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App Development for Mobile Devices

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Announcement

2



3

Lecture 2 Application Fundamentals

Today's Topics

4

- Android development tools
 - Virtual Device Manager
 - Android Emulator
 - Dalvik Debug Monitoring Service
- Application components
 - Activity
 - Service
 - Broadcast receiver
 - Content provider
 - Intent
 - App manifest
- Application resources

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5

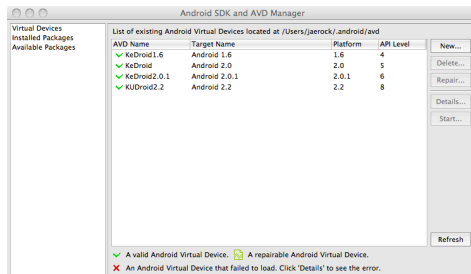
Android Development Tools

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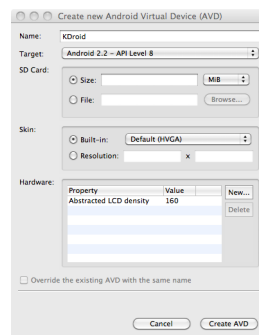
Virtual Device Manager

6

- Create and manage Android Virtual Devices
 - Window menu item in Eclipse – Android SDK and AVD Manager
- You can start Android Emulator from the AVD Manager.



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Android Emulator

7

- An implementation of the Android virtual machine.
- Use this to test and debug your Android applications.

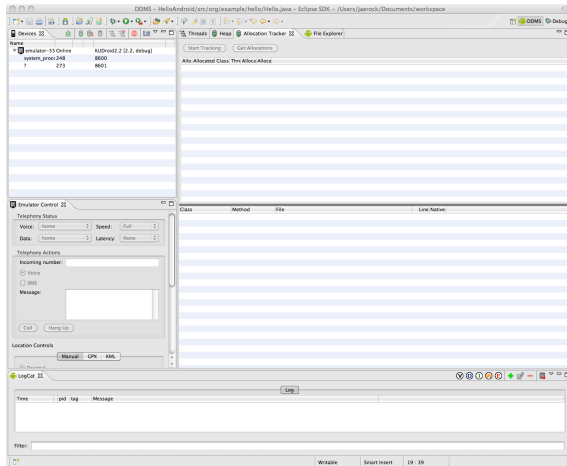


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Dalvik Debug Monitoring Service

8

- Use the DDMS perspective to monitor and control Dalvik virtual machines on which you are debugging your apps.



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Android Applications

9

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Android Application

10

- Written in Java
- The compiled Java code along with resource files and data is bundled by **aapt** tool into an Android package.
 - aapt (Android Asset Packaging Tool)
 - Probably you will not use this directly.
 - IDE plugins utilizes this tool to package the apk file.
 - Android package:
 - A single archive file. Its filename extension is .apk.
 - This apk file is the file that users download to their devices.
- Linux process
 - Every application runs in its own Linux process.
 - Each process has its own virtual machine.

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Central Feature of Android

11

- An application can use elements of other applications (should be permitted by the apps).
 - For this to work, an application process can be started when any part of it is needed and instantiate the Java objects for that part.
 - Therefore, Android apps don't have a single entry point (like **main()** function).
 - Rather they have essential components that the system can instantiate and run as needed.
- Four types of components
 - Activities
 - Services
 - Broadcast receivers
 - Content providers

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Application Components

Activities

- Application's presentation layer.
- Every screen in you app is an extension of the `Activity` class.
- Each activity is given a default window to draw in.
- Activities use Views to form GUI.
 - Each view controls a particular rectangular space within the window.
 - Views are where the activity's interaction with the user takes place.
 - `ContentView` is the root view object in the hierarchy of views.
 - `Activity.setContentView()` method.
- Activity is equivalent to Form in desktop environment.

Services

- No visual interface.
- Runs in the background of an indefinite period of time.
- Examples:
 - Play background music, fetch data over the network.
- Each service extends the `Service` base class
- It is possible to connect to an ongoing service (and start the service if it is not already running).
 - You can communicate with service through an interface that the service exposes.
 - Examples: start, pause, stop, restart playback.
- Services run in the main thread of the application process.
 - It is not a sub thread of other components.

