Android Fundamentals

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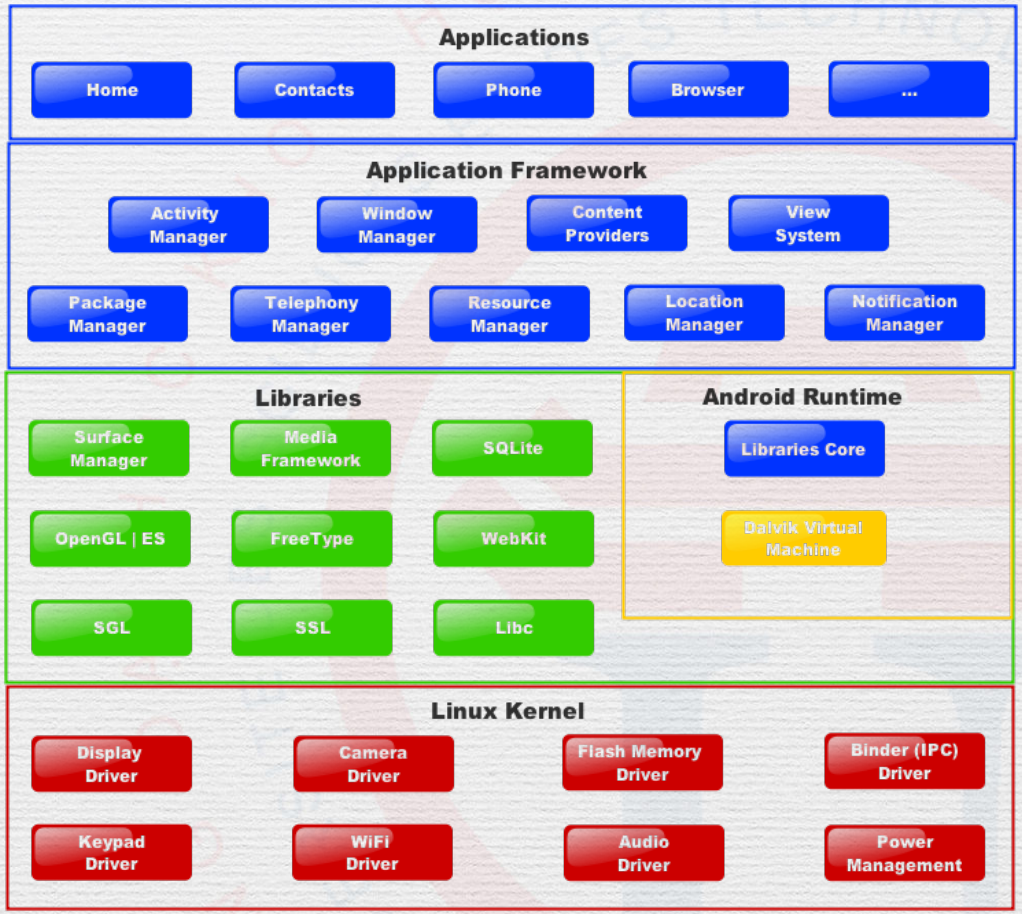
Content

- Architecture
- Compilation
- Controllers: Context, Application, Activity, Fragment
- View

