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# 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 gLinux)

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



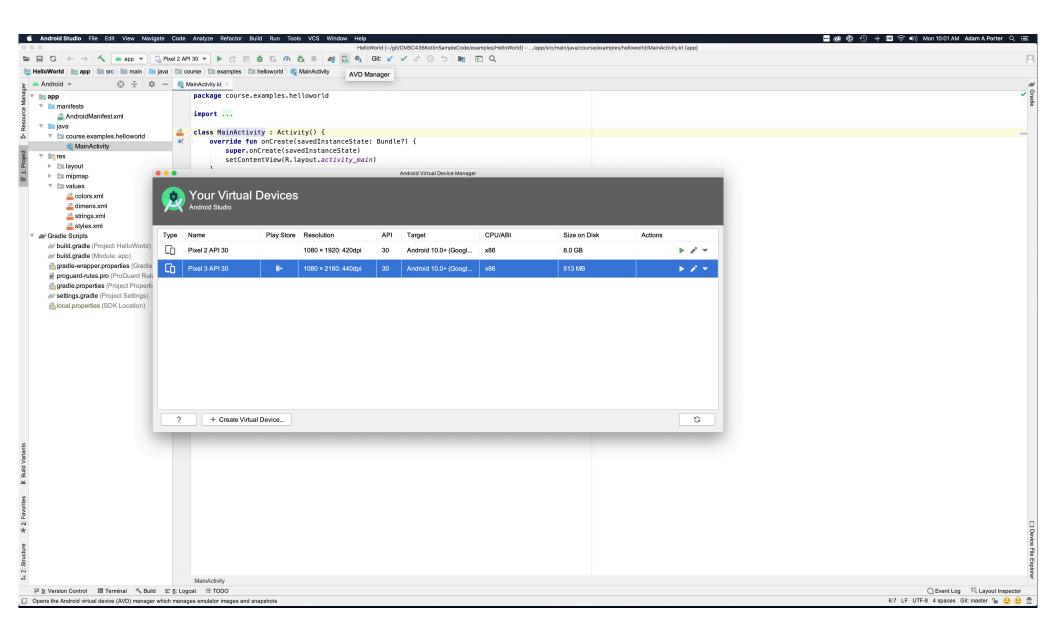
## HelloWorld

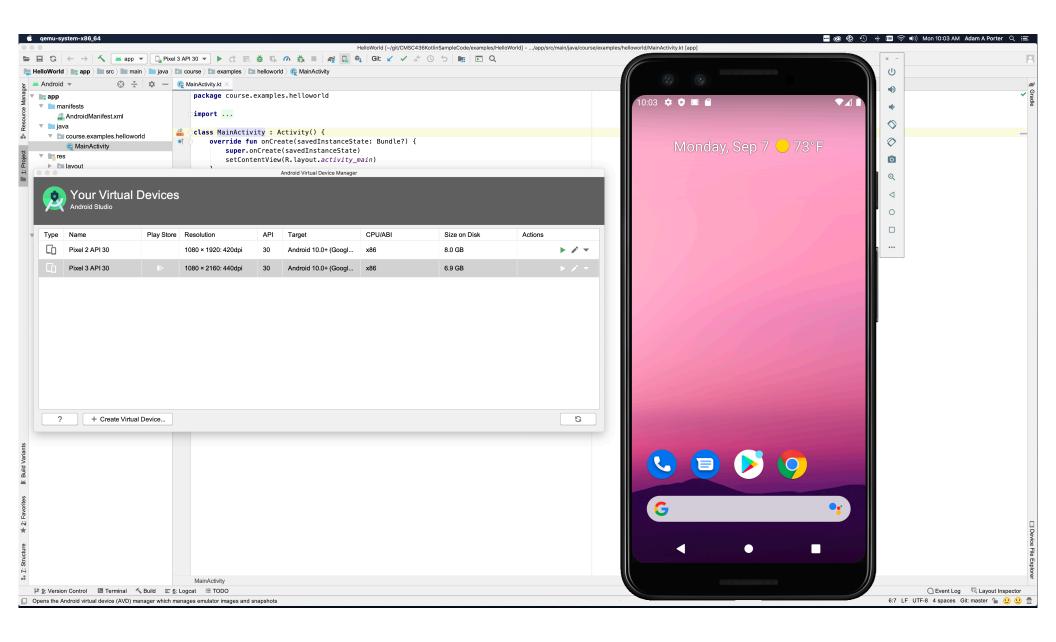
```
package course.examples.helloworld

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

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

