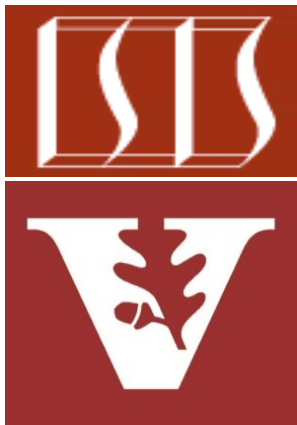


Android App Components: Module Introduction



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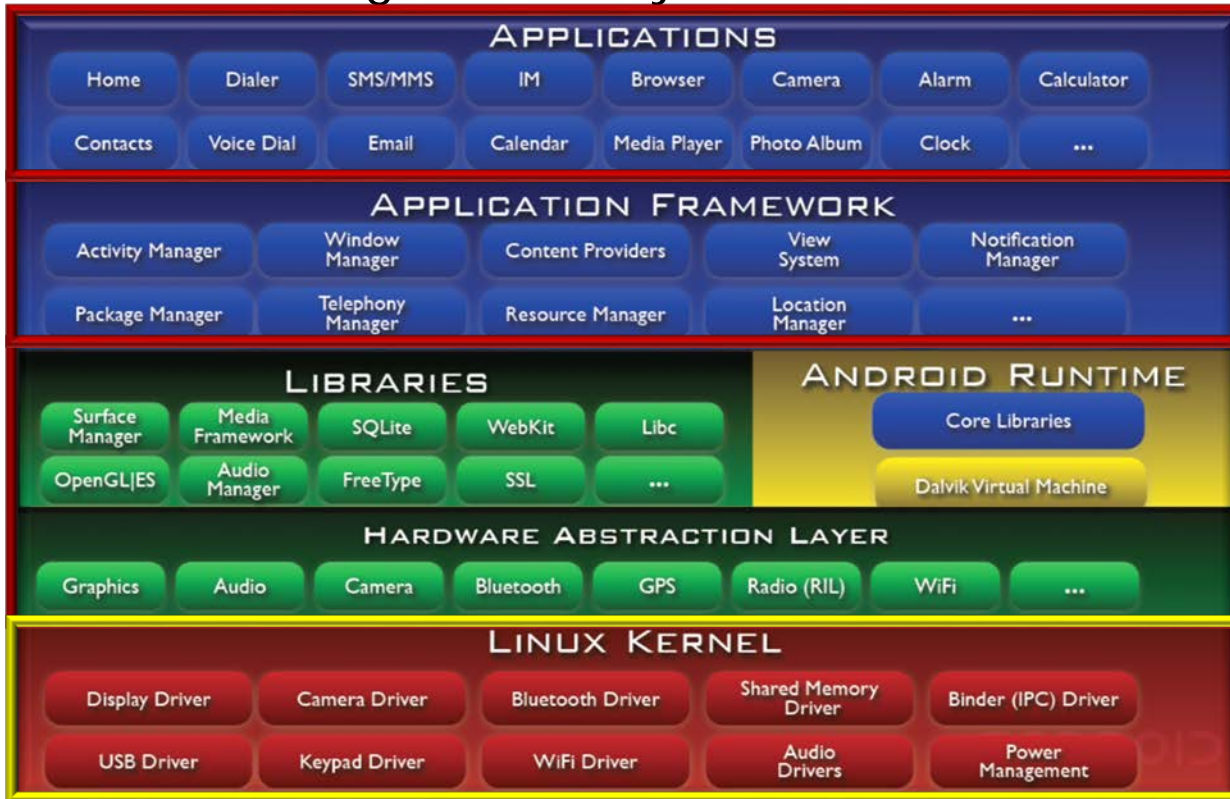
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Introduction to Android

