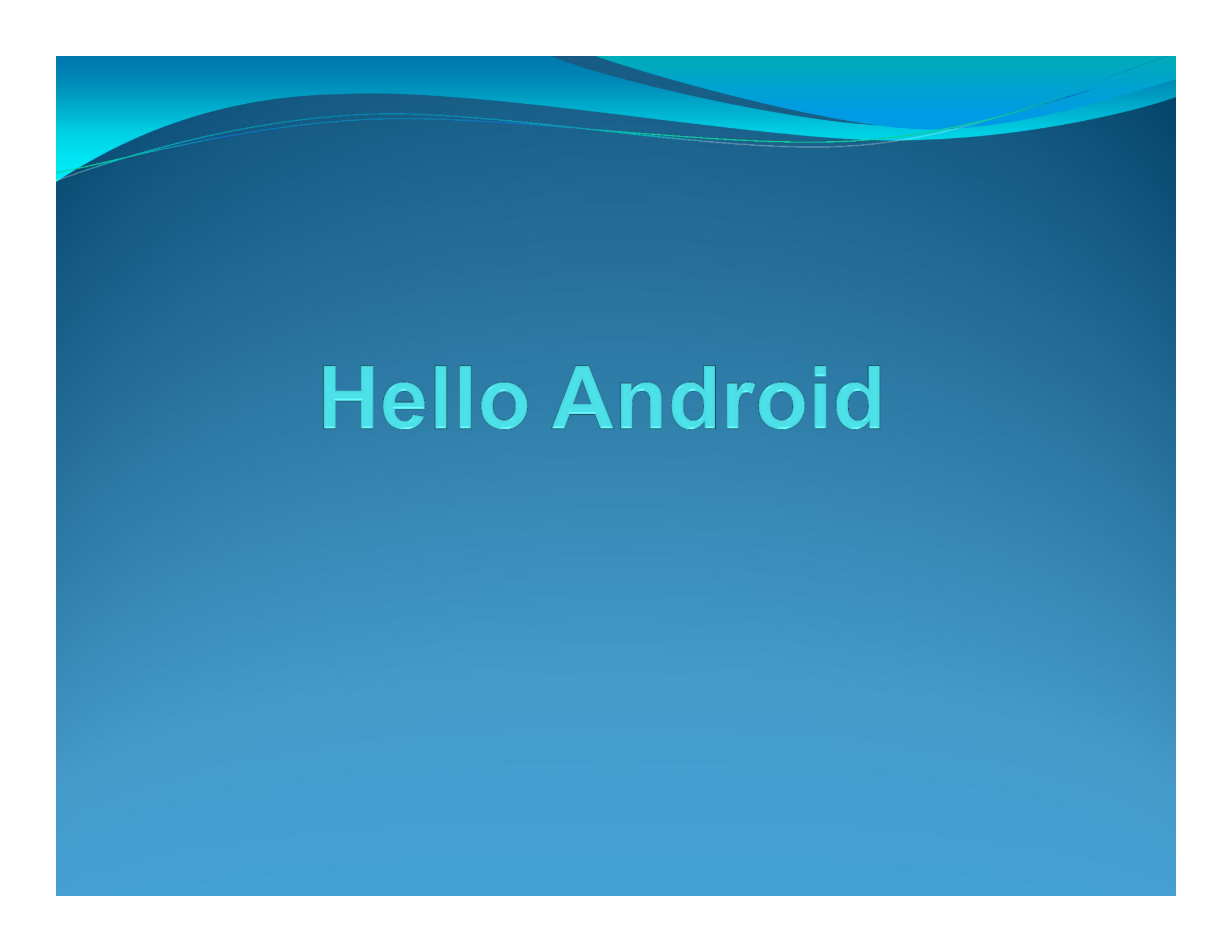
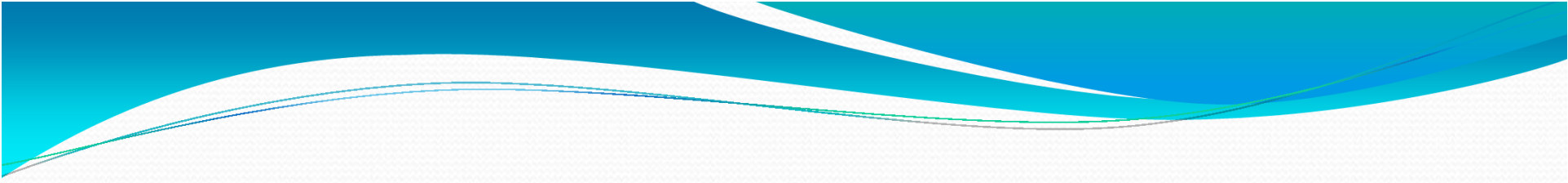


The image is a title slide for a presentation. It features a solid blue background with a subtle gradient. At the top, there are several thin, wavy lines in shades of blue and cyan, creating a sense of movement or a horizon line. The text "Hello Android" is centered in the upper half of the slide, rendered in a bold, white, sans-serif font.