Runs virtual devices





#### Pros

Doesn't require an actual phone

Hardware is reconfigurable

Changes are non-destructive

#### 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

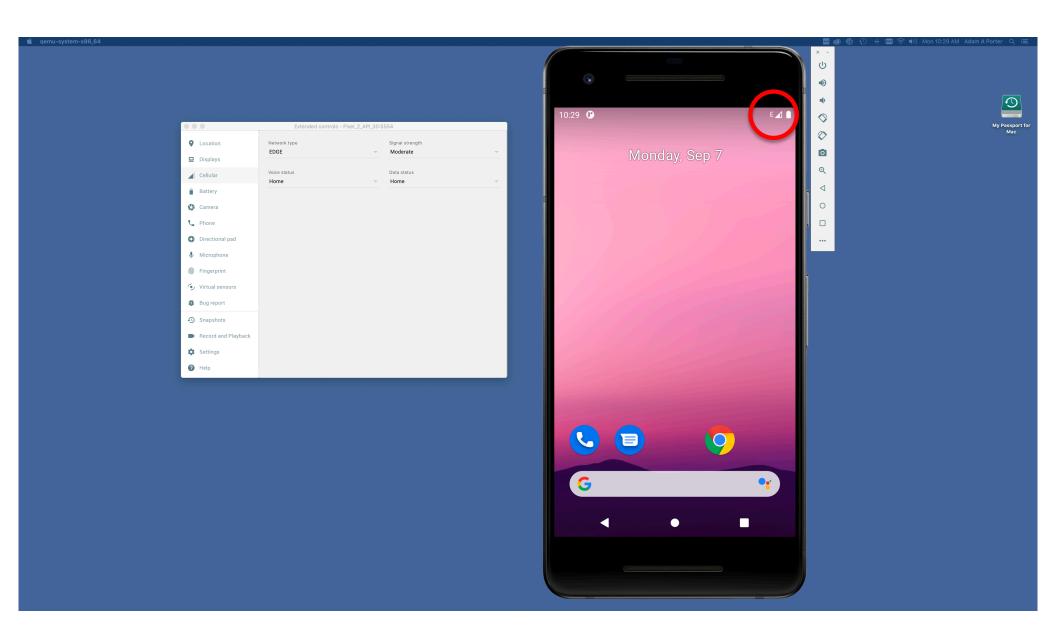
Can emulate many different device/user characteristics, such as:

Network speed/latencies

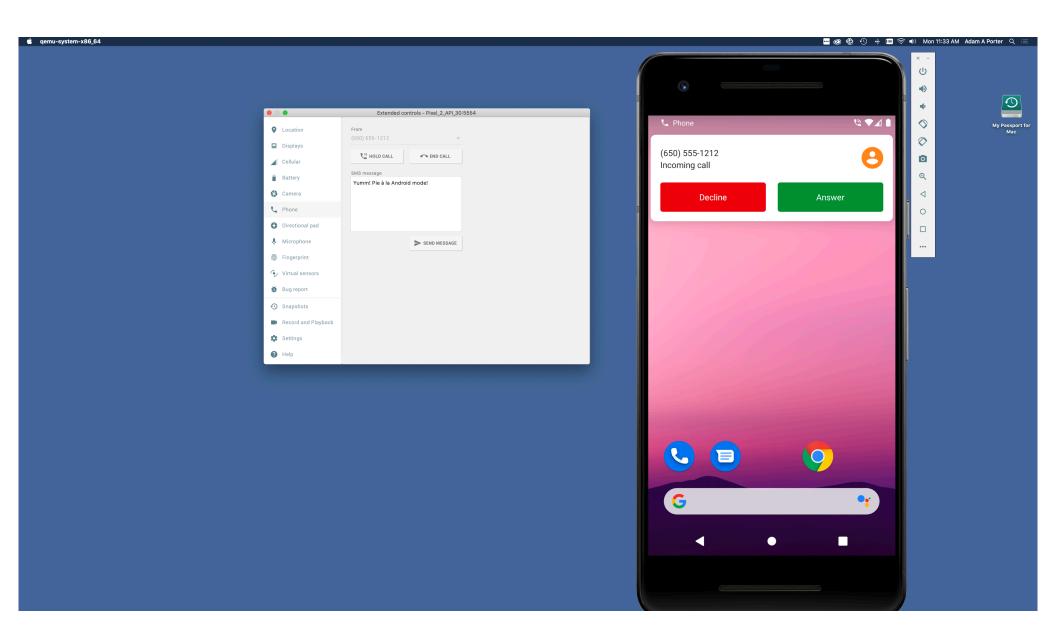