Architecture

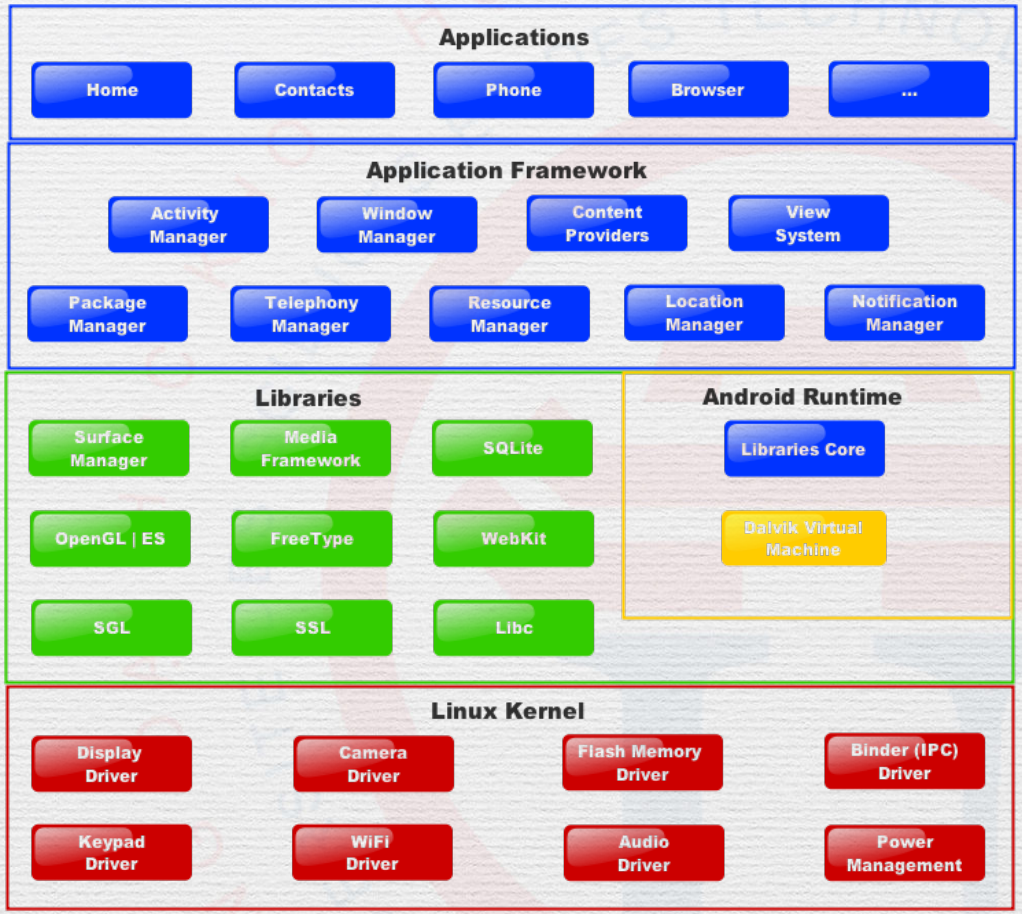
Overview

- Applications
- Application Framework
- Libraries
- Linux Kernel



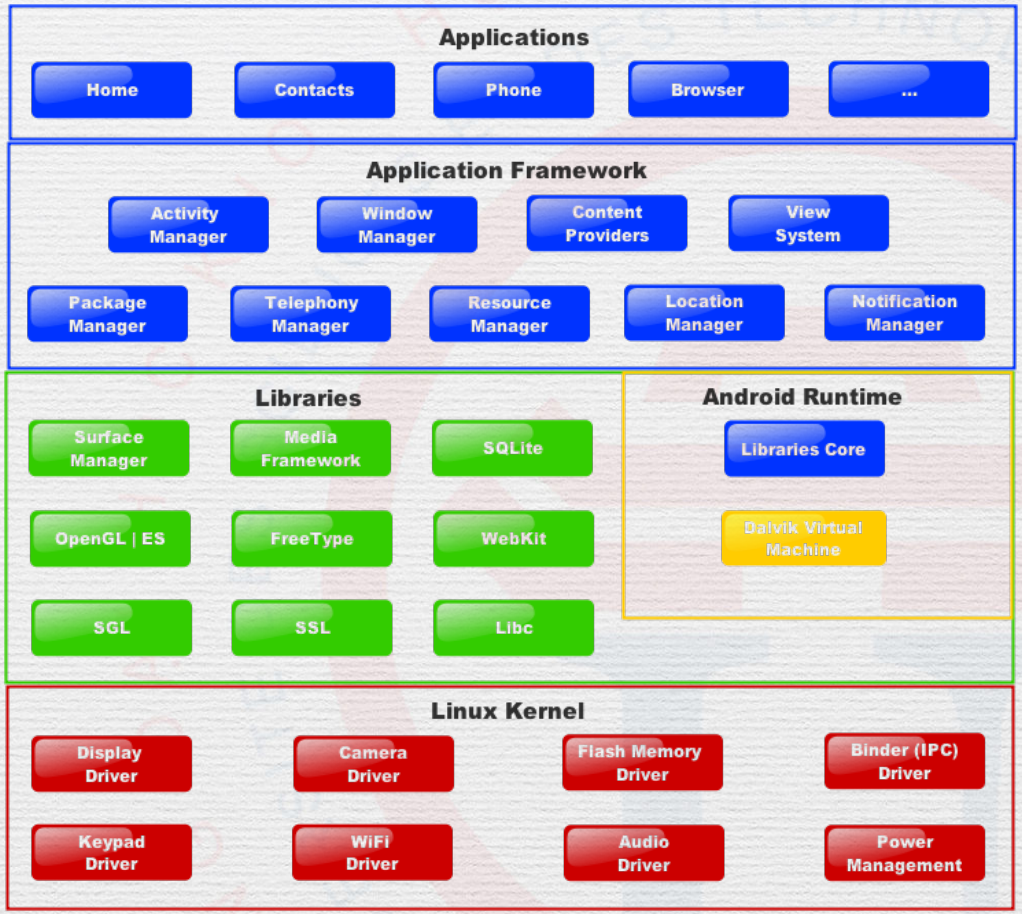
Linux Kernel

- Well shaped
- Secured
- Active development



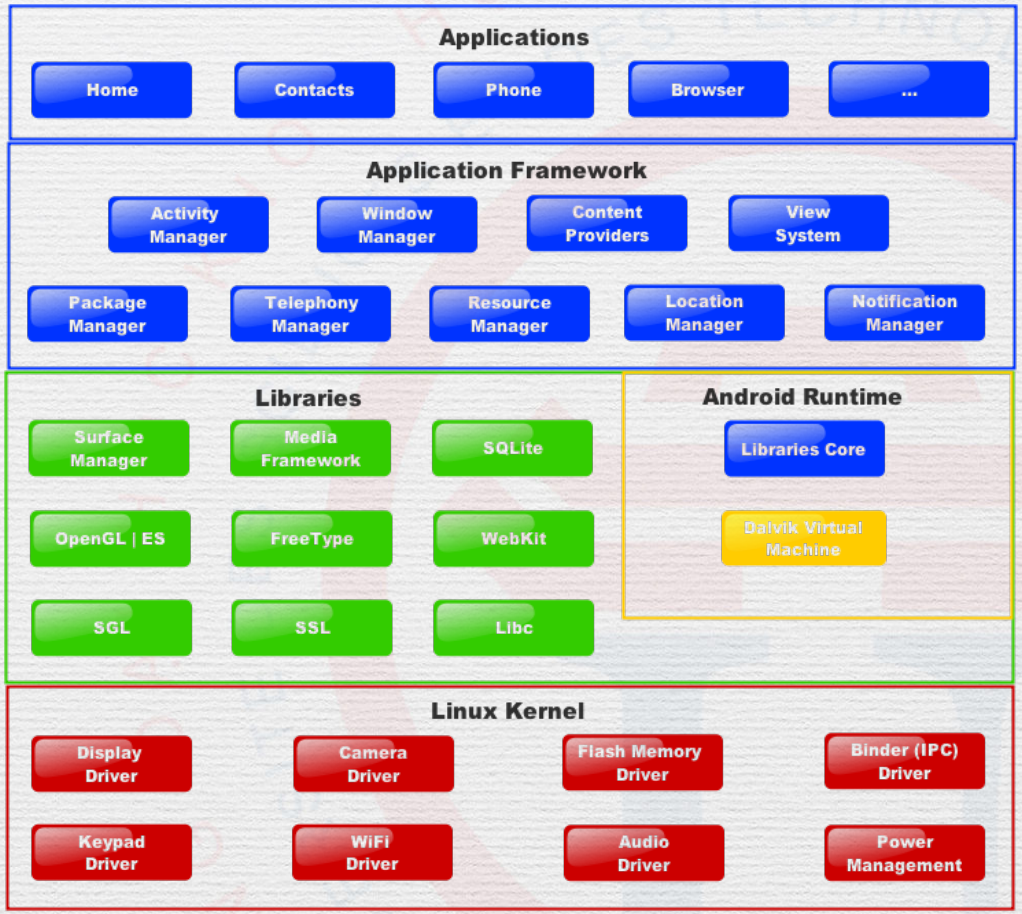
Libraries

- Mostly in C/C++
- Low level
- Render text
- Play media
- Local databases
- ...