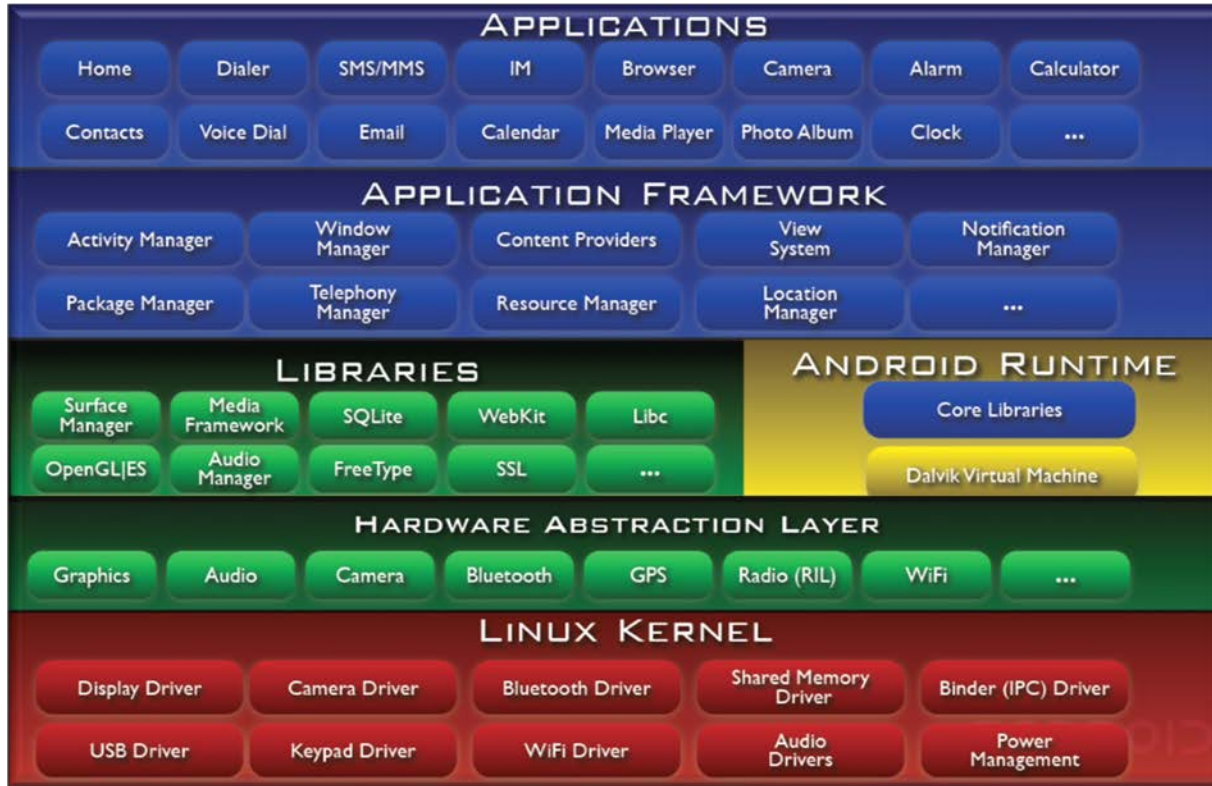
- Android is designed as a layered architecture



See [en.wikipedia.org/wiki/Android_\(operating_system\)#Software_stack](https://en.wikipedia.org/wiki/Android_(operating_system)#Software_stack)

