

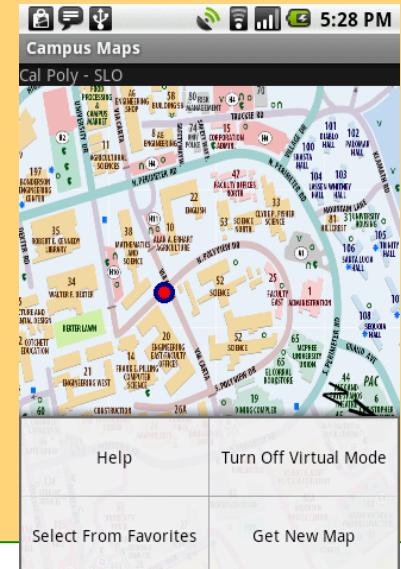
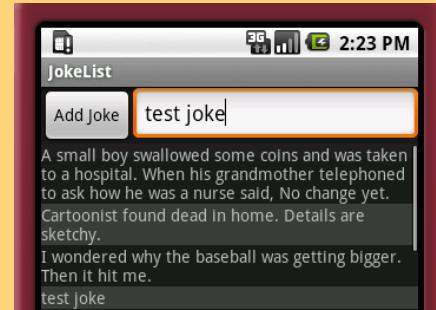
A Super-Brief History of Mobile Phones

- 1908 first patent
- 1947 first base stations (no cells)
- 1979 first cell phone system in Japan
- 1984 first hand-offs between cells
- 1993 first data service and SMS text messages
- 1998 first ringtones sold
- 1996 Telecommunications Act
 - new spectrum, pole space, zoning board restrictions
- 1999 first internet on phone

<http://www.buzzle.com/articles/history-of-mobile-phones.html>

Quick Tour of Android

- Common features:
 - User Interface
 - IO widgets (buttons, textboxes, lists)
 - Images
 - 2D/3D drawing
 - Menus
 - Database
 - Application lifecycle



Quick Tour of Android

- Less common features:
 - Google Maps
 - Hardware APIs
 - GPS/Geo-location, calls, accelerometer, compass, bluetooth, camera
 - Multiple processes
 - Managed by Android Dalvik VM
 - Background Services
 - Interprocess communications (e.g. Intents)
 - No difference between third-party and native apps



Android Design Philosophy

- Applications should be:
 - Fast
 - Resource constraints: <200MB RAM, slow processor
 - Responsive
 - Apps must respond to user actions within 5 seconds
 - Secure
 - Apps declare permissions in manifest
 - Seamless
 - Usability is key, persist data, suspend services
 - Android kills processes in background as needed

Leveraging the web

- To keep your apps fast and responsive, consider how you can leverage the web
 - What _____ can be _____ on a server or in the cloud?
 - Tasks/Performed
 - Data/persisted
 - Data/retrieved
 - Beware, data transfer is also expensive and can be slow

