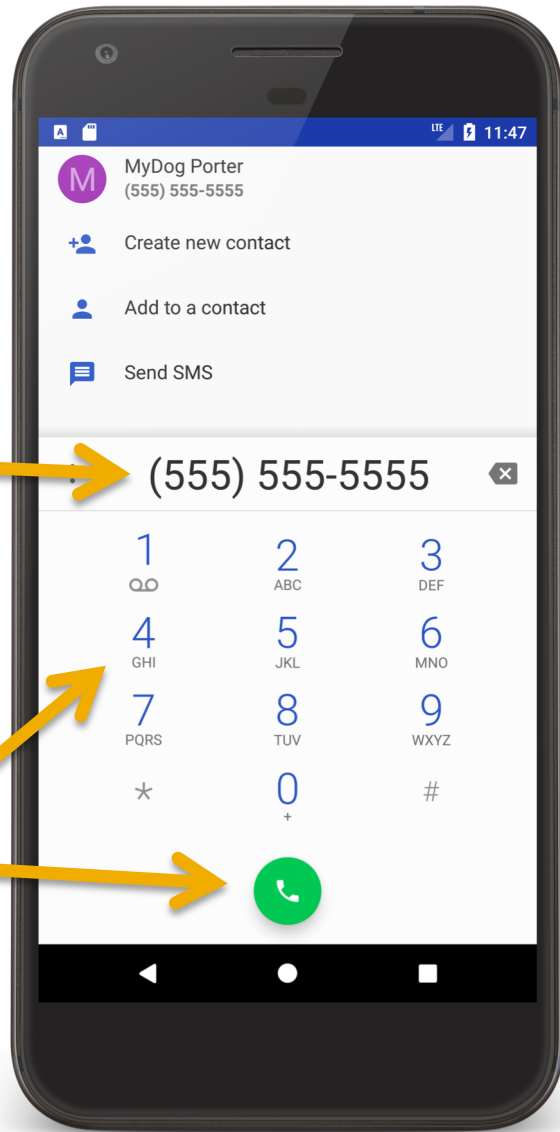
Provides common user interface elements

e.g., icons, text entry boxes, buttons and more

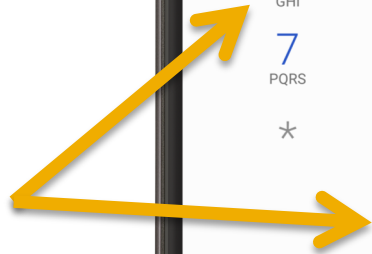