Broadcast Receivers

- A Broadcast Receiver receives and reacts to broadcast announcements.
- Broadcast examples from the system
 - The timezone change, the battery is low, a picture has been taken, and etc.
- An application can have any number of receivers to respond to any announcements.
- BRs do not display user interface.
- BRs can start an activity in response to the information they receive.

Intents

16

An inter-app message passing framework

- Activities, Services, Broadcast Receivers are activated by Intents, asynchronous messages.
- You can broadcast messages system-wide or to a target Activity or Service.
- Then, the system will determine the target(s) that will perform any actions as appropriate.
- Separate methods for activating each type of component.
 - Activity: `Context.startActivity()` Or `Activity.startActivityForResult()`
 - The responding activity can look at the initial intent that caused it to be launched by calling `getIntent()`.
 - Service: `Context.startService()`
 - Android calls the service's `onStart()` method and passes it the intent object.
 - Broadcast: `Context.sendBroadcast()`, `Context.sendOrderedBroadcast()`, ...
 - Android delivers the intent to all interested receivers by calling their `onReceive()`

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Intents Object and Intent Filters

17

- Intent Object
 - An abstract description of an operation to be performed.
- Android system finds the appropriate activity, service, or set of broadcast receivers to respond to the intent.
- Two groups of intents
 - Explicit intents:
 - They name the target component.
 - Component names are not known to developers of other apps.
 - So they are used for application internal messages.
 - Implicit intents:
 - They are often used to activate components in other apps.
- For implicit intents
 - Need to test the intent object against **Intents Filters** associated with potential target.

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Intent Objects

18

A bundle of information

- Intent Objects contains information of component that receives the intent and the Android system
- Intent Objects contains
 - Component name - optional
 - Action
 - A string naming the action to be performed.
 - Examples
 - ACTION_CALL: Initiate a phone call
 - ACTION_EDIT: Display data for the user to edit
 - ACTION_MAIN: Start up as the initial activity of a task
 - ACTION_BATTERY_LOW: A WARNING THAT THE BATTERY IS LOW
 - Data
 - The URL of the data to be acted on.
 - Category
 - Examples:
 - CATEGORY_HOME: The activity displays the home screen.
 - CATEGORY_LAUNCHER: The activity can be the initial activity and is listed in the top-level application launcher.

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Intent Filters

19

- Intents should be resolved since implicit intents do not name a target component.
- Intent filters are generally in the app's manifest file (AndroidManifest.xml)
- Most apps have a way to start fresh. The following **action** and **category** are default values of an Android project.

```
<intent-filter>
    <action android:name="android.intent.action.MAIN" />
    <category android:name="android.intent.category.LAUNCHER" />
</intent-filter>
```

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Note Pad Example

20

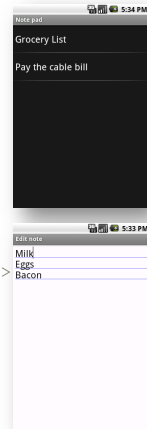
- There are three activities: `NotesList`, `NoteEditor`, and `TitleEditor`

```
<activity android:name="NotesList" android:label="@string/title_notes_list">
    ...
</activity>
<activity android:name="NoteEditor" ...
    ...
</activity>
<activity android:name="TitleEditor" ...
    ...
</activity>
```

- Each activity has intent-filters. Followings are from `NotesList` activity.

```
<intent-filter>
    <action android:name="android.intent.action.MAIN" />
    <category android:name="android.intent.category.LAUNCHER" />
</intent-filter>
<intent-filter>
    <action android:name="android.intent.action.VIEW" />
    <action android:name="android.intent.action.EDIT" />
    <action android:name="android.intent.action.PICK" />
    <category android:name="android.intent.category.DEFAULT" />
    <data android:mimeType="vnd.android.cursor.dir/vnd.google.note" />
</intent-filter>
```

- The second intent filter declares that the activity can VIEW, EDIT, PICK in the data URI.