A First Example: Advent Devotions

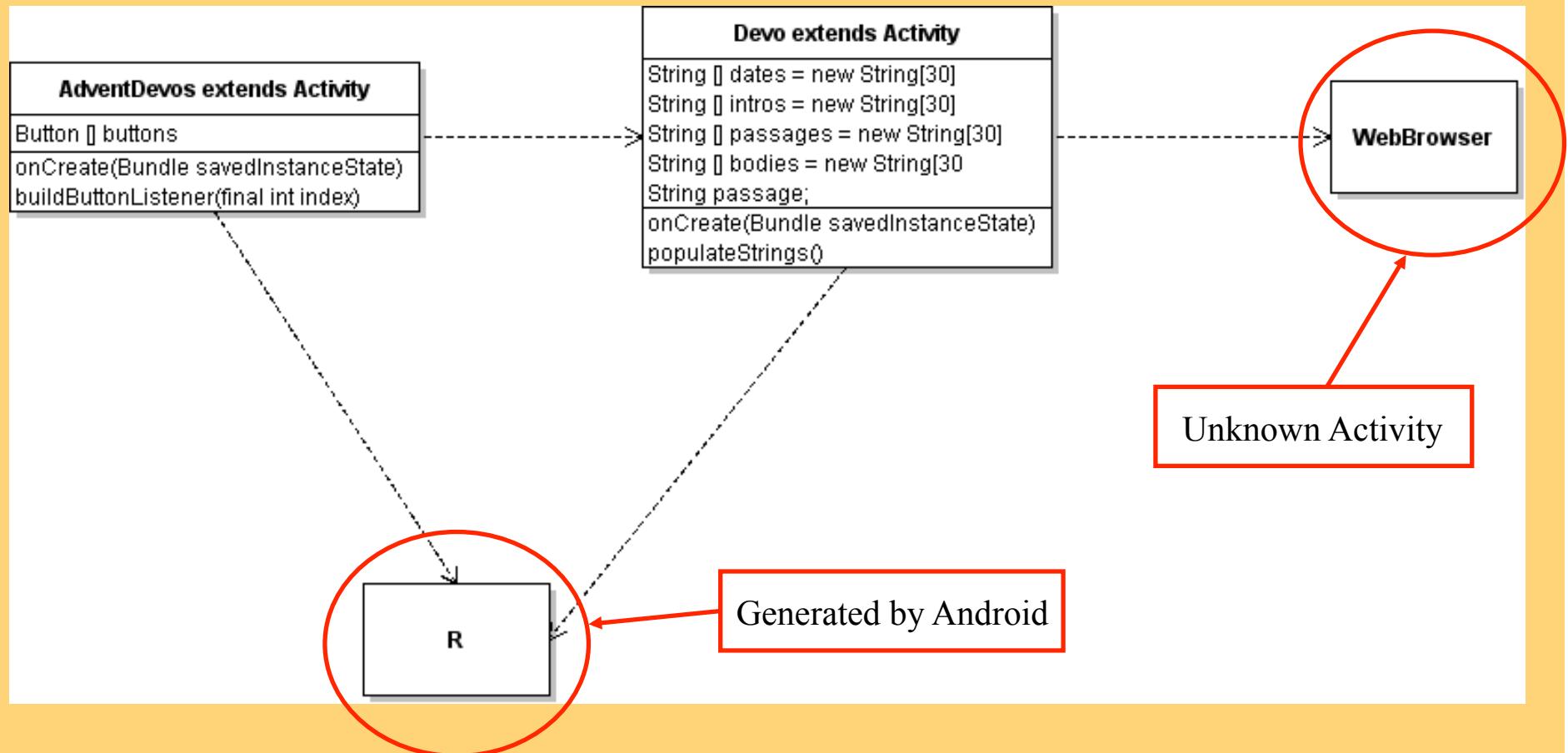


Sunday, November 29, 2009
Don't Set Your Heart on It!

Luke 21:5-36

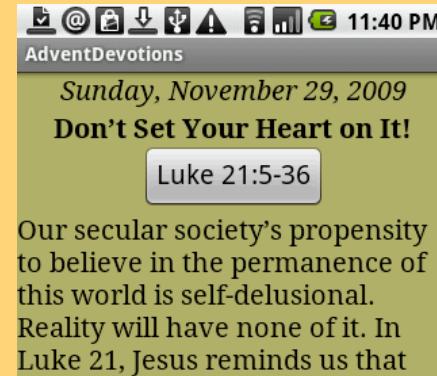
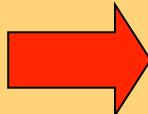
Our secular society's propensity to believe in the permanence of this world is self-delusional. Reality will have none of it. In Luke 21, Jesus reminds us that catastrophic changes are coming. While we don't rejoice in the difficult times that are in store for this world, we need to recognize that history is hurtling towards a final destination. In this world nothing is permanent—no temple, no culture, no tradition, no

