# CS 5254: Concurrent Object-Oriented & Functional Programming: Course Overview (Part 3)

Douglas C. Schmidt

<u>d.schmidt@vanderbilt.edu</u>

www.dre.vanderbilt.edu/~schmidt



**Professor of Computer Science** 

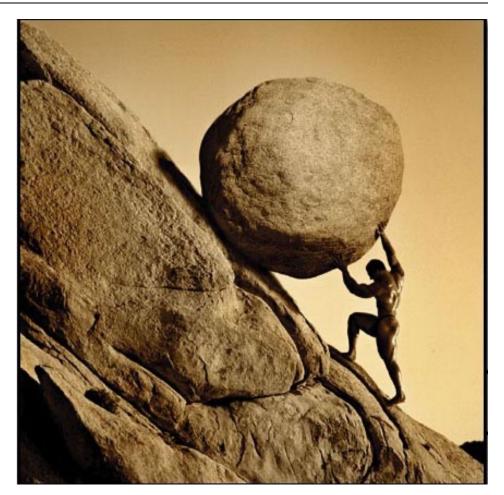
**Institute for Software Integrated Systems** 

Vanderbilt University Nashville, Tennessee, USA



## Learning Objectives in this Lesson

- Understand the course topics & logistics
  - Course philosophy
  - Course contents
  - Structure of the lecture material
  - Overview of the assignments & assessments
  - Setting up Java & Android Studio
  - Setting up GitLab et al.
  - Accessing Java & Android source code



# Setting Up the Android & Java IDE on Android Studio

# Installing Java/Android Developer Tools

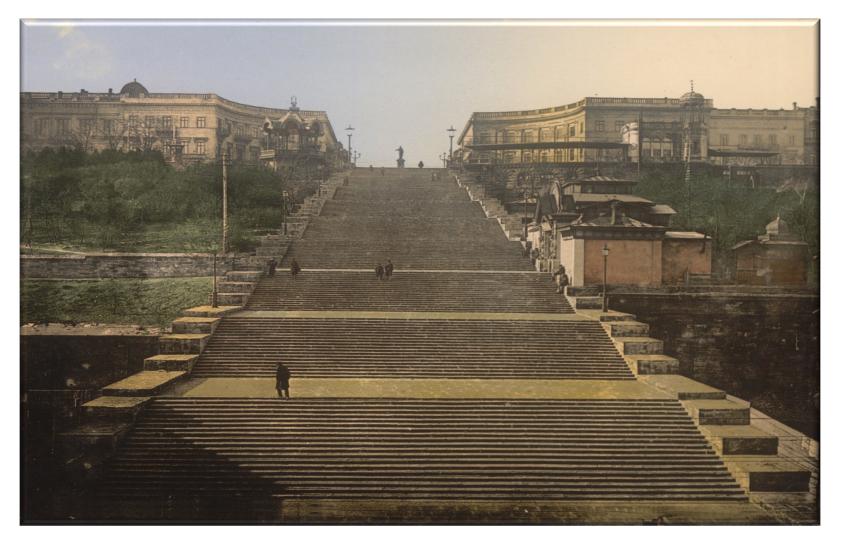
To use Android, you need to install the latest release of Android Studio



See <u>developer.android.com/studio</u>

# Installing Java/Android Developer Tools

Installation steps



## Installing Java/Android Developer Tools

- Installation steps
  - Download & install the latest version of Android Studio

# New features in Android Studio Preview

On this page 💙

Current versions of Android Studio

Compatibility with Android Gradle plugin previews

Android Studio Giraffe | 2022.3.1

Use Live Edit to update composables in real time

New UI preview

New API support for Compose Animation Preview

Support for Grammatical Inflection API

Automatic per-app language support

...

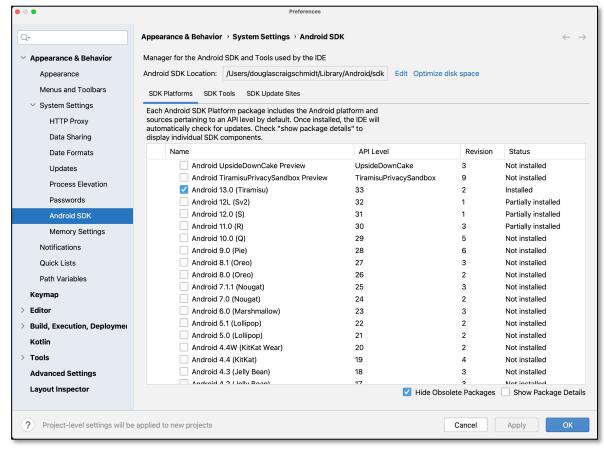
This page lists the new features introduced in Android Studio preview releases. The preview builds provide early access to the latest features and improvements in Android Studio. You can download these preview versions here. If you encounter any problems using a preview version of Android Studio, please let us know. Your bug reports help to make Android Studio better.