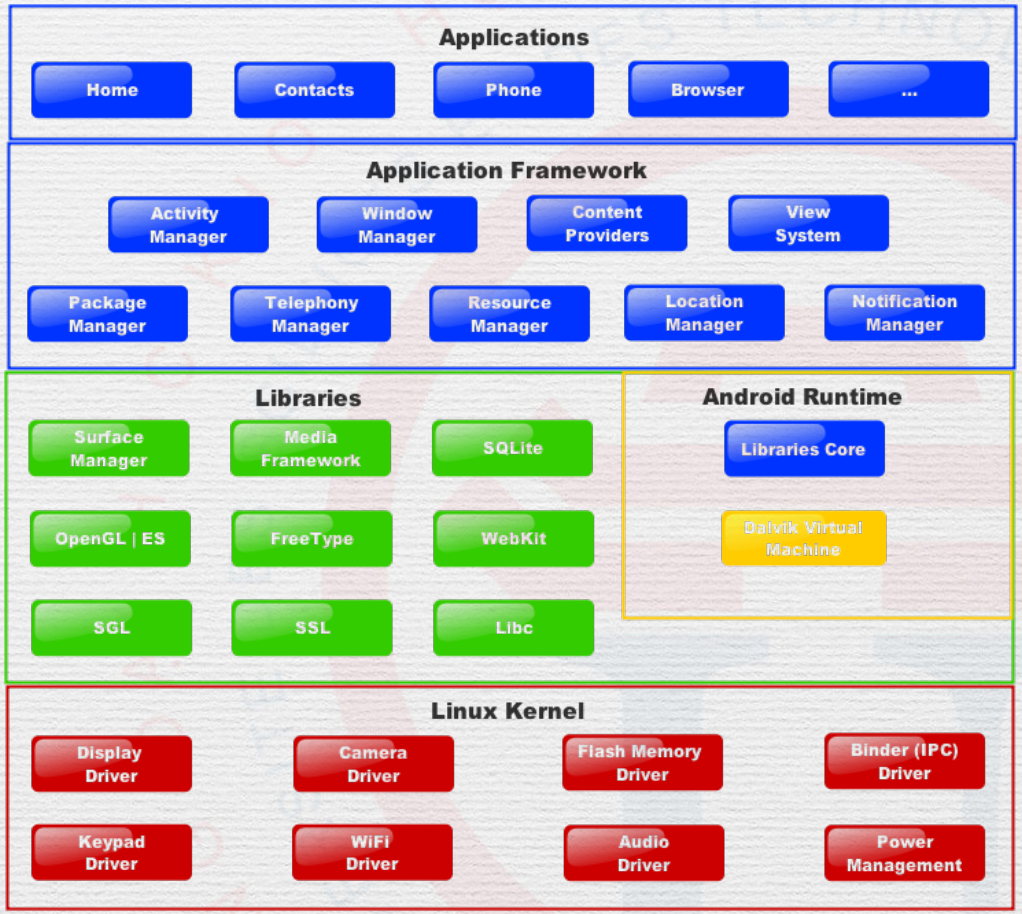
Application Framework

- Java
- Higher level
- User Interface
- Location Service
- Notification
- ...



Applications

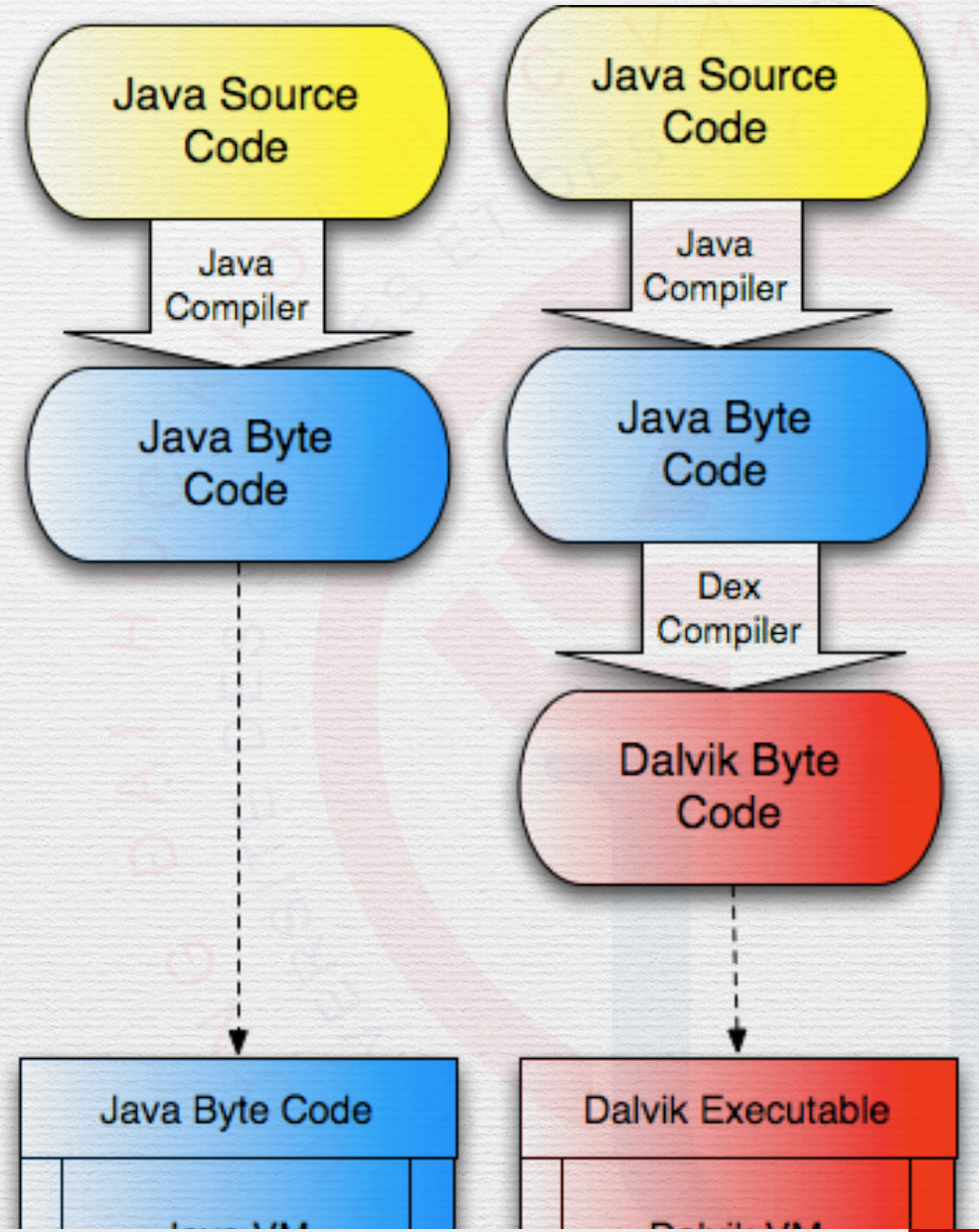
- Java
- Our focus
- Where you will make your app



