

Announcement

App Development for Mobile Devices

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Lecture 2 Application Fundamentals

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Today's Topics

- Application components
 - Activity
 - Intent
 - App manifest
- Application resources

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Android Applications

Android Application

- 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.

Central Features of Android

- 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*

Application Components

Activities

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- 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.

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Intents

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An inter-app message passing framework

- An Intent is an object that provides runtime binding between separate components.
- The Intent represents "an app's *intent* to do something."
- Then, the system will determine the target(s) that will perform any actions as appropriate.
- `startActivity()` OR `startActivityForResult()`
 - The responding activity can look at the initial intent that caused it to be launched by calling `getIntent()`.

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MainActivity

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```
public class MainActivity extends AppCompatActivity {  
  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_main);  
    }  
  
    @Override  
    public boolean onCreateOptionsMenu(Menu menu) {  
        // Inflate the menu; this adds items to the action bar if it is present.  
        getMenuInflater().inflate(R.menu.main, menu);  
        return true;  
    }  
}
```

■ setContentView

■ Event driven

- `onCreate`
- `onOptionsItemSelected`

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Start Another Activity

Using an Intent Object

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Create an Activity

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- Let us create an activity first.
 - New.. Android Activity.. Blank Activity.
 - Its name is “DisplayMessageActivity.”
 - Note that “Hierarchical Parent:” must be the activity that we made in the first lecture. (edu.kettering.hellokettering.MainActivity).
- That’s it for now.

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Extras

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```
Intent intent = new Intent(this, DisplayMessageActivity.class);
EditText editText = (EditText) findViewById(R.id.edit_message);
String message = editText.getText().toString();
intent.putExtra("edu.kettering.hellokettering.MESSAGE", message);
```

- An Intent can carry a collection of data types as key-value pairs called extras.
- Key-Value pairs
 - You can refer to a value from a unique key.
- It is a good practice to define keys for intent extras using your app’s package name as a prefix.

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Build an Intent

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Inside the sendMessage() method

```
Intent intent = new Intent(this, DisplayMessageActivity.class);
```

- The first parameter ‘this’ is the Activity class that is a subclass of Context.
- The second parameter is the ‘class’ of the new Activity we’ve created.

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Receive the Intent

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Display the Message

- DisplayMessageActivity can get the *extra* using getStringExtra.
- Put these lines at the end of onCreate in the DisplayMessageActivity class.
 - Intent intent = getIntent();
 - String message = intent.getStringExtra("edu.kettering.hellokettering.MESSAGE");
- Open “activity_display_message.xml”
 - Add android:id="@+id/textViewMessage" to the TextView.
- Back to the DisplayMessageActivity.java and add the lines below.
 - TextView textViewMessage = (TextView)findViewById(R.id.textViewMessage);
 - textViewMessage.setText(message);

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Intent and Intent Object

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Intents Object and Intent Filters

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- 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: (e.g. the previous example)
 - 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: (see the next slides)
 - 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 Structure

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Intent Structure - continued

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- Intent Objects contains information of component that receives the intent and the Android system
- Intent Objects contains (Primary pieces of information)
 - Action
 - A string naming the action to be performed.
 - Examples
 - ACTION_CALL: Initiate a phone call
 - ACTION_VIEW:
 - 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 URI of the data to be acted on.

- Examples of action/data pairs
 - ACTION_VIEW content://contacts/people/1 - Display info about the person whose id is "1"
 - ACTION_VIEW tel:555-123-4567 - Display phone dialer with the given number
 - ACTION_EDIT content://contacts/people/1 - Edit info about the person whose id is "1"
- 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.

Intent Filters

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- 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>
```

A Simple Dialer

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- 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"
```

Note Pad Example

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- 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.

Start as a main entry point

Allow the activity to be launched without explicitly specifying its component

Shutting down Components

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- 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

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- 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.

```
<?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>
```

Activity, Tasks, and Processes

App Manifest - Intent Filters

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```
<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

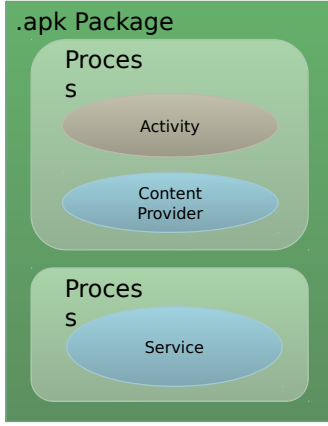
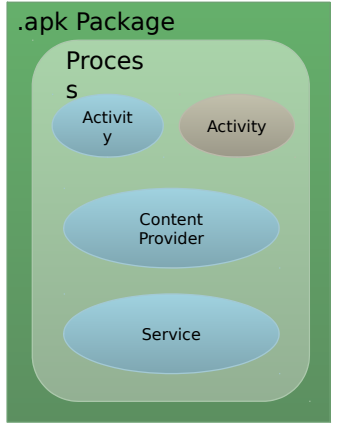
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- One activity can start another including one in a different app.
 - Example:
 - Your activity needs to display a street map.
 - Assuming there is an activity that can do this.
 - You activity put together an Intent object and pass it to `startActivity()`.
- Definitions
 - Activity
 - The... Android 'Activity'
 - Task
 - A stack of activities
 - Process
 - A standard Linux process

