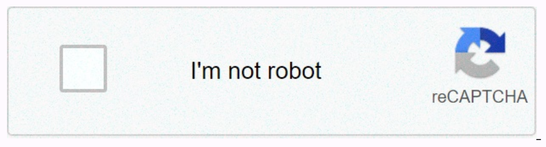


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# Android app tutorialspoint

Android is an open source and Linux-based operating system for mobile devices such as smartphones and tablet computers. Android was developed by the Open Phones Alliance, led by Google and other companies. Android offers a unified approach to mobile app development, which means developers should only develop for Android and their apps should be able to run on different Android-based devices. The first beta version of android software development kit (SDK) was released by Google in 2007, where as the first commercial version, Android 1.0, was released in September 2008. On June 27, 2012, at the Google I/O conference, Google announced the next version of Android, the 4.1 Jelly Bean. Jelly Bean is an incremental update, with the primary goal of improving the user interface, both in terms of functionality and performance. Source code for Android is available under free open source software licenses. Google publishes most of the code under the Apache version 2.0 license, and the rest, the Linux kernel changes, according to GNU Version 2's general public license. Why Android? Android Android features are a powerful operating system competing with Apple 4GS and supporting great features. Few of them are listed below − Sr.No. &Feature; Description 1 Beautiful Android OS user interface base screen provides a beautiful and intuitive user interface. 2 GSM/EDGE, IDEN, CDMA, EV-DO, UMTS, Bluetooth, Wi-Fi, LTE, NFC and WiMAX connections. 3 Storage SQLite, an easy-to-use review database, is used to store data. 4 Media support for H.263, H.264, MPEG-4 SP, AMR, AMR-WB, AAC, HE-AAC, AAC 5.1, MP3, MIDI, Ogg Vorbis, WAV, JPEG, PNG, GIF and BMP. 5 SMS for messaging and MMS 6 Web browser Based on the open source WebKit layout engine in conjunction with the V8 JavaScript chrome engine that supports HTML5 and CSS3. 7 Multi-touch Android has its own support for multitouch, which was originally available in phones like HTC Hero. 8 Multitasking user can go from one task to another, and at the same time different applications can run at the same time. 9 Changeable widgets can be changed so that users can expand them to show more content or reduce them to save space. 10 Multi-talky supports single direction and bi-directional text. Google Cloud Messaging's 11 GCM (GCM) is a service that allows developers to send short message data to their users on Android devices without needing nonfree sync solutions. 12 Direct A Wi-Fi technology, which allows apps to find and connect directly through a high-end peer-to-peer connection. 13 Android Beam Popular NFC-based technology that allows users to instantly share by simply tapping two NFC-enabled phones together. Android Apps applications are typically developed in Java by using Android software development kit. Once developed, Android apps can be packaged easily and sold either through a store such as Google Play, SlideME, Opera Mobile Store, Mobango, F-droid and Amazon Amazon Android poweres hundreds of millions of mobile devices in more than 190 countries worldwide. It is the largest installed base of any mobile platform and is growing rapidly. More than 1 million new Android devices are activated worldwide every day. This tutorial was written with the aim of teaching you how to develop and package an Android app. We'll start by tweaking the android app programming environment and then drill down to look at different aspects of Android apps. Categories of Android apps there are many android apps on the market. Top categories − Android History Android Code names range from A to N currently, such as Aestro, Blender, Cupcake, Doughnut, Eclair, Froyo, Gingerbread, Honeytrap, Ice Cream Sandwitch, Jelly Bean, KitKat, Lollipop and Marshmallow. Let's understand the story of android in sequence. What is an API level? The API level is an integer value that uniquely identifies the version of the framework API offered by the Android version. Platform API version level VERSION_CODE Android 6.0 23 MARSHMALLOW Android 5.1 22 LOLLIPOP_MR1 Android 5.0 21 LOLLIPOP Android 4.4W 20 KITKAT_WATCH KitKat for wearing only Android 4.4 19 KITKAT Android 4.3 18 JELLY_BEAN_MR2 Android 4.2, 4.2.2 17 JELLY_BEAN_MR1 Android 4.1, 4.1.1 16 JELLY_BEAN Android 4.0.3, 4.0.4 15 ICE_CREAM_SANDWICH_MR1 Android 4.0 ( 4.0.1 , 4.0.2 14 ICE_CREAM_SANDWICH Android 3.2 13 HONEYCOMB_MR2 Android 3.1.x 12 HONEYCOMB_MR1 Android 3.0.x 11 Android 2.3.4 Android 2.3.3 10 GINGERBREAD_MR1 Android 2.3.2 Android 2.3.1 Android 2.2 3 9 Gingerbread Android 2.2.x 8 FROYO Android 2.1.x 7 ECLAIR_MR1 Android 2.0.1 6 ECLAIR_0_1 Android 2.0 5 ECLAIR Android 1.6 4 Doughnut Android 1.5 3 CUPCAKE Android 1.1 2 BASE_1_1 Android 1.0 1 BASE