

# **Layered Architectures:**

## **Android's Layered Architecture**

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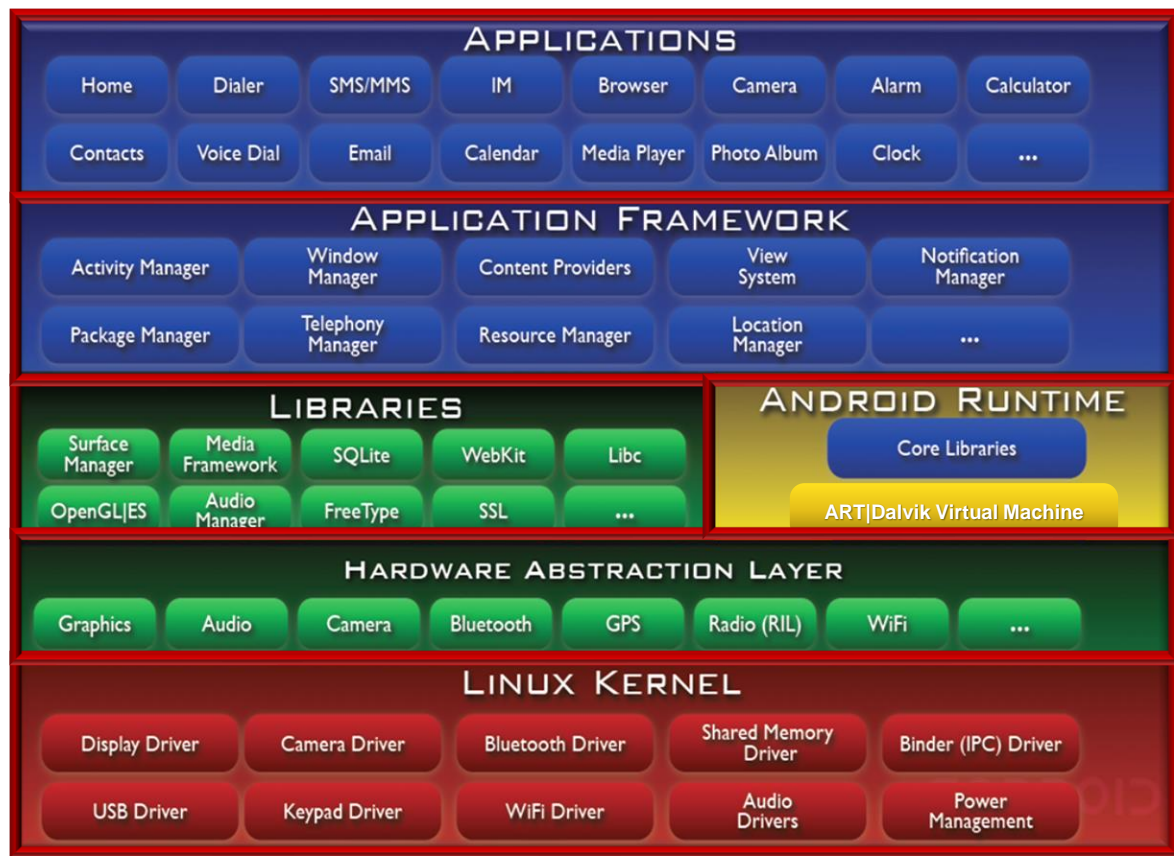
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**Vanderbilt University  
Nashville, Tennessee, USA**



# Learning Objectives in this Part of the Lesson

- Know what layered architectures are
- Understand the *Layers* architectural pattern
- Recognize the layers in Android's software stack