For the latest news on Android Studio preview releases, including a list of notable fixes in each preview release, see the Release Updates in the Android Studio blog.

See <u>developer.android.com/studio</u>

## Add Components to the SDK

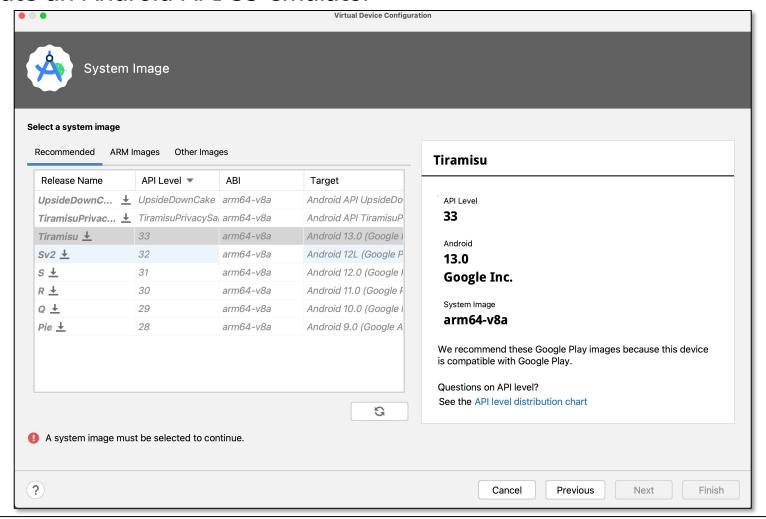
- Launch the Android Studio SDK Manager
  - Select "T" version of Android (13, API 33)



See developer.android.com/studio/intro/update.html

## Add Components to the SDK

- Launch the Android Studio Virtual Device Manager
  - Create an Android API 33 emulator



developer.android.com/tools/devices/managing-avds.html

### **Intel HAXM Virtualization Driver**

#### Requirements

- Intel virtualization extensions (VT, VT-x, vmx)
- AMD virtualization extensions (AMD-v, SVM) [only supported on Linux]
- Download an x86 emulator image

#### Windows & Mac OSX

<sdk>/extras/intel/Hardware
 \_Accelerated\_Execution\_
 Manager/IntelHAXM.exe/dmg

#### Linux

 Install KVM & pass the "-enablekvm" flag to the emulator when starting

# Configure hardware acceleration for the Android Emulator

On this page 
Configure graphics acceleration
Requirements
Configure graphics acceleration in the AVD Manager
Configure graphics acceleration from the command line
Enable Skia rendering for Android UI
Configure VM acceleration
General requirements
Restrictions

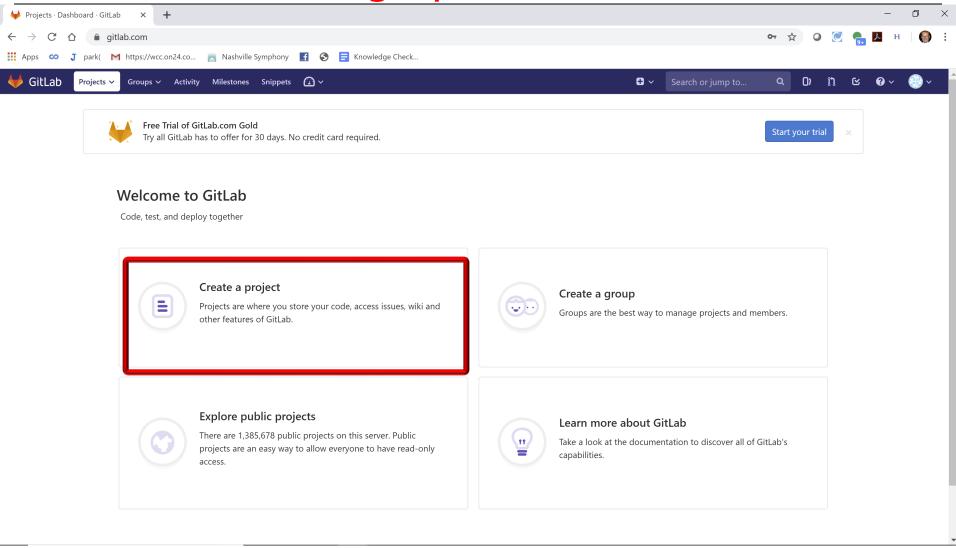
The emulator runs best if it can use your machine's hardware, such as the CPU, GPU, and modem, rather than running as pure software. The ability to use your machine's hardware to improve performance is called *hardware acceleration*.

