



SNS COLLEGE OF TECHNOLOGY



(AN AUTONOMOUS INSTITUTION)

COIMBATORE – 35

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

UNIT 1

GETTING STARTED WITH MOBILITY

Syllabus:

Mobility landscape, Mobile platforms, Mobile apps development, Overview of Android platform, setting up the mobile app development environment along with an emulator, a case study on Mobile app development.

Projects Overview

1. [Modules](#)
2. [Project Files](#)
3. [Project Structure Settings](#)

A *project* in Android Studio contains everything that defines your workspace for an app, from source code and assets, to test code and build configurations. When you start a new project, Android Studio creates the necessary structure for all your files and makes them visible in the **Project** window on the left side of the IDE (click **View > Tool Windows > Project**). This page provides an overview of the key components inside your project.

Modules

A *module* is a collection of source files and build settings that allow you to divide your project into discrete units of functionality. Your project can have one or many modules and one module may use another module as a dependency. Each module can be independently built, tested, and debugged.

You can add a new module to your project by clicking **File > New > New Module**.

Android Studio offers a few distinct types of module:

Android app module

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Provides a container for your app's source code, resource files, and app level settings such as the module-level build file and Android Manifest file. When you create a new project, the default module name is "app".

In the **Create New Module** window, Android Studio offers the following app modules:

- Phone & Tablet Module
- Android Wear Module
- Android TV Module
- Glass Module

They each provide essential files and some code templates that are appropriate for the corresponding app or device type.

Library module

Provides a container for your reusable code, which you can use as a dependency in other app modules or import into other projects. Structurally, a library module is the same as an app module, but when built, it creates a code archive file instead of an APK, so it can't be installed on a device.

In the **Create New Module** window, Android Studio offers the following library modules:

- **Android Library:** This type of library can contain all file types supported in an Android project, including source code, resources, and manifest files. The build result is an Android Archive (AAR) file that you can add as a dependency for your Android app modules.
- **Java Library:** This type of library can contain only Java source files. The build result is a Java Archive (JAR) file that you can add as a dependency for your Android app modules or other Java projects.

Google Cloud module

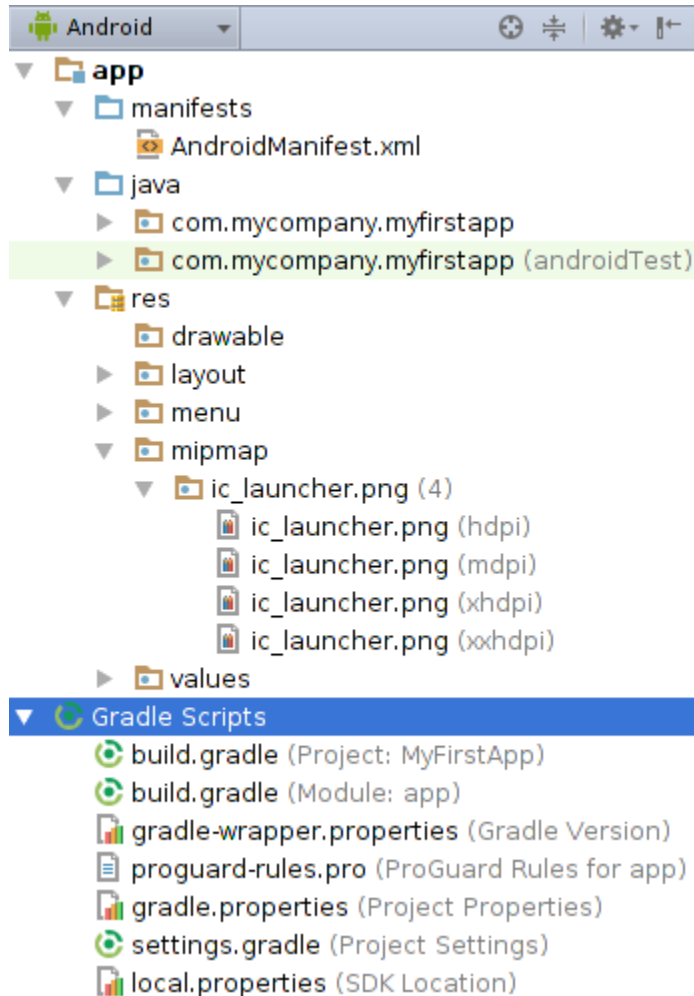
Provides a container for your Google Cloud backend code. This module adds the required code and dependencies for a Java App Engine backend that uses simple HTTP, Cloud Endpoints, and Cloud Messaging to connect to your app. You can develop your backend to provide cloud services your app needs.