A Simple Dialer

21

- Your program should have something like...

```
String number = "tel:810-555-1234";
Intent callIntent = new Intent(Intent.ACTION_CALL, Uri.parse(number));
startActivity(callIntent);
```

- Do not forget to add the permission for phone call in your App Manifest XML file.

```
uses-permission android:name="android.permission.CALL_PHONE"
```

Content Providers

22

- A CP makes a specific set of the app's data available to other apps.
- `ContentProvider` base class should be extended to implement a standard set of methods.
- You can share your data and you can access shared data of other apps.
- Apps do not call `ContentProver` methods directly. Rather they use a `ContentResolver` object and call its methods instead.
- `ContentProviders` are activated when they are targeted by a request from a `ContentResolvers`.

Shutting down Components

23

- An activity can be shut down by calling its `finish()` method.
- A service can be stopped by calling its `stopSelf()` or `Context.stopService()`.

App Manifest

24

- Each Android project includes a manifest file, `AndroidManifest.xml` for all apps (same name).

- A structured XML file.

- The principal task of it is to inform Android about the app's components.

- `<activity>`, `<service>`, `<receiver>` elements

```
<?xml version="1.0" encoding="utf-8"?>
<manifest . . . >
    <application . . . >
        <activity android:name="edu.kettering.project.FreneticActivity"
            android:icon="@drawable/small_pic.png"
            android:label="@string/freneticLabel"
            . . . >
        </activity>
        . . .
    </application>
</manifest>
```

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Activity, Tasks, and Processes

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App Manifest - Intent Filters

25

```
<intent-filter . . . >
    <action android:name="android.intent.action.MAIN" />
    <category android:name="android.intent.category.LAUNCHER" />
</intent-filter>
```

- IFs declare the capabilities of its parent component.

- What an activity or service can do and what types of broadcasts a receiver can handle.

- Action "android.intent.action.MAIN" and category "android.intent.category.LAUNCHER" is the most common combination.

- Note: application launcher: the screen listing apps where users can launch an app.

- The activity is the entry point for the app.

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Activities, Tasks, and Processes

27

- One activity can start another including one in a different app.

- Example:

- Your activity needs to display a street map.
- Assuming there is an activity that can do this.
- You activity put together an Intent object and pass it to `startActivity()`.

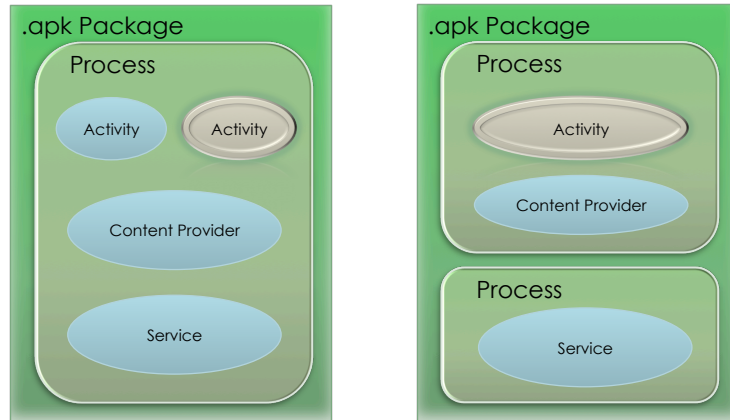
- Definitions

- Activity
 - The... Android 'Activity'
- Task
 - A stack of activities
- Process
 - A standard Linux process

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Activities, Tasks, and Processes

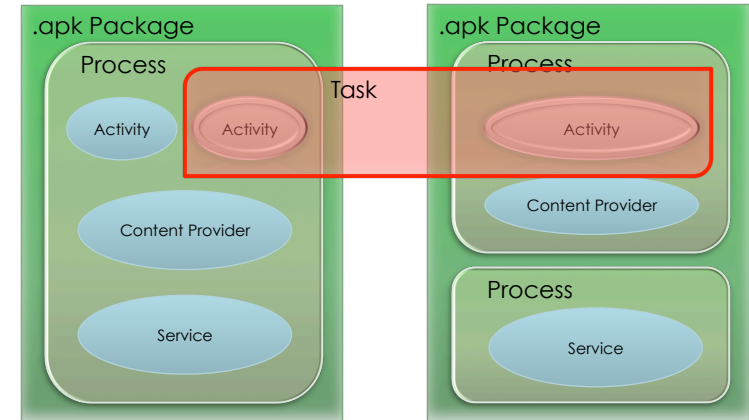
28



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Activities, Tasks, and Processes