Tabs



TextView



Buttons

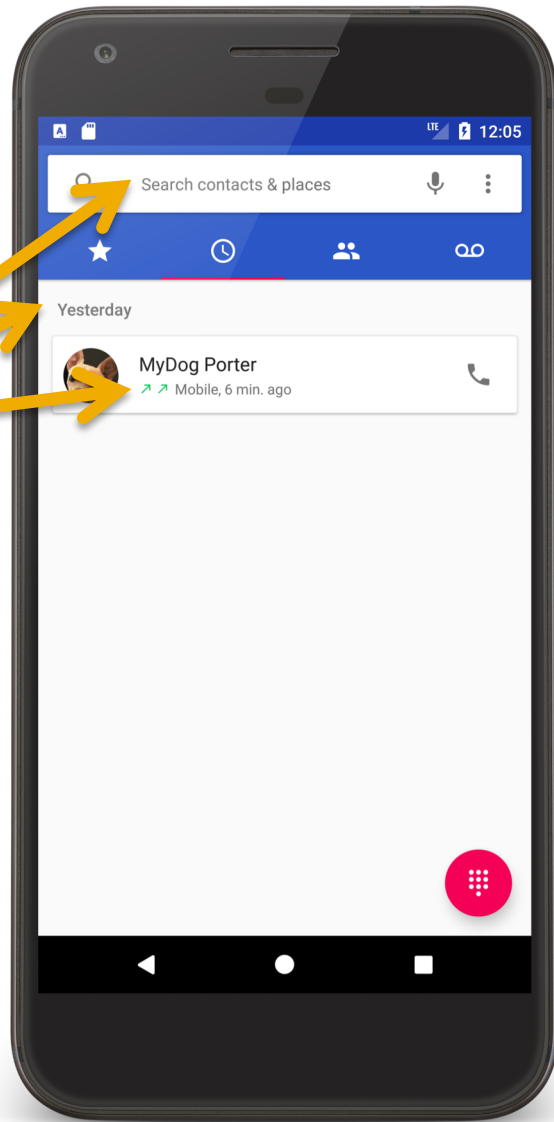


# Resource Manager

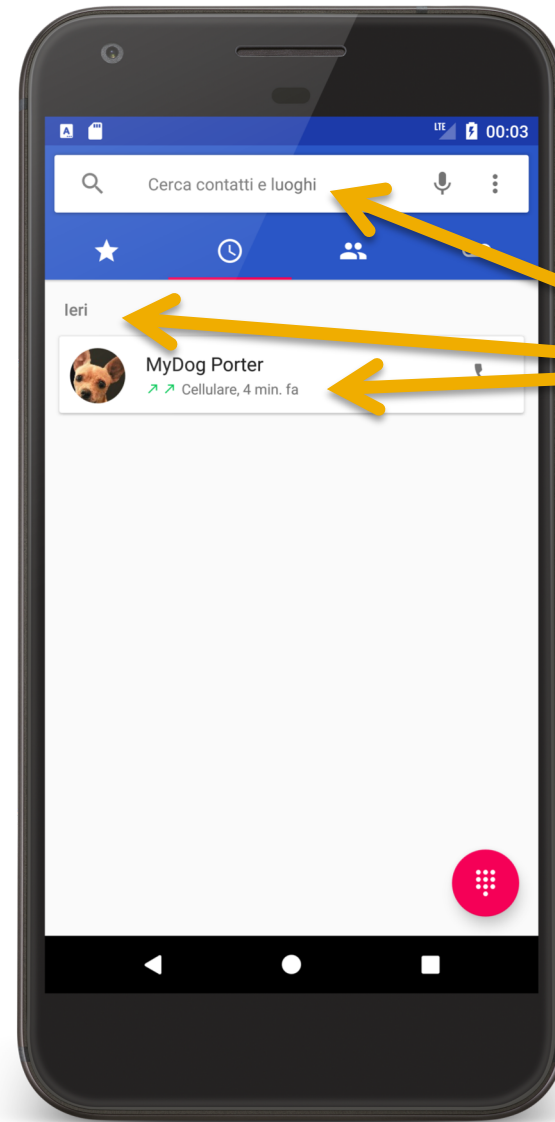