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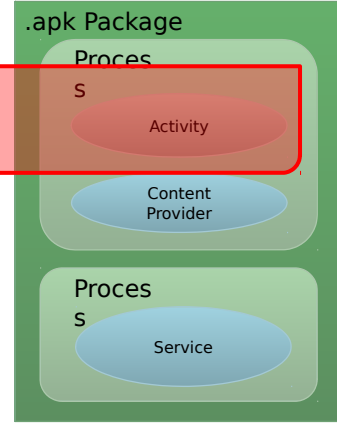
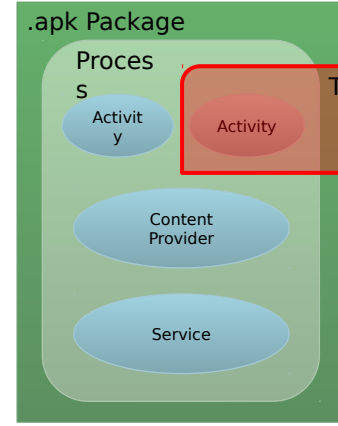
Activities, Tasks, and Processes

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Activities, Tasks, and Processes

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Process and Thread

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- 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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Activity Life Cycle

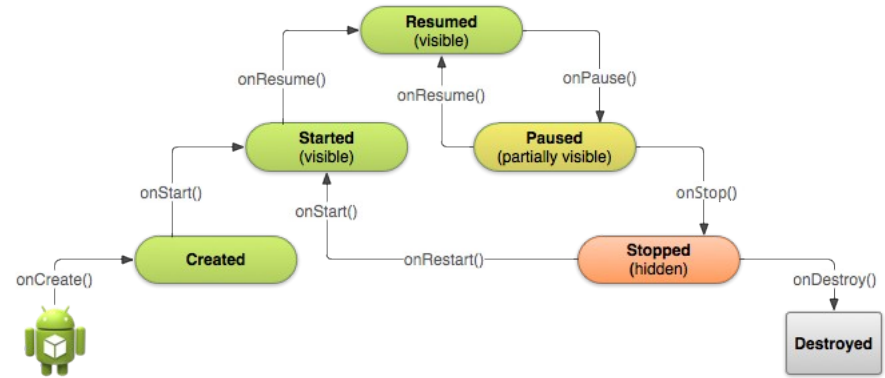
Android Activity Lifecycle

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- 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.

Android Activity Lifecycle

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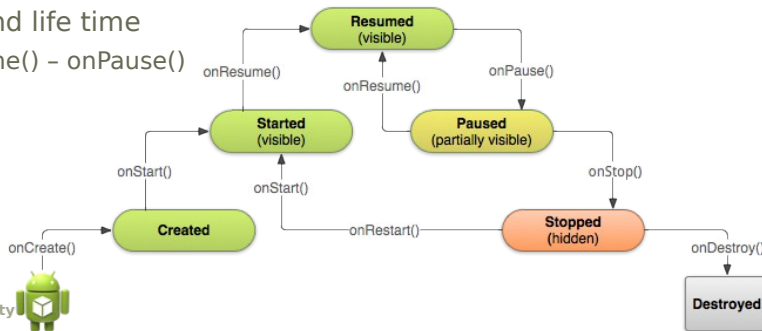
Android Activity Lifecycle

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

```

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



Android Activity Lifecycle

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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 being 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

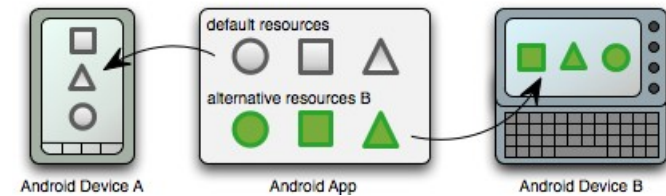
Grouping Resource Types

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

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

Resource Externalization

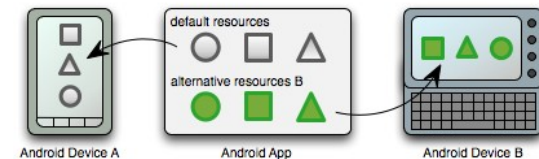
- Externalizing resources such as images and strings
 - You can maintain them separately from your actual code.
 - This allows you to provide alternative resources that support different languages, different screen sizes.
 - This is extremely important because Android-powered devices become available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



Providing Alternative Resources

- 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
```



Creating Resources

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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</dime>`
 - 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) - for font size**

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Supporting Different Screens

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- Create different bitmaps
 - xhdpi: 2.0
 - hdpi: 1.5
 - mdpi: 1.0 (baseline)
 - ldpi: 0.75
- This means that if you generate a 200x200 image for xhdpi devices, you should generate the same resource in 150x150 for hdpi, 100x100 for mdpi, and 75x75 for ldpi devices.
- Then place the files in the appropriate drawable directories

```
MyProject/  
  res/  
    drawable-xhdpi/  
      awesomeimage.png  
    drawable-hdpi/  
      awesomeimage.png  
    drawable-mdpi/  
      awesomeimage.png  
    drawable-ldpi/  
      awesomeimage.png
```

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Supporting Different Screens

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- Four general categorized device screens:
 - Sizes: small, normal, large, xlarge
 - Densities: low(ldpi), medium (mdpi), high(hdpi), extra high (xhdpi).

■ Create different layouts

```
MyProject/  
  res/  
    layout/  
      main.xml  
    layout-large/  
      main.xml
```

- Simply reference the layout file in your app as usual.

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

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Creating Resources

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- 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

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- 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 Manager

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- Layout is a subclass of ViewGroup
 - Details will be explained in aLecture 3.
 - RelativeLayout
 - Relative positions wrt. Parent or Siblings
 - LinearLayout
 - Horizontal
 - Vertical
 - FrameLayout
 - GridLayout

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Layout Manager

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Layout Definition

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- 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 is 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

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- 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>
```

ID of Element

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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);
```

XML Resource Load

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- 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);
}
```

Further Readings

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Services

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- 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.

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Broadcast Receivers

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- 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.

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Questions?

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