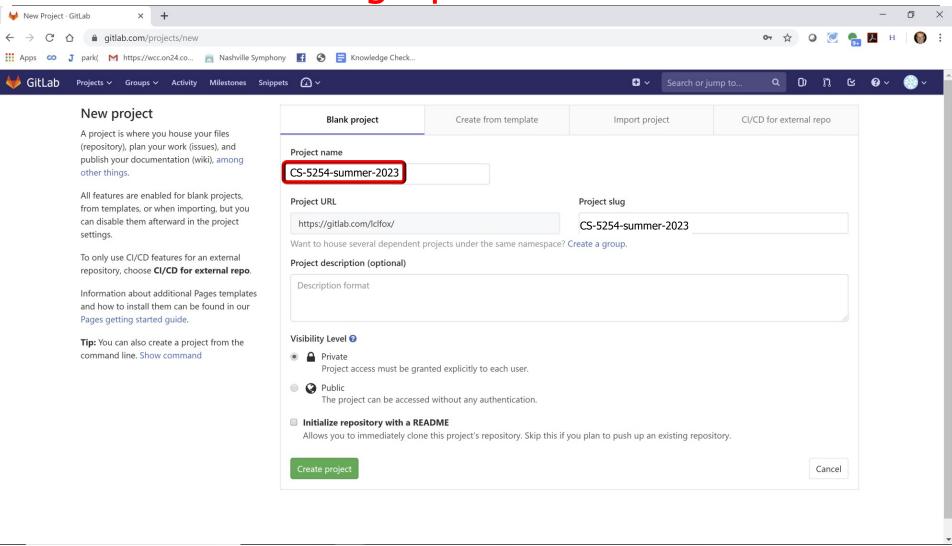
The emulator can use hardware acceleration to improve your experience in two main ways:

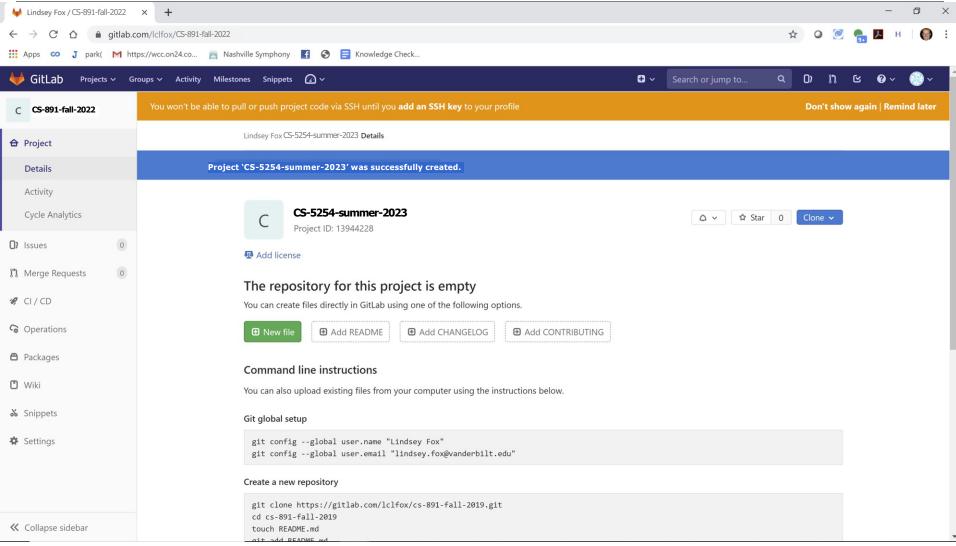
- · Graphics acceleration for improved screen rendering
- Virtual machine (VM) acceleration for improved execution speed

