



CS260 Intro to Java & Android

03.Intro

Fall 2011

Android - Getting Started

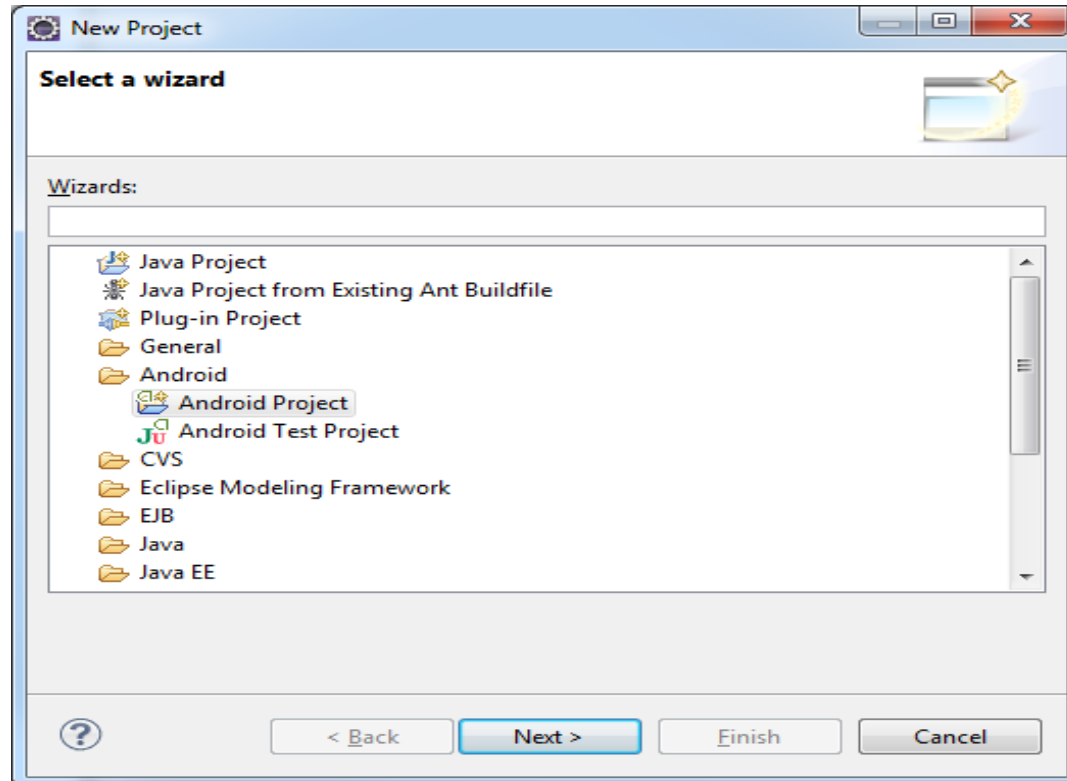
- Android SDK contains:
 - API Libraries
 - Developer Tools
 - Documentation
 - Sample Code
- Best development environment is Eclipse with the Android Developer Tool (ADT) plugin which integrates developer tools