Hello Android



Libro de texto

Pro Android 5

Dave MacLean, Satya Komatineni, Grant Allen

Apress

2015

Requisitos para programar en Android

- JDK (<http://www.oracle.com/technetwork/java/javase/downloads/index-jsp-138363.html>)
- Android Studio (<https://developer.android.com/studio/index.html>)
- Dispositivo Android (idealmente)

Componentes de una aplicación

- View (vista). Elemento de una interface de usuario: botones, campos de texto, etiquetas, etc.
- Activity (actividad). Representa una pantalla. Puede tener cero, una o más vistas.
- Fragment (fragmento). Es una sub-actividad. Típicamente se usa en pantallas grandes.
- Intent (intento). Define la intención de hacer un trabajo. Comenzar un servicio, lanzar una actividad, desplegar una página web, marcar un número telefónico.

Componentes de una aplicación

- Content provider (proveedor de contenido). Permite compartir datos ocultando la estructura.
- Service (servicios). Procesos que corren en segundo plano (background).
- Manifiesto (AndroidManifest.xml). Define el comportamiento, contenido y permisos de una aplicación.
- AVD (Android Virtual Device). Permite hacer una aplicación si tener un dispositivo real.

Estructura de una aplicación

Table 1-1. The Artifacts of an Android Application

Artifact	Description	Required?
AndroidManifest.xml	The Android application descriptor file. This file defines the activities, content providers, services, and intent receivers of the application. You can also use this file to declaratively define permissions required by the application, as well as instrumentation and testing options.	Yes
src	A folder containing all of the source code of the application.	Yes
assets	An arbitrary collection of folders and files.	No
res	A folder containing the resources of the application. This is the parent folder of drawable, animator, layout, menu, values, xml, and raw.	Yes
drawable	A folder containing the images or image-descriptor files used by the application.	No
animator	A folder containing the XML-descriptor files that describe the animations used by the application.	No
layout	A folder containing views of the application.	No
menu	A folder containing XML-descriptor files for menus in the application.	No
values	A folder containing other resources used by the application. Examples of resources found in this folder include strings, arrays, styles, and colors.	No
xml	A folder containing additional XML files used by the application.	No
raw	A folder containing additional data—possibly non-XML data—that is required by the application.	No

Ciclo de vida de una aplicación

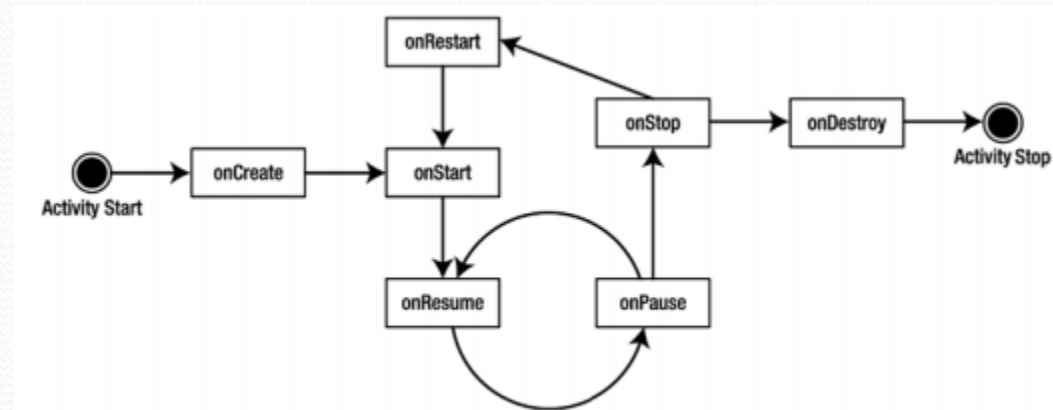


Figure 1-14. State transitions of an activity

Ciclo de vida de una aplicación

Listing 1-1. Life-Cycle Methods of an Activity

```
protected void onCreate(Bundle savedInstanceState);  
protected void onStart();  
protected void onRestart();  
protected void onResume();  
protected void onPause();  
protected void onStop();  
protected void onDestroy();
```