29



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Process and Thread

30

- Application components are Linux processes.
 - When the first of an app's components needs to be run, Android starts a Linux process for it with a single thread of execution.
- Process
 - It is controlled by the Manifest file.
- Thread
 - User interface should always be quick to respond to user actions.
 - Anything that may not be completed quickly should be assigned to a different thread.
 - Threads are created in code using standard Java Thread objects.
 - Android also provides many convenient classes for managing threads.

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Android Activity Lifecycle

31

- An activity has three states:
 - Active, or running:
 - When it is in the foreground of the screen.
 - Paused:
 - When it lost focus but is still visible to the user.
 - Stopped:
 - When it is completely obscured by another activity.
 - It still remains all state and member information.
 - It may be killed by the system when memory is needed elsewhere.
- Note: When an activity is paused or stopped, the system can drop it from memory or simply kill its process.

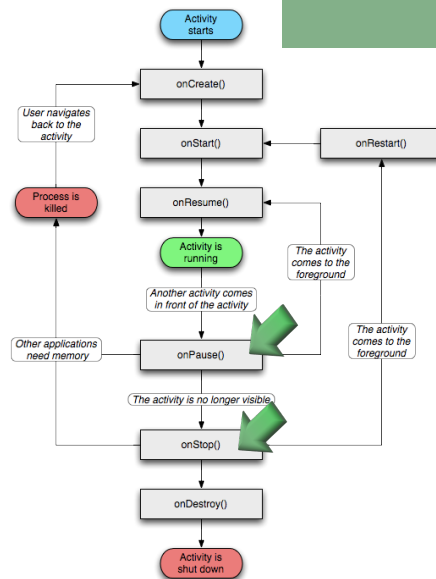
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Android Activity Lifecycle

32

```
void onCreate(Bundle savedInstanceState)
void onStart()
void onResume()
void onPause()
void onStop()
void onDestroy()
```

- Entire life time of an activity
 - onCreate() – onDestroy()
- Visible life time
 - onStart() – onStop()
- Foreground life time
 - onResume() – onPause()



Android Activity Lifecycle

33

Saving Activity State

- Since the system can shut down an activity, the user may expect to return to the activity and find it in its previous state.
- onSaveInstanceState()
 - Android calls this method before making the activity to be destroyed.
- onRestoreInstanceState()
 - Android calls onRestoreInstanceState() after calling onStart().
- Note that these two methods are not lifecycle methods.
 - They are not called in a proper lifecycle step.
 - You cannot rely on these methods to save some persistent data.

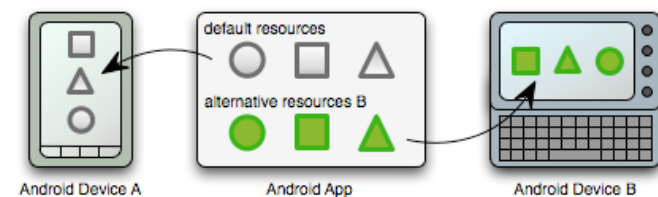
Application Resources

34

Resource Externalization

35

- Externalizing resources such as images and strings
 - You can maintain them separately from your actual code.
 - This allows you to provide alternative resources that support different languages, different screen sizes.
 - This is extremely important because Android-powered devices become available with different configurations.



Grouping Resource Types

36

- Place resources in a specific subdirectory of your project's res/ directory.
- Resource directories supported inside project res/ directory.