**Battery** power

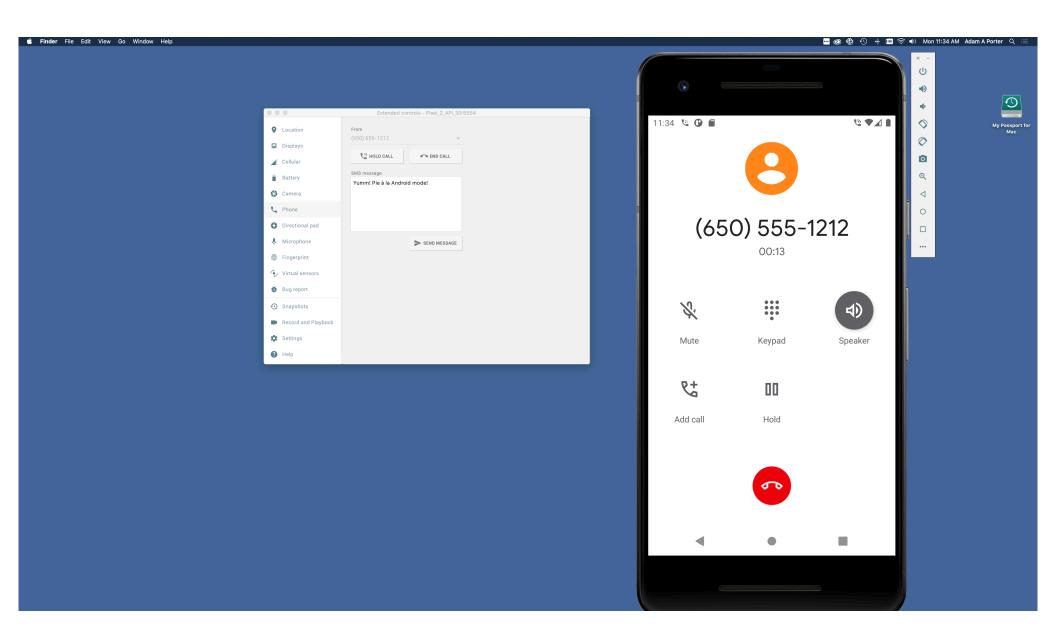
Location coordinates

Change network speeds

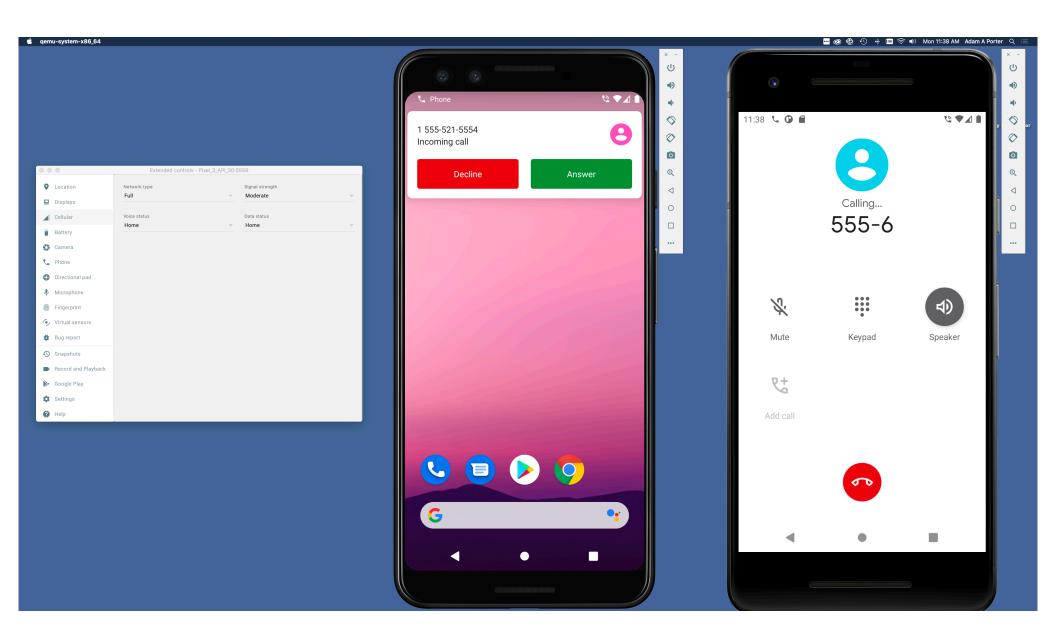


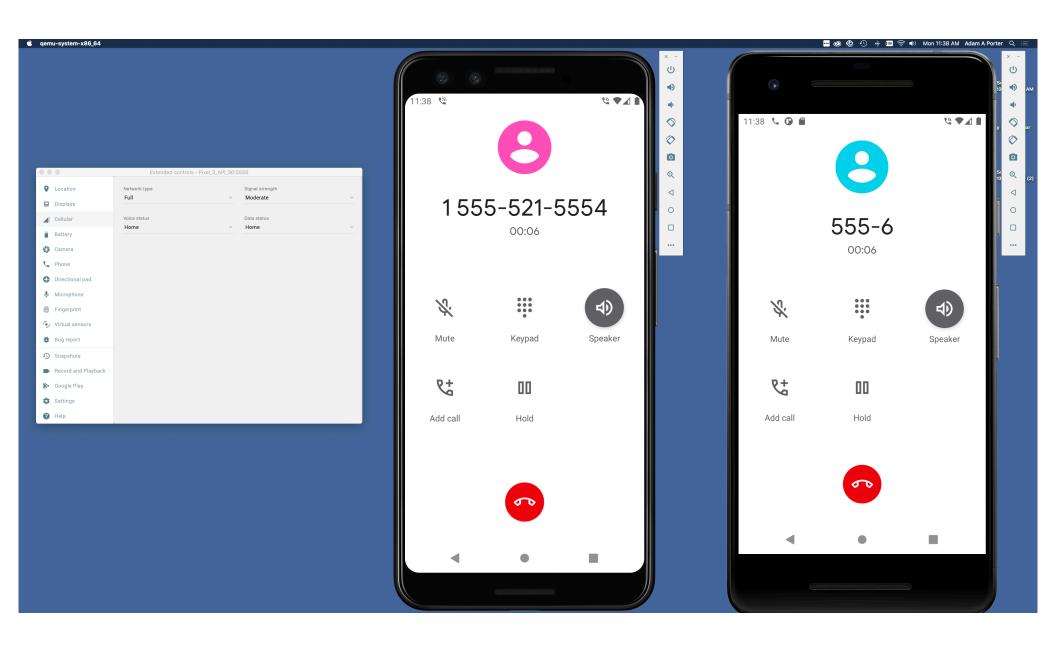
Emulate incoming phone calls & SMS messages





Can interconnect multiple emulators





Many more options

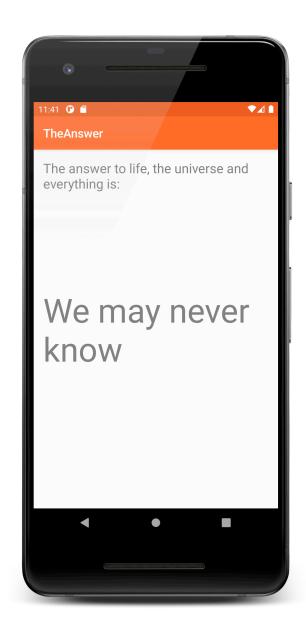
See:

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()
```