Compilation

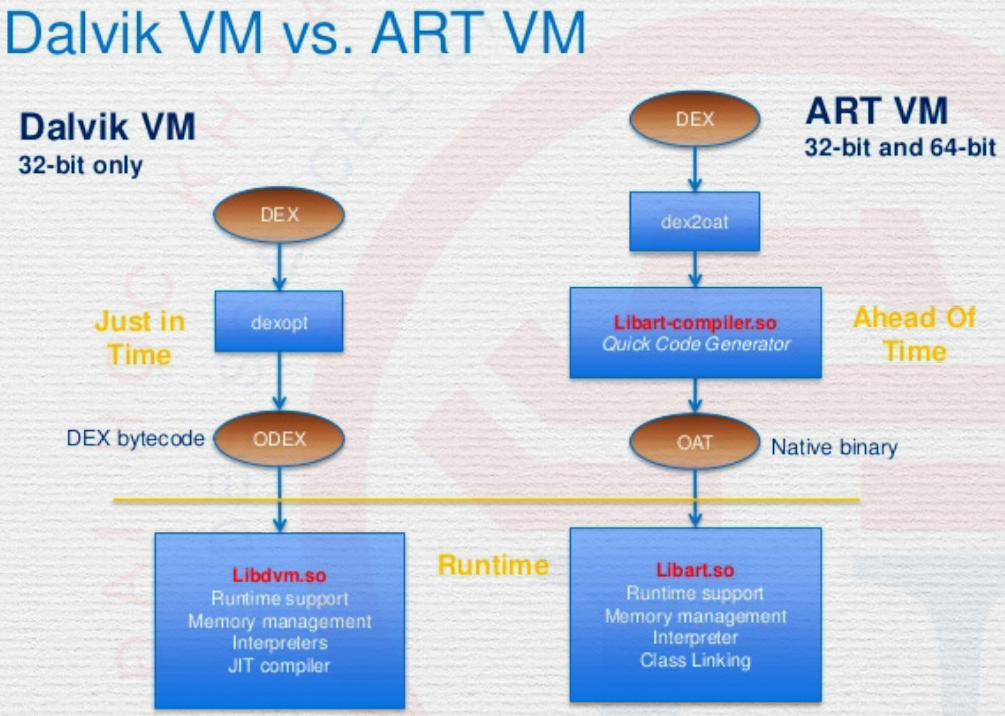
From Source to Device

- Java
- Dex
- Virtual Machine
  - Separated Process
  - Separated User
  - Isolation
- Why Java?

