



Professional Android Application Development

Reto Meier

CONTENTS

INTRODUCTION	xxvii
CHAPTER 1: HELLO, ANDROID	1
A Little Background	2
The Not-So-Distant Past	2
The Future	3
What It isn't	3
Android: An Open Platform for Mobile Development	4
Native Android Applications	5
Android SDK Features	6
Access to Hardware, Including Camera, GPS, and Accelerometer	6
Native Google Maps, Geocoding, and Location-Based Services	7
Background Services	7
SQLite Database for Data Storage and Retrieval	7
Shared Data and Interapplication Communication	7
Using Widgets, Live Folders, and Live Wallpaper to Enhance the	
Home Screen	8
Extensive Media Support and 2D/3D Graphics	8
Optimized Memory and Process Management	8
Introducing the Open Handset Alliance	9
What Does Android Run On?	9
Why Develop for Mobile?	9
Why Develop for Android?	10
What Has and Will Continue to Drive Android Adoption?	10
What Does It Have That Others Don't?	11
Changing the Mobile Development Landscape	- 11
Introducing the Development Framework	12
What Comes in the Box	12
Understanding the Android Software Stack	13
The Dalvik Virtual Machine	14
Android Application Architecture	15
Android Libraries	16
Summary	16

CHAPTER 2: GETTING STARTED	17
Developing for Android	18
What You Need to Begin	18
Downloading and Installing the SDK	18
Developing with Eclipse	19
Using the Eclipse Plug-In	20
Creating Your First Android Application	23
Starting a New Android Project	23
Creating a Launch Configuration	24
Running and Debugging Your Android Applications	26
Understanding Hello World	26
Types of Android Applications	29
Foreground Applications	29
Background Services and Intent Receivers	29
Intermittent Applications	30
Widgets	30
Developing for Mobile Devices	30
Hardware-Imposed Design Considerations	30
Be Efficient	31
Expect Limited Capacity	31
Design for Small Screens	32
Expect Low Speeds, High Latency	32
At What Cost?	33
Considering the Users' Environment	34
Developing for Android	35
Being Fast and Efficient	35
Being Responsive	36
Developing Secure Applications	37
Ensuring a Seamless User Experience	37
To-Do List Example	38
Android Development Tools	43
The Android Virtual Device and SDK Manager	44
Android Virtual Devices	44
SDK Manager	45
The Android Emulator	46
Dalvik Debug Monitor Service (DDMS)	47
The Android Debug Bridge (ADB)	47
Summary	48

CHAPTER 3: CREATING APPLICATIONS AND ACTIVITIES	49
What Makes an Android Application?	50
Introducing the Application Manifest	51
Using the Manifest Editor	56
The Android Application Life Cycle	57
Understanding Application Priority and Process States	58
Externalizing Resources	59
Creating Resources	60
Creating Simple Values	60
Styles and Themes	62
Drawables	63
Layouts	63
Animations	64
Menus	66
Using Resources	67
Using Resources in Code	67
Referencing Resources within Resources	68
Using System Resources	69
Referring to Styles in the Current Theme	70
To-Do List Resources Example	70
Creating Resources for Different Languages and Hardware	71
Runtime Configuration Changes	72
Introducing the Android Application Class	74
Extending and Using the Application Class	74
Overriding the Application Life Cycle Events	75
A Closer Look at Android Activities	76
Creating an Activity	77
The Activity Life Cycle	78
Activity Stacks	78
Activity States	79
Monitoring State Changes	80
Understanding Activity Lifetimes	82
Android Activity Classes	84
Summary	84
CHAPTER 4: CREATING USER INTERFACES	85
Fundamental Android UI Design	86
Introducing Views	86

Creating Activity User Interfaces with Views	87
The Android Widget Toolbox	88
Introducing Layouts	89
Using Layouts	89
Optimizing Layouts	91
Creating New Views	91
Modifying Existing Views	92
Customizing Your To-Do List	93
Creating Compound Controls	96
Creating Custom Views	99
Creating a New Visual Interface	99
Handling User Interaction Events	104
Creating a Compass View Example	105
Using Custom Controls	110
Drawable Resources	111
Shapes, Colors, and Gradients	111
Color Drawable	111
Shape Drawable	111
Gradient Drawable	113
Composite Drawables	114
Transformative Drawables	114
Layer Drawable	116
State List Drawables	116
Level List Drawables	116
NinePatch Drawable	117
Resolution and Density Independence	117
The Resource Framework and Resolution Independence	118
Resource Qualifiers for Screen Size and Pixel Density	118
Specifying Supported Screen Sizes	119
Best Practices for Resolution Independence	119
Relative Layouts and Density-Independent Pixels	120
Using Scalable Graphics Assets	120
Provide Optimized Resources for Different Screens	121
Testing, Testing	121
Emulator Skins	122
Testing for Custom Resolutions and Screen Sizes	122
Creating and Using Menus	123
Introducing the Android Menu System	123
Defining an Activity Menu	124
Menu Item Options	126