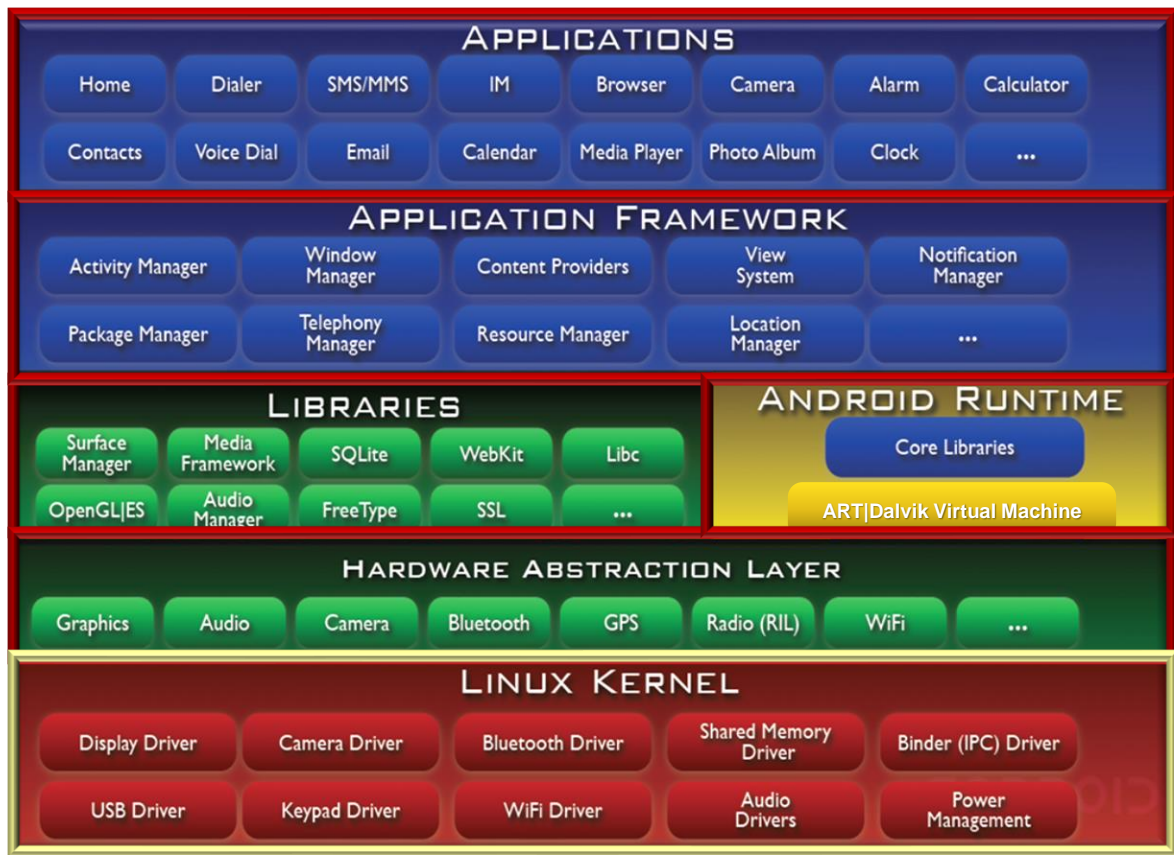


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# An Overview of Android's Layered Architecture

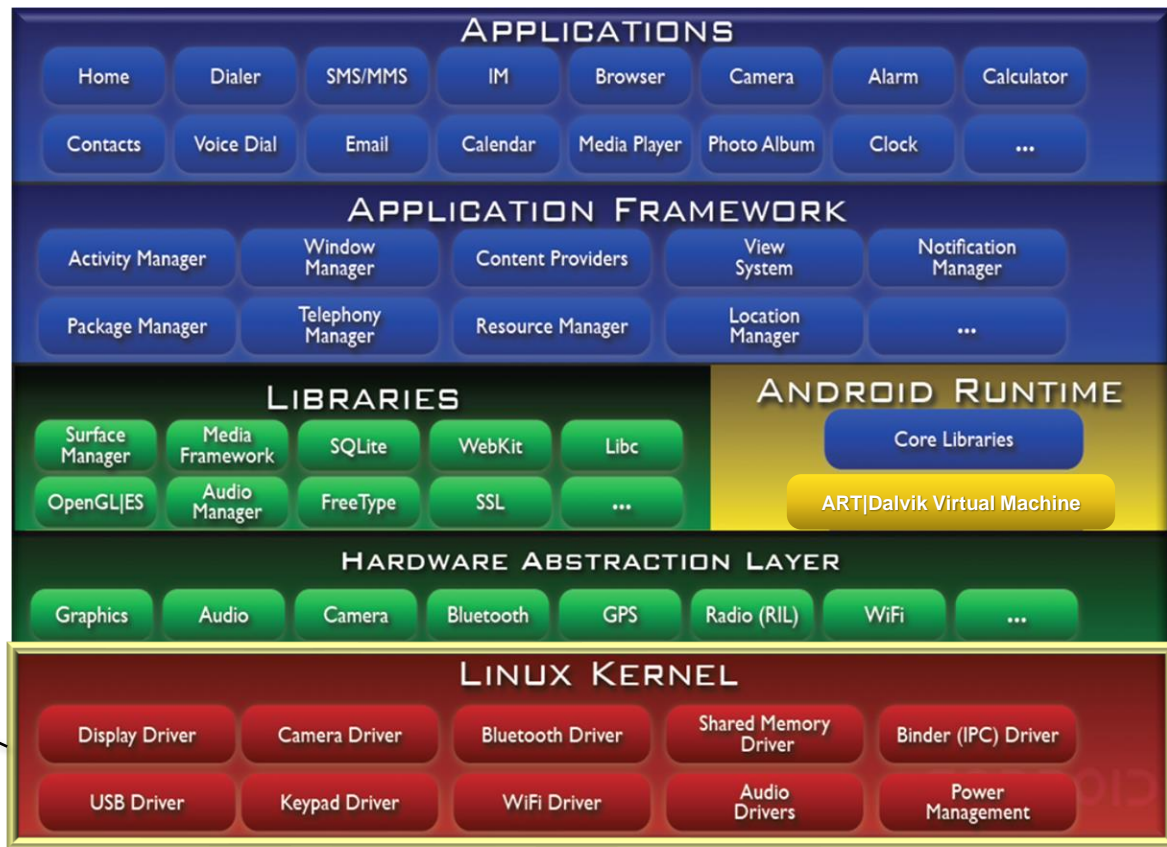
# An Overview of Android's Layered Architecture