UML Class Diagram



Two Activities in Advent Devotions

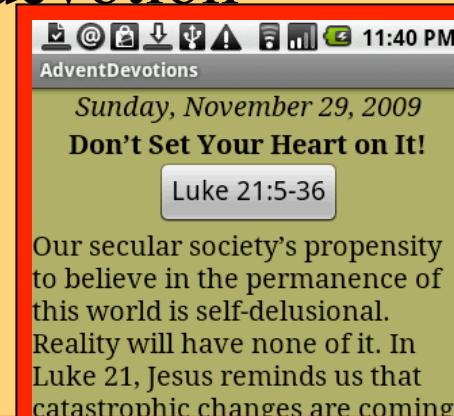
- AdventDevos displays the calendar of dates
- Devo displays a single devotion



```
Intent myIntent = new Intent(AdventDevos.this, Devo.class);
myIntent.putExtra("ButtonNum", ""+index);
startActivity(myIntent);
```

Two Activities in Advent Devotions

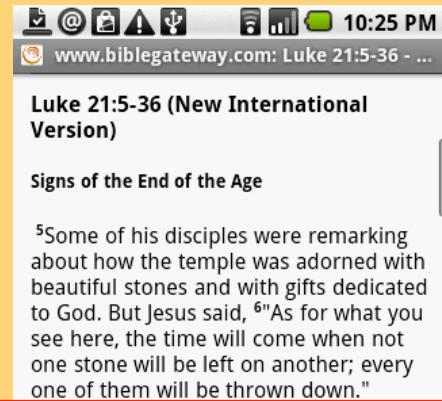
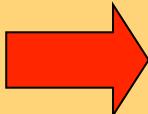
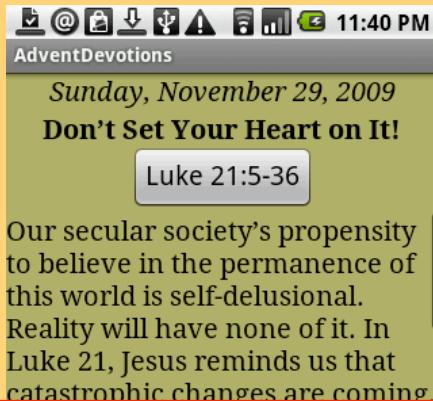
- AdventDevos displays the calendar of dates
- Devo displays a single devotion



```
Bundle extras = getIntent().getExtras();
String value = extras.getString("ButtonNum");
Integer buttonNum = Integer.valueOf(value);
```

Launching an Intent you didn't write

- Devos has button to URL
- Browser launched



```
Intent i = new Intent(Intent.ACTION_VIEW,  
        Uri.parse("http://www.biblegateway.com/passage/?search="+  
        passage +"&version=NIV"));  
startActivity(i);
```