}



## **Development Tools**

Android Studio provides numerous tools for monitoring application behaviors

# **Example Tools**

Device File Explorer

Logcat

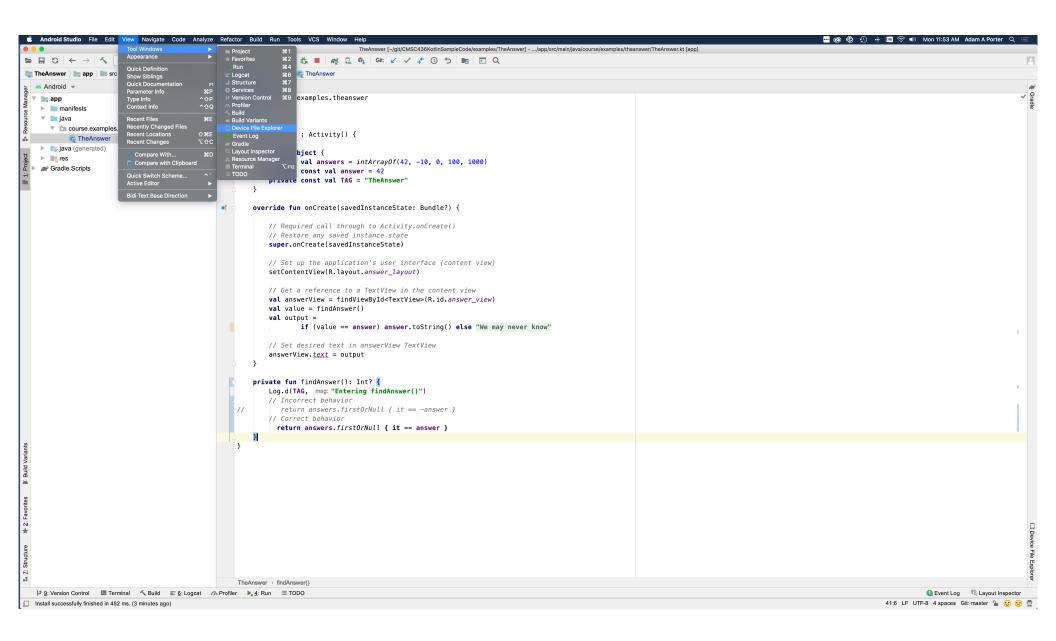
**CPU Profiler** 

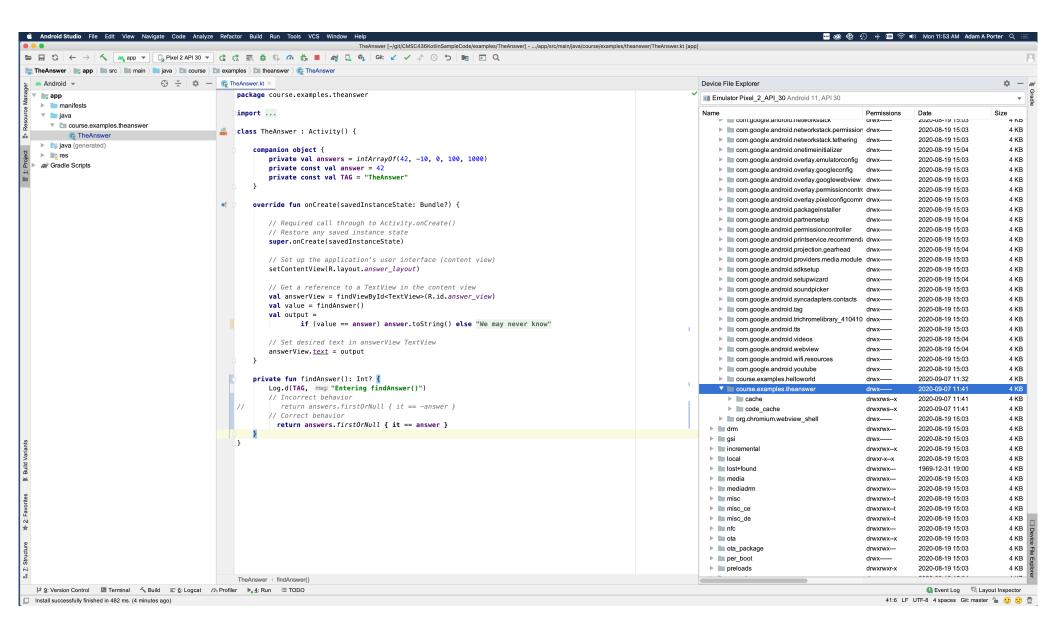