Directory	Type
anim/	Define tween animation
color/	Define a state list of colors
drawable/	Bitmap files or XML files that
layout/	Define user interface layout
menu/	Options Menu, Context Menu, or Sub Menu
raw/	Arbitrary files to save in their raw form
values/	Strings, integers, colors
xml/	Arbitrary XML files

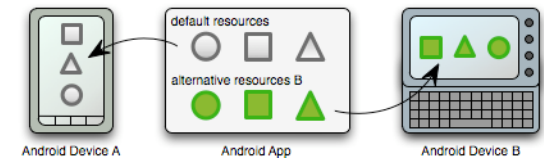
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Providing Alternative Resources

37

- To specify configuration-specific alternatives for a set of resources:
 - Create a new directory in res/ named in the form <resources_name>-<config_qualifier>.
 - <resources_name> is the directory name of the corresponding default resources.
 - <qualifier> is a name that specifies an individual configuration for which these resources.
 - You can append more than one <qualifier>. Separate each one with a dash.
 - Save the respective alternative resources in this new directory. The resource files must be named exactly the same as the default resource files.
- For example, here are some default and alternative resources:

```
res/  
  drawable/  
    icon.png  
    background.png  
  drawable-hdpi/  
    icon.png  
    background.png
```



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Creating Resources

38

Simple Values

- String
 - <string name="your_name">Kettering</string>
- Color
 - <color name="transparent_blue">#770000FF</color>
 - Format
 - #RGB
 - #RRGGBB
 - #ARGB
 - #AARRGGBB
- Dimensions
 - <dime name="border">5dp</dimen>
 - Scale identifier
 - px (screen pixels)
 - in (physical inches)
 - pt (physical points)
 - mm (physical millimeters)
 - dp (density independent pixels relative to a 160-dpi screen)
 - sp (scale independent pixels)

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Creating Resources

39

- Drawable
 - Drawable resources include bitmaps and NinePatch (stretchable PNG) images.
- Layouts
 - Layout resources let you decouple your app's presentation layer.
 - Designing user interfaces in XML rather than constructing them in code.

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Accessing Resources

40

- You can refer a resource via its ID.
- R class
 - All resource IDs are defined in your project's R class.
 - The R class is automatically generated by the aapt tool.
- Resource ID
 - A resource ID has a unique name and is composed of:
 - Resource type:
 - string, drawable, layout, etc.
 - Resource name:
 - Either the filename (excluding the extension) or the value in the XML android.name attribute, if the resource is a simple value such as a string, a color.
- Accessing a resource: string is a resource type. hello is a resource name
 - In code: R.string.hello
 - In XML: @string/hello

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Layout Definition

41

- Layout is an architecture about user interfaces in an Activity
- Two ways of definition of layouts
 - XML
 - Use resource editor to make layout.
 - ADT provides the preview of an XML file.
 - The best way to make a layout is using both the XML editor and the XML graphical editor.
 - In code
 - Create Views and ViewGroups in runtime.

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XML for Resource

42

- Only one root element that should be a View or a ViewGroup.
- Add child elements to the root view.

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    android:orientation="vertical" >
    <TextView android:id="@+id/text"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Hello, I am a TextView" />
    <Button android:id="@+id/button"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Hello, I am a Button" />
</LinearLayout>
```

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XML Resource Load

43

- When you compile your source code, each XML layout file is compiled into a View resource.
- You should load it in your Activity.onCreate().
- XML file: res/layout/*.xml
 - If the xml file name is **main.xml**, then the layout can be accessed by R.layout.**main** in your source code.

```
public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.main);
}
```

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- Any View object has a unique ID.
- In your XML code, the ID is defined with a string.
 - `android:id="@+id/myButton"`
 - @ indicates the rest of the string should be identified as an ID resource.
 - + means adding new resource name.
- In your source code, the ID can be referred by an integer.
 - `Button myButton = (Button)findViewById(R.id.myButton);`
- Example:

```
In XML ...  
<Button android:id="@+id/myButton"  
        android:layout_width="wrap_content"  
        android:layout_height="wrap_content"  
        android:text="@string/my_button_text"/>
```

```
In source code ...  
Button myButton = (Button) findViewById(R.id.myButton);
```

Questions?