- Android's architecture is structured into multiple layers of abstraction



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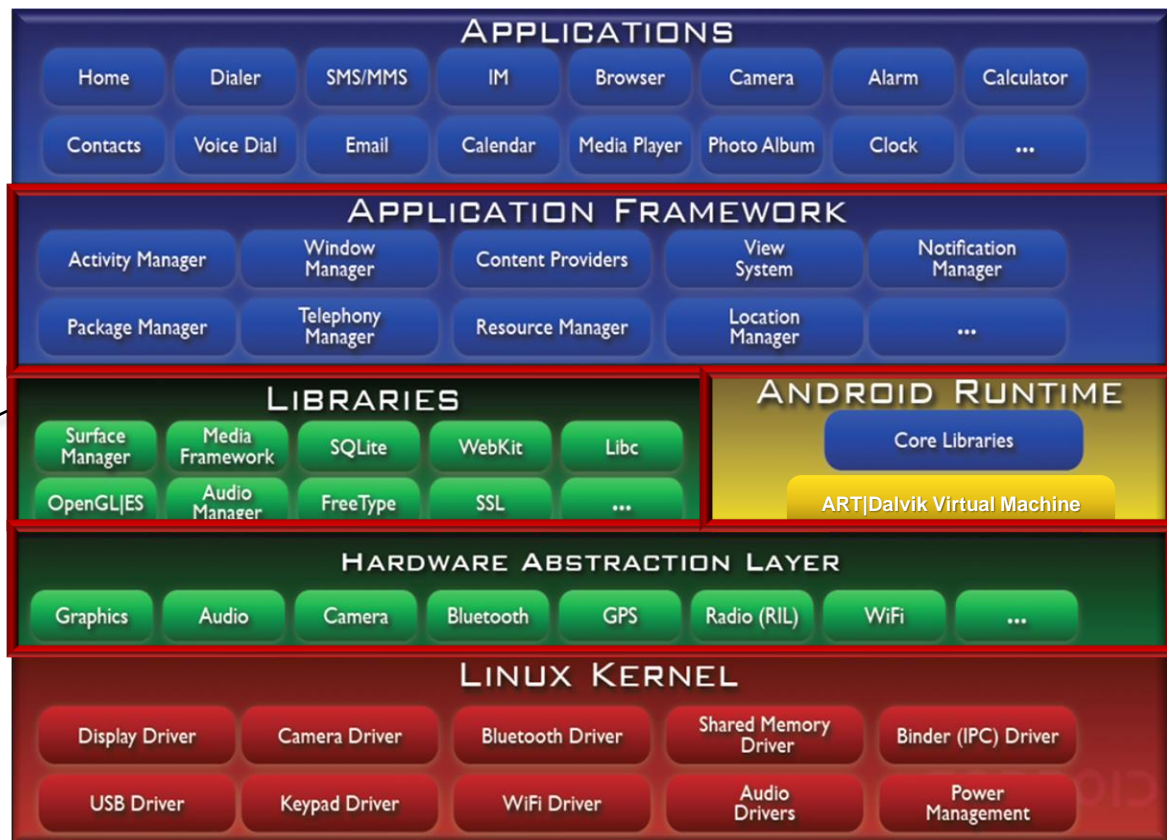
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*The Android Linux kernel controls hardware & manages system resources*