Introduction to Android

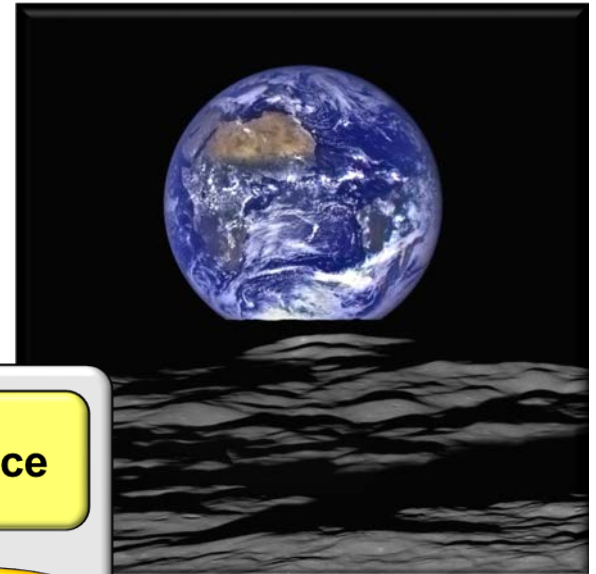
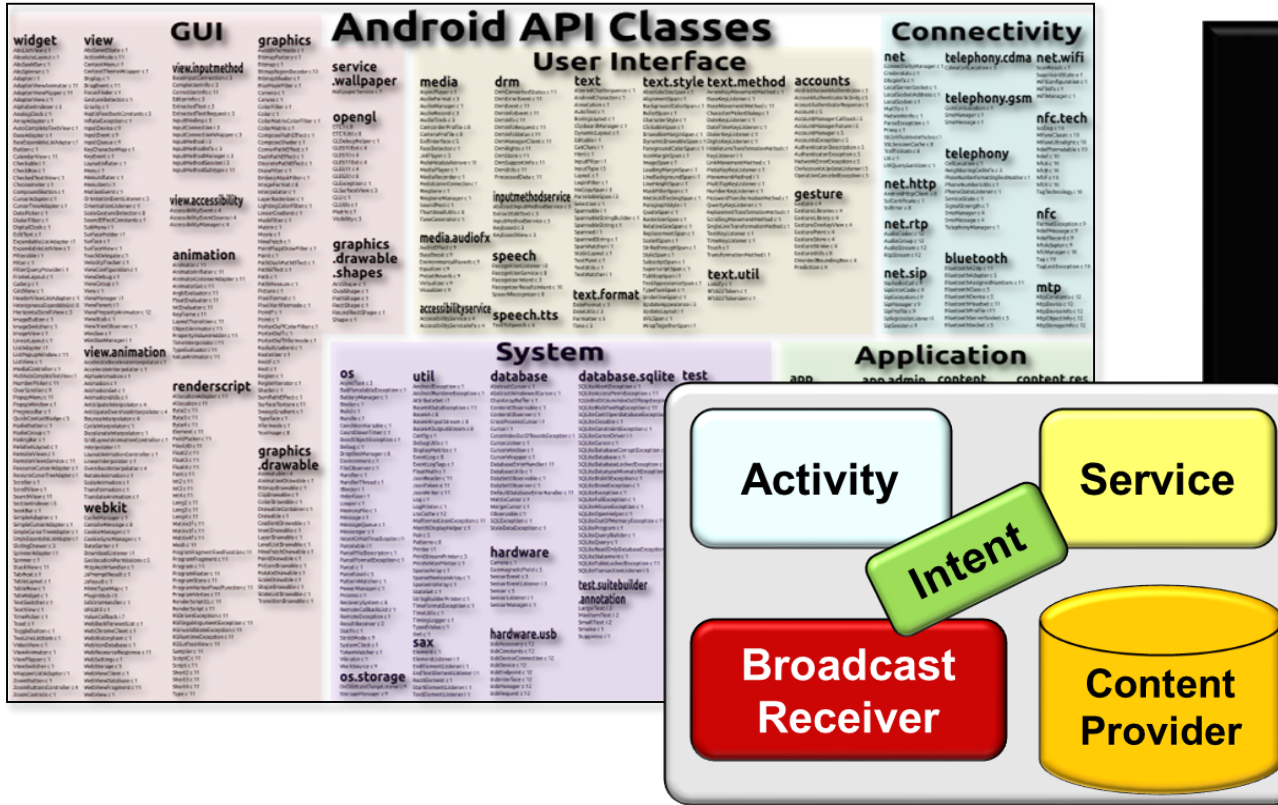
- Understanding these layers makes you a more effective “full stack” developer



See www.laurencegellert.com/2012/08/what-is-a-full-stack-developer

Introduction to Android

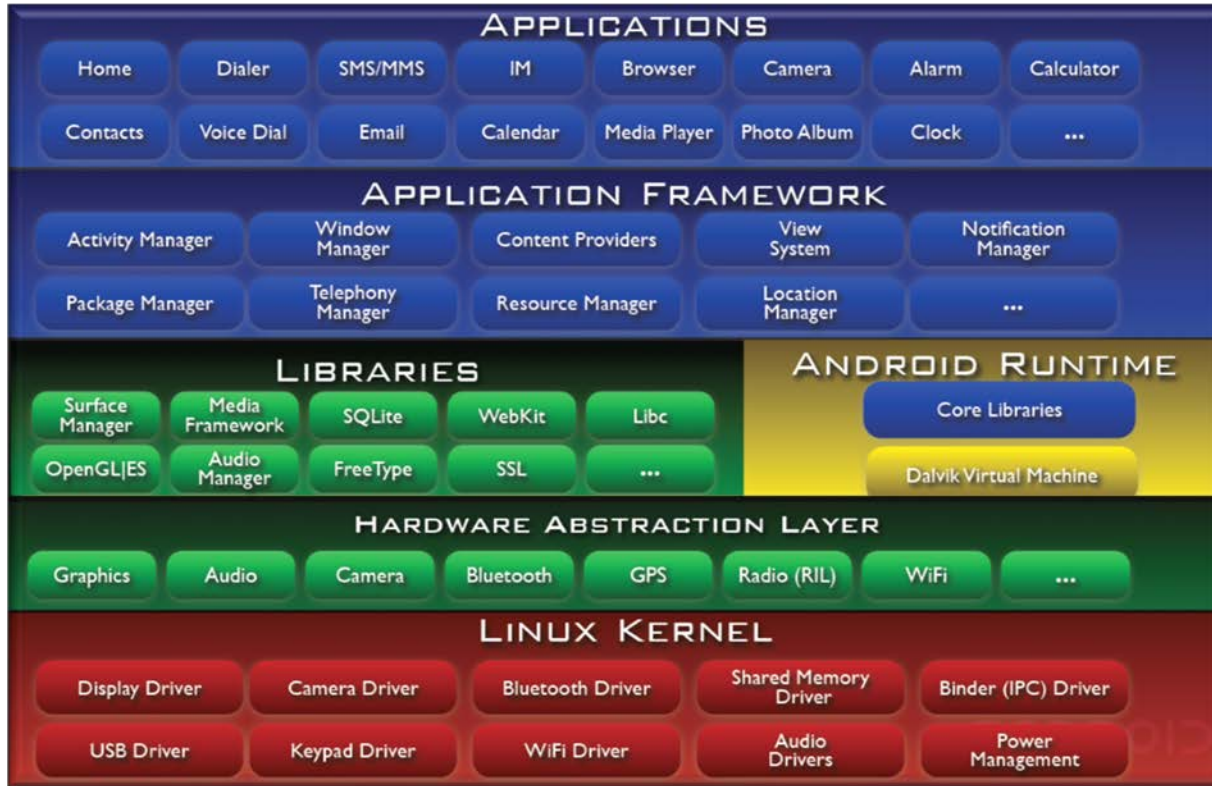
- Android has 1,000's of classes, so it's important to have a "bird's eye" view!