Layout Inspector

# Device File Explorer

View, copy, and delete files on your device

Often used to examine and verify file creation and transfer



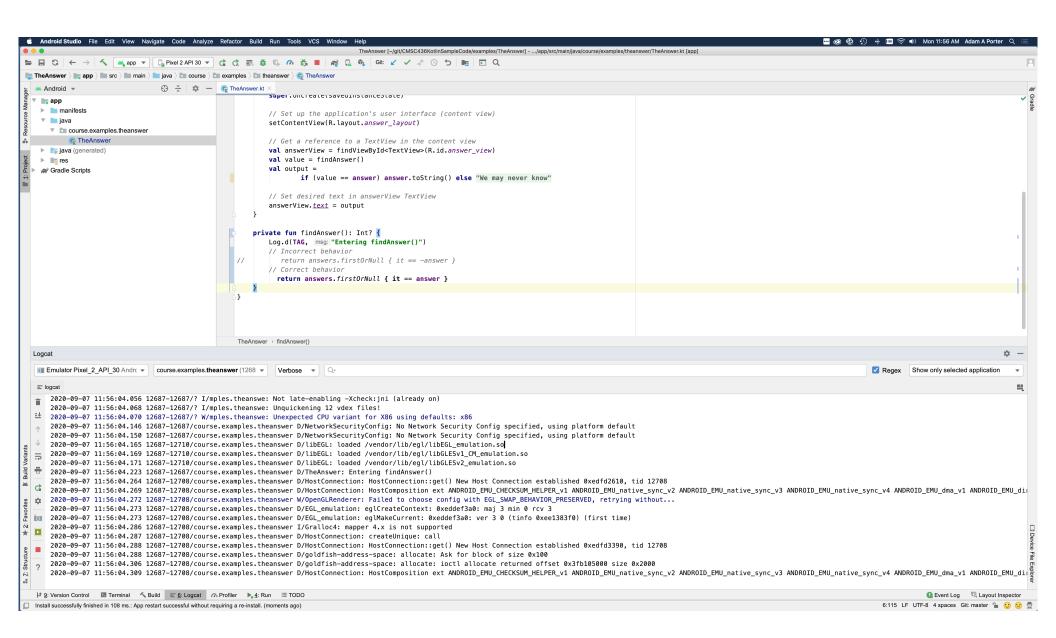


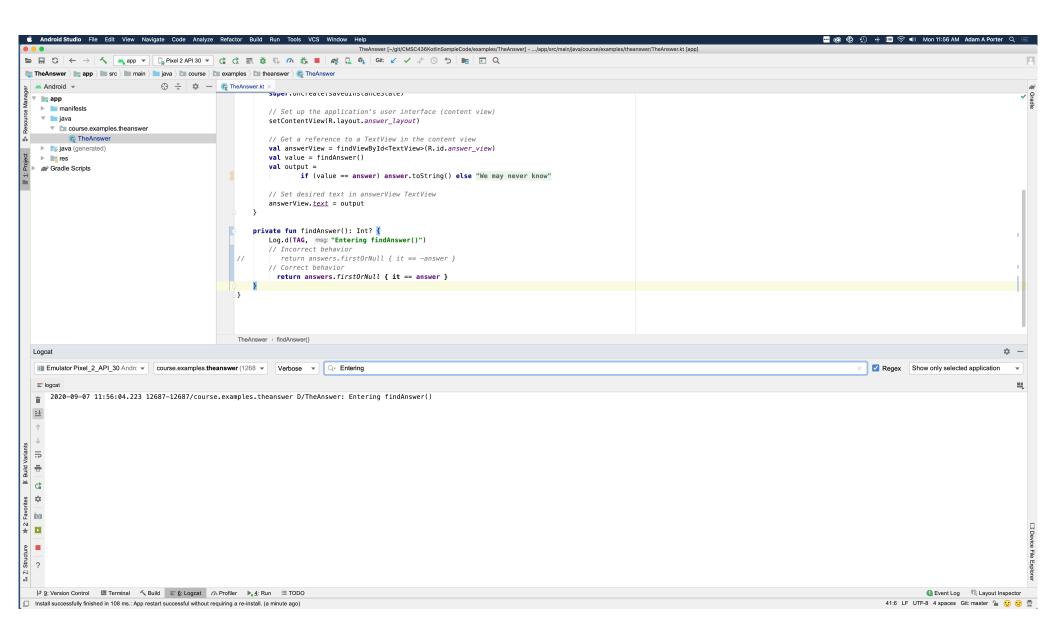