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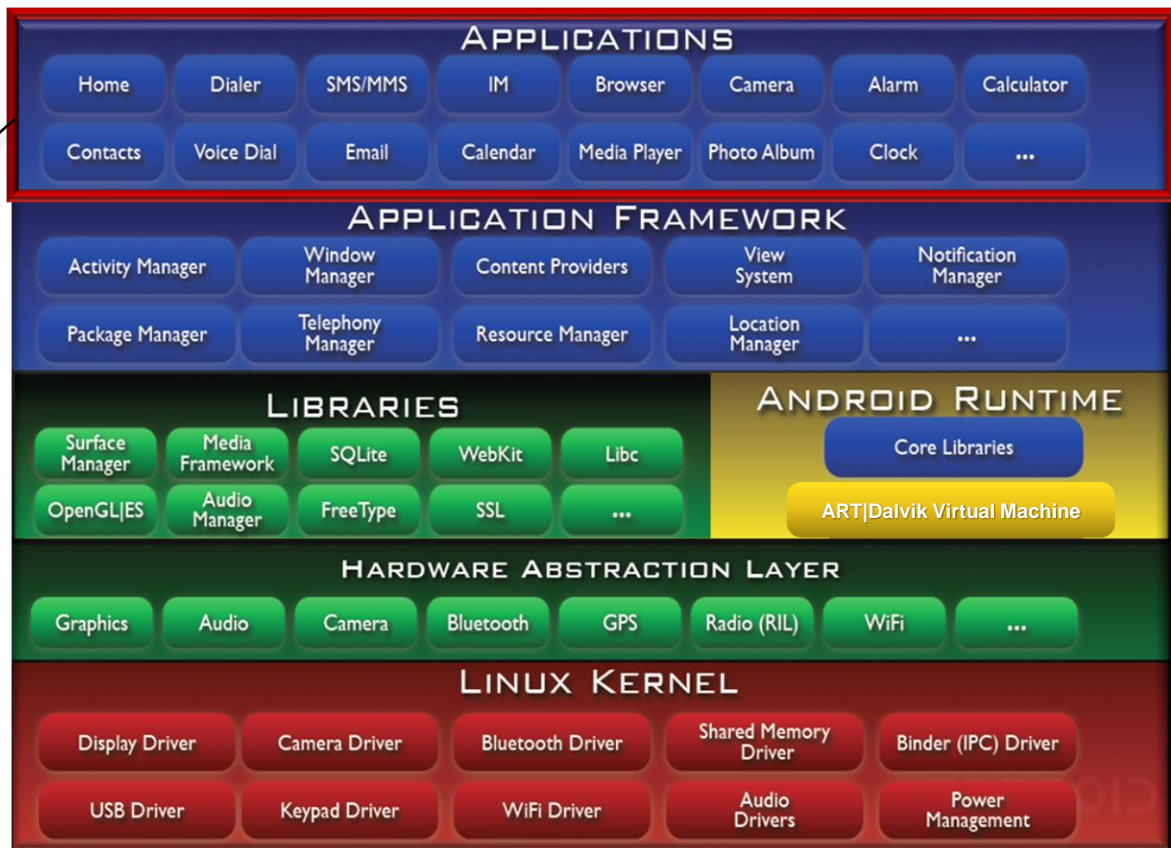
*Several middleware layers provide higher-level reusable services to apps*



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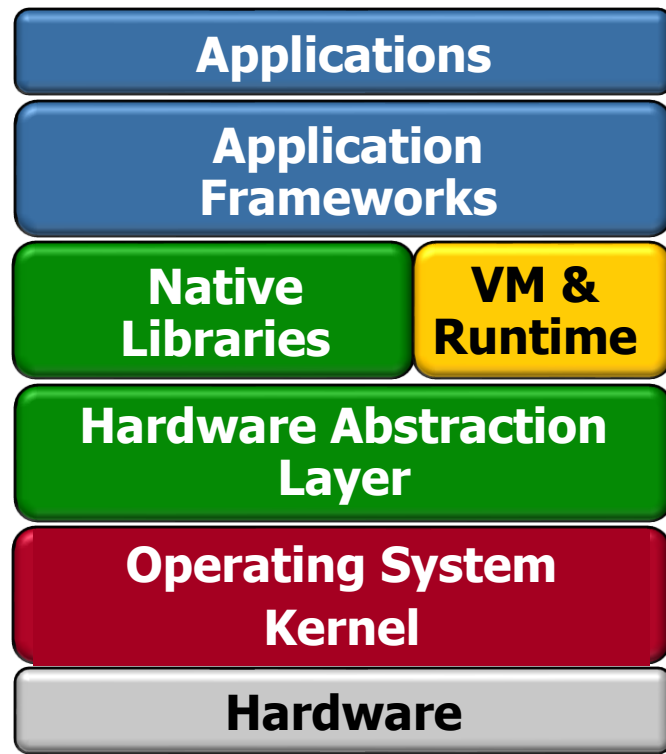
*The application layer provides nicely packaged functionality to end-users*