Android Portability

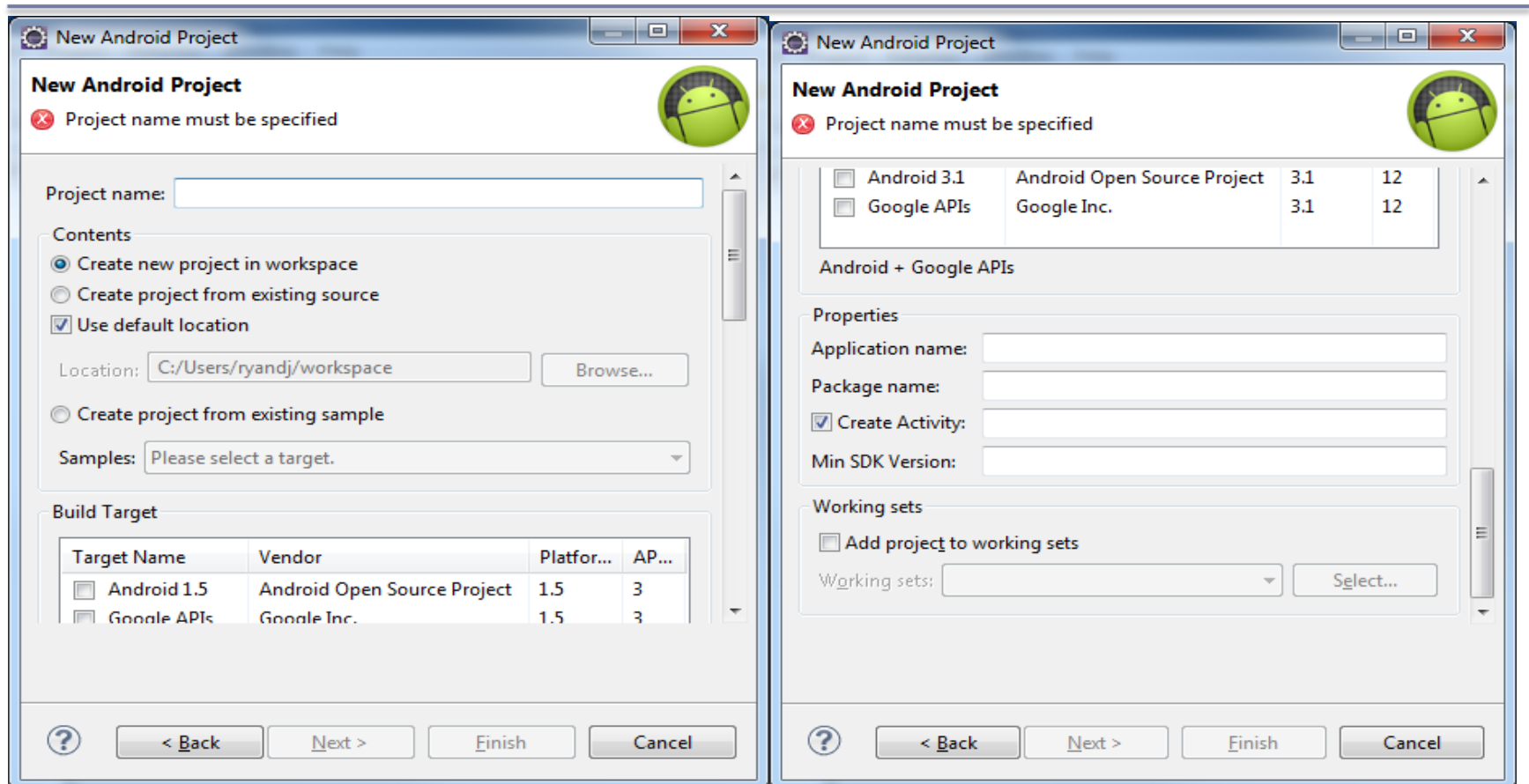
- Android applications run within the Dalvik virtual machine
- Development Platforms:
 - Windows (XP, Windows, 7)
 - Linux
 - Mac OS 10.4.8 or later (Intel chips only)