## Logcat

Write and review log messages

Apps use Log class to write messages to log

Developer can search and filter log messages

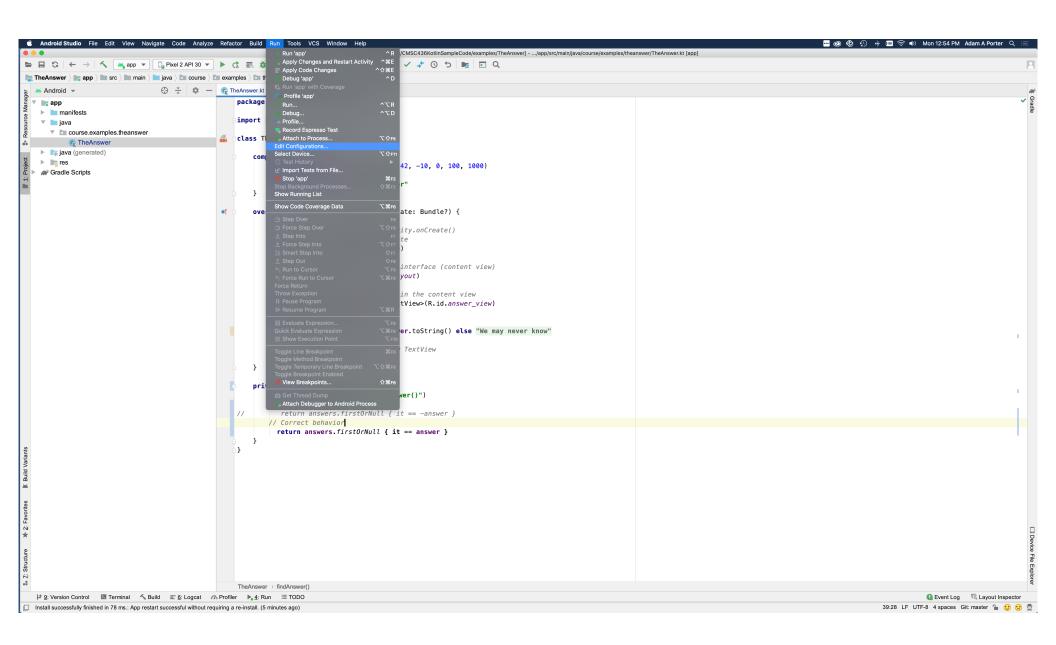


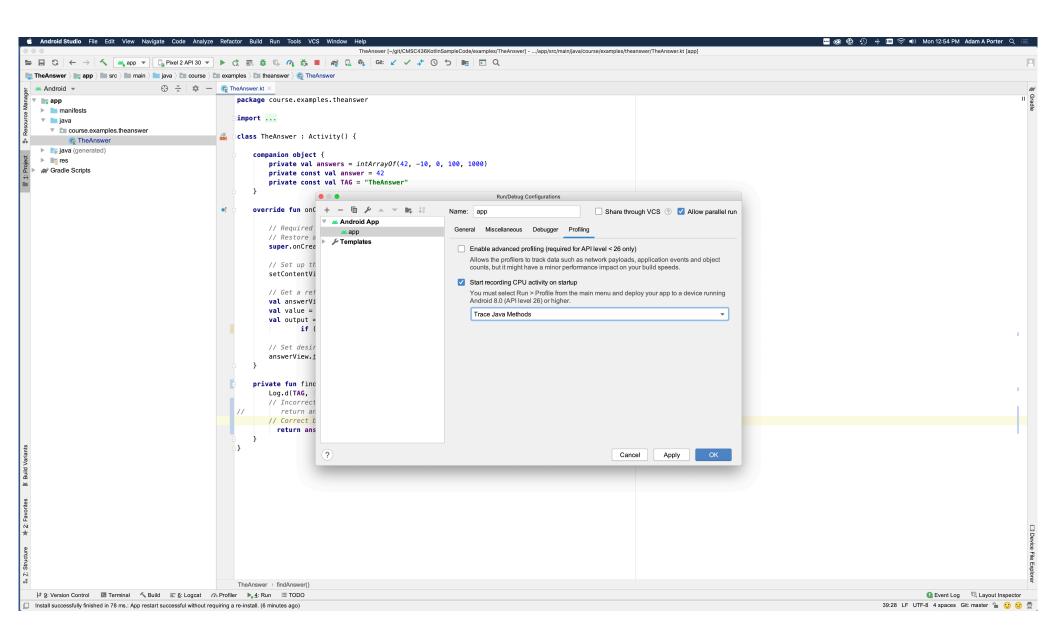


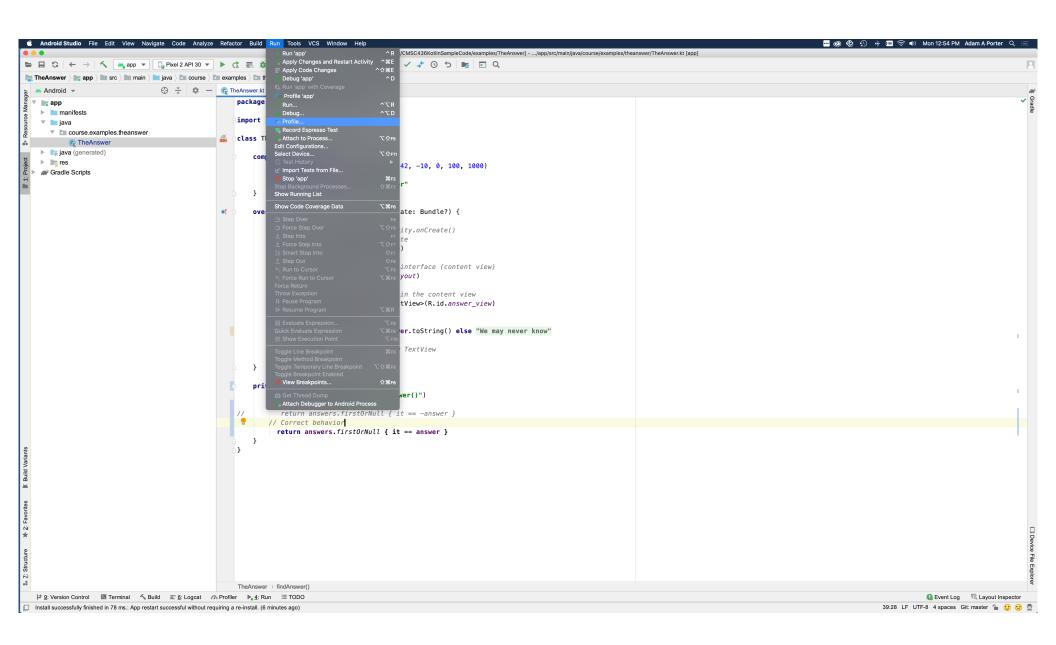