# An Overview of Android's Layered Architecture

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- Layering is applied in complex systems like Android for several reasons



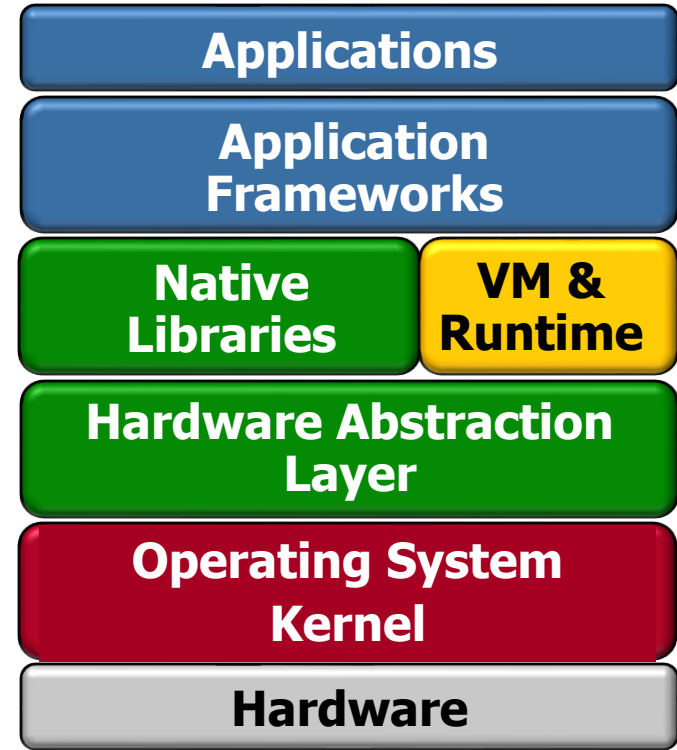


# An Overview of Android's Layered Architecture

- Layering is applied in complex systems like Android for several reasons, e.g.
  - Enhance systematic software reuse



*An intentional strategy for increasing productivity & improving software quality*



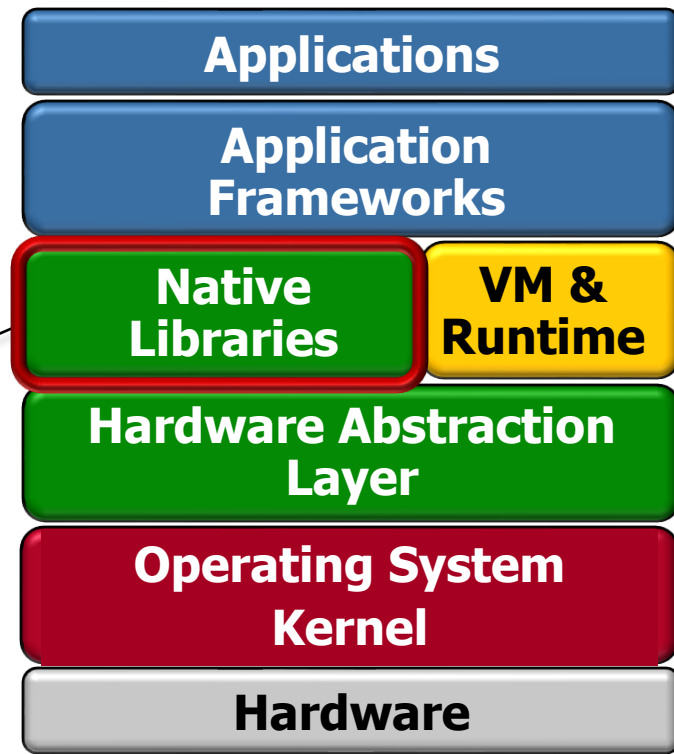
See [en.wikipedia.org/wiki/Code\\_reuse#Systematic\\_software\\_reuse](https://en.wikipedia.org/wiki/Code_reuse#Systematic_software_reuse)