Manages non-compiled resources

e.g., strings, graphics, & layout files

English  
Strings

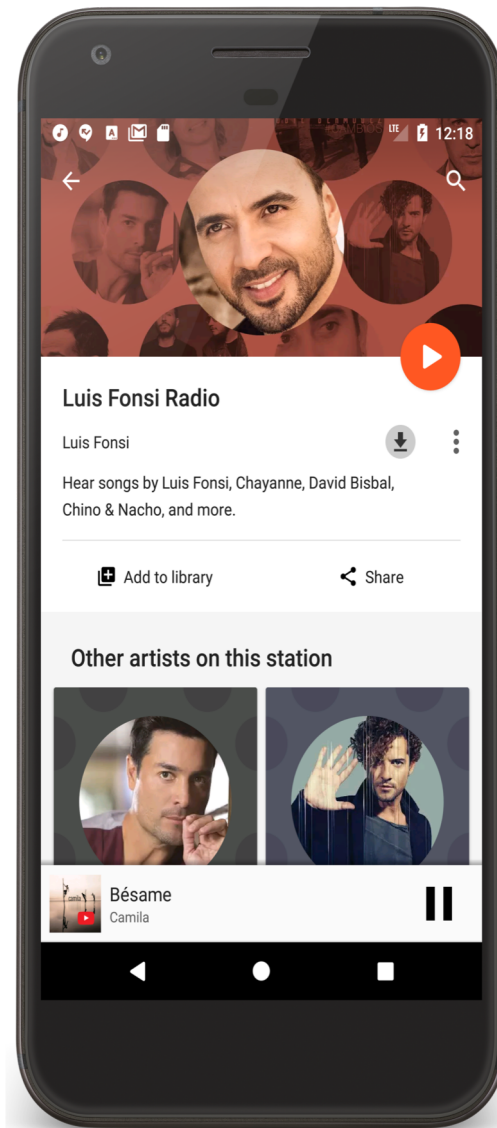
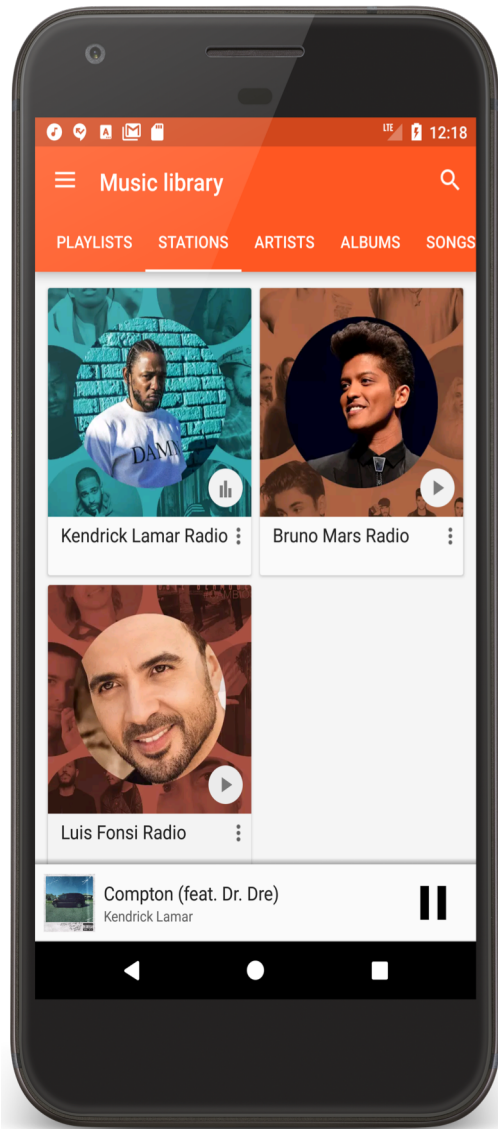