Using Android Studio to create and develop your Google Cloud module lets you manage app code and backend code in the same project. You can also run and test your backend code locally, and use Android Studio to deploy your Google Cloud module.

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```
dependencies {  
    compile project(':my-library-module')  
}
```

Project Files



By default, Android Studio displays your project files in the **Android** view. This view does not reflect the actual file hierarchy on disk, but is organized by modules and file types to simplify navigation between key source files of your project, hiding certain files or directories that are not commonly used. Some of the structural changes compared to the structure on disk include the following:

- Shows all the project's build-related configuration files in a top-level **Gradle Script** group.
- Shows all manifest files for each module in a module-level group (when you have different manifest files for different product flavors and build types).

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- Shows all alternative resource files in a single group, instead of in separate folders per resource qualifier. For example, all density versions of your launcher icon are visible side-by-side.

Within each Android app module, files are shown in the following groups:

manifests

Contains the [AndroidManifest.xml](#) file.

java

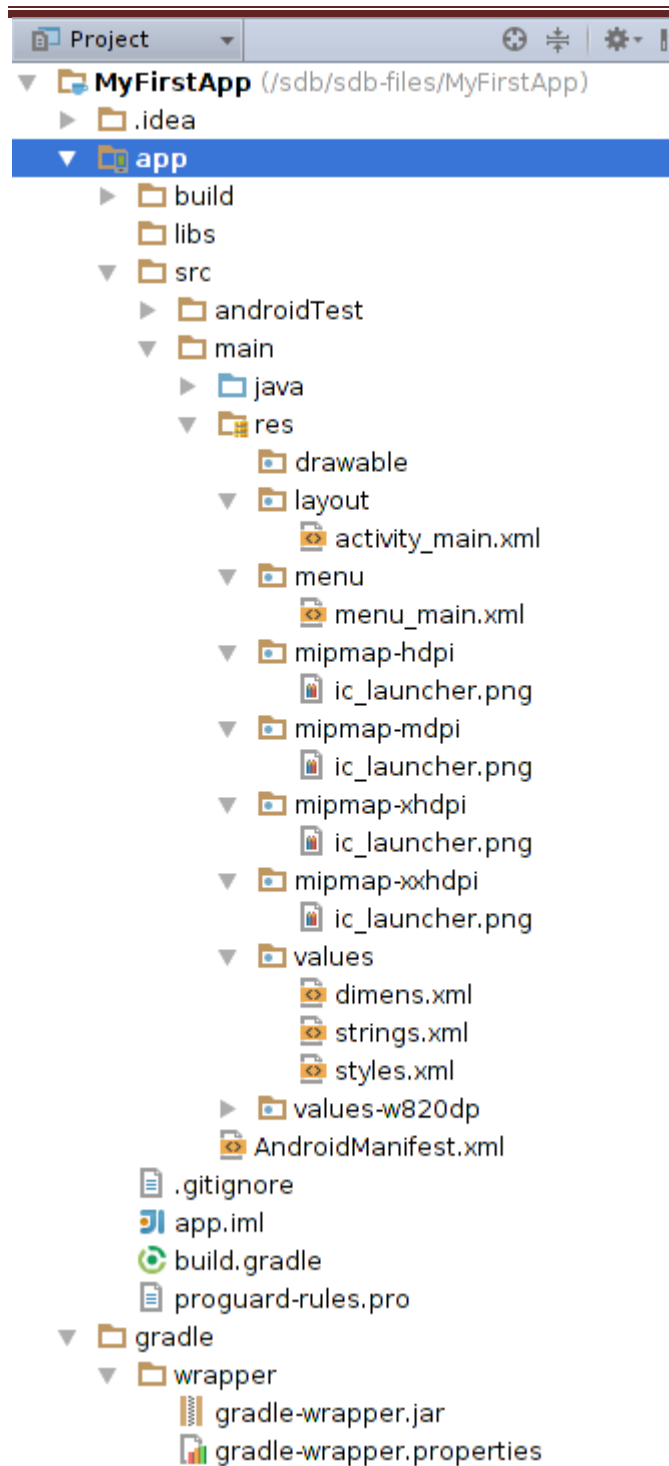
Contains the Java source code files, separated by package names, including JUnit test code.

res

Contains all non-code resources, such as XML layouts, UI strings, and bitmap images, divided into corresponding sub-directories

The Android Project View

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To see the actual file structure of the project including all files hidden from the Android view, select **Project** from the dropdown at the top of the **Project** window.

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When you select **Project** view, you can see a lot more files and directories. The most important of which are the following:

module-name/

build/

Contains build outputs.

libs/

Contains private libraries.

src/

Contains all code and resource files for the module in the following subdirectories:

androidTest/

Contains code for instrumentation tests that run on an Android device. For more information, see the [Android Test documentation](#).

main/

Contains the "main" sourceset files: the Android code and resources shared by all build variants (files for other build variants reside in sibling directories, such as src/debug/ for the debug build type).

AndroidManifest.xml

Describes the nature of the application and each of its components. For more information, see the [AndroidManifest.xml](#) documentation.

java/

Contains Java code sources.

jni/

Contains native code using the Java Native Interface (JNI). gen/

Contains the Java files generated by Android Studio, such as your R.java file and interfaces created from AIDL files.

res/

Contains application resources, such as drawable files, layout files, and UI string. assets/

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Contains file that should be compiled into an .apk file as-is. You can navigate this directory in the same way as a typical file system using URIs and read files as a stream of bytes using the [AssetManager](#) . For example, this is a good location for textures and game data.

