

# Android Workshop Day 1



Environment & Android Basics

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# Introduction

- Senad Uka
- Email:[senad.uka@gmail.com](mailto:senad.uka@gmail.com)
- Twitter: @senaduka,
- Web:<http://www.mhalka.com>, <http://www.flapsapps.com>
- Started working with android since 1.0 (end of 2008.)
- Currently working for Six Sigma Software <http://www.socialexplorer.com>

# Workshop Goals and Scope

- Goal: Learn to use resources to develop Android applications
- Scope: Free application on phones on android 4.0+ and Google Play Store
- Out of scope: tablets, Androids before 4.0, paid applications

# Goal of Day 1

- Have environment and resources ready
- Create a GUI prototype
- Create and compile a hello world application, and put it to github

# Plan

- Day 1
  - Set up environment ( <http://mhalka.com/category/workshop/> )
  - Chose an app idea
  - Design a GUI prototype of your idea using Pencil
  - Create an Android Project using ADT Bundle
  - Upload project to Github / learn to use git
  - Homework: start creating GUI of the application
- Day 2
  - Create and test GUI in ADT
  - Code activity transitions
  - Homework: start implementing business logic of the application
- Day 3
  - Code business logic of an application
  - Test and debug
- Day 4
  - Create project on the Play app store / Amazon app store
  - Create signed .apk
  - Publish the project

# Architecture Overview



# Application

- Activities
- Services
- Broadcast Receivers
- Content Providers

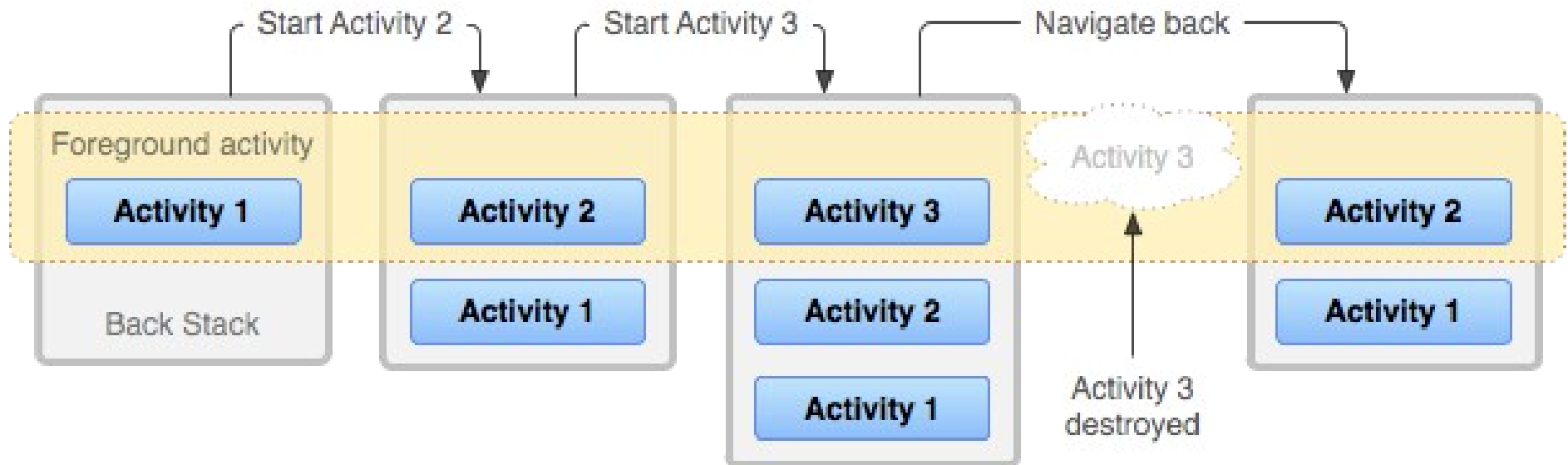


# Activity

- One application screen (extremely simplified explanation)



# Activity transitions



# Intents

- Intent is an asynchronous message to start a component
  - Way to start an activity from another activity in same application , from another application etc...



# My App



# Specific Resources

- <http://mhalka.com/category/workshop/>
- <https://github.com/senaduka/per-unit>

# General resources

- <http://developer.android.com/training/index.html>
- <http://www.stackoverflow.com>
- MHALKA mailing list (drop me an email to [alexad.uka@gmail.com](mailto:alexad.uka@gmail.com)) to include you

# Start!

- Think of an idea
- Install environment and create accounts
- Create a hello world project
- Run it in an emulator
- Push it to your github account
- Create a GUI prototype of your application in Pencil



# Homework

- Try to build a GUI of your application on your own by using resources provided