Among the many ways , Bluetooth is a way to send or receive data between two different devices. The Android platform includes Bluetooth framework support, allowing the device to wirelessly share data with other Bluetooth devices. Android provides a Bluetooth API to perform these various operations. Scanning for other Bluetooth devices Get a list of connected devices Connect to other devices using the Android discovery service provides a BluetoothAdapter class to communicate with Bluetooth. Create an object for this call by calling the static method getDefaultAdapter(). Its syntax is as follows: private BluetoothAdapter BA; BA = BluetoothAdapter.getDefaultAdapter(); To turn on bluetooth device, call the following persistent Bluetooth device ACTION_REQUEST_ENABLE. Its syntax is there BluetoothAdapter.ACTION_REQUEST_ENABLE. startActivityForResult(turnNa, 0); In addition to this constant, there are other constants provided by the API that supports various tasks. They are listed below. Sr.No &Persistent & Description 1 ACTION_REQUEST_DISCOVERABLE This constant is used to enable Bluetooth 2 ACTION_STATE_CHANGED this constant will report that status has been changed ACTION_FOUND This constant is used to retrieve information about each device that is detected After turning on Bluetooth you can get a list of paired devices by calling getBondedDevices(). It returns a set of Bluetooth devices. Its syntax is. private<BluetoothDevice>set of paired des; pairings = BA.getBondedDevices(); In addition to the paired device form, there are other methods in the API that gives you more control over Blueetooth. They are listed below. Sr.No & Method description 1 enable() This method allows the adapter if 2 isEnabled() is not enabled This method returns true if the adapter is enabled 3 disable() This method disables adapter 4 getName() This method returns the name of the Bluetooth adapter 5 setName(String name) This method changes the name of bluetooth 6 getState() This method returns the current status of the Bluetooth adapter. 7 LaunchDiscovery() This method starts the Bluetooth detection process within 120 seconds. Example This example shows a BluetoothAdapter class demonstration to control Bluetooth and display a list of paired devices using Bluetooth. To experiment with this example , you need to run this on the actual device. Steps Description 1 you will use Android Studio to create an Android app package com.example.sairamkrishna.myapplication. 2. Change the src/MainActivity .java to add code 3 Change the layout of the RES/layout/activity_main.xml XML file to any GUI component as needed. 4. Change AndroidManifest .xml add the necessary permissions. 5. Launch the app and select the running android device and install the app on it and check the results. Here are the contents of src/MainActivity.java com.example.sairamkrishna.myapplication; import of android.app.Activity; import android.bluetooth.BluetoothAdapter; import android.bluetooth.BluetoothDevice; import android.content.Intent; import android.os.Bundle; import android.view.View; import android.widget.ArrayAdapter; import android.widget.Button; import android.widget.ListView; import android.widget.Toast; import java.util.ArrayList; import java.util.Set; Public Class MainActivity Expands Operations { button b1,b2,b3,b4; private BluetoothAdapter BA; private<BluetoothDevice>set of evens; ListView lv; @Override void onCreate(Package SavedInstanceState) { super.onCreate(savedInstanceState); setContentView(R.layout.activity_main); b1 = (Button ) findViewById(R.id .button); b2=(Button)findViewById(R.id.button2); b3=(Button)findViewById(R.id.button3); b4=(Button)findViewById(R.id.button4); BA = BluetoothAdapter.getDefaultAdapter(); lv = (List View)findViewById(R.id.listView); } public void on(View v){ if (! BA.isEnabled()) { Intent turnOn = new intent(BluetoothAdapter.ACTION_REQUEST_ENABLE); startActivityForResult(turnOn, 0); Toast.makeText(getApplicationContext(), Enabled, Toast.LENGTH_LONG).show(); } other { Вже на, Toast.LENGTH_LONG).show(); } } публічна порожнеча</BluetoothDevice> </BluetoothDevice> </BluetoothDevice> v){ BA.disable(); Тост.makeText(getApplicationContext(), Вимкнено, Toast.LENGTH_LONG).show(); } публічна порожнеча видима(Вид v){ Намір getVisible = новий Намір(BluetoothAdapter.ACTION_REQUEST_DISCOVERABLE); startActivityForResult(getVisible, 0); } публічний список недійсних (Вид v){ pairedDevices = BA.getBondedDevices(); Список масивів = новий arrayList(); для(BluetoothDevice bt : парнідевices) list.add(bt.getName()); Тост.makeText(getApplicationContext(), Відображення парних пристроїв, Toast.LENGTH_SHORT).show(); остаточний адаптер ArrayAdapter = новий ArrayAdapter (це, андроїд. R.layout.simple_list_item_1, список); lv.setAdapter(адаптер); } } Ось зміст activity_main.xml Тут abc вказує на логотип навчальної точки. <?xml version=1.0 encoding=utf-8?