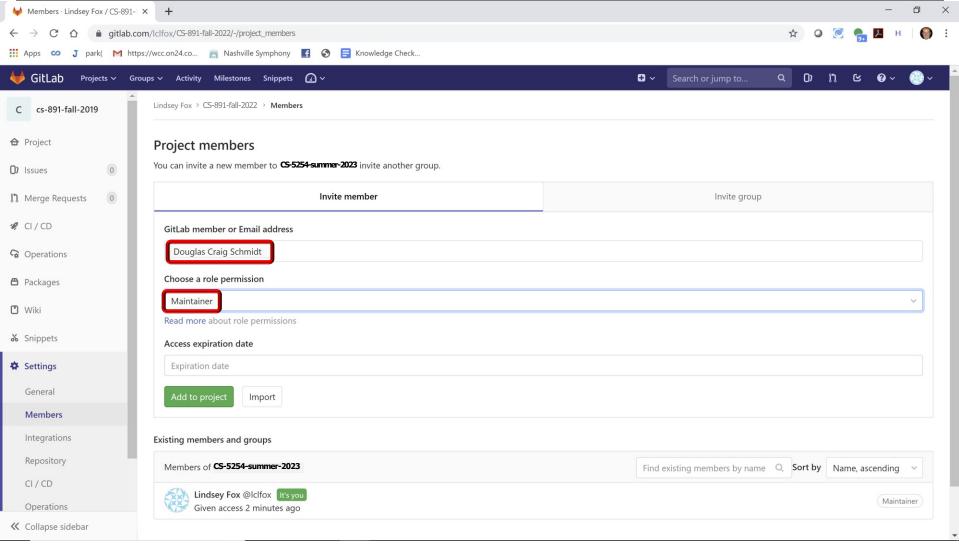
Hardware acceleration is enabled by default on most machines. If it isn't enabled on your machine, this page describes how you can configure graphics and virtual machine (VM) acceleration to get higher performance from the emulator.

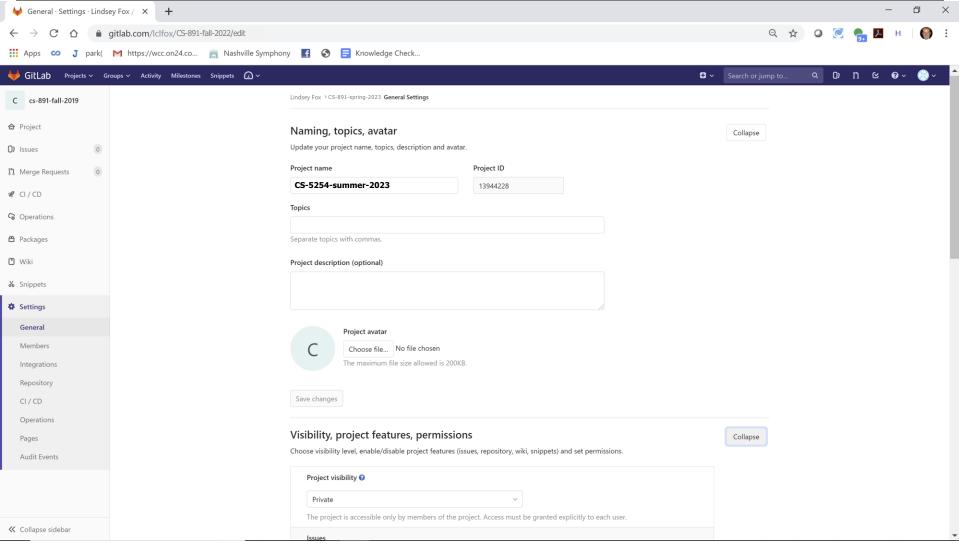
developer.android.com/studio/run/emulator-acceleration











2. Clone your GitLab repo

1. Create Your GitLab Repo

www.gitlab.com

git clone git@gitlab.com:your-name/CS-5254-summer-2023.git

Working Folder (Student's)

GitLab Repo (Student's)

cd CS-5254-summer-2023

3. Change Directory into Your Working Folder

See docs.gitlab.com/ee/ssh for info on setting up an SSH key for GitLab et al.