test/

Contains code for local tests that run on your host JVM.

build.gradle (module)

This defines the module-specific build configurations.

build.gradle (project)

This defines your build configuration that apply to all modules. This file is integral to the project, so you should maintain them in revision control with all other source code.

Project Structure Settings

To change various settings for your Android Studio project, open the **Project Structure** dialog by clicking **File > Project Structure**. It contains the following sections:

- **SDK Location:** Sets the location of the JDK, Android SDK, and Android NDK that your project uses.
- **Project:** Sets the version for [Gradle and the Android plugin for Gradle](#), and the repository location name.
- **Developer Services:** Contains settings for Android Studio add-in components from Google or other third parties. See [Developer Services](#), below.
- **Modules:** Allows you to edit module-specific build configurations, including the target and minimum SDK, the app signature, and library dependencies. See [Modules](#), below.

Developer Services

The *Developer Services* section of the *Project Structure* dialog box contains configuration pages for several services that you can use with your app. This section contains the following pages:

- **AdMob:** Allows you to turn on Google's [AdMob](#) component, which helps you understand your users and show them tailored advertisements.
- **Analytics:** Allows you to turn on [Google Analytics](#), which helps you measure user interactions with your app across various devices and environments.

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- **Authentication:** Allows users to use [Google Sign-In](#) to sign in to your app with their Google accounts.
- **Cloud:** Allows you to turn on [Firebase](#) cloud-based services for your app.
- **Notifications:** Allows you to use [Google Cloud Messaging](#) to communicate between your app and your server.

Turning on any of these services may cause Android Studio to add necessary dependencies and permissions to your app. Each configuration page lists these and other actions that Android Studio takes if you enable the associated service.

Modules

The *Modules* settings section lets you change configuration options for each of your project's modules. Each module's settings page is divided into the following tabs:

- **Properties:** Specifies the versions of the SDK and build tools to use to compile the module.
- **Signing:** Specifies the certificate to use to [sign your APK](#).
- **Flavors:** Lets you create multiple build *flavors*, where each flavor specifies a set of configuration settings, such as the module's minimum and target SDK version, and the [version code and version name](#). For example, you might define one flavor that has a minimum SDK of 15 and a target SDK of 21, and another flavor that has a minimum SDK of 19 and a target SDK of 23.
- **Build Types:** Lets you create and modify build configurations, as described in [Configuring Gradle Builds](#). By default, every module has *debug* and *release* build types, but can define more as needed.
- **Dependencies:** Lists the library, file, and module dependencies for this module. You can add, modify, and delete dependencies from this pane