#### **CPU Profiler**

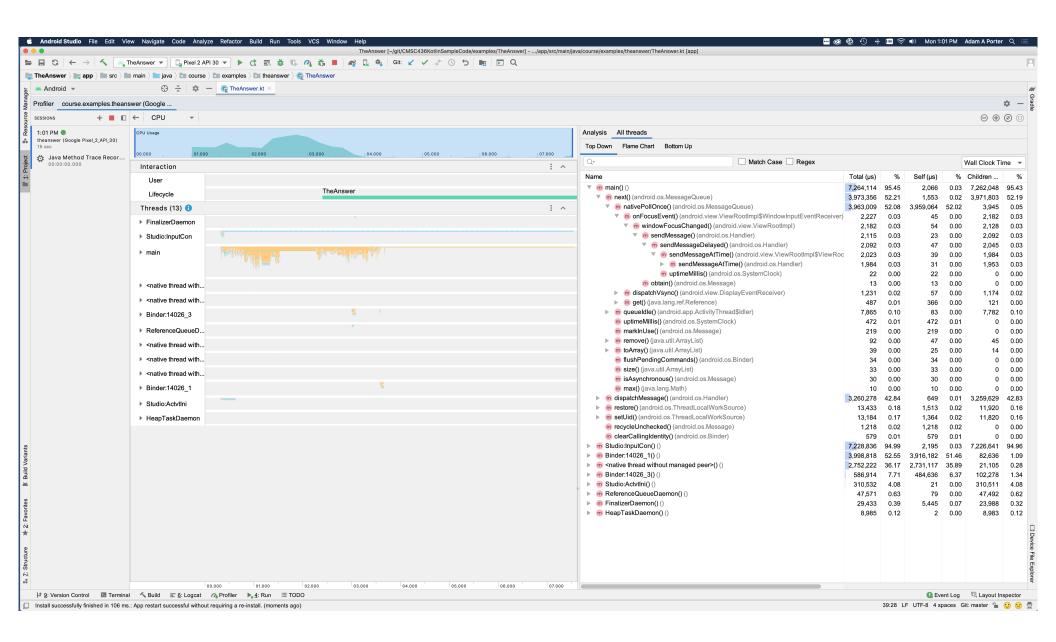
Logs execution sequences and timing taken from a running application

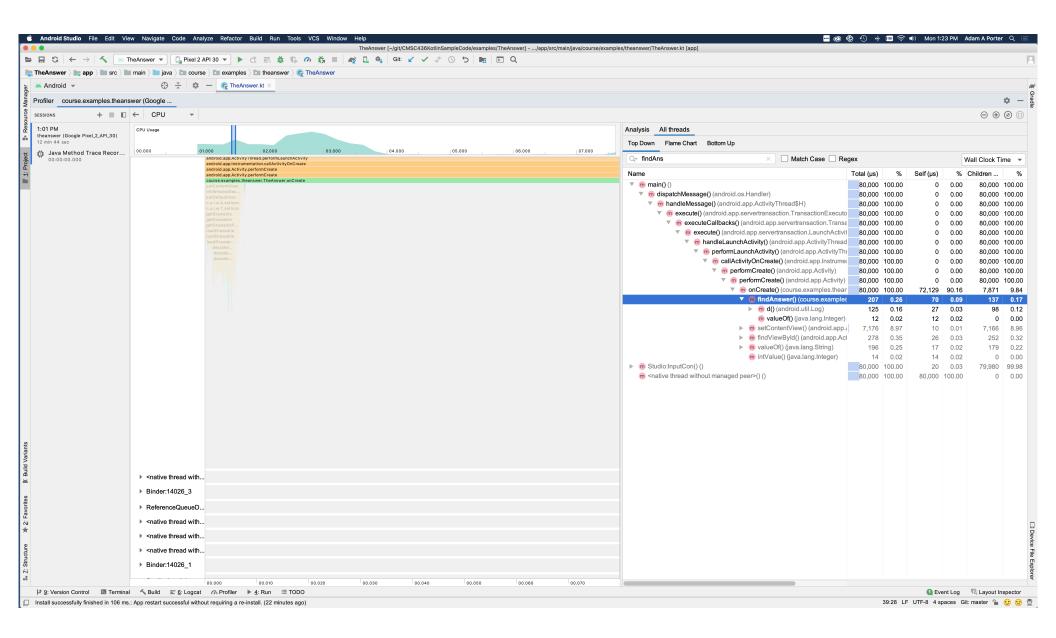
Graphically displays method traces and metrics