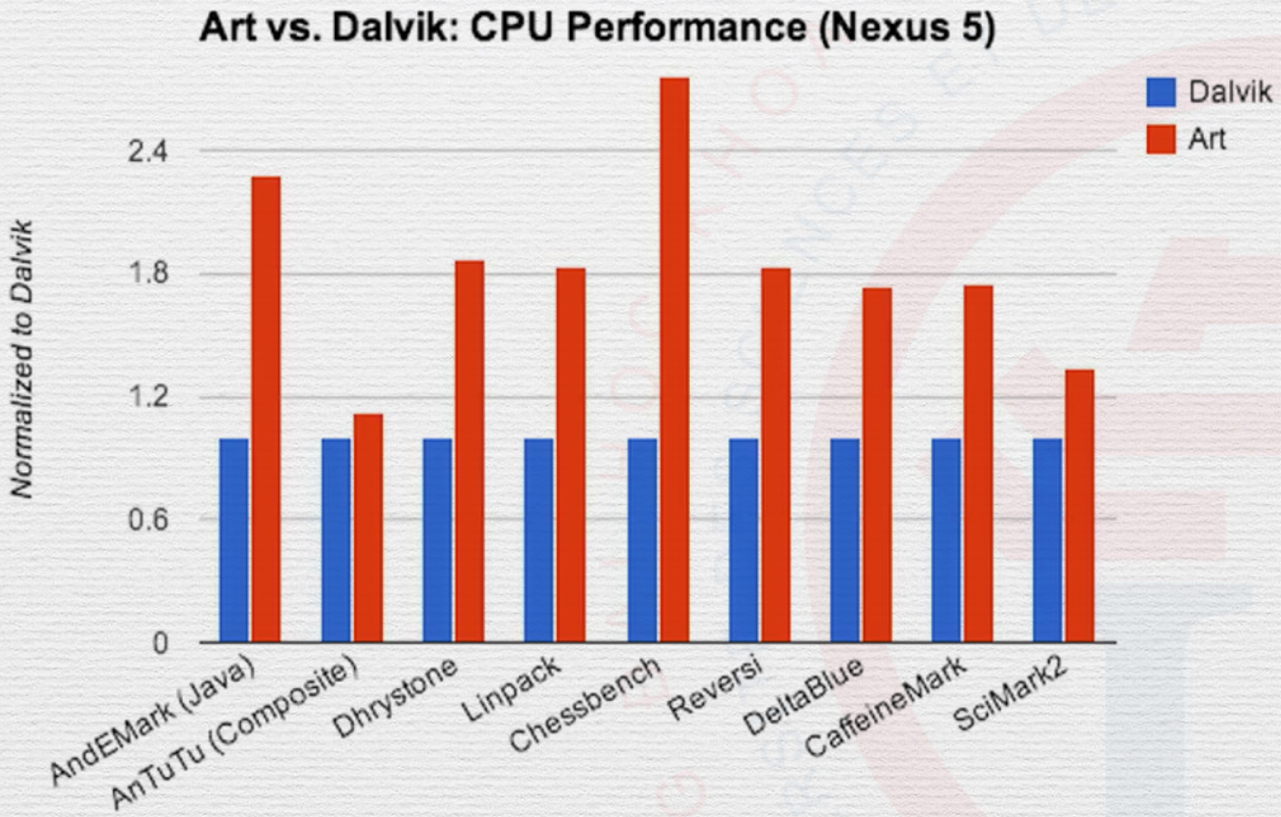


Android Virtual Machines

- Dalvik
- ART
  - Android RunTime



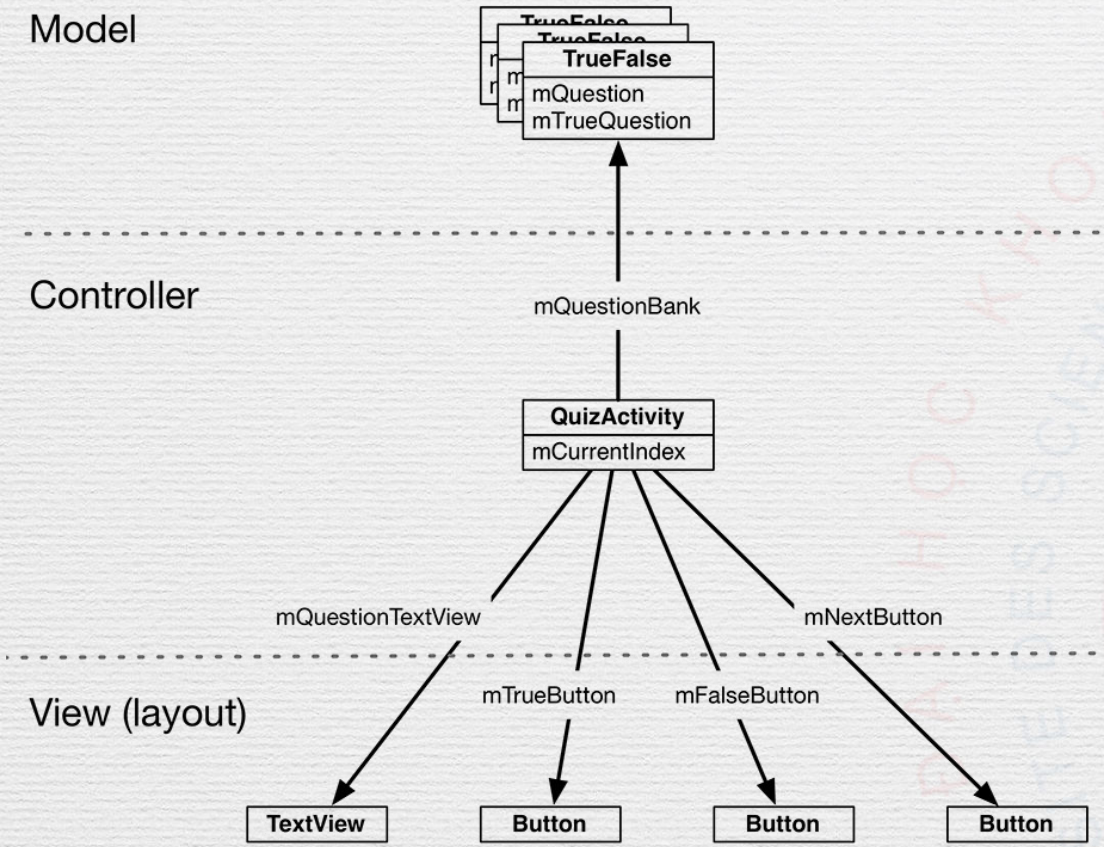
Android Virtual Machines



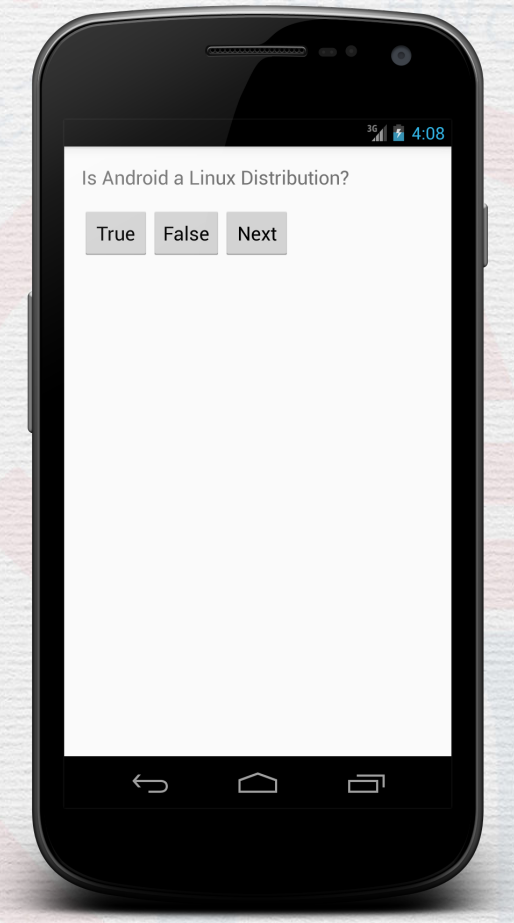
Source: AnandTech

Context & Application

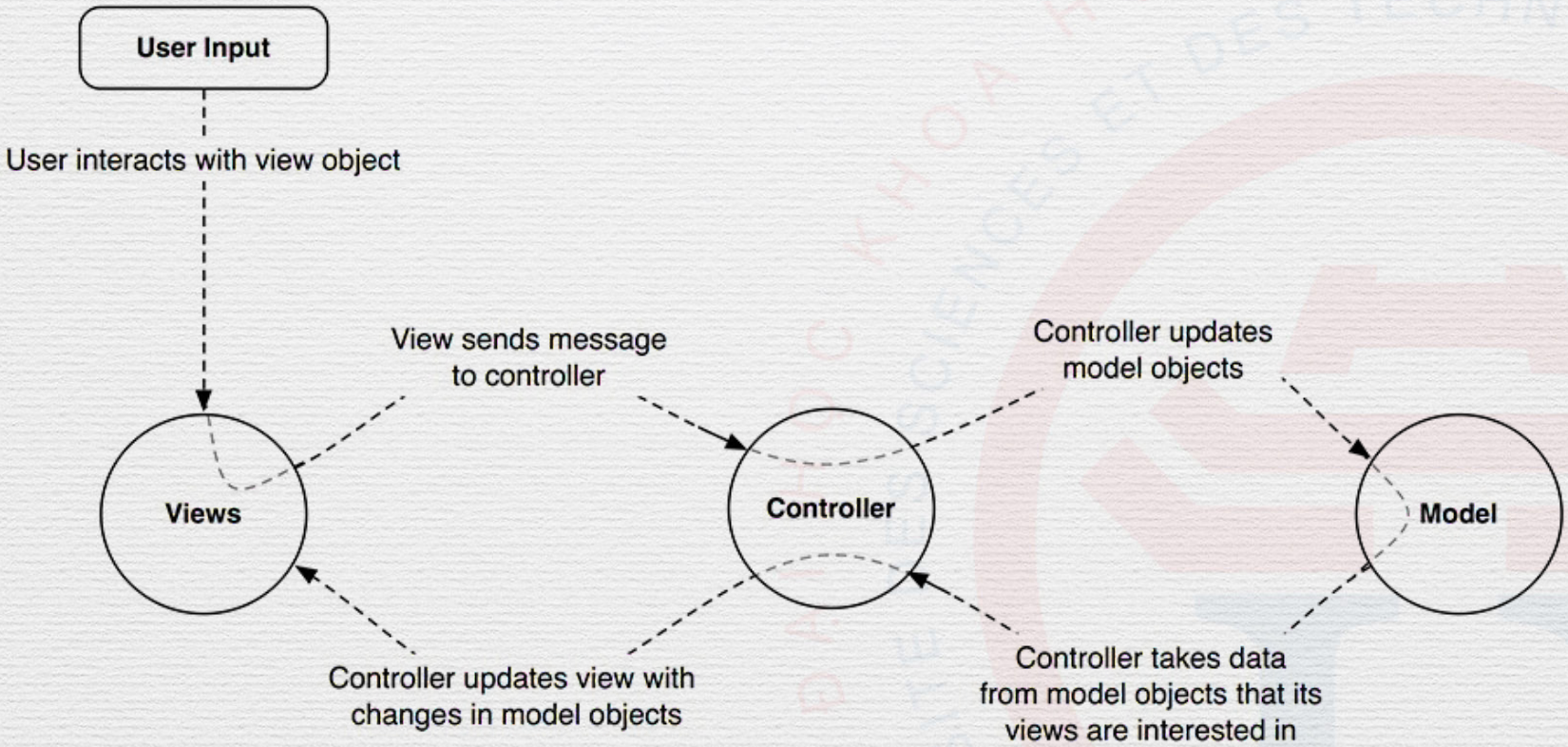
Simple « MVC » Model



Android Programming: The Big Nerd Ranch Guide, 2nd Edition

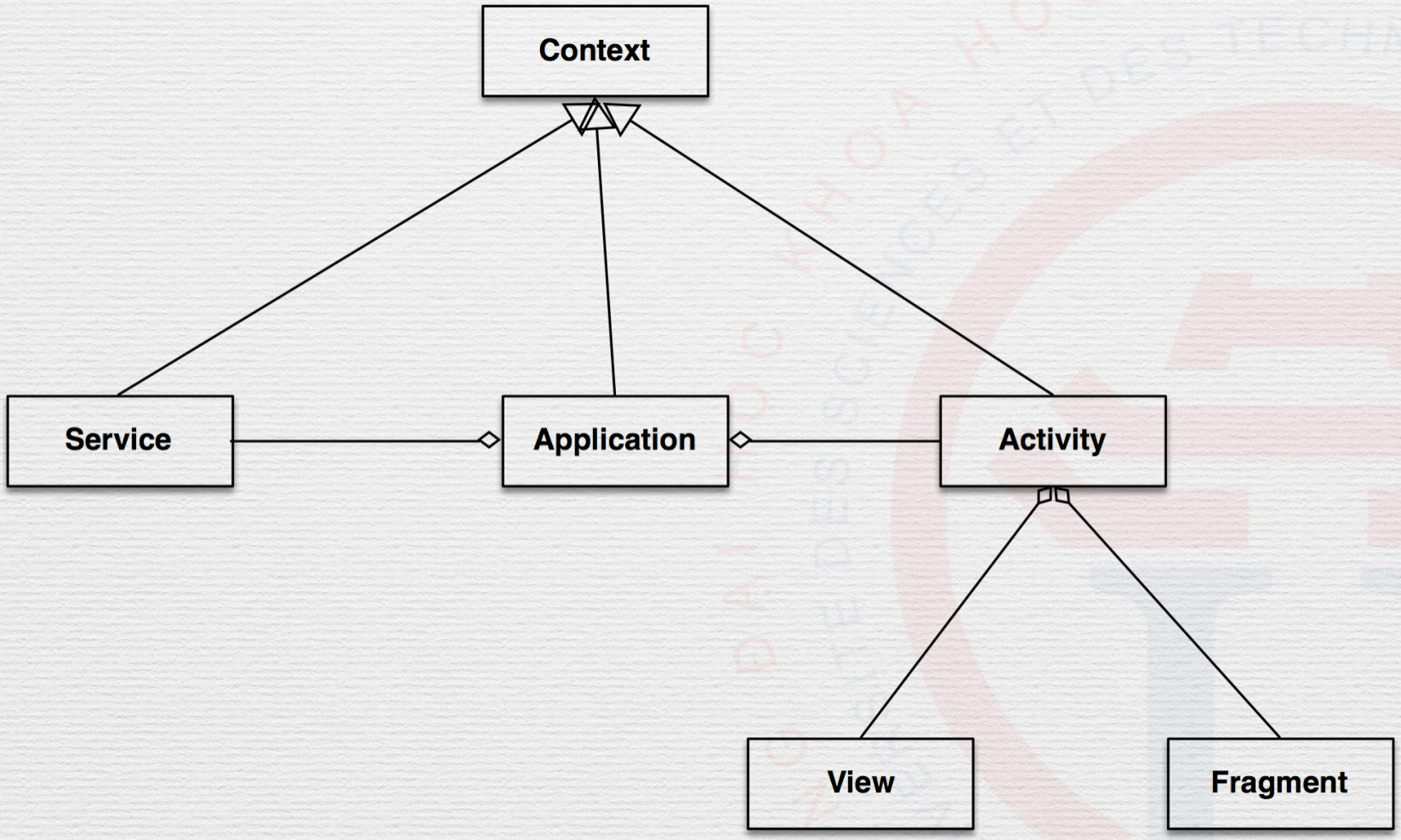


Simple « MVC » Model

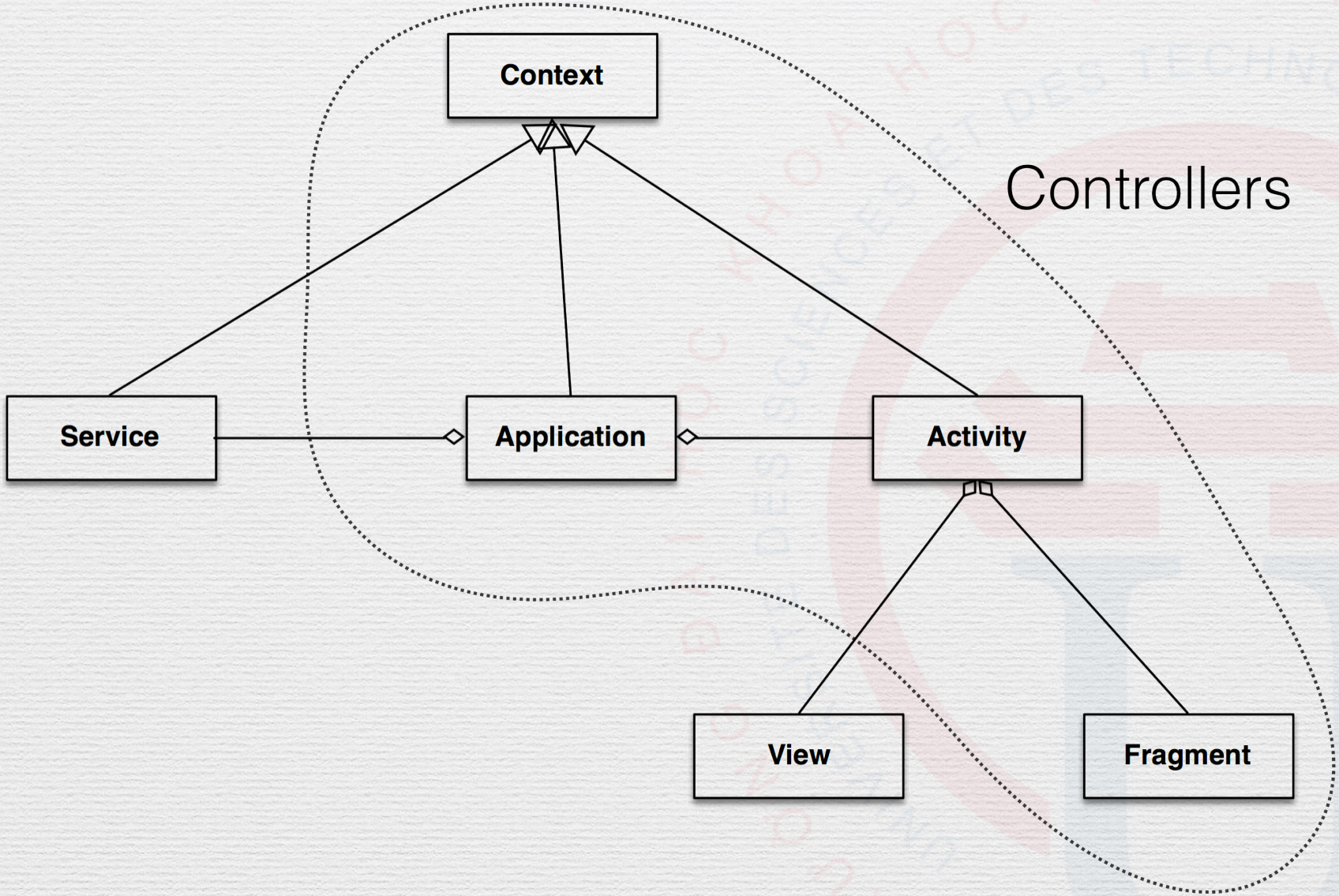


Android Programming: The Big Nerd Ranch Guide, 2nd Edition

Android Application's Components



Android Application's Components



Controllers

- **Context**
- **Application**
- Activity
- Fragment

Context

- Central command center
- Access application-specific data