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*libC provides a common API for accessing OS kernel capabilities*

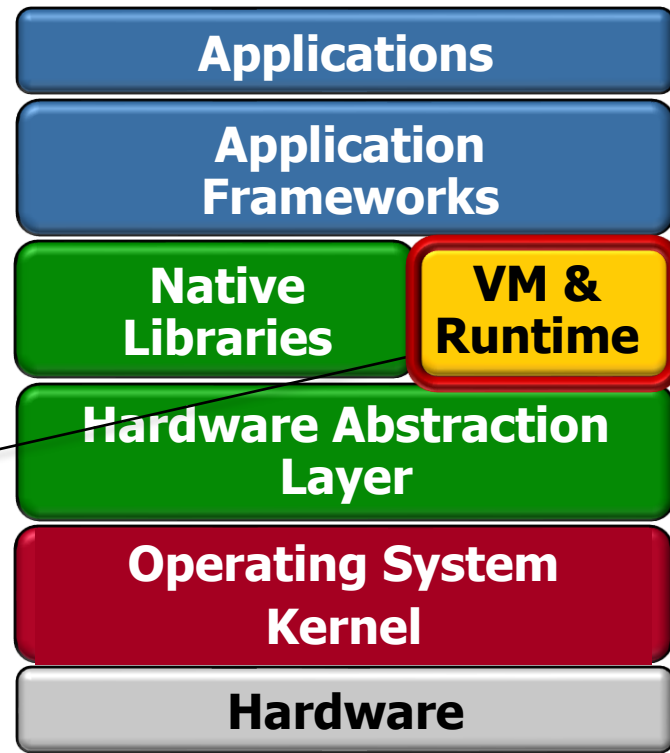


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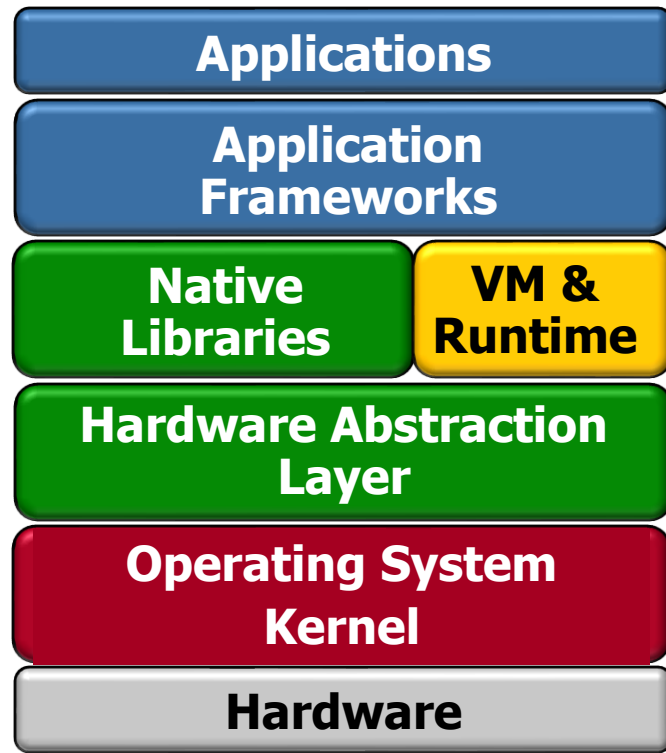


*Enable apps to run concurrently over various types of multi-core hardware*



# An Overview of Android's Layered Architecture

- Layering is applied in complex systems like Android for several reasons, e.g.
  - Enhance systematic software reuse
  - Enable “plug & play” replacement of certain layer implementations