Italian  
Strings



# Activity Manager

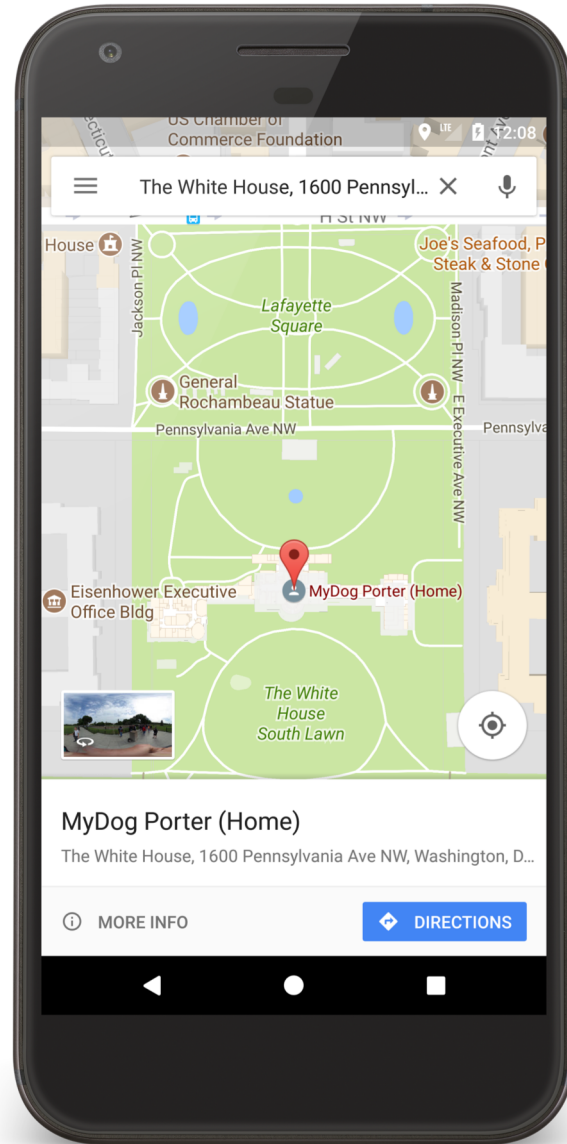
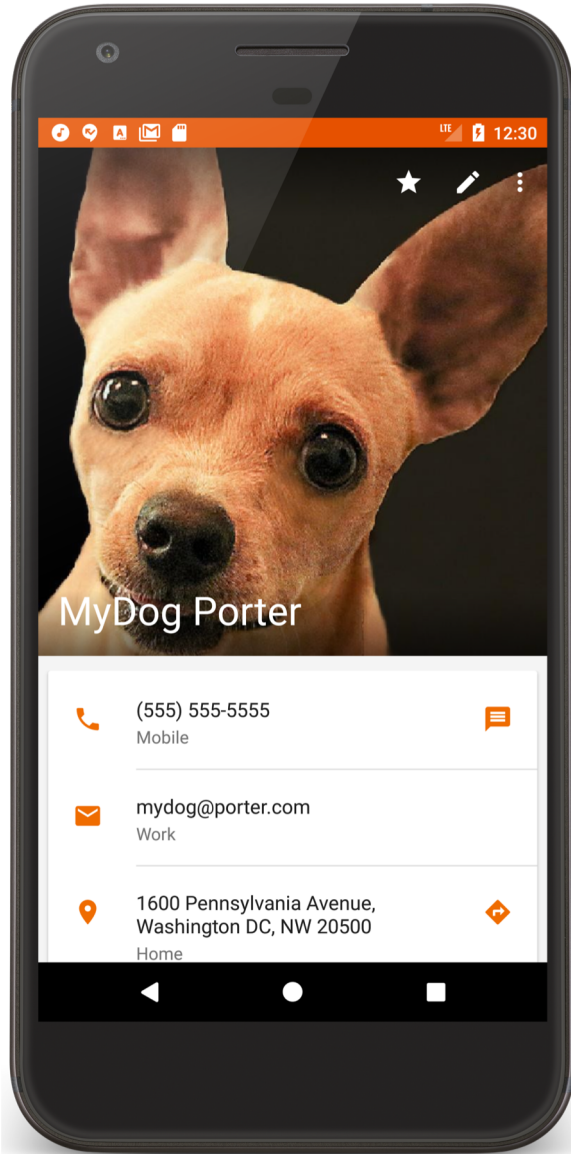
Manages app lifecycle and navigation stack



# ContentProvider

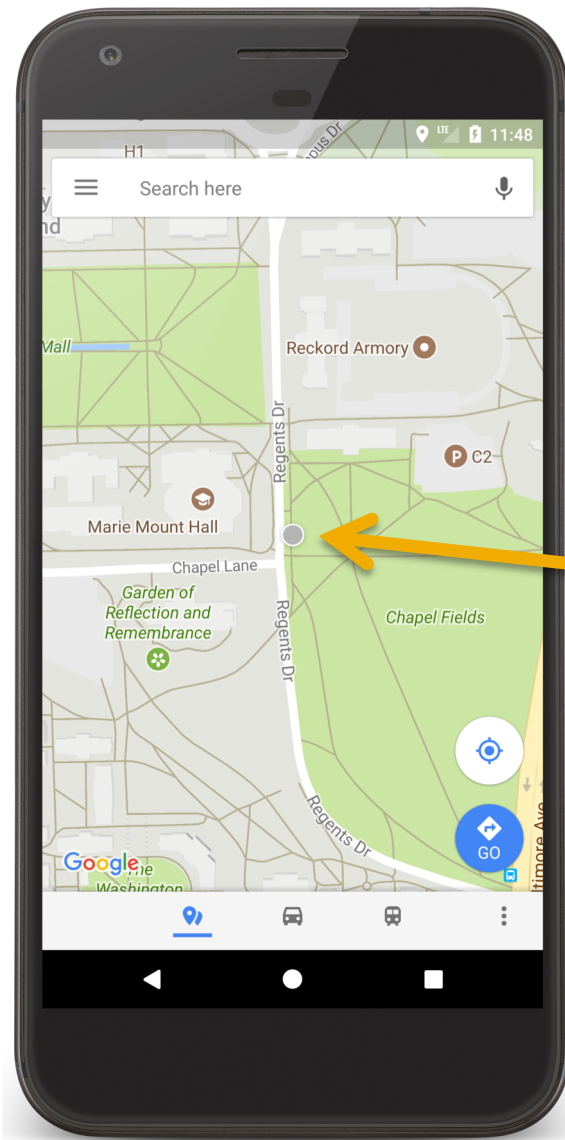
Inter-application data sharing





# Location Manager

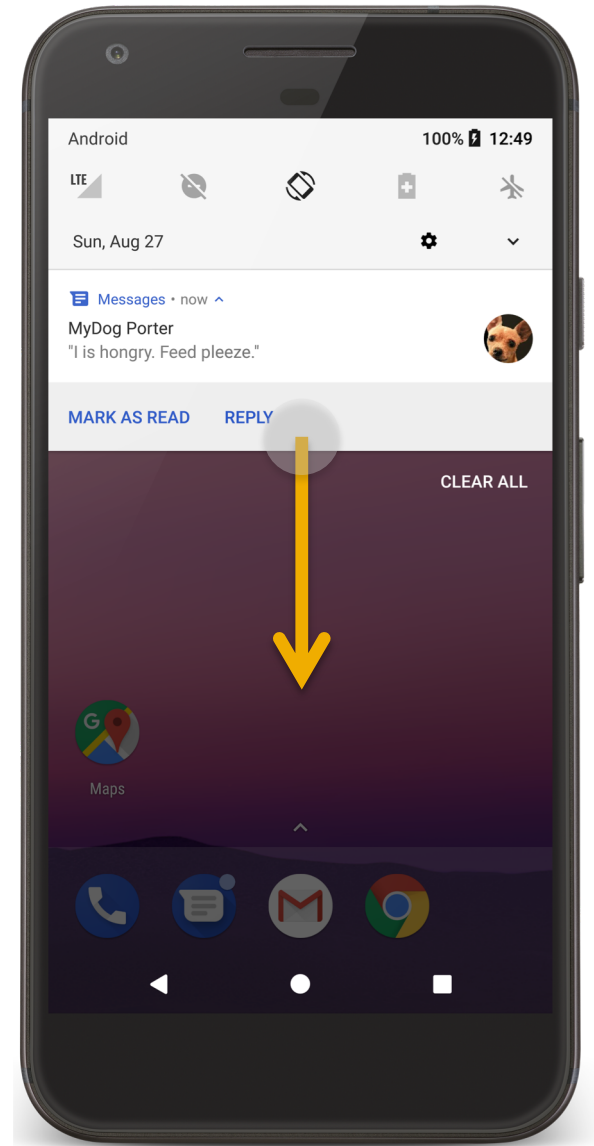
Provides location & movement information



