

The Android Platform - in a nutshell -

What is Android?

 Android is an <u>Operating system, middleware</u> and includes some main applications*

(current version 2.2)

 Android is a project of the Open Hand Set Alliance

Platform: Apache Software licence 2.0 (ASL 2.0)

Kernel: Free Software Foundation's General Public License 2 (GPLv2)**

Android is built on the Linux Kernel 2.6***

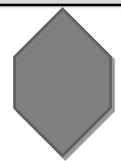
Objectives of Android (simplified)



Time to market

HW Compatibility

App Store



Technology

Existing Know How (Java, Linux, ..)

Open platform (Evolution, Popularity, Adaptation, ...)

Reusability of components

Features*

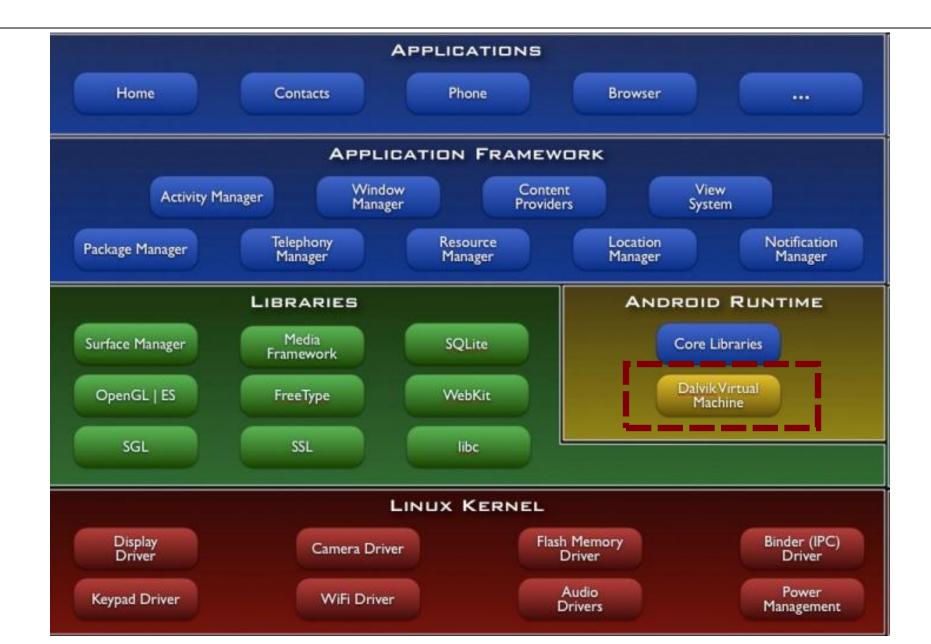
- Application framework
- Dalvik virtual machine
- Integrated browser (WebKit engine)
- Optimized graphics
- powered by a custom 2D graphics library
- •3D graphics based on the OpenGL ES 1.0 specification (hardware acceleration optional)

Features*

SQLite

- Media support (MPEG4, H.264, MP3, AAC, AMR, JPG, PNG, GIF)
- ■GSM Telephony (HW dep.)
- Bluetooth, EDGE, 3G, and WiFi (HW dep.)
- **■Camera, GPS, compass, and accelerometer** (HW dep.)
- **SDK** (emulator, tools for debugging, memory and performance profiling, and a plugin for the Eclipse IDE)

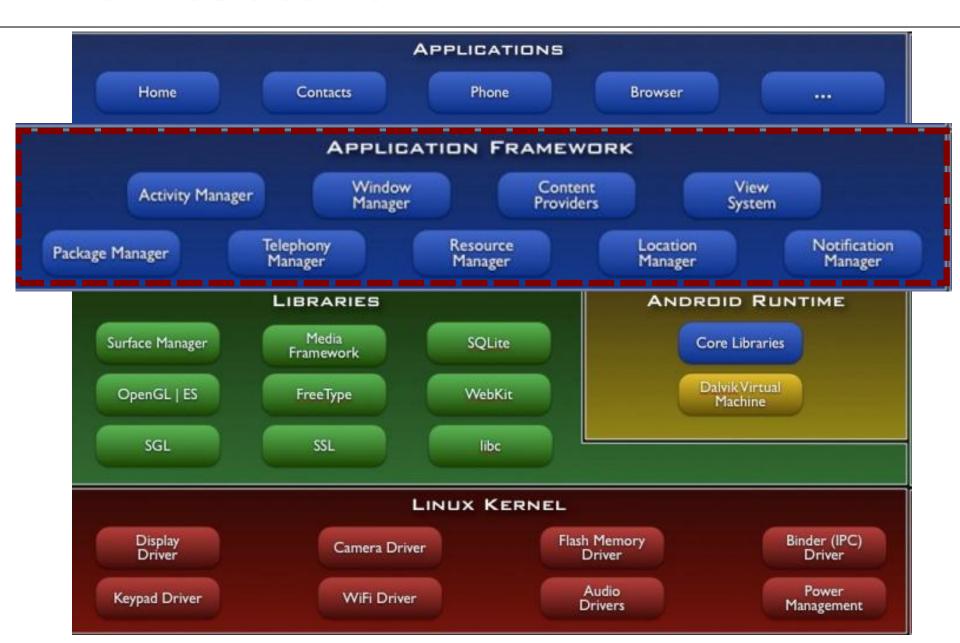
Architecture*



Dalvik Virtual Machine*

- •Register based VM which leverages many concepts from the *Harmony's* class library**
- Optimized for low memory requirements
- Allows multiple VM instances to run at once
- Operates on dex (Dalvik Executable) bytecode, not Java bytecode
- •dex files are zipped into a single .apk (Android package)

Architecture*



Application Framework*

- Activities
- Views
- Intents
- Content Provider
- Resource Manager
- Notification Manager

Next steps...

Demo

Part I

Demo

Part II