Dynamically Updating Menu Items	127
Handling Menu Selections	127
Submenus and Context Menus	128
Creating Submenus	128
Using Context Menus	128
Defining Menus in XML	130
To-Do List Example Continued	131
Summary	136
CHAPTER 5: INTENTS, BROADCAST RECEIVERS, ADAPTERS, AND THE INTERNET	137
Introducing Intents	
-	138
Using Intents to Launch Activities Explicitly Starting New Activities	138
Implicit Intents and Late Runtime Binding	139
Returning Results from Activities	139 140
Native Android Actions	140
Using Intent Filters to Service Implicit Intents	143
How Android Resolves Intent Filters	146
Finding and Using the Launch Intent Within an Activity	147
Passing on Responsibility	147
Select a Contact Example	148
Using Intent Filters for Plug-Ins and Extensibility	152
Supplying Anonymous Actions to Applications	153
Incorporating Anonymous Actions in Your Activity's Menu	154
Introducing Linkify	155
The Native Linkify Link Types	155
Creating Custom Link Strings	156
Using the Match Filter	157
Using the Transform Filter	157
Using Intents to Broadcast Events	157
Broadcasting Events with Intents	158
Listening for Broadcasts with Broadcast Receivers	158
Broadcasting Sticky and Ordered Intents	161
Native Android Broadcast Actions	161
Introducing Pending Intents	162
Introducing Adapters	163
Introducing Some Native Adapters	163
Customizing the Array Adapter	163
Using Adapters for Data Binding	164

Customizing the To-Do List Array Adapter	165
Using the Simple Cursor Adapter	169
Using Internet Resources	170
Connecting to an Internet Resource	170
Using Internet Resources	171
Introducing Dialogs	172
Introducing the Dialog Classes	172
The Alert Dialog Class	173
Specialist Input Dialogs	174
Using Activities as Dialogs	174
Managing and Displaying Dialogs	175
Creating an Earthquake Viewer	176
Summary	184
CHAPTER 6: FILES, SAVING STATE, AND PREFERENCES	187
Saving Simple Application Data	188
Creating and Saving Preferences	188
Retrieving Shared Preferences	189
Creating a Settings Activity for the Earthquake Viewer	189
Introducing the Preference Activity and Preferences Framework	197
Defining a Preference Screen Layout in XML	198
Native Preference Controls	199
Using Intents to Import System Preference Screens	200
Introducing the Preference Activity	200
Finding and Using Preference Screen Shared Preferences	201
Introducing Shared Preference Change Listeners	201
Creating a Standard Preference Activity for the Earthquake Viewer	202
Saving Activity State	203
Saving and Restoring Instance State	203
Saving the To-Do List Activity State	205
Saving and Loading Files	207
Including Static Files as Resources	207
File Management Tools	208
Summary	208
CHAPTER 7: DATABASES AND CONTENT PROVIDERS	209
Introducing Android Databases	209
Introducing SQLite Databases	210
Introducing Content Providers	210

Introducing SQLite	210
Cursors and Content Values	211
Working with SQLite Databases	211
Introducing the SQLiteOpenHelper	214
Opening and Creating Databases without SQLiteHelper	215
Android Database Design Considerations	215
Querying a Database	215
Extracting Results from a Cursor	216
Adding, Updating, and Removing Rows	217
Inserting New Rows	217
Updating a Row	218
Deleting Rows	218
Saving Your To-Do List	218
Creating a New Content Provider	224
Exposing Access to the Data Source	225
Registering Your Provider	227
Using Content Providers	227
Introducing Content Resolvers	227
Querying for Content	228
Adding, Updating, and Deleting Content	228
Inserts	228
Deletes	229
Updates	229
Accessing Files in Content Providers	230
Creating and Using an Earthquake Content Provider	230
Creating the Content Provider	230
Using the Provider	236
Native Android Content Providers	238
Using the Media Store Provider	239
Using the Contacts Provider	240
Introducing the Contacts Contract Content Provider	240
Reading Contact Details	240
Modifying and Augmenting Contact Details	243
Summary	244
HAPTER 8: MAPS, GEOCODING, AND LOCATION-BASED SERVICES	245
Using Location-Based Services	246
Configuring the Emulator to Test Location-Based Services	246
Updating Locations in Emulator Location Providers	246