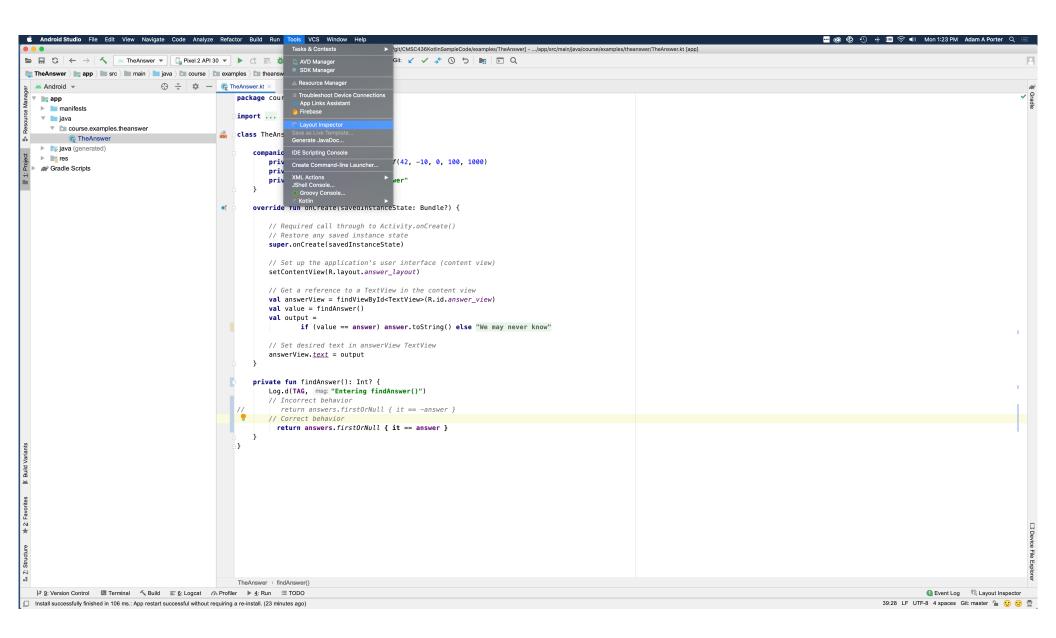


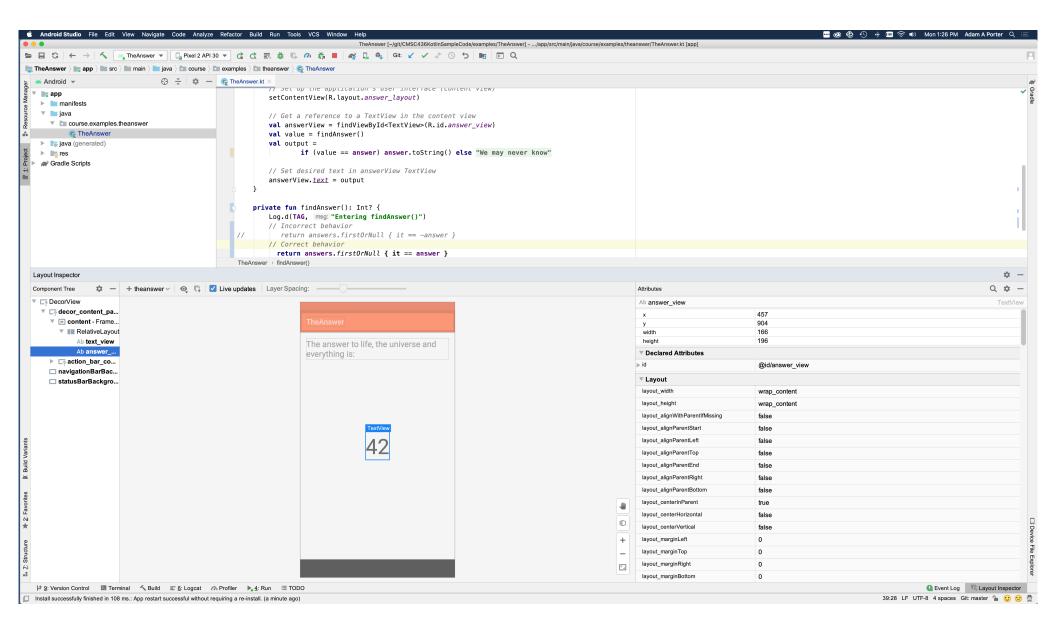




## Layout Inspector

Shows the runtime organization of the user interface





#### Next

**Application Fundamentals** 

# **Example Applications**

HelloWorld

**TheAnswer**