Android HelloWorld Application

- File -> New -> Project then select Android Project



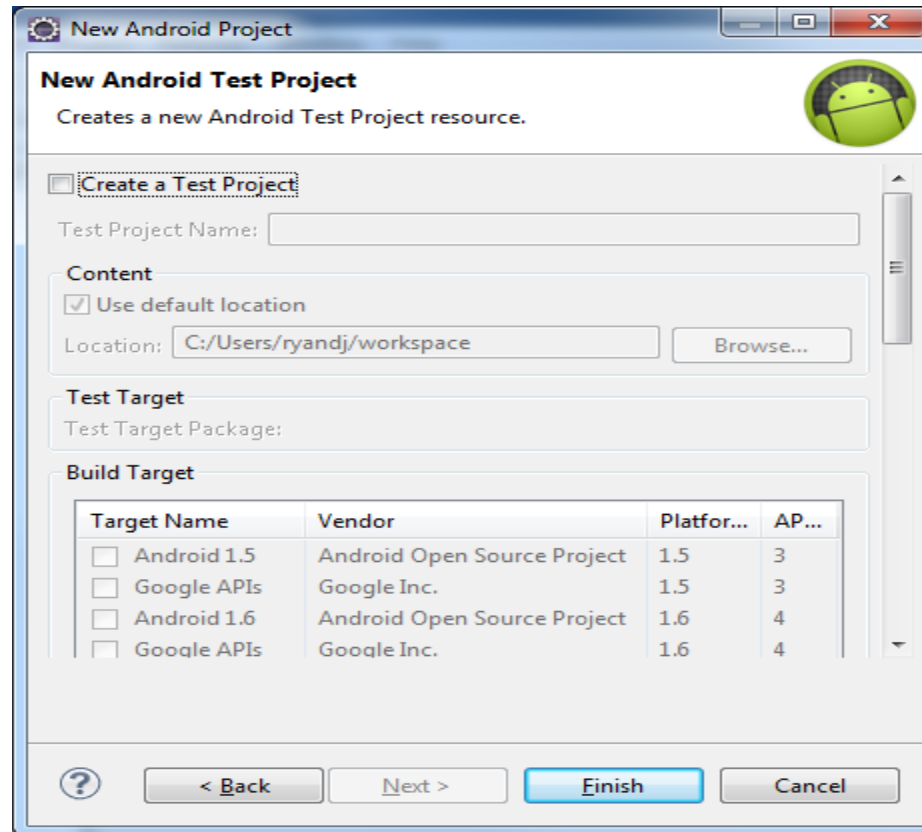
New Android Project



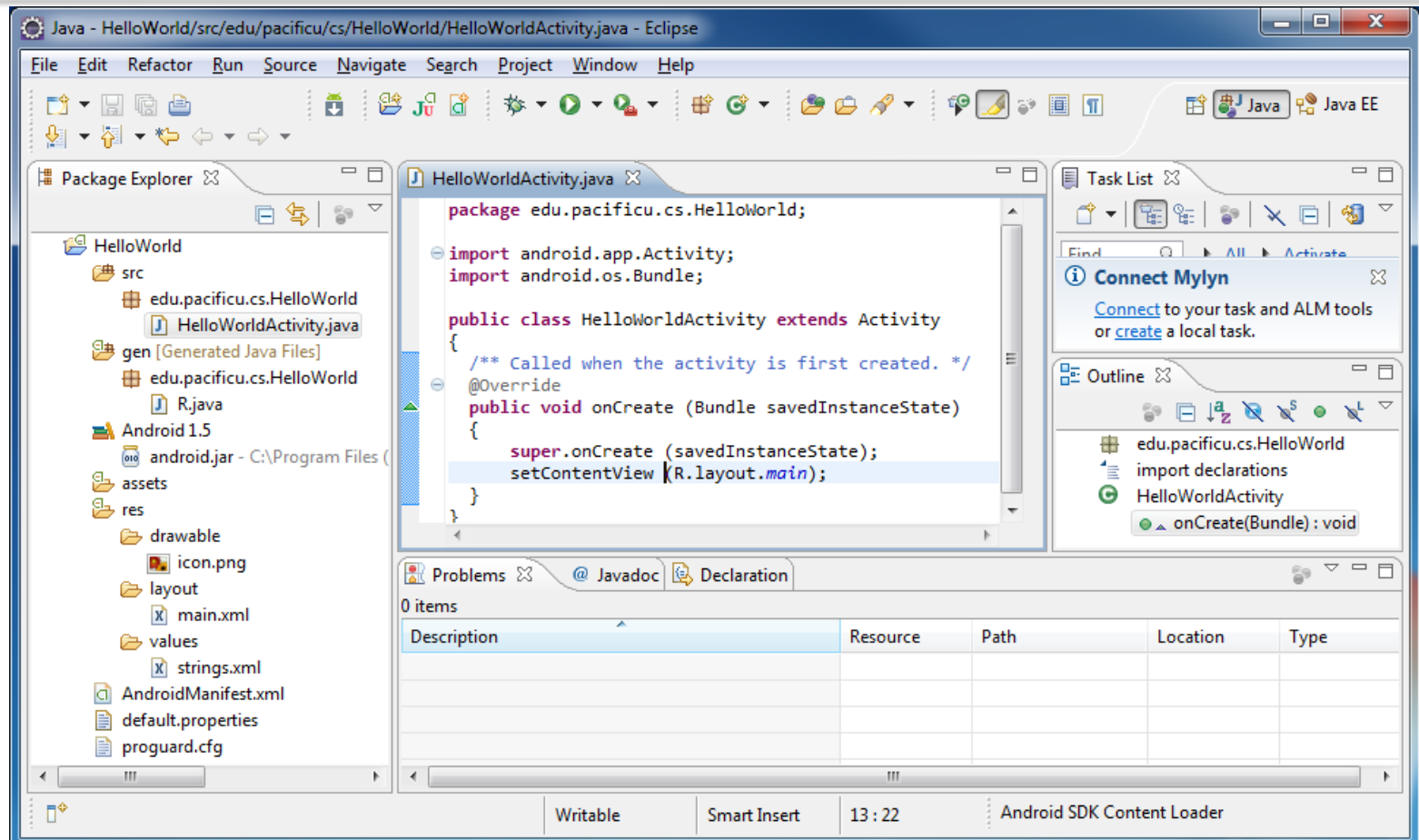
HelloWorld Project Choices

- Project name: **HelloWorld**
- Build Target: Select **Android 1.5**
 - Every Android device can upgrade to Android 1.5
- Application name: **HelloWorld**
- Package name: **edu.pacificu.cs>HelloWorld**
- Create Activity: **HelloWorldActivity**
- Min SDK Version: **3**

Skip “New Android Test Project”