Selecting a Location Provider	247
Finding the Available Providers	248
Finding Location Providers Using Criteria	248
Finding Your Location	249
'Where Am I?' Example	250
Tracking Movement	252
Updating Your Location in 'Where Am I?'	253
Using Proximity Alerts	255
Using the Geocoder	256
Reverse Geocoding	257
Forward Geocoding	258
Geocoding 'Where Am I?'	259
Creating Map-Based Activities	260
Introducing Map View and Map Activity	260
Getting Your Maps API Key	261
Getting Your Development/Debugging MD5 Fingerprint	261
Getting your Production/Release MD5 Fingerprint	262
Creating a Map-Based Activity	262
Configuring and Using Map Views	263
Using the Map Controller	264
Mapping 'Where Am I?'	265
Creating and Using Overlays	268
Creating New Overlays	268
Introducing Projections	269
Drawing on the Overlay Canvas	269
Handling Map Tap Events	270
Adding and Removing Overlays	271
Annotating 'Where Am I?'	271
Introducing My Location Overlay	275
Introducing Itemized Overlays and Overlay Items	275
Pinning Views to the Map and Map Positions	278
Mapping Earthquakes Example	279
Summary	284
CHAPTER 9: WORKING IN THE BACKGROUND	285
Introducing Services	286
Creating and Controlling Services	287
Creating a Service	287
Registering a Service in the Manifest	289
Self-Terminating a Service	289

Starting, Controlling, and Interacting with a Service	290
An Earthquake Monitoring Service Example	290
Binding Activities to Services	297
Prioritizing Background Services	299
Using Background Threads	300
Using AsyncTask to Run Asynchronous Tasks	301
Creating a New Asynchronous Task	301
Running an Asynchronous Task	302
Moving the Earthquake Service to a Background Thread Using AsyncTask	< 303
Manual Thread Creation and GUI Thread Synchronization	304
Creating a New Thread	304
Using the Handler for Performing GUI Operations	304
Let's Make a Toast	306
Customizing Toasts	306
Using Toasts in Worker Threads	308
Introducing Notifications	309
Introducing the Notification Manager	310
Creating Notifications	310
Creating a Notification and Configuring the Status Bar Icon	310
Configuring the Extended Status Notification Display	311
Triggering Notifications	313
Adding Notifications and Toasts to the Earthquake Monitor	314
Advanced Notification Techniques	316
Using the Defaults	317
Making Sounds	317
Vibrating the Phone	317
Flashing the Lights	318
Ongoing and Insistent Notifications	319
Using Alarms	320
Setting Repeating Alarms	322
Using Repeating Alarms to Update Earthquakes	323
Summary	325
CHAPTER 10: INVADING THE PHONE-TOP	327
Introducing Home-Screen Widgets	328
Creating App Widgets	328
Creating the Widget Layout	329
Widget Design Guidelines	329
Supported Widget Views and Layouts	330
Defining Your Widget Settings	331

Creating Your Widget Intent Receiver and Adding It to the	222
Application Manifest	332
Introducing Remote Views and the App Widget Manager	333
Creating Remote Views and Using the App Widget Manager	333
to Apply Them	533
Using a Remote View within the App Widget Provider's onUpdate Handler	334
Using Remote Views to Modify UI	335
Making Your Widgets Interactive	335
Refreshing Your Widgets	337
Using the Minimum Update Rate	337
Listening for Intents	338
Using Alarms	339
Creating and Using a Widget Configuration Activity	340
Creating and Earthquake Widget	341
Introducing Live Folders	346
Creating Live Folders	346
Live Folder Content Providers	347
Live Folder Activity	348
Creating an Earthquake Live Folder	349
Adding Search to Your Applications and the Quick Search Box	351
Adding Search to Your Application	351
Creating a Search Activity	352
Responding to Search Queries from a Content Provider	353
Surfacing Search Results to the Quick Search Box	355
Adding Search to the Earthquake Example	355
Creating Live Wallpaper	358
Creating a Live Wallpaper Definition Resource	359
Creating a Wallpaper Service	359
Creating a Wallpaper Service Engine	360
Summary	361
Sammary	
CHARTER 44 ALIDIO MIDEO AND LICING THE CAMERA	262
CHAPTER 11: AUDIO, VIDEO, AND USING THE CAMERA	363
Playing Audio and Video	364
Introducing the Media Player	364
Preparing Audio for Playback	365
Packaging Audio as an Application Resource	365
Initializing Audio Content for Playback	365
Preparing for Video Playback	366
Playing Video Using the Video View	367