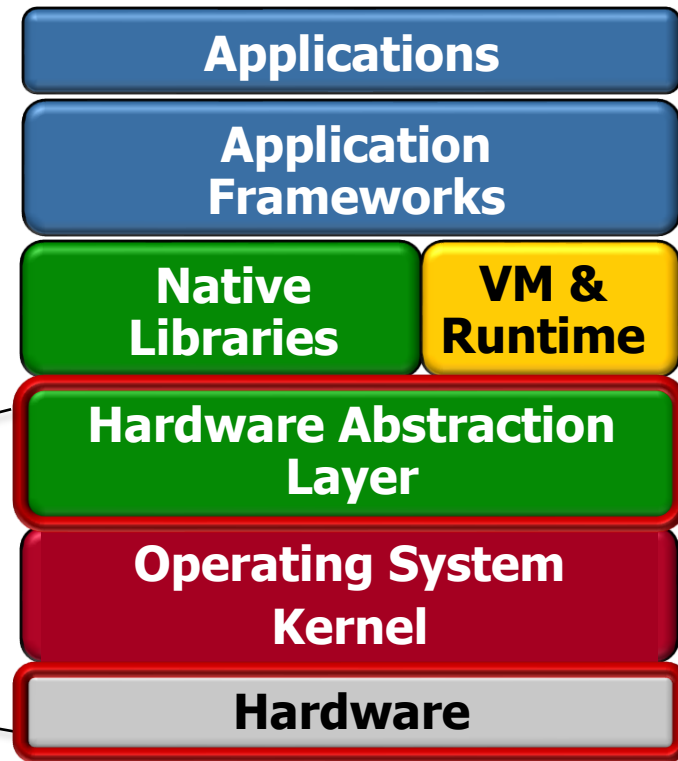


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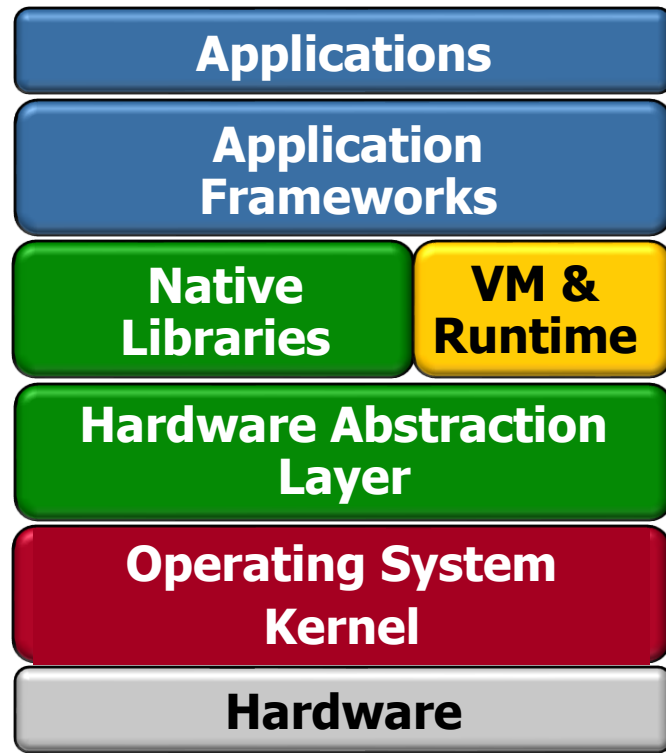


*Shield apps from  
inconsistent  
hardware APIs*



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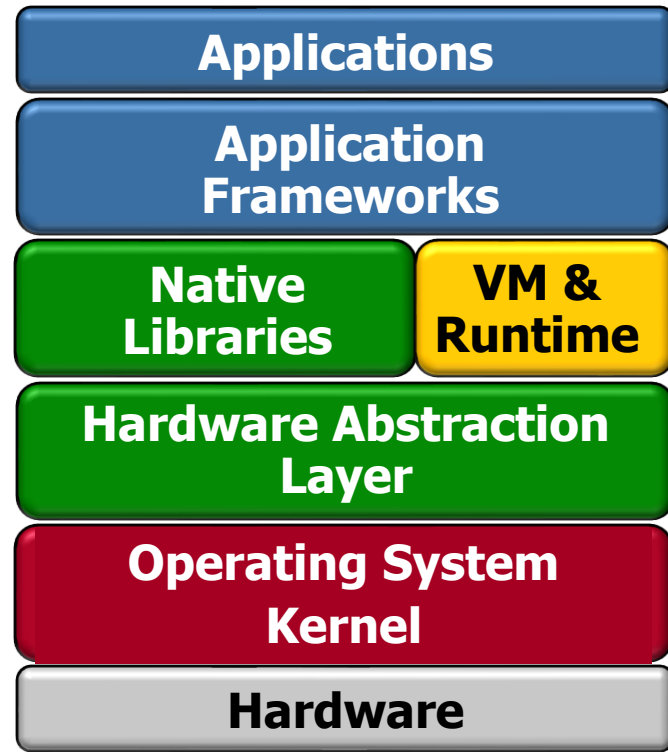