See www.makelinux.net/android/classes

Introduction to Android

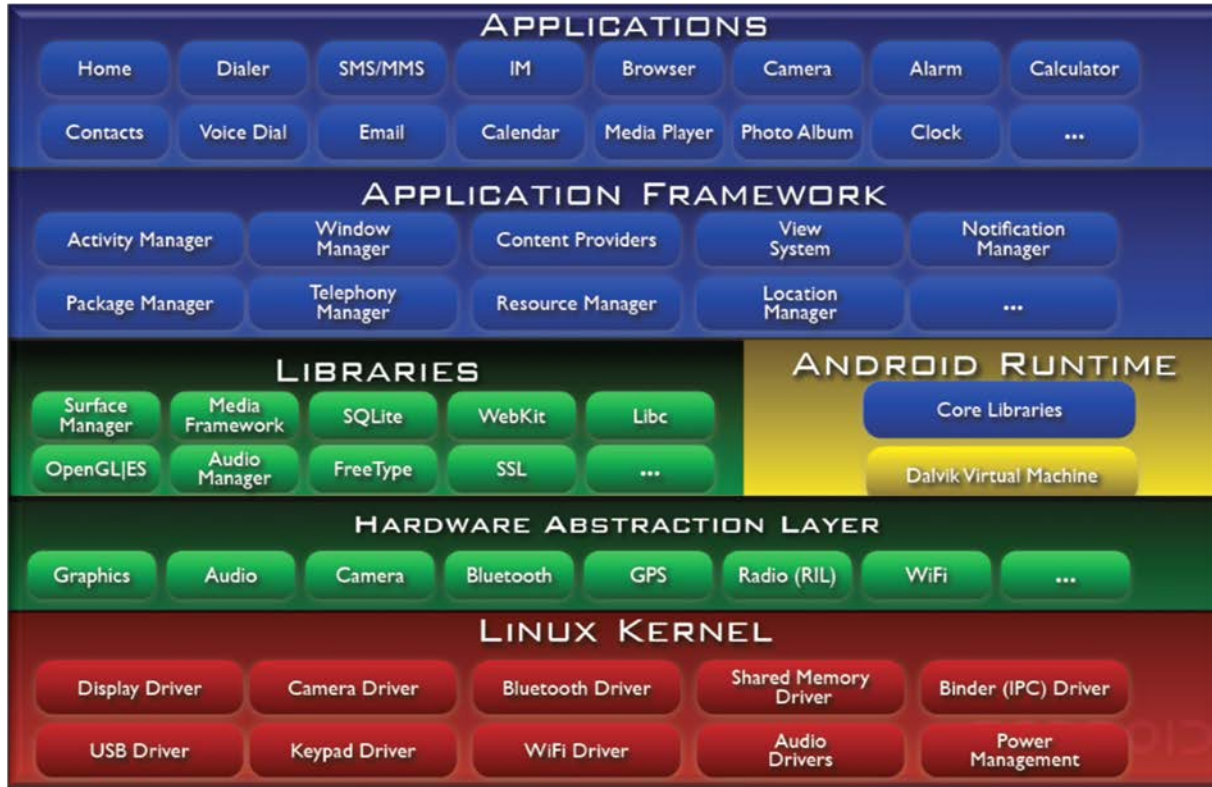
- This module focuses on concepts, not code



```
public void downloadAndDisplay(final DownloadContext downloadContext) {  
    // Create an AsyncTask to download an image in the background  
    // and display it to the user in the UI Thread.  
    mDownloader =  
        new AsyncTask<String, Void, Bitmap>() {  
            /**  
             * Called by the AsyncTask framework in the UI Thread to  
             * perform initialization.  
             */  
            protected void onCreate() {  
                // Show a toast before starting the download in  
                // a background thread.  
                downloadContext.showToast("downloading via AsyncTas  
            }  
            /**  
             * Download a bitmap image in a background thread.  
             * @param url The URL of the image to download.  
             * @return The Bitmap representation of the downloaded image.  
             */  
            @Override protected Bitmap doInBackground(String... urls) {  
                // Download the image, which can block since it's  
                // a background thread.  
                return downloadContext.downloadBitmap(urls[0]);  
            }  
            /**  
             * Called after an operation executing in the background  
             * completes to set the bitmap image to an image view  
             * and show a progress dialog.  
             * @param image The bitmap image.  
             */  
            protected void onPostExecute(Bitmap image) {  
                // Display the downloaded image to the user.  
                downloadContext.displayBitmap(image);  
            }  
        }  
    }.execute(downloadContext.getUrl());  
}
```

Introduction to Android

- This module focuses on concepts, not code



*You needn't know
all these details to
write Android apps!*



End of Module
Introduction