
Aplikacje Mobilne – pierwsze kroki

rezultat projektu

Nowe Technologie wsparciem dla edukacji

nr umowy - POWERSE-2018-1-PL01-KA101-049291

realizowanego ze środków POWER na zasadach programu Erasmus+

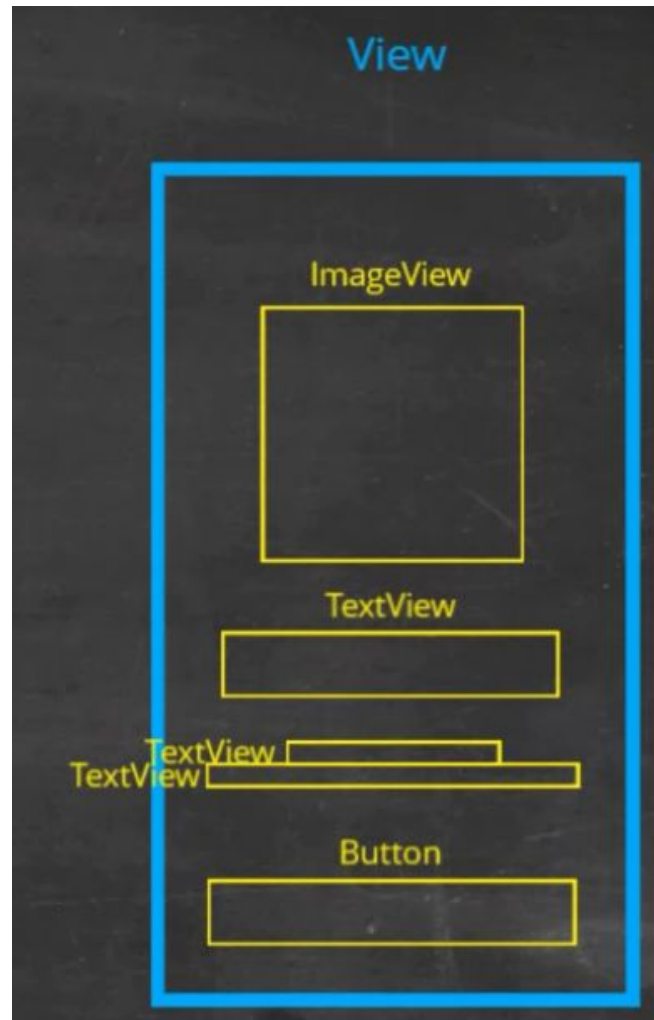
sektor Edukacja szkolna

„Ponadnarodowa mobilność kadry edukacji szkolnej”

Zespół Szkół Łączności w Gliwicach
44-100 Gliwice, ul. Warszawska 35 tel. 32 231 36 12, www.zsl.gliwice.pl

APLIKACJE MOBILNE

PIERWSZE KROKI



Podsumowanie

- Aