

# **CMSC436: Programming Handheld Systems**

# **Android Development Environment**

# The Android Platform

A multi-layered software stack for building and running mobile applications

# The Android Development Environment

Your workbench for writing Android applications

See:

<https://developer.android.com/studio/intro/>

# Today's Topics

Downloading Android SDK

Using the Android Studio IDE

Using the Android emulator

Debugging Android applications

Other tools

# Prerequisites

## Supported Operating Systems:

Microsoft Windows 7/8/10 (32- or 64-bit)

Mac OS X 10.10 (Yosemite) up to 10.14 (Mojave)

GNOME or KDE desktop (tested on Ubuntu 14.04 LTS,  
Trusty Tahr)

Chrome OS

# General Prerequisites

4 GB RAM min, 8 GB RAM rec

2-4 GB+ for Android SDK, emulator system images, and caches

1280 x 800 min screen resolution

# Getting Started

Download & install Android Studio

See: <https://developer.android.com/studio/>

# Android Studio

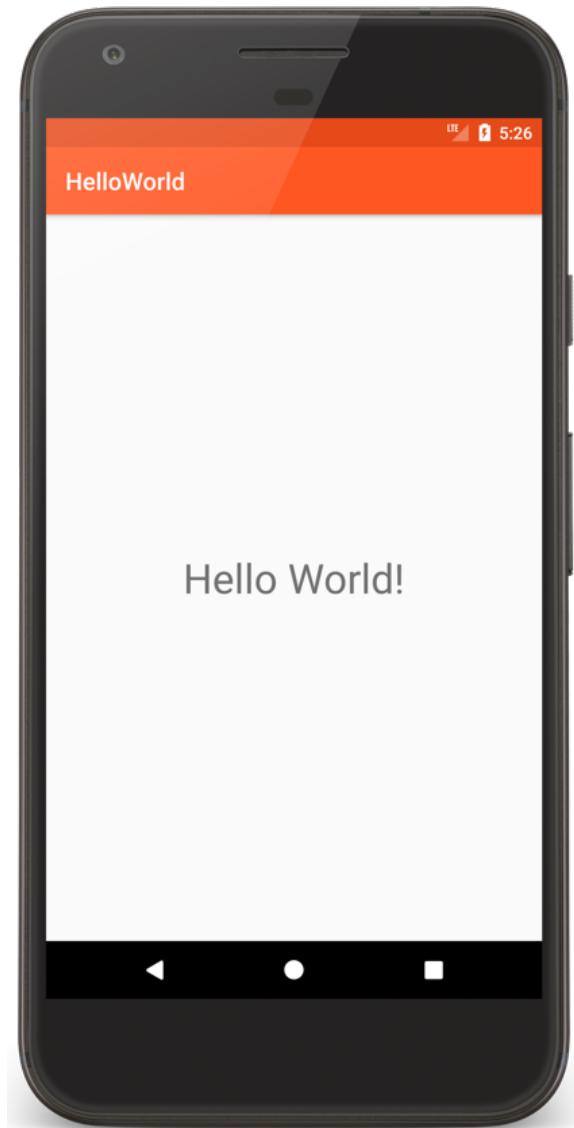
Android platform

Android Studio IDE

Key development tools

System image for emulator

# HelloWorld



```
package course.examples.helloworld

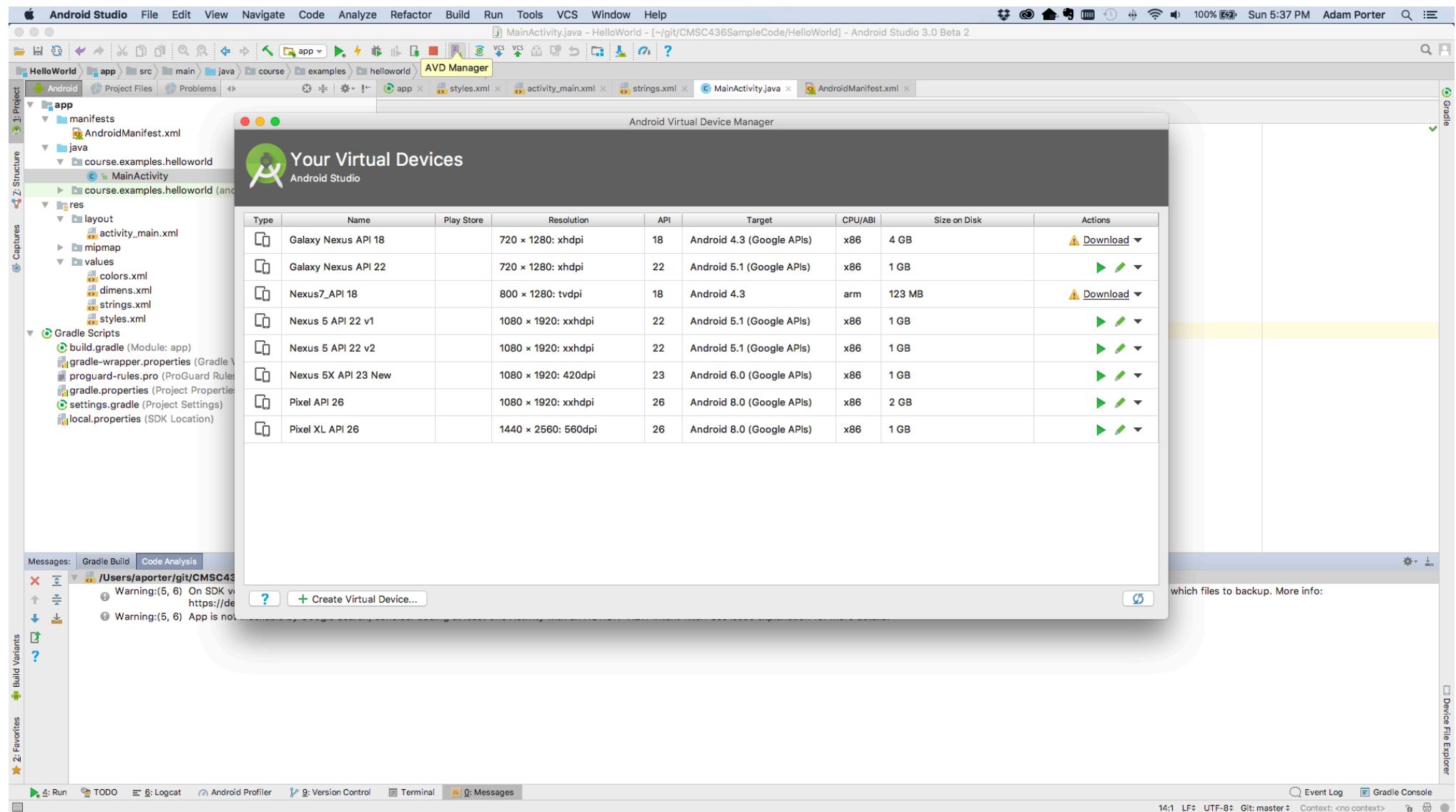
import android.app.Activity
import android.os.Bundle

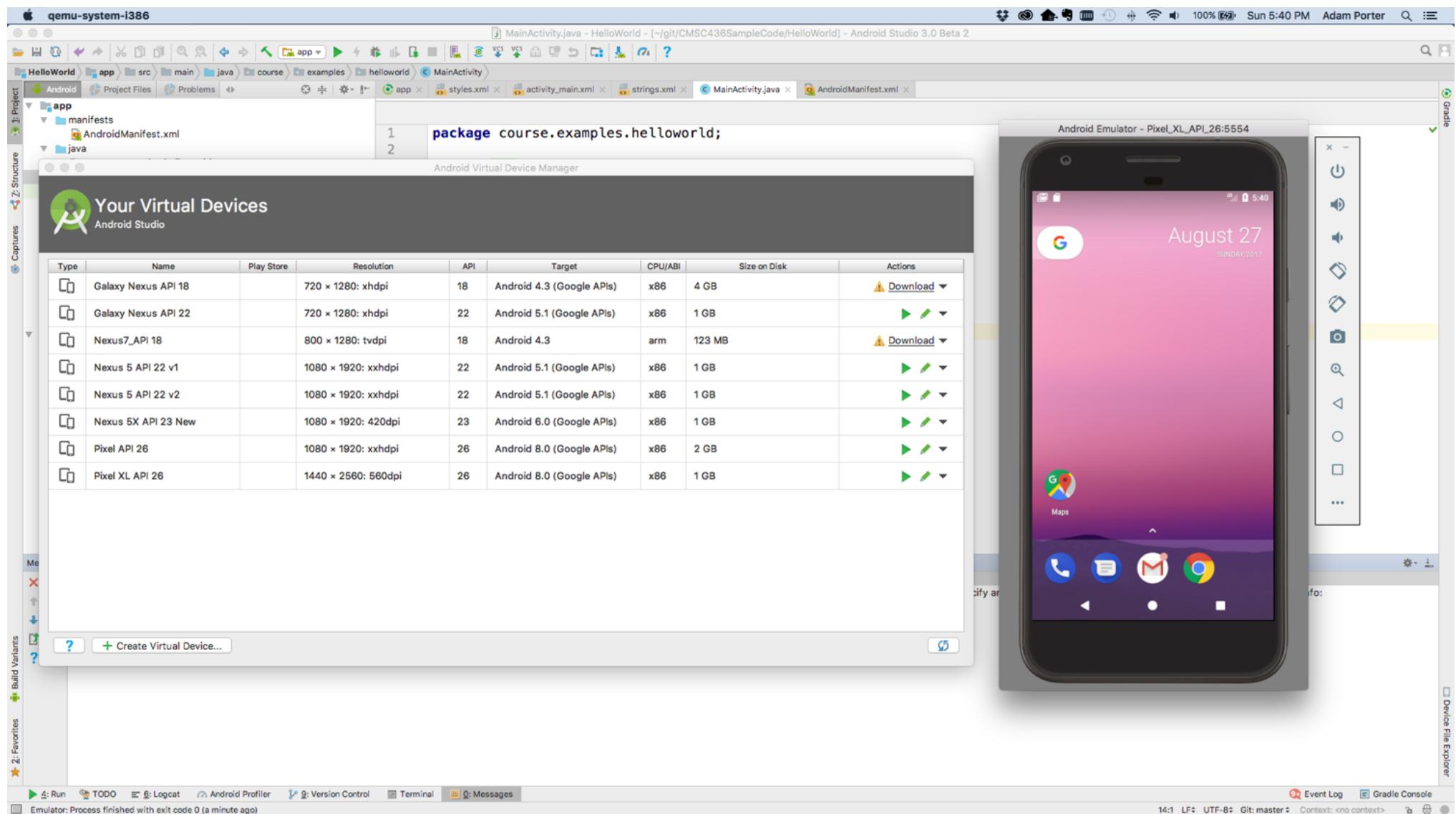
class MainActivity : Activity() {

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)
    }
}
```