><RelativeLayout xmlns:android= xmlns:tools= android:layout_width=match_parent android:layout_height=match_parent android:paddingleft=@dimen/activity_horizontal_margin android:paddingright=@dimen/activity_horizontal_margin android:paddingtop=@dimen/activity_vertical_margin android:paddingbottom=@dimen/activity_vertical_margin tools:context=. MainActivity android:transitiongroup=true> <TextView android:text=Bluetooth Example android:layout_width=wrap_content android:layout_height=wrap_content android:id=@+id/textview android:textsize=35dp android:layout_alignparenttop=true android:layout_centerhorizontal=true></TextView> <TextView android:layout_width=wrap_content android:layout_height=wrap_content android:text=Tutorials point android:id=@+id/textView android:layout_below=@+id/textview android:layout_centerhorizontal=true android:textcolor=#ff7aff24 android:textsize=35dp></TextView> <ImageView android:layout_width=wrap_content android:layout_height=wrap_content android:id=@+id/imageView android:src=@drawable/abc android:layout_below=@+id/textView android:layout_centerhorizontal=true android:theme=@style/Base.TextAppearance.AppCompat></ImageView> <Button android:layout_width=wrap_content android :layout_height=wrap_content android:text=Turn On android:id=@+id/button android:layout_below=@+id/imageView android:layout_tostartof=@+id/imageView android:layout_toleftof=@+id/imageView android:clickable=true android:onclick=on></Button> <Button android:layout_width=wrap_content android:layout_height=wrap_content android:text=Get visible android:onclick=visible android:id=@+id/button2 android:layout_alignbottom=@+id/button android:layout_centerhorizontal=true></Button> <Button android:layout_width=wrap_content android:layout_height=wrap_content android:text=List devices android:onclick=list android:id=@+id/button3 android:layout_below=@+id/imageView android:layout_torighthof=@+id/imageView android:layout_toendof=@+id/imageView></Button> <Button android:layout_width=wrap_content android :layout_height=wrap_content android:text=turn off android:onClick=off android:layout_height=wrap_content android:text=turn off android:onclick=off></Button android:layout_width=wrap_content android:layout_height=wrap_content android:text=turn off android:onClick=off ></RelativeLayout> ></RelativeLayout> android:layout_below=@+id/button android:layout_alignParentLeft=true android:layout_alignParentStart=true /> <ListView android:layout_width=wrap_content android:layout_height=wrap_content android:id=@+id/listView android:layout_alignparentbottom=true android:layout_alignleft=@+id/button android:layout_alignstart=@+id/button android:layout_below=@+id/textView2></ListView> <TextView android:layout_width=wrap_content android:layout_height=wrap_content android:text=Paired devices: android:id=@+id/textView2 android:textcolor=#ff34ff06 android:textsize=25dp android:layout_below=@+id/button4 android:layout_alignleft=@+id/listView android:layout_alignstart=@+id/listView></TextView> Ось вміст струн.xml <resources> <string name=app_name>Моя заявка</string> </resources> Ось зміст AndroidManifest.xml<?xml version=1.0 encoding=utf-8?><manifest xmlns:android= package=com.example.sairamkrishna.myapplication> <uses-permission android:name=android.permission.BLUETOOTH></uses-permission> Спробуємо запустити програму. <uses-permission android:name=android.permission.BLUETOOTH_ADMIN></uses-permission> <application android:allowbackup=true android:icon=@mipmap/ic_launcher android:label=@string/app_name android:theme=@style/AppTheme> <activity android:name=. MainActivity android:label=@string/app_name> <intent-filter> <action android:name=android.intent.action.MAIN></action> <category android:name=android.intent.category.LAUNCHER></category> </intent-filter> </activity> </application> </manifest> Я припускаю, що ви підключили свій фактичний android мобільний пристрій з комп'ютером. Щоб запустити програму зі студії Android, відкрийте один із файлів активності вашого проекту та натисніть значок Виконати на панелі інструментів. Якщо ваш Bluetooth не буде ввімкнено, він попросить вашого дозволу на ввімкнення Bluetooth. Тепер просто натисніть кнопку Отримати видимість, щоб увімкнути видимість. З'явиться наступний екран із запитом дозволу на ввімкнення відкриття протягом 120 секунд. Тепер просто виберіть Список пристроїв варіант. Він перерахує парні пристрої у перегляді списку. У моєму випадку , у мене є тільки один парний пристрій. Він показаний нижче. Тепер просто натисніть кнопку Вимкнути, щоб вимкнути Bluetooth. Таке повідомлення з'явиться, коли ви вимкнете Bluetooth, що вказує на успішне вимкнення Bluetooth. Bluetooth.

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