

An Introduction to Android

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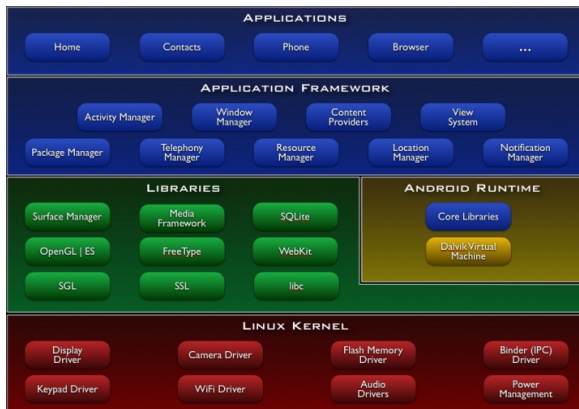
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What is Android

- An open source, open platform for mobile operating system
 - Full software stack (Linux kernel, java middleware/framework, core applications).
 - Beware of fragmentation
- All the SDK, API, and platform source is available
- Application framework in Java
- No licensing, no application review
- Not just for phones

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Android Architecture



Quick Start

1. Make sure you have JDK 5 or JDK 6
2. Get and install the Android SDK starter package
3. Install Eclipse (3.4 or newer)
4. Install the ADT plugin for Eclipse
5. Updated the SDK with documentation and the Android Platforms you wish to target.
6. Read the SDK docs, and examples
7. Start developing (:)

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SDK Starter Package

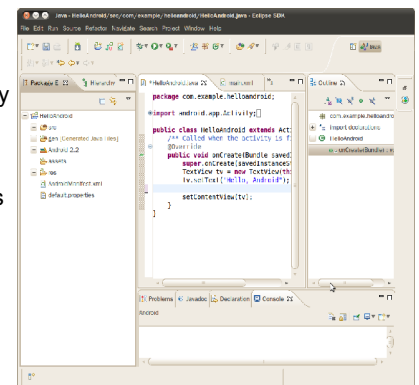
- All platforms supported
 - Linux, Windows, Mac
- No installation - just extract archive (~17MB)
- In order to start developing applications, you must install at least one version of the Android platform using the SDK Manager.



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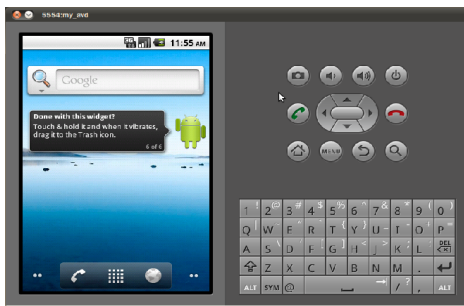
Eclipse IDE

- Popular Java IDE
 - Large community
 - Debugging
 - Integrated ehlp
- Android Development Tools (ADT) plugin



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Emulator



- Based on QEMU
- Runs actual Android image
- Emulating
 - Telephony, location, network conditions and information etc.

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Good to Know

- Android NDK (Native Development Kit)
 - Allows reuse of existing C/C++ code
 - Useful for self-contained, CPU-intensive operations, such as signal processing, physics simulation and so on



<http://developer.android.com/>

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