

# 

#### Android Platform Overview

May 2010

#### Android

- Android is an open platform, and it's open source
- Free, no licensing required
- Develop mostly in Java and XML
  - C/C++ for Native development (NDK)
- Source code available
  - SDK and core apps
  - http://source.android.com

## **Key Platform Features**

- Multiple Screen Sizes
- User Interface
- Concurrent Applications
- Inter-app Communication
- Speech Input
- Location and Mapping Services
- Hardware Sensors
- Native Development Kit



## **Multiple Devices, Single App**

- Shipping 100K+ devices per day
- More devices = more business
- SDK supports:
  - Many screen sizes/resolutions
  - Screen density independence

#### **Multiple Devices, Single App** ~120 / Idpi ~160 / mdpi ~240 / hdpi 10 08 Small screen ~ ≤ 3.0" Normal screen ~ ≤ **4.0**" Large screen ~≥4.8"



Note: This data is based on the number of Android devices that have accessed Android Market within a 14-day period ending on May 17<sup>th</sup> 2010

http://developer.android.com/resources/dashboard/screens.html

#### **Application Components**

# An Android application is actually a collection of several components, each defined in AndroidManifest.xml

### **Application Components**

- Activities
- Services
- Content Providers
- Broadcast Receivers

- Launcher icons
- Status bar notification
- Widgets
- Quick Search Box integration
- Live Folders
- Live Wallpapers



- Launcher icons
- Status bar notification
- Widgets
- Quick Search Box integration
- Live Folders
- Live Wallpapers



- Launcher icons
- Status bar notification
- Widgets
- Quick Search Box integration
- Live Folders
- Live Wallpapers



- Launcher icons
- Status bar notification
- Widgets
- Quick Search Box integration
- Live Folders
- Live Wallpapers



- Launcher icons
- Status bar notification
- Widgets
- Quick Search Box integration
- Live Folders
- Live Wallpapers



- Launcher icons
- Status bar notification
- Widgets
- Quick Search Box integration
- Live Folders
- Live Wallpapers



# **Concurrent Applications**

- Users can multitask
  - Apps get paused, not closed
- Background services
  - Invisible apps with no GUI
  - Unobtrusive event notifications
  - Listen to music and check email simultaneously



#### Intents

- Intents "link" activities, services, and receivers together
- Intents consists of
  - An action (i.e. ACTION\_VIEW)
  - Data (i.e. content://contacts/people/123)
  - Categories (i.e. **CATEGORY\_DEFAULT**)
  - "Extras" metadata
- Intents can also be to hard-coded class names (com.foo.FooActivity)

#### **Inter-App Communication**

 Apps can communicate with each other by providing and consuming each other's Intents



#### **Example: Inter-App Communication**





#### **Speech Input**

- Enables voice-to-text capability
- Invoke via IME or Intent
- English, Mandarin Chinese & Japanese
- Integrate with 3rd party speech recognition service



#### **Example: Speech Input**



# **Location and Mapping**

#### LocationManager

- Service determines location and bearing
- Register for periodic updates by time
- Register for proximity updates by distance

#### Google Maps library

- Includes MapView
- Programmatic access to Google Maps API
- Handles user interaction to control Map

#### **Example: Location and Mapping**



![](_page_21_Figure_2.jpeg)

22

#### Hardware and Sensors

- Camera
- Microphone
- Accelerometer
- Compass
- Example apps: Layar, Google Goggles

Map List	Accuracy: 12m
* *	Coogle goggles labs Art Frieda and Diego Rivera Frida (Frieda) Kahlo
Distance: 176m 20	Web Results SFMOMA   Explore Modern Art   Our Collection   Frida (Frieda Frieda and Diego Rivera, Frida (Frieda) Kal Frieda and Diego Rivera, 1931; painting; oil canvas, 39 3/8 in. x 31 in. (100.01 cm x 78.74  http://www.sfmoma.org/artwork/15228
	SFMOMA   Explore Modern Art   Multimedia   Interactive Features Explore Frida Kahlo's painting Frieda y Dieg Rivera (Frieda and Diego Rivera) in this seg from Making Sense of Modern Art, an extens and engaging http://www.sfmoma.org/multimedia/interact

#### Native Development Kit (NDK)

- Used in conjunction with the SDK
- Performance-critical, C/C++ code
- Just launched NDK r3
  - Support for OpenGL ES 2.0
  - Compact, efficient binaries
- Typical uses:
  - Games
  - Re-use existing C/C++ code base

![](_page_24_Picture_0.jpeg)

# developer.android.com

#### **Getting Started**

- 1. Download the SDK
- 2. Install Eclipse and ADT
- 3. Look through <u>tutorials</u> and <u>samples</u>
- 4. Run them on the emulator or your device
- 5. Write your app!

#### **Developer Community**

- Android has a strong, active developer base
  - Google Groups
  - Stack Overflow
  - IRC office hours

Appendix

#### AdSense for Mobile Applications SDK

- Monetize!
- Auto display highest paying ads
- Targeting
  - Keyword, demographics, location
  - Ad placement
- Control ad appearance and positioning

#### **Analytics Tracking for Mobile Apps**

- Tracks install referrer
- Tracks Pageviews & Events
- Integrates with Google Analytics dashboard

#### **Device Dashboard**

![](_page_30_Figure_1.jpeg)

Version	% of Devices
1.5 (API Level 3)	34.1%
1.6 (API Level 4)	28.0%
2.1 (API Level 7)	37.2%
Other	0.7%

Note: This data is based on the number of Android devices that have accessed Android Market within a 14-day period ending on May 17<sup>th</sup> 2010

http://developer.android.com/resources/dashboard/platform-versions.html

#### **Copyrights and Trademarks**

- Android, Google are registered trademarks of Google Inc.
- All other trademarks and copyrights are the property of their respective owners.