# The Android Emulator

Runs virtual devices





# The Android Emulator

## Pros

Doesn't require an actual phone

Hardware is reconfigurable

Changes are non-destructive

# The Android Emulator

## Cons

Slower than an actual device

Some features unavailable

e.g., no support for Bluetooth, USB connections, NFC, etc.

Performance / user experience can be misleading

# Advanced Features

Can emulate many different device/user characteristics, such as:

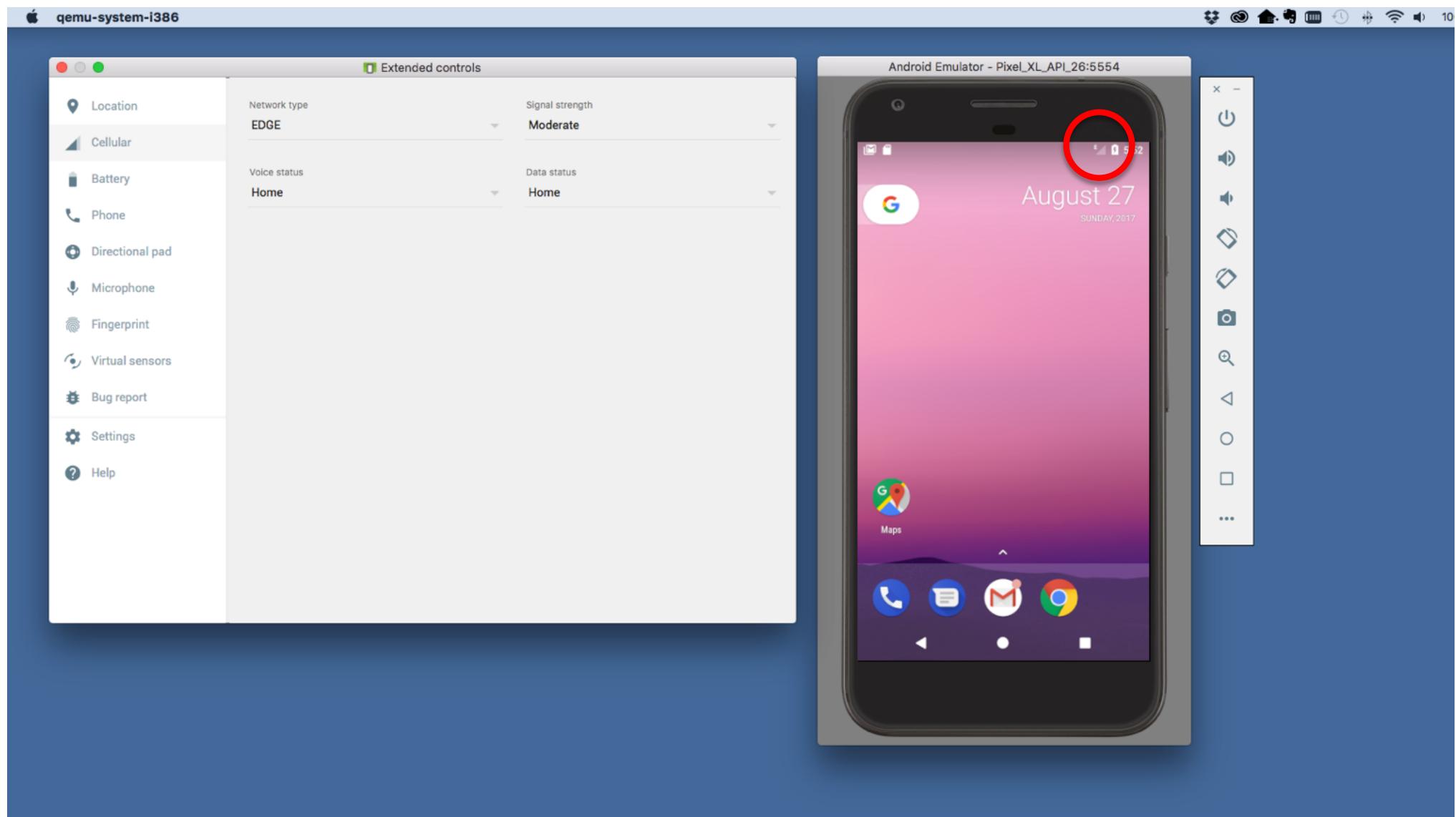
- Network speed/latencies

- Battery power

- Location coordinates

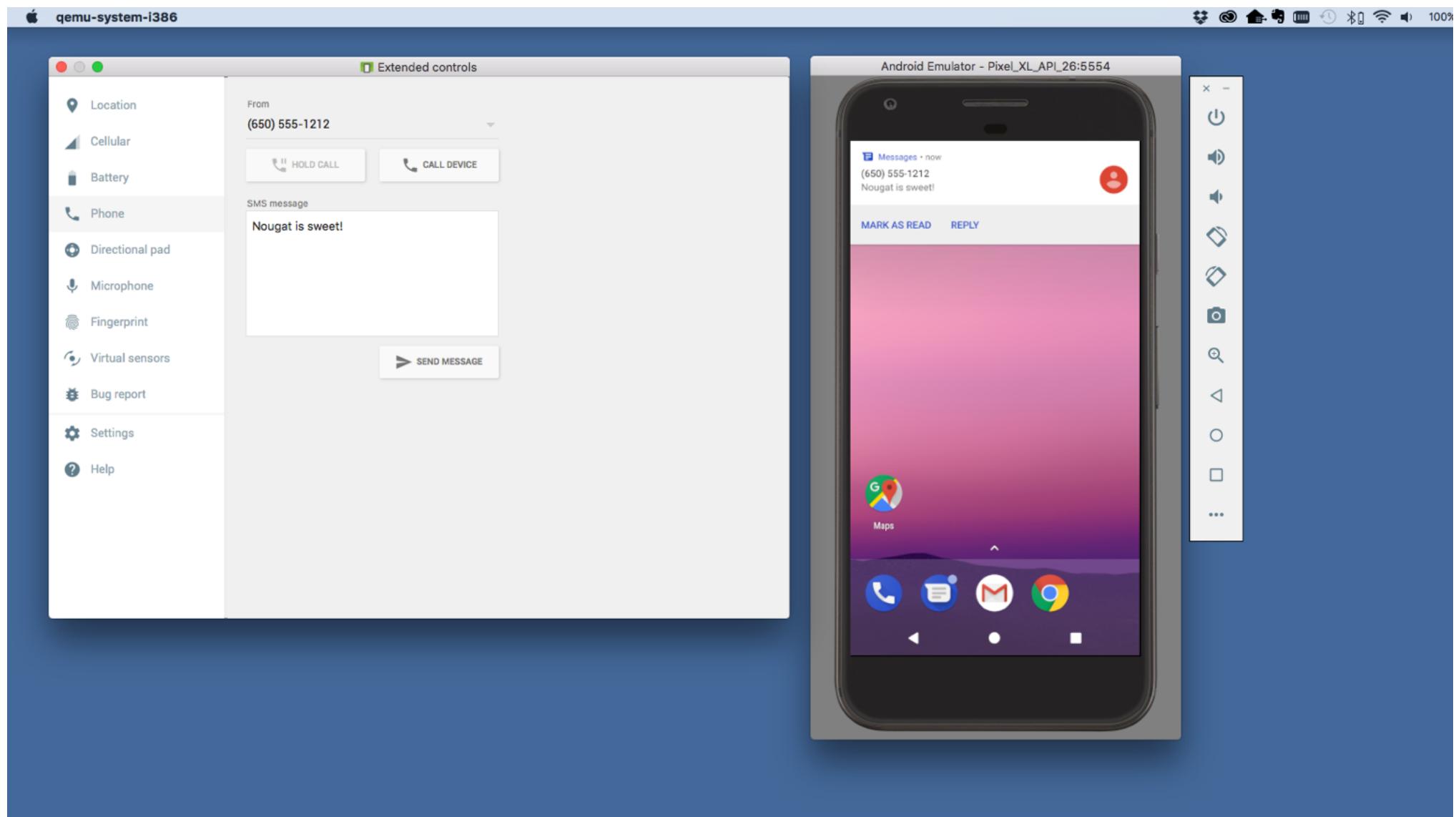
# Advanced Features

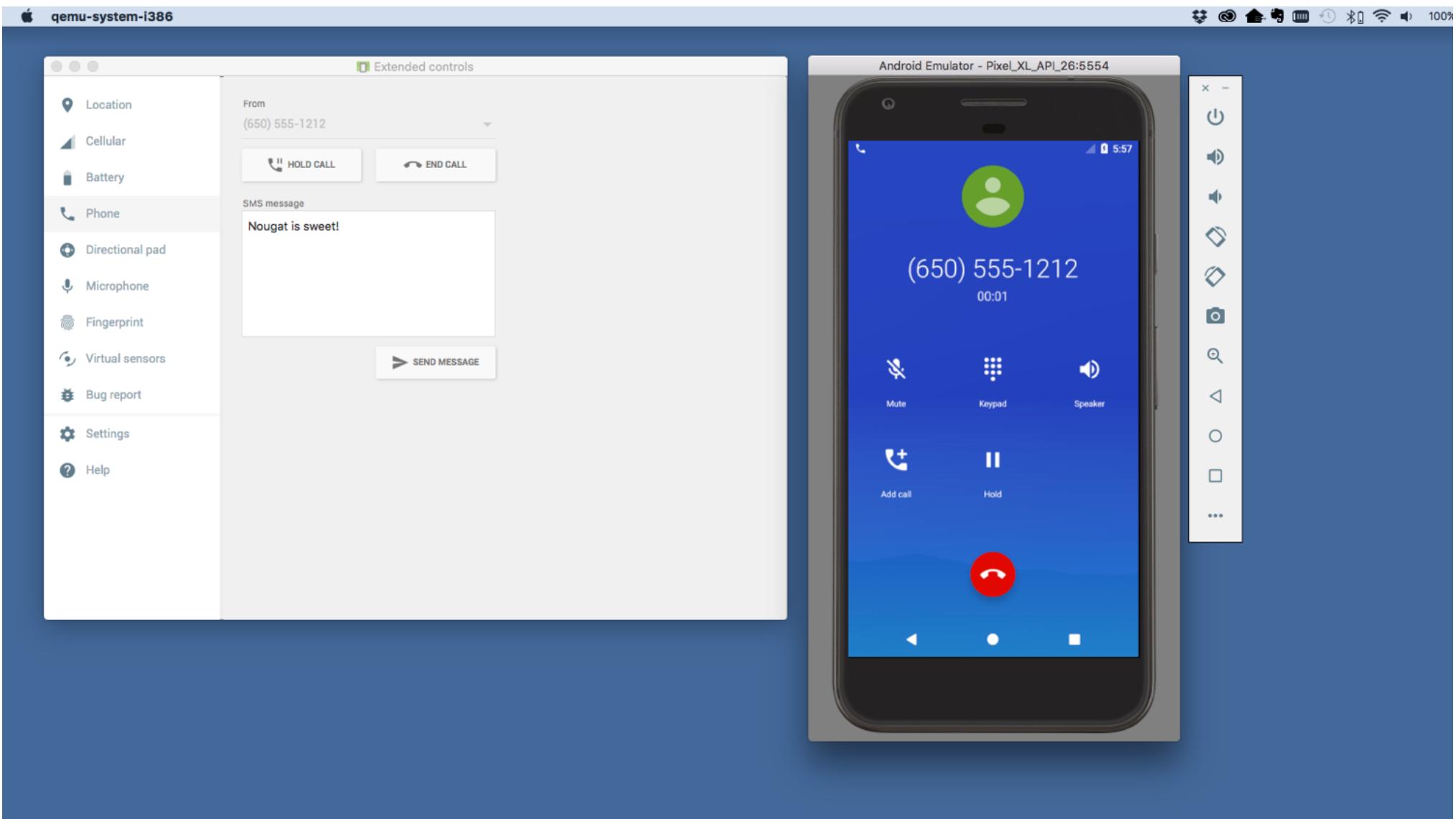
Change network speeds



# Advanced Features

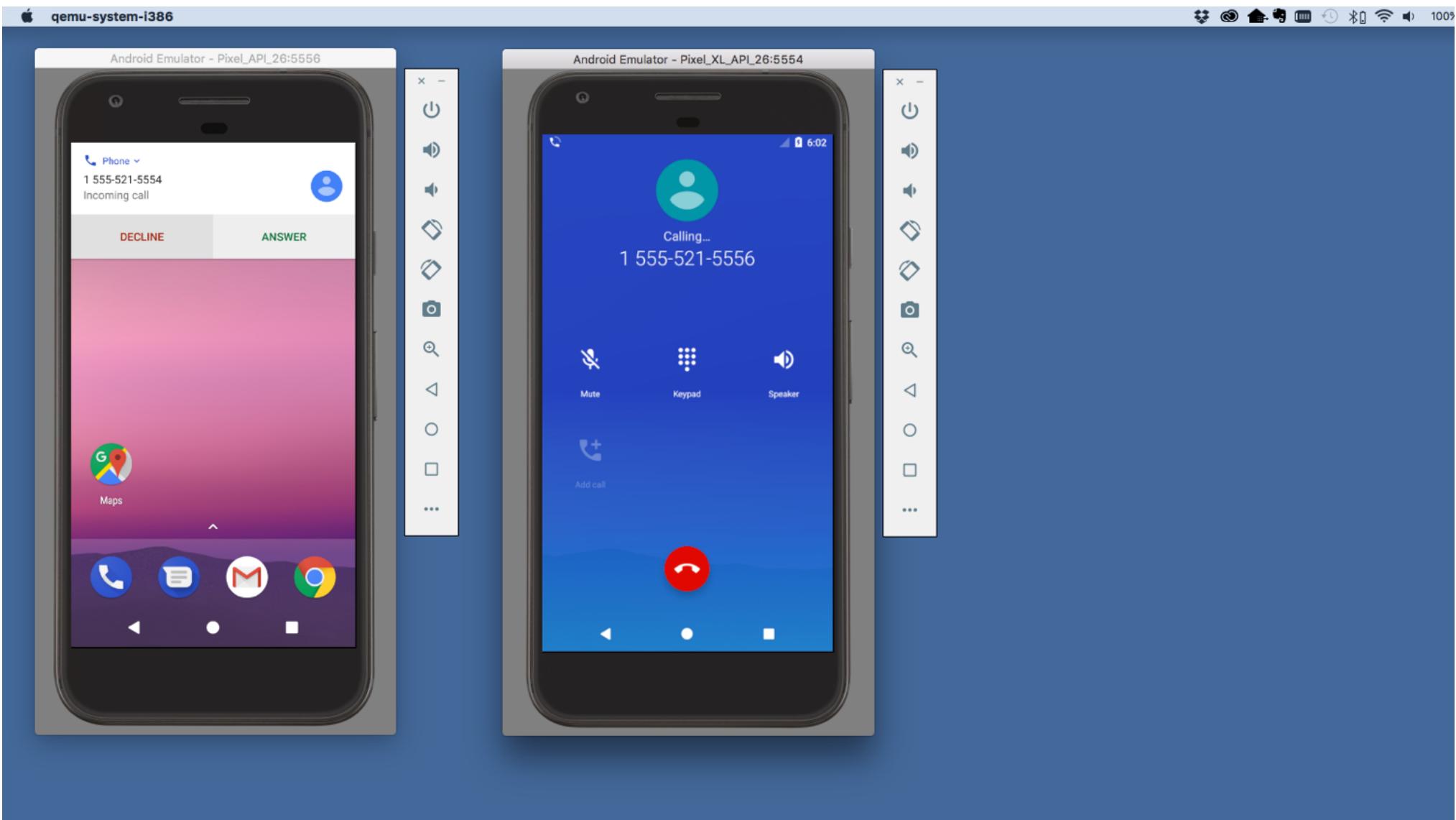
Emulate incoming phone calls & SMS messages

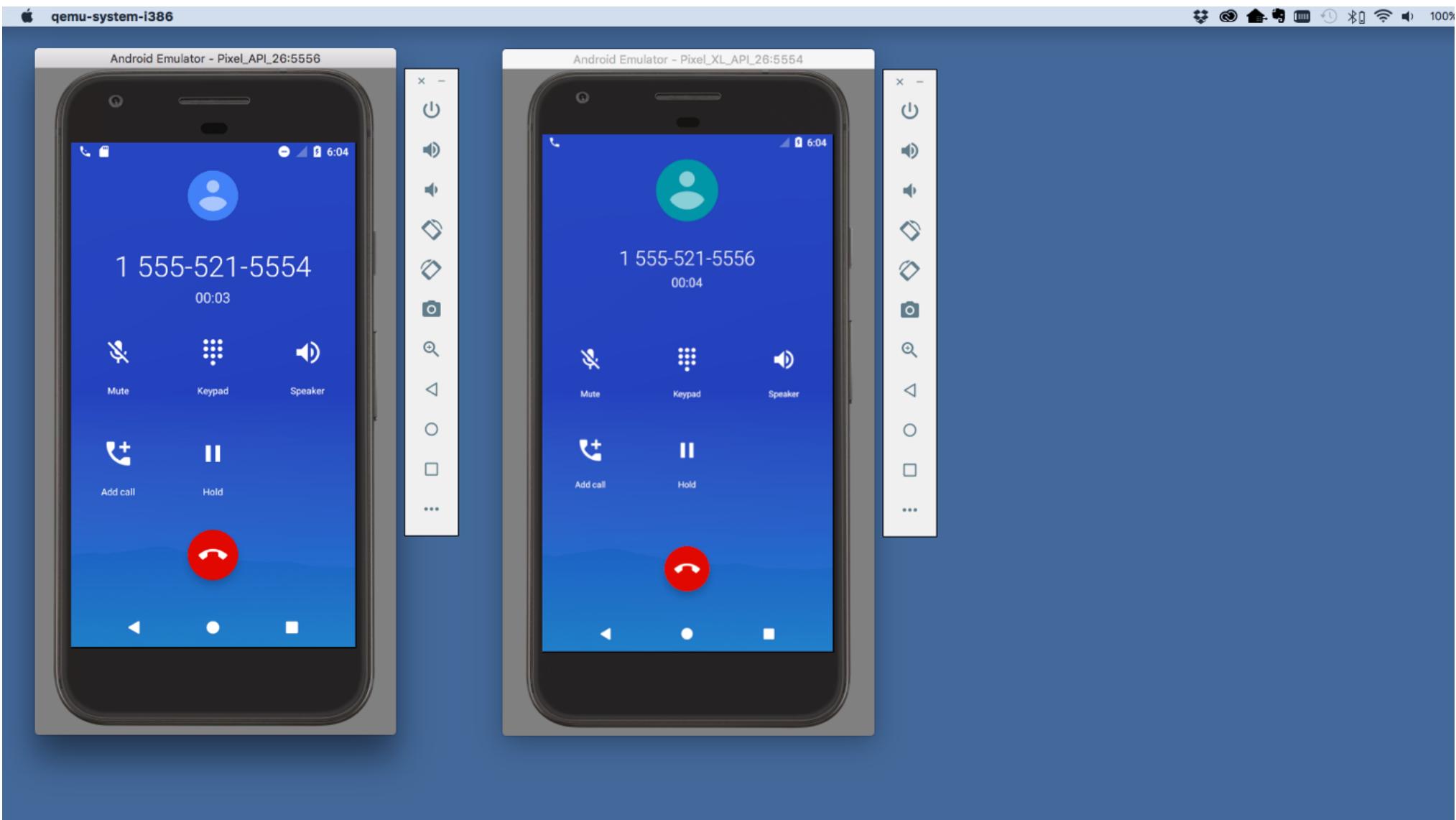




# The Android Emulator

Can interconnect multiple emulators





# Advanced Features

Many more options

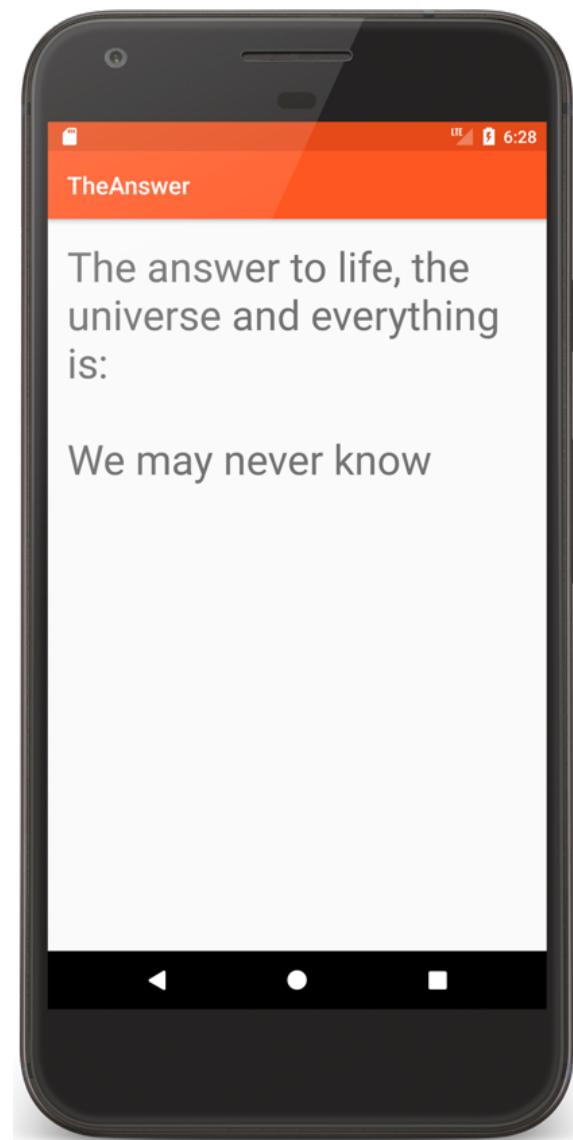
See:

<https://developer.android.com/studio/run/emulator.html>

# Debugger

Tool for examining the internal state of a running application

# TheAnswer



```
class TheAnswer : Activity() {
    companion object {
        private val answers = intArrayOf(42, -10, 0, 100, 1000)
        private const val answer = 42
        private const val TAG = "TheAnswer"
    }

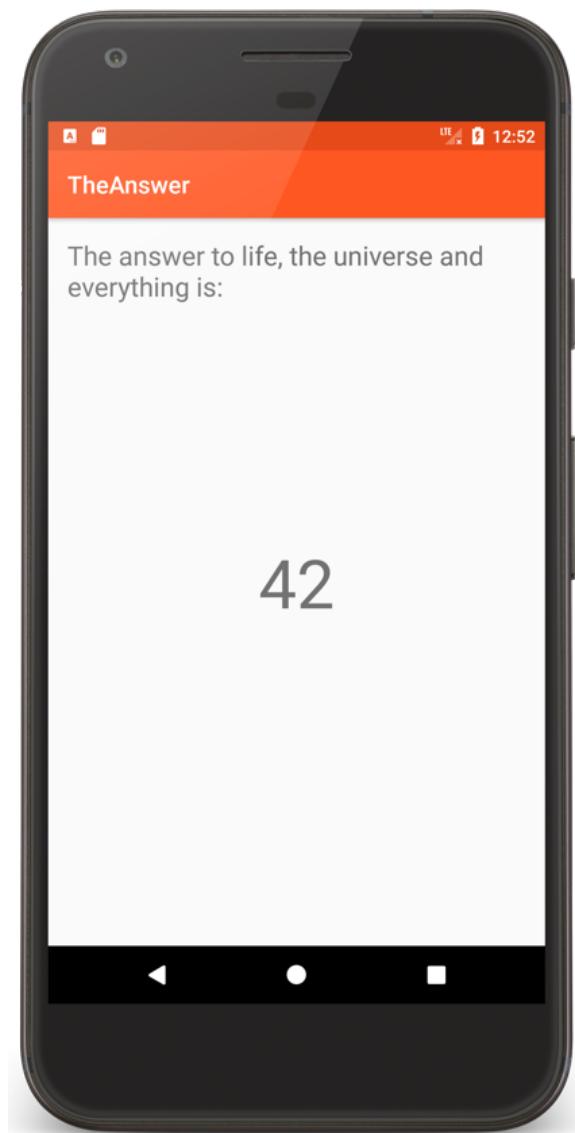
    override fun onCreate(savedInstanceState: Bundle?) {
        // Required call through to Activity.onCreate()
        // Restore any saved instance state
        super.onCreate(savedInstanceState)

        // Set up the application's user interface (content view)
        setContentView(R.layout.answer_layout)
        val value = findAnswer()
```

```
    val output = if (value != null) answer.toString()
                 else getString(R.string.never_know_string)

        // Get a reference to a TextView in the content view
        val answerView = findViewById<TextView>(R.id.answer_view)
        // Set desired text in answerView TextView
        answerView.text = output
    }

private fun findAnswer(): Int? {
    Log.d(TAG, "Entering findAnswer()")
    // Incorrect behavior
    return answers.firstOrNull { it == -answer }
    // Correct behavior
    // return answers.firstOrNull { it == answer }
}
}
```



# Development Tools

Android Studio provides numerous tools for monitoring application behaviors

# Example Tools

Device File Explorer

Logcat

CPU Profiler

Layout Inspector

# Device File Explorer

View, copy, and delete files on your device

Often used to examine and verify file creation and transfer

Android Studio File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

Project Favorites Run Debug Logcat Structure Version Control Android Profiler Build Variants Capture Analysis Capture Tool Captures Designer

Recent Files ⌘E Recently Changed Files ⌘E Recent Changes ⌘C

Compare with Clipboard Quick Switch Scheme... ^ .

✓ Toolbar ✓ Tool Buttons ✓ Status Bar ✓ Navigation Bar

Bidi Text Direction Enter Presentation Mode Enter Distraction Free Mode Exit Full Screen ^⌘F

Device File Explorer Event Log Gradle Gradle Console Image Layers Palette Terminal Theme Preview TODO

```
ty {
    s = { 42, -10, 0, 100, 1000 };
    42;
}

ivedInstanceState) {
    activity.onCreate()
    state
    state);

    ser interface (content view)
    r_layout);

    // Get a reference to a TextView in the content view
    TextView answerView = findViewById(R.id.answer_view);

    int val = findAnswer();
    String output = (val == answer) ? String.valueOf(answer) : "We may never know";
}

// Set desired text in answerView TextView
answerView
    .setText(output);

}

private int findAnswer() {
    for (int val : answers) {
        if (val == answer)
            return val;
    }
    return -1;
}
```

The screenshot shows the Android Studio interface with the following components:

- Project** tool window on the left, showing the project structure with files like build.gradle, gradle-wrapper.properties, settings.gradle, and local.properties.
- Device File Explorer** on the right, showing the file system of the Emulator Pixel\_XL\_API\_26 (Android 8.0.0, API 26). The path course.examples.theanswer is selected.
- Code Editor** in the center, displaying the Java code for TheAnswer.java. The code defines a class TheAnswer that extends Activity. It contains an array of answers, a variable answer, and an onCreate() method that finds the correct answer and sets it in a TextView. A private findAnswer() method is also present.

```
import ...  
  
public class TheAnswer extends Activity {  
  
    private static final int[] answers = { 42, -10, 10 };  
    private static final int answer = 42;  
  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
  
        // Required call through to Activity.onCreate()  
        // Restore any saved instance state  
        super.onCreate(savedInstanceState);  
  
        // Set up the application's user interface (UI)  
        setContentView(R.layout.answer_layout);  
  
        // Get a reference to a TextView in the content view  
        TextView answerView = findViewById(R.id.answer_view);  
  
        int val = findAnswer();  
        String output = (val == answer) ? String.valueOf(val) : "Nope";  
        answerView.setText(output);  
    }  
  
    private int findAnswer() {  
        for (int val : answers) {  
            if (val == answer)  
                return val;  
        }  
        return -1;  
    }  
}
```

# Logcat

Write and review log messages

Apps use Log class to write messages to log

Developer can search and filter log messages

The screenshot shows the Android Studio interface with the project 'TheAnswer' open. The code editor displays the file 'TheAnswer.java' containing the following code:

```
22     setContentView(R.layout.answer_layout);
23
24     // Get a reference to a TextView in the content view
25     TextView answerView = findViewById(R.id.answer_view);
26
27     int val = findAnswer();
28     String output = (val == answer) ? String.valueOf(answer) : "We may never know";
29
30     // Set desired text in answerView TextView
31     answerView
32         .setText(output);
33 }
34
35 private int findAnswer() {
36     Log.d(TAG, msg: "Entering findAnswer()");
37     for (int val : answers) {
38         if (val != answer)
39             return val;
40     }
41     Log.e(TAG, msg: "Unexpected behavior");
42     return -1;
43 }
44
45 }
```

The code uses Java 8 features like the diamond operator and the var keyword. A yellow highlight covers the entire body of the 'findAnswer' method. Line 38 has a yellow background and a small yellow lightbulb icon, indicating a warning or inspection.

The Logcat tab shows the following log entries from the Emulator Pixel\_XL\_API\_26:

```
08-28 10:28:04.736 10297-10297/? W/zygote: Unexpected CPU variant for X86 using defaults: x86
08-28 10:28:05.174 10297-10297/course.examples.theanswer I/InstantRun: starting instant run server: is main process
08-28 10:28:05.324 10297-10297/course.examples.theanswer D/TheAnswer: Entering findAnswer()
08-28 10:28:05.485 10297-10324/course.examples.theanswer D/OpenGLRenderer: HWUI GL Pipeline
08-28 10:28:05.829 10297-10324/course.examples.theanswer I/OpenGLRenderer: Initialized EGL, version 1.4
08-28 10:28:05.829 10297-10324/course.examples.theanswer D/OpenGLRenderer: Swap behavior 1
08-28 10:28:05.829 10297-10324/course.examples.theanswer W/OpenGLRenderer: Failed to choose config with EGL_SWAP_BEHAVIOR_PRESERVED, retrying with 0
08-28 10:28:05.829 10297-10324/course.examples.theanswer D/OpenGLRenderer: Swap behavior 0
08-28 10:28:05.836 10297-10324/course.examples.theanswer D/EGL_emulation: eglCreateContext: 0xa68ff280: maj 2 min 0 rcv 2
08-28 10:28:05.837 10297-10324/course.examples.theanswer D/EGL_emulation: eglMakeCurrent: 0xa68ff280: ver 2 0 (tinfo 0xa66a3a00)
```

The screenshot shows the Android Studio interface with the Java code for the `TheAnswer` class in the editor and its execution output in the Logcat window.

**Java Code (TheAnswer.java):**

```
22     setContentView(R.layout.answer_layout);
23
24     // Get a reference to a TextView in the content view
25     TextView answerView = findViewById(R.id.answer_view);
26
27     int val = findAnswer();
28     String output = (val == answer) ? String.valueOf(answer) : "We may never know";
29
30     // Set desired text in answerView TextView
31     answerView
32         .setText(output);
33 }
34
35 private int findAnswer() {
36     Log.d(TAG, msg: "Entering findAnswer()");
37     for (int val : answers) {
38         if (val != answer)
39             return val;
40     }
41     Log.e(TAG, msg: "Unexpected behavior");
42     return -1;
43 }
44 }
```

**Logcat Output:**

```
08-28 10:28:05.324 10297-10297/course.examples.theanswer D/TheAnswer: Entering findAnswer()
```

The Logcat window shows the log message from the `findAnswer()` method, indicating it is entering the function. The code itself is annotated with color-coded highlights and markers, such as green for strings and variables, blue for methods and classes, and yellow for conditionals like the `if` statement.

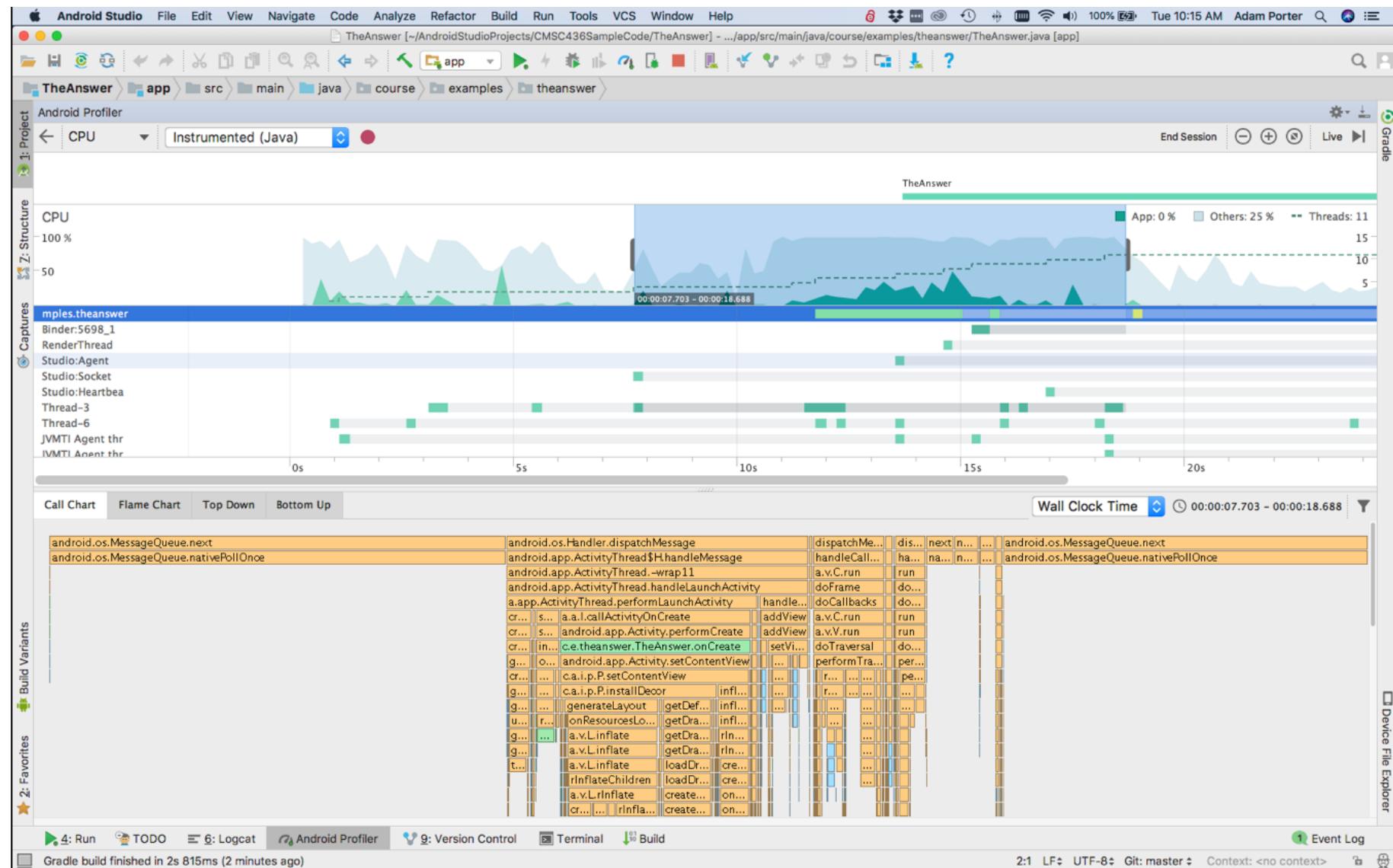
# CPU Profiler

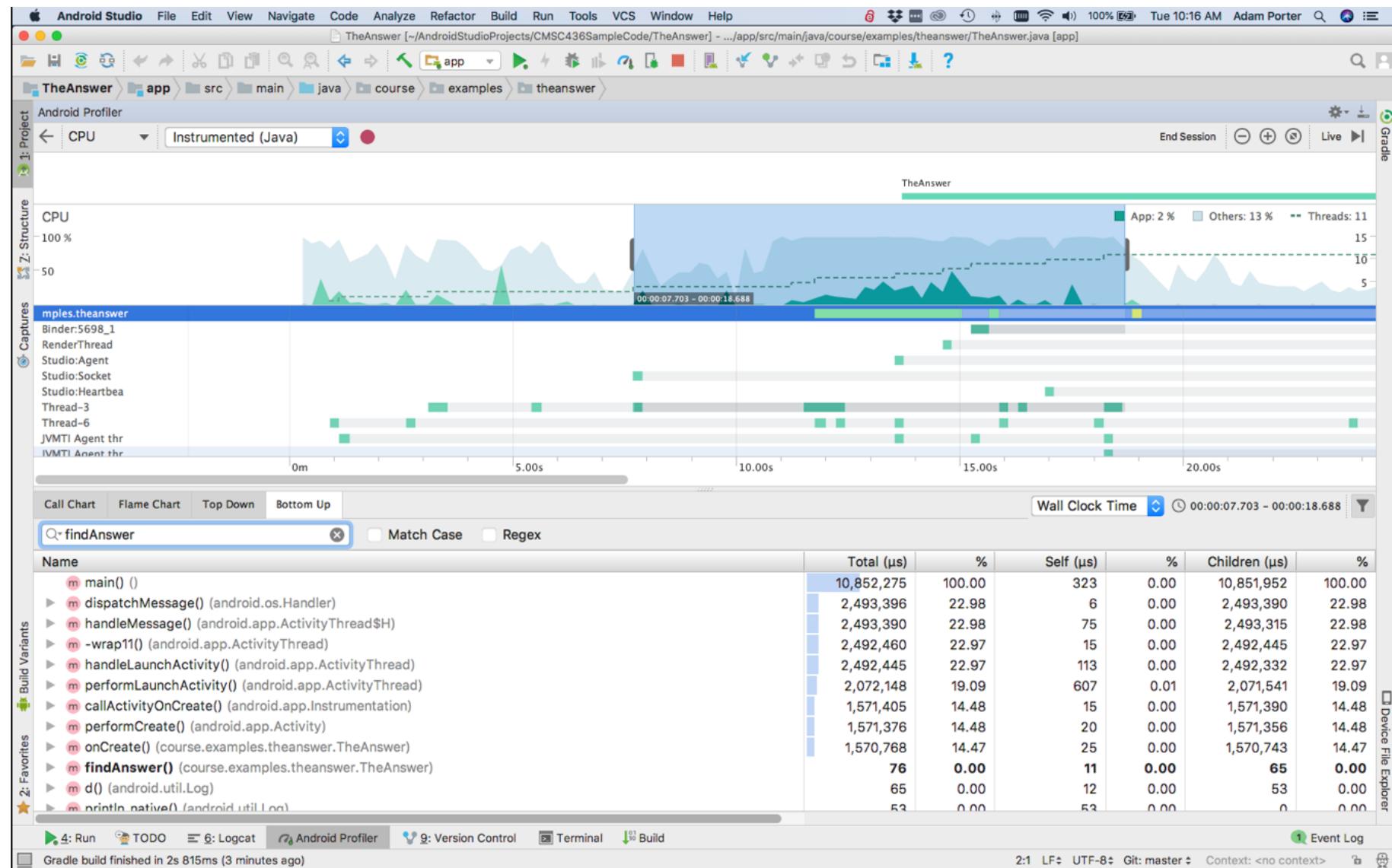
Logs execution sequences and timing taken from a running application

Graphically displays method traces and metrics

The screenshot shows the Android Studio interface with the project 'TheAnswer' open. The code editor displays `TheAnswer.java` under the package `course.examples.theanswer`. The code implements an `Activity` that finds a random answer from a static array and displays it in a `TextView`. The `onCreate` method sets the content view and finds a `TextView` with ID `answer_layout`. It then calls `findAnswer` and sets the `TextView` text to the result. The `findAnswer` method logs a message and iterates through the `answers` array to find a random value. The code editor has syntax highlighting and a yellow selection bar. A tooltip 'Profile "app"' is visible above the code area.