  - Settings
  - Private files
  - Resources
  - Assets
- System services

Application

- A context
- Can be subclassed
  - Global data
  - Early initialization of libraries

Application

- Global data

```
public abstract class MyApplication extends Application {
    private static MyApplication instance;
    public static MyApplication getInstance() {
        return instance;
    }

    @Override
    public void onCreate() {
        super.onCreate();
        instance = this;
        instance.initializeInstance();
    }

    private void initializeInstance() {
        // perform your initialization here
    }
}
```

Application

- Early Initialization

```
import org.acra.*;
import org.acra.annotation.*;

@ReportsCrashes(
    formUri = "http://www.backendofyourchoice.com/reportpath"
)
public class MyApplication extends Application {
    @Override
    public void onCreate() {
        super.onCreate();

        // The following line triggers the initialization of ACRA
        ACRA.init(this);
    }
}
```

Application

- Android memory management
  - Garbage Collector
  - Upper limit for each Application
  - «Kill» activities when low on memory
  - Out-of-memory Exception

Application

- AndroidManifest.xml
  - Metadata about the app
  - Target SDK
  - «Entry point» of the app
  - Permissions, activities, services, receivers...
- Declare permission:

```
<uses-permission android:name="android.permission.SEND_SMS"/>
```

Practical Work 1: Hello World!