#### 4. Update from Read-Only GitHub Repo

git remote add skeletons

**5. Get Current Version** git pull skeletons main

git@github.com:douglascraigschmidt/CS5254.git

# Working Folder (Student's)

Assignment1a

•••

6. Do work!

# Local Repo (Student's)

Assignment1a

# GitLab Repo (Student's)

Assignment1a

...

# GitHub Repo (Instructor's)

Assignmentla Assignmentlb Assignment2a

Assignment2b

...

git commit

7. Commit Changes

git push origin main

8. Send Changes to GitLab Repo

See item #13 at github.com/douglascraigschmidt/CS5254/wiki/CS-5254-FAQ

- Android source code is available
  - For browsing android.googlesource.com

#### android Git repositories

To clone one of these repositories, install git, and run:

git clone https://android.googlesource.com/name

#### Name

accessories/manifest

device/asus/deb

device/asus/flo

device/asus/flo-kernel

device/asus/grouper

device/asus/tilapia

device/common

device/generic/armv7-a

device/generic/armv7-a-neon

device/generic/art

device/generic/common

device/generic/goldfish

device/generic/mini-emulator-armv7-a-neon

device/generic/mini-emulator-mips

device/generic/mini-emulator-x86

- Android source code is available
  - For browsing android.googlesource.com
  - For downloading source.android.com

#### The Android Source Code

Android is an open-source software stack created for a wide array of devices with different form factors. The primary purposes of Android are to create an open software platform available for carriers, OEMs, and developers to make their innovative ideas a reality and to introduce a successful, real-world product that improves the mobile experience for users. We also wanted to make sure there was no central point of failure, where one industry player could restrict or control the innovations of any other. The result is a full, production-quality consumer product with source code open for customization and porting.

#### Governance Philosophy

Android was originated by a group of companies known as the Open Handset Alliance, led by Google. Today, many companies – both original members of the OHA and others – have invested heavily in Android. These companies have allocated significant engineering resources to improve Android and bring Android devices to market.

The companies that have invested in Android have done so on its merits because we believe an open platform is necessary. Android is intentionally and explicitly an open-source – as opposed to a free software – effort; a group of organizations with shared needs has pooled resources to collaborate on a single implementation of a shared product. The Android philosophy is pragmatic, first and foremost. The objective is a shared product that each contributor can tailor and customize.

Uncontrolled customization can, of course, lead to incompatible implementations. To prevent this, the Android Open Source Project also maintains the Android Compatibility Program, which spells out what it means to be "Android compatible" and what is required of device builders to achieve that status. Anyone can (and will!) use the Android source code for any purpose, and we welcome all legitimate uses. However, in order to take part in the shared ecosystem of applications we are building around Android, device builders must participate in the Android Compatibility Program.

The Android Open Source Project is led by Google, who maintains and further develops Android. Although Android consists of multiple subprojects, this is strictly a project management technique. We view and manage Android as a single, holistic software product, not a "distribution", specification, or collection of replaceable parts. Our intent is that device builders port Android to a device; they don't implement a specification or curate a distribution.

- Java source code is available
  - For browsing <u>zgrepcode.com</u>



#### Feedback

Implementations
• Early Access
Build Test
Results
(instructions)

Please use the **Project Feedback** forum if you have suggestions for or encounter issues using JDK 8.

If you find bugs in a release, please submit them using the usual **Java SE bug reporting channels**, not with the Issue tracker accompanying this project. Be sure to include complete version information from the output of the <code>java -version</code> command.

- Java source code is available
  - For browsing zgrepcode.com
  - For downloading openjdk.org

# OpenJDK



**What is this?** The place to collaborate on an opensource implementation of the Java Platform, Standard Edition, and related projects.



**Download** and install the latest open-source JDK. Oracle's free, GPL-licensed, production-ready OpenJDK JDK 20 binaries for Linux, macOS, and Windows are available at **jdk.java.net/20**; Oracle's commercially-licensed JDK 20 binaries, based on the same code, are here.



**Learn** about the key active Projects in the Community including Amber (high-productivity language features), Loom (lightweight concurrency), Panama (foreign functions and foreign data), Valhalla (primitive types and specialized generics), and, of course, the next version of Java and the JDK.

If you want to learn how to use the Java that's available today, head over to **dev.java**.

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