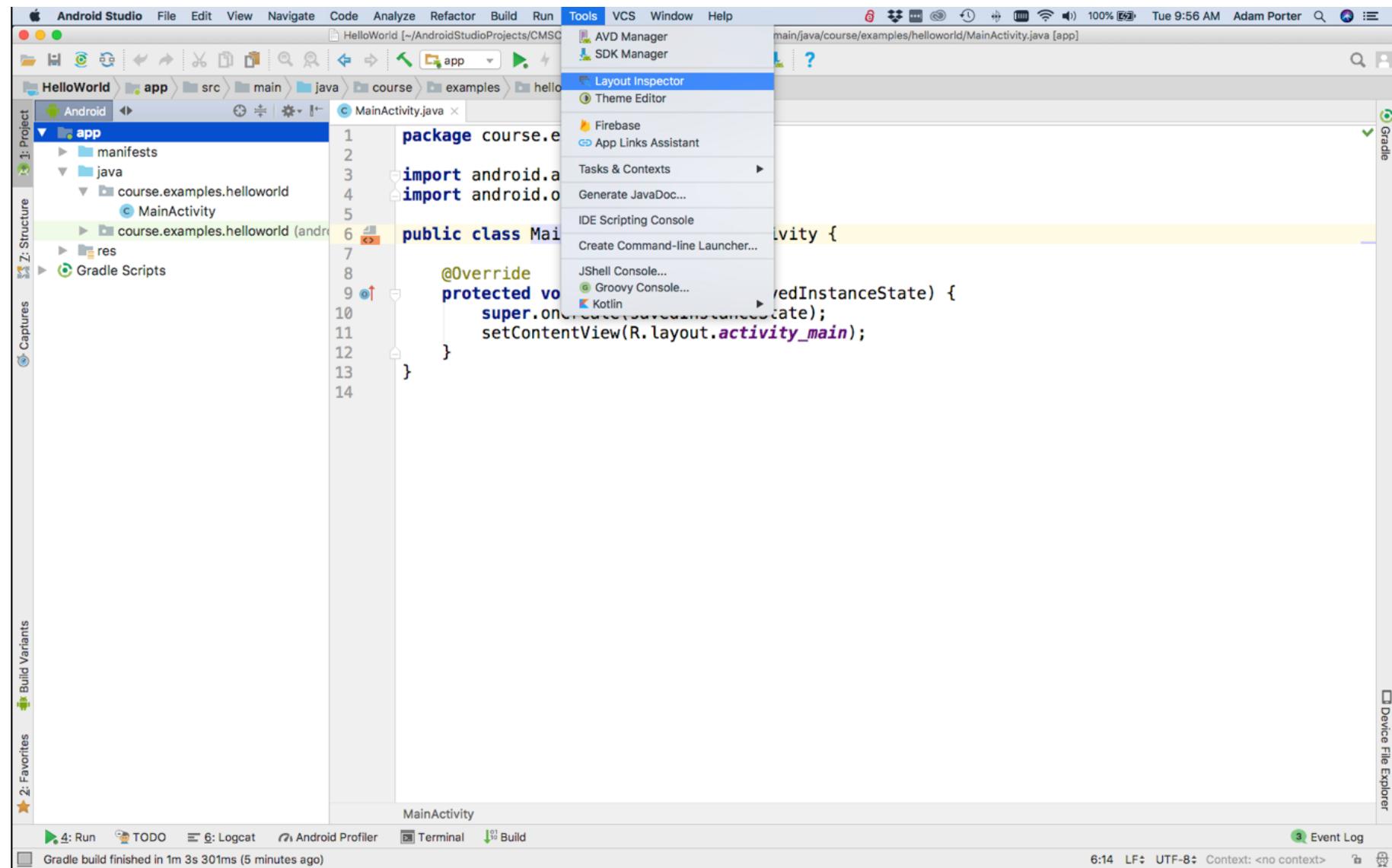
```
package course.examples.theanswer;  
import ...  
  
public class TheAnswer extends Activity {  
  
    private static final int[] answers = { 42, -10, 0, 100, 1000 };  
    private static final int answer = 42;  
    private static String TAG = "TheAnswer";  
  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
  
        // Required call through to Activity.onCreate()  
        // Restore any saved instance state  
        super.onCreate(savedInstanceState);  
  
        // Set up the application's user interface (content view)  
        setContentView(R.layout.answer_layout);  
  
        // Get a reference to a TextView in the content view  
        TextView answerView = findViewById(R.id.answer_view);  
  
        int val = findAnswer();  
        String output = (val == answer) ? String.valueOf(answer) : getString(R.string.never_know);  
  
        // Set desired text in answerView TextView  
        answerView  
            .setText(output);  
    }  
  
    private int findAnswer() {  
        Log.d(TAG, msg: "Entering findAnswer()");  
        for (int val : answers) {  
    }
```

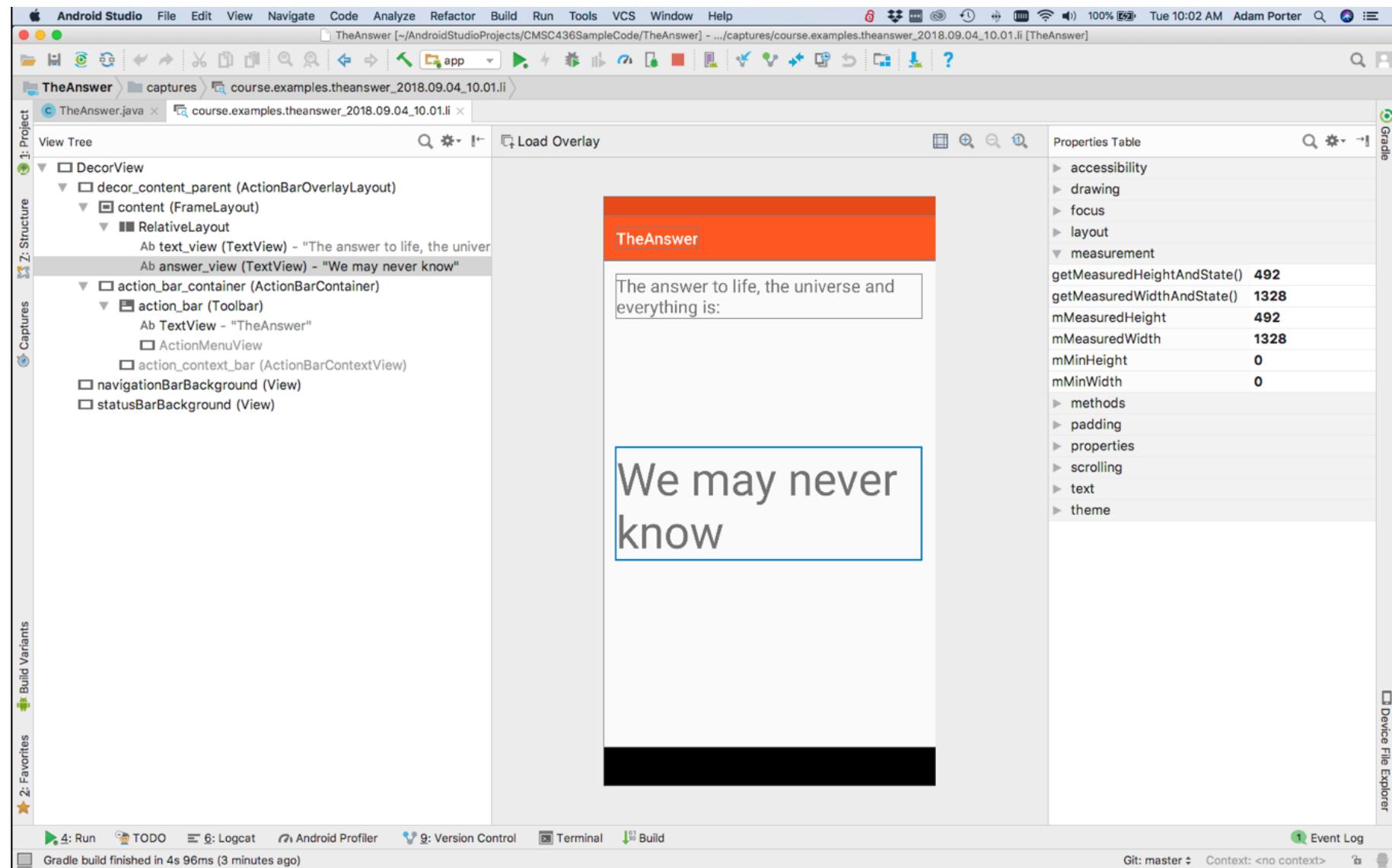




# Layout Inspector

Shows the runtime organization of the user interface





# Next

## Application Fundamentals

# Example Applications

HelloWorld

TheAnswer