Android Activity

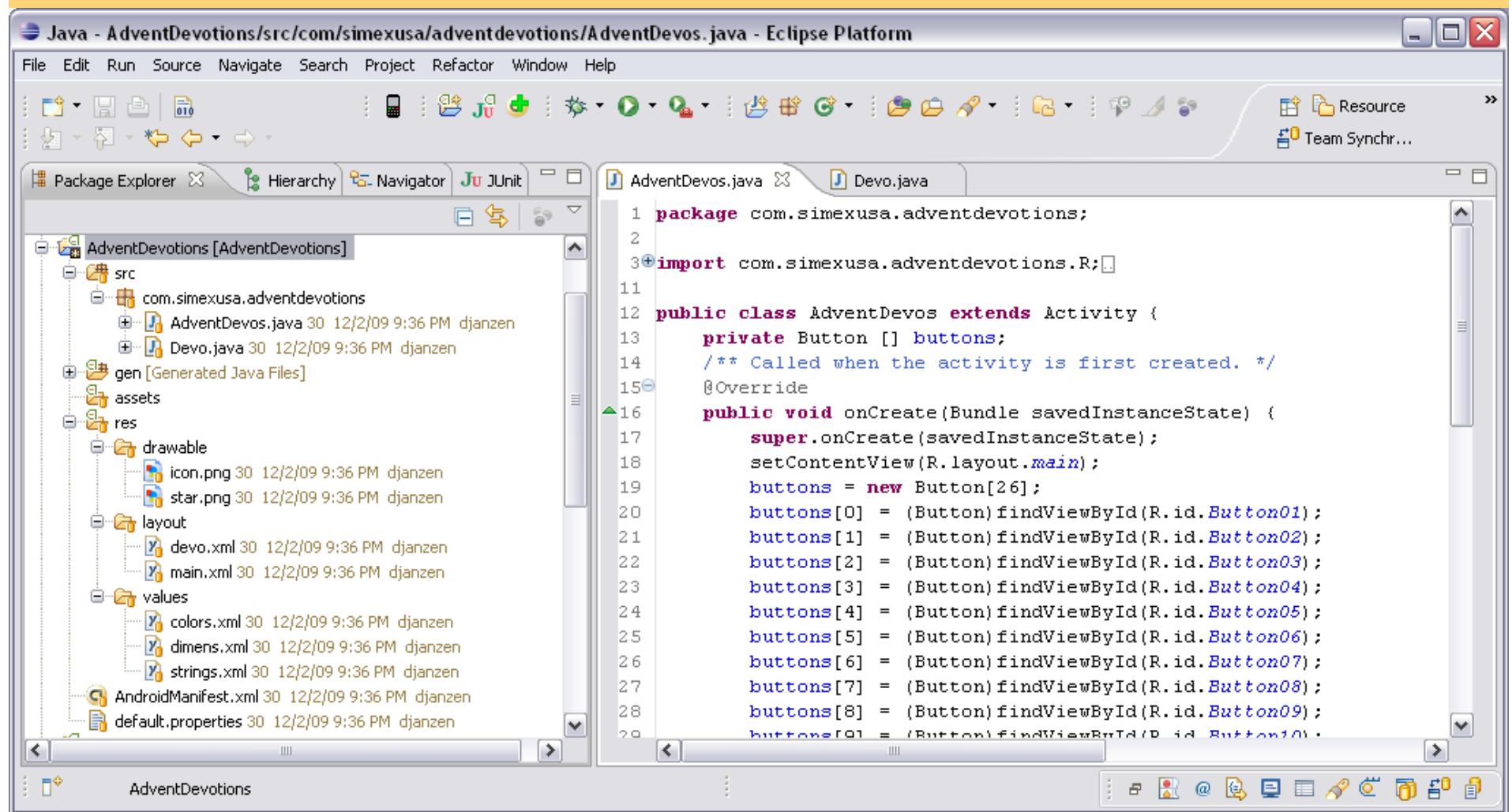
- “An activity is a single, focused thing that the user can do. Almost all activities interact with the user, so the Activity class takes care of creating a window for you in which you can place your UI with setContentView(View).”

[http://developer.android.com/reference/android/app/
Activity.html#ActivityLifecycle](http://developer.android.com/reference/android/app/Activity.html#ActivityLifecycle)

AndroidManifest.xml

```
<?xml version="1.0" encoding="utf-8"?> Each upload to Market requires versionCode increment
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.simexusa.adventdevotions"
    android:versionCode="2"           Specifies icon for launching app
    android:versionName="1.0">
<application android:icon="@drawable/star" android:label="@string/app_name" android:debuggable="true">
    <activity android:name=".AdventDevos"
              android:label="@string/app_name">
        <intent-filter>
            <action android:name="android.intent.action.MAIN" />
            <category android:name="android.intent.category.LAUNCHER" />
        </intent-filter>
    </activity>
    <activity android:name=".Devo"/>
</application>
<uses-sdk android:minSdkVersion="3" />           Specifies activity to be launched at startup
<uses-permission android:name="android.permission.INTERNET" />
</manifest>
```

Look around the files



Layouts and Resources

- See main.xml and devo.xml
 - Activity associates layout xml file with `setContentView(R.layout.main);` or `setContentView(R.layout.devo);` in `onCreate()`
 - Note TableLayout and TableRow similar to `<table>` and `<tr>` in html
 - Note use of dimen (see values/dimens.xml) and color (see values/colors.xml)
 - Also see strings.xml