Effects of updates can be confined to the layer whose implementation changes



# An Overview of Android's Layered Architecture

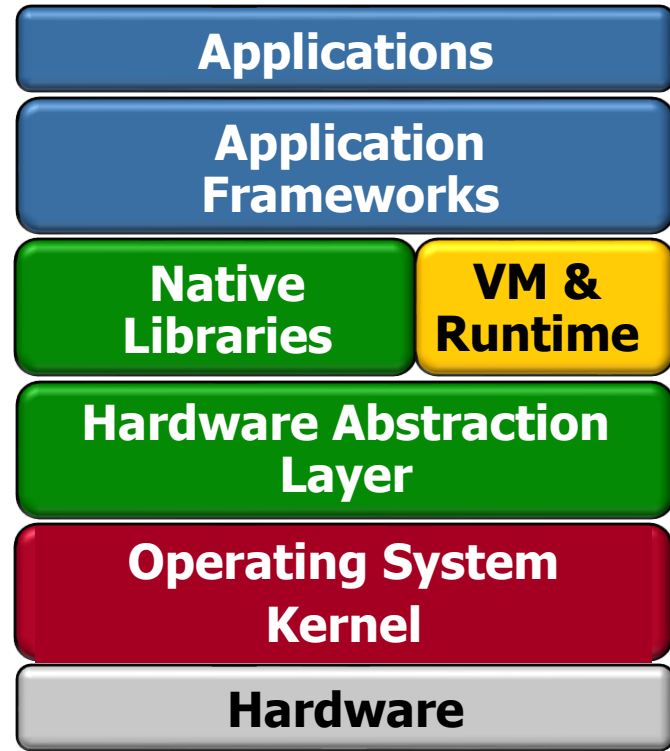
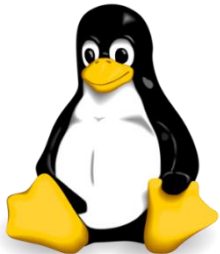
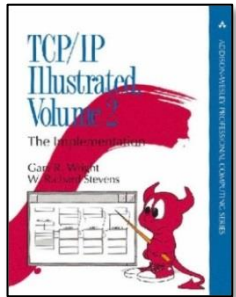
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  - Enable “plug & play” replacement of certain layer implementations
  - Reduce the complexity of APIs that app developers must understand



See [en.wikipedia.org/wiki/Facade\\_pattern](https://en.wikipedia.org/wiki/Facade_pattern)

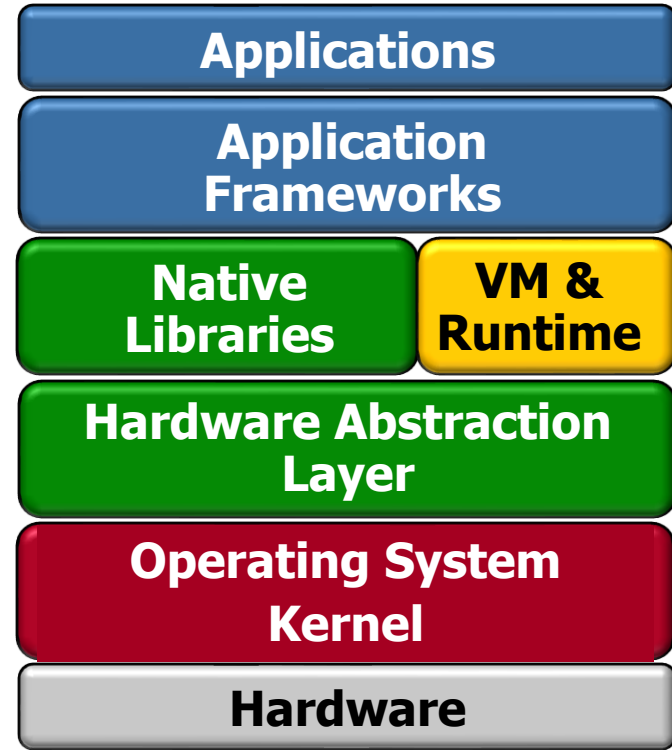
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  - Enable “plug & play” replacement of certain layer implementations
  - Reduce the complexity of APIs that app developers must understand
  - Enable use of popular protocols, APIs, & programming languages



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  - Enhance systematic software reuse
  - Enable “plug & play” replacement of certain layer implementations
  - Reduce the complexity of APIs that app developers must understand
- Enable use of popular protocols, APIs, & programming languages
  - These popular protocols & APIs are available in open-source form



See [source.android.com](http://source.android.com) & [source.android.com/source/building-kernels.html](http://source.android.com/source/building-kernels.html)

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# End of Layered Architectures: Android's Layered Architecture