Setting up a Surface for Video Playback	367
Initializing Video Content for Playback	369
Controlling Playback	370
Managing Media Playback Output	370
Recording Audio and Video	37
Using Intents to Record Video	37 ⁻
Using the Media Recorder	372
Configuring and Controlling Video Recording	373
Previewing Video Recording	374
Using the Camera and Taking Pictures	375
Using Intents to Take Pictures	375
Controlling the Camera and Taking Pictures	377
Controlling and Monitoring Camera Settings and Image Options	377
Monitoring Auto Focus	379
Using the Camera Preview	379
Taking a Picture	38
Reading and Writing JPEG EXIF Image Details	38
Adding New Media to the Media Store	382
Using the Media Scanner	382
Inserting Media into the Media Store	383
Raw Audio Manipulation	384
Recording Sound with Audio Record	384
Playing Sound with Audio Track	385
Speech Recognition	386
Summary	388
CHAPTER 12: TELEPHONY AND SMS	389
Telephony	390
Launching the Dialer to Initiate Phone Calls	390
Replacing the Native Dialer	390
Accessing Phone and Network Properties and Status	392
Reading Phone Device Details	392
Reading Data Connection and Transfer State	392
Reading Network Details	393
Reading SIM Details	394
Monitoring Changes in Phone State, Phone Activity, and	
Data Connections	395
Monitoring Incoming Phone Calls	396
Tracking Cell Location Changes	396
Tracking Service Changes	397
Monitoring Data Connectivity and Activity	398

Introducing SMS and MMS	398
Using SMS and MMS in Your Application	399
Sending SMS and MMS from Your Application Using Intents	
and the Native Client	399
Sending SMS Messages Manually	400
Sending Text Messages	400
Tracking and Confirming SMS Message Delivery	401
Conforming to the Maximum SMS Message Size	402
Sending Data Messages	403
Listening for Incoming SMS Messages	403
Simulating Incoming SMS Messages in the Emulator	405
Handling Data SMS Messages	406
Emergency Responder SMS Example	406
Automating the Emergency Responder	415
Summary	423
CHAPTER 13: BLUETOOTH, NETWORKS, AND WI-FI	425
Using Bluetooth	425
Accessing the Local Bluetooth Device Adapter	426
Managing Bluetooth Properties and State	427
Being Discoverable and Remote Device Discovery	430
Managing Device Discoverability	430
Discovering Remote Devices	431
Bluetooth Communications	433
Opening a Bluetooth Server Socket Listener	434
Selecting Remote Bluetooth Devices for Communications	435
Opening a Client Bluetooth Socket Connection	437
Transmitting Data Using Bluetooth Sockets	438
Bluetooth Data Transfer Example	439
Managing Network Connectivity	448
Introducing the Connectivity Manager	448
Reading User Preferences for Background Data Transfer	449
Monitoring Network Details	450
Finding and Configuring Network Preferences and Controlling	
Hardware Radios	451
Monitoring Network Connectivity	451
Managing Your Wi-Fi	452
Monitoring Wi-Fi Connectivity	452
Monitoring Active Connection Details	453
Scanning for Hotspots	453

Managing Wi-Fi Configurations	454
Creating Wi-Fi Network Configurations	455
Summary	455
CHAPTER 14: SENSORS	457
Using Sensors and the Sensor Manager	458
Introducing Sensors	458
Supported Android Sensors	458
Finding Sensors	459
Using Sensors	459
Interpreting Sensor Values	461
Using the Compass, Accelerometer, and Orientation Sensors	462
Introducing Accelerometers	462
Detecting Acceleration Changes	463
Creating a G-Forceometer	464
Determining Your Orientation	467
Determining Orientation Using the Orientation Sensor	468
Calculating Orientation Using the Accelerometer and	
Magnetic Field Sensors	468
Remapping the Orientation Reference Frame	470
Creating a Compass and Artificial Horizon	470
Controlling Device Vibration	474
Summary	475
CHAPTER 15: ADVANCED ANDROID DEVELOPMENT	477
Paranoid Android	478
Linux Kernel Security	478
Introducing Permissions	478
Declaring and Enforcing Permissions	479
Enforcing Permissions for Broadcast Intents	480
Using Wake Locks	480
Introducing Android Text to Speech	481
Using AIDL to Support IPC for Services	483
Implementing an AIDL Interface	484
Passing Class Objects as Parcelables	484
Creating the AIDL Service Definition	486
Implementing and Exposing the IPC Interface	487
Using Internet Services	488
Building Rich User Interfaces	489

Working with Animations	489
Introducing Tweened Animations	490
Creating Tweened Animations	490
Applying Tweened Animations	492
Using Animation Listeners	492
Animated Sliding User Interface Example	493
Animating Layouts and View Groups	498
Creating and Using Frame-by-Frame Animations	500
Advanced Canvas Drawing	501
What Can You Draw?	501
Getting the Most from Your Paint	502
Improving Paint Quality with Anti-Aliasing	507
Canvas Drawing Best Practice	507
Advanced Compass Face Example	508
Bringing Map Overlays to Life	516
Introducing the Surface View	517
When Should You Use a Surface View?	517
Creating a New Surface View	517
Creating 3D Controls with a Surface View	519
Creating Interactive Controls	520
Using the Touch Screen	520
Using the Device Keys, Buttons, and D-Pad	524
Using the On Key Listener	525
Using the Trackball	526
Summary	526
INDEX	529