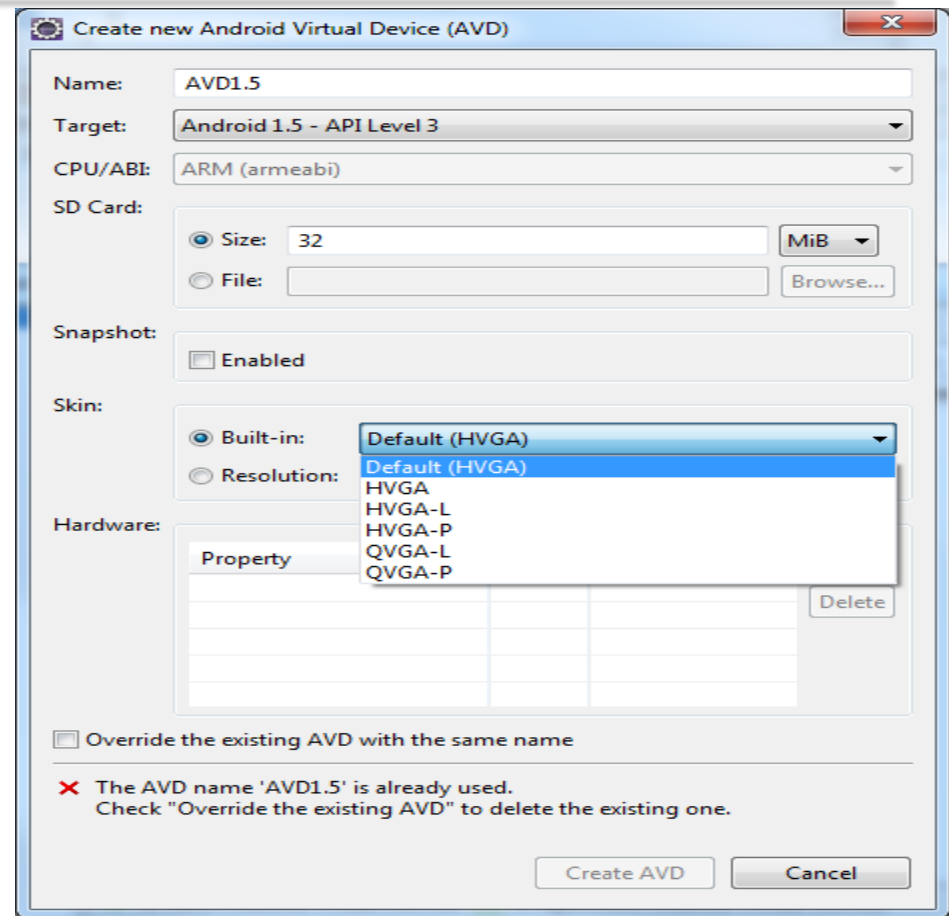


HelloWorld Android Project

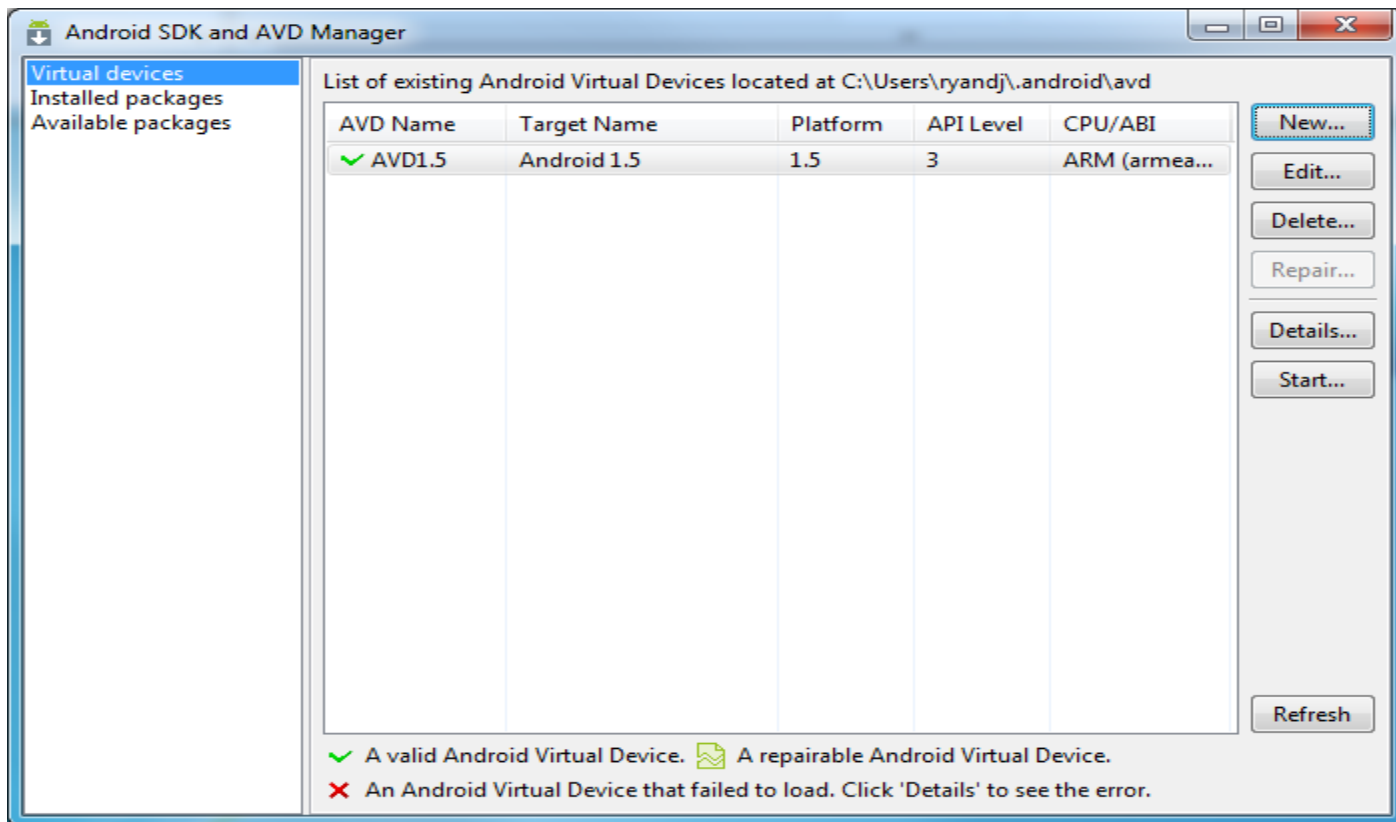


Running Your Android Application

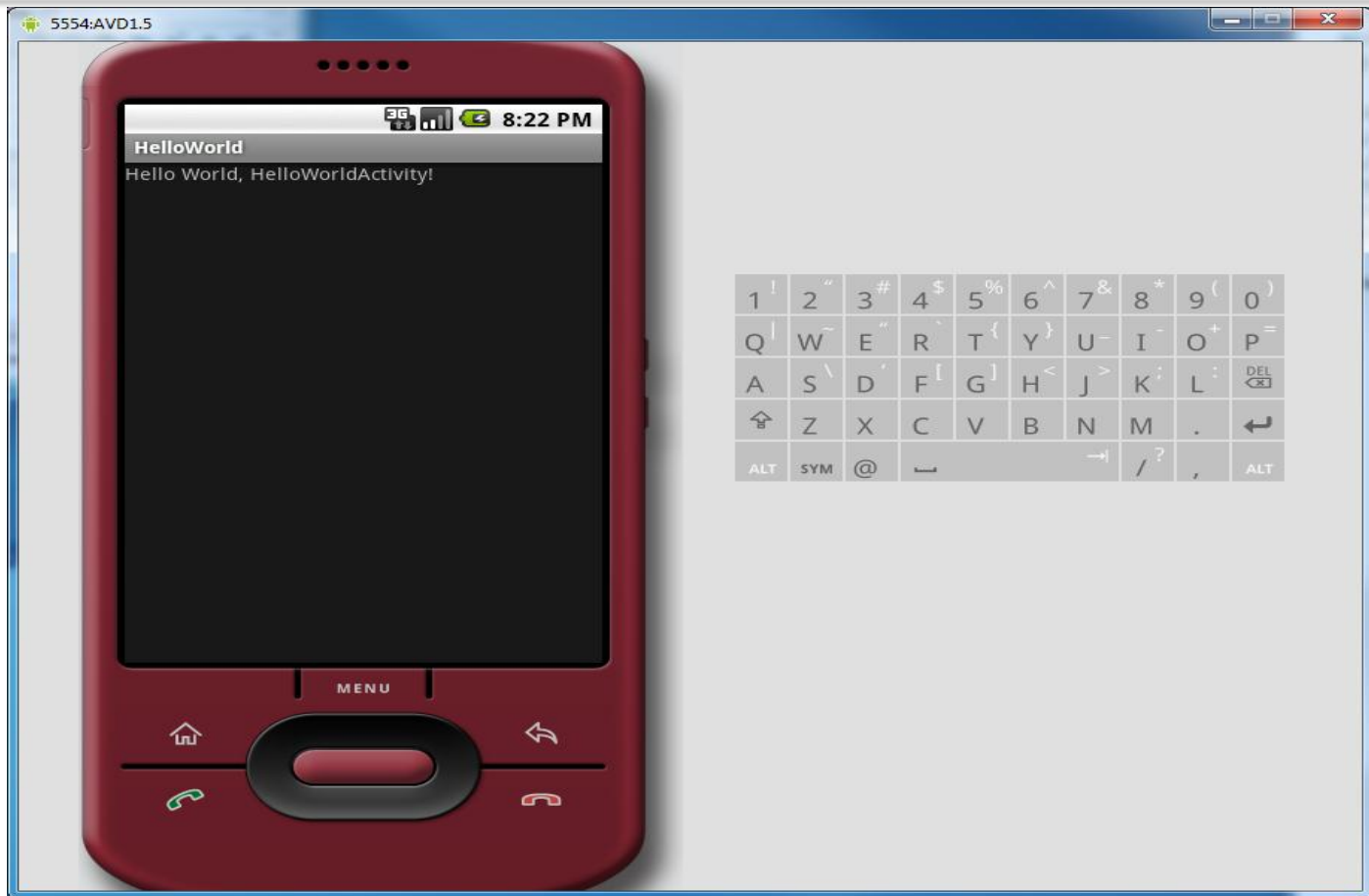
- Before you can run an Android application, you need to create a new Android Virtual Device (AVD)
 - Window->Android SDK and AVD Manager
 - Create a virtual device called AVD1.5 using the 1.5 Platform
 - Use an SD Card of 32MB for later



Virtual Devices



Run HelloWorld on AVD1.5



A Quick Look At HelloWorld

```
//HelloWorld.java
package edu.pacificu.cs.HelloWorld;

import android.app.Activity;
import android.os.Bundle;

public class HelloWorld extends Activity
{
    /** Called when the activity is first created. */
    @Override
    public void onCreate (Bundle savedInstanceState)
    {
        super.onCreate (savedInstanceState);
        setContentView (R.layout.main);
    }
}
```