- Launch Android Studio
- Create a new application
- Name it “USTH Weather”
- Package: vn.edu.usth.weather
- Run it
- 15 mins
  - It may take more time with Gradle dependencies

Activity

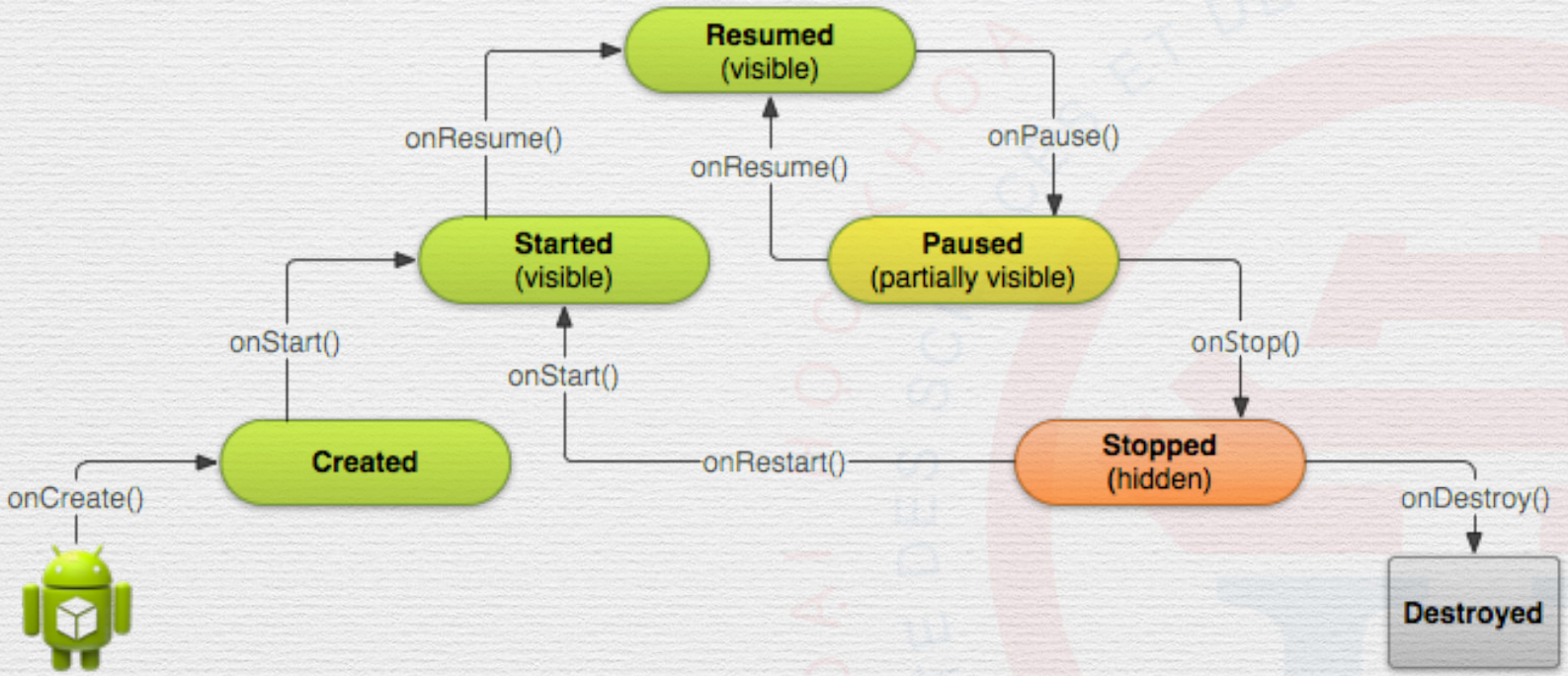
Controllers

- Context
- Application
- **Activity**
- Fragment

What is it?

- **Important!**
- Fundamental building block
- Has a unique task or purpose
- At least one per Application
- «Handles» display of single screen

Activity Lifecycle



Source: Android Developers

Activity Lifecycle

- `onCreate()`: initialization
  - Load view layout
  - Init view components

```
@Override
public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);

    // Set the user interface layout for this Activity
    // The layout file is defined in the project res/layout/main_activity.xml fi
    setContentView(R.layout.main_activity);

    // Initialize member TextView so we can manipulate it later
    mTextView = (TextView) findViewById(R.id.text_message);
    mTextView.setText("Hello World!");
}
```

Activity Lifecycle

- `onPause()`
  - Stop animation or heavy tasks
  - Save unsaved changes
  - Release resources (e.g. camera)

```
@Override
public void onPause() {
    // Always call the superclass method first
    super.onPause();

    // Release the Camera because we don't need it when paused
    // and other activities might need to use it.
    if (mCamera != null) {
        mCamera.release();
        mCamera = null;
    }
}
```

Activity Lifecycle

- onResume()
  - Called when activity comes to foreground
  - Acquire resources (e.g. camera)

```
@Override
public void onResume() {
    // Always call the superclass method first
    super.onResume();

    // Get the Camera instance as the activity achieves full user focus
    if (mCamera == null) {
        initializeCamera(); // Local method to handle camera init
    }
}
```

Activity Lifecycle: Screen orientation

- `onSaveInstanceState()`
- `onDestroy()`
- Create a new activity instance
- `onCreate()`
- `onRestoreInstanceState()`

Activity Lifecycle

- Close current activity: call `finish()`
- `onDestroy()` will be called if no memory leak

Intent

- Intent
  - Asynchronous messaging mechanism
  - Message to pass to other activities/services
  - Contains data
- Use intent to create Activity and pass parameters to it

```
Intent intent = new Intent(this, DisplayMessageActivity.class);
intent.putExtra("location", locationEditText.getText());
startActivity(intent);
```

Practical Work 2

- Create a new **empty** activity
  - `WeatherActivity`
- Remove the default MainActivity (don't forget manifest...)
- Override `onCreate()`, `onStart()`, `onResume()`, `onPause()`, `onStop()`, `onDestroy()`
- Use `Log.i()` to output function traces
- Try running `WeatherActivity`, play with back/home/recent buttons and analyze your log

Remind: Android Application's Components