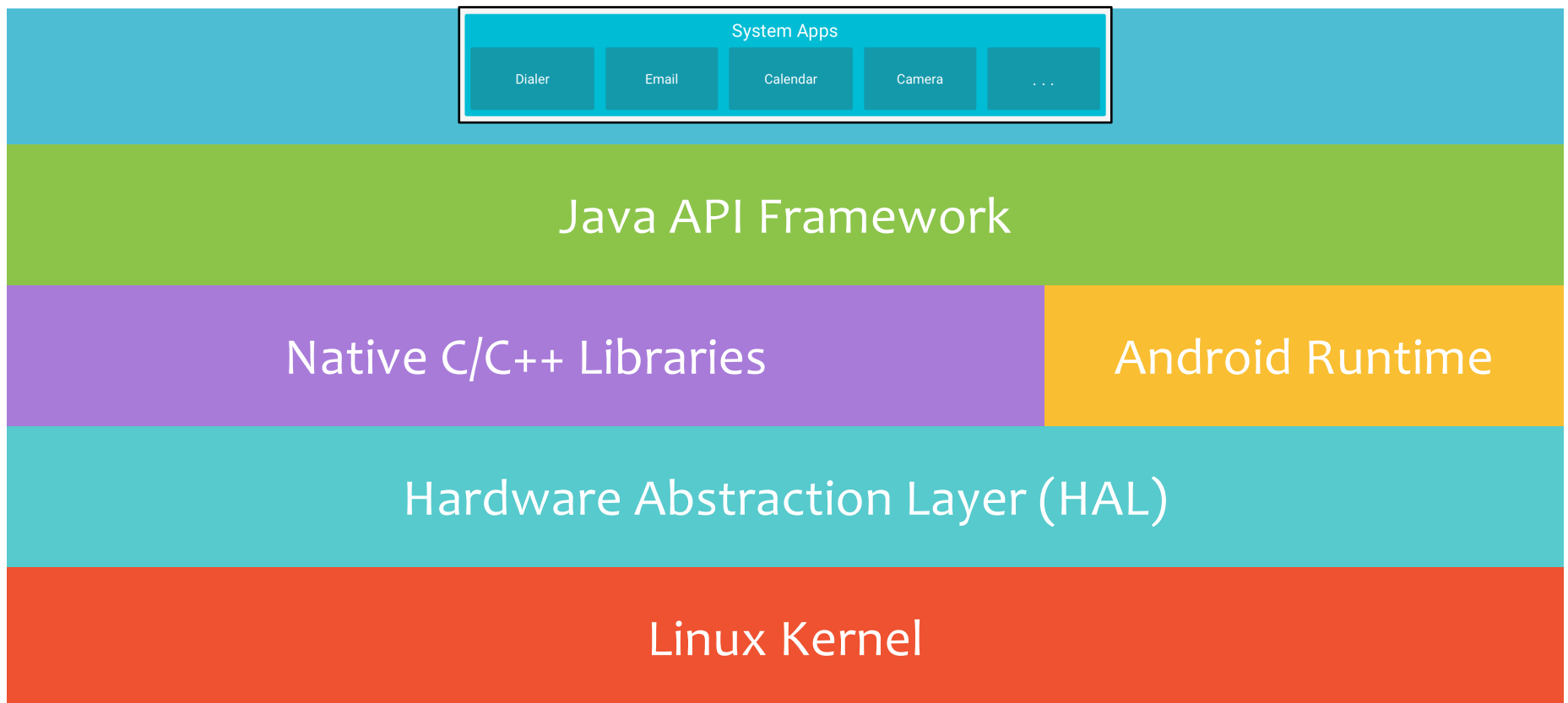
User's  
Location

# Notification Manager

Place notification icons in the status bar area when important events occur



# The Android Architecture



# Applications

Standard apps include:

Home – main screen

Contacts – contacts database

Phone – dial phone numbers

Browser – view web pages

Email reader –compose & read email messages

# Applications

Nothing special about these apps

You can substitute your own or 3rd party app for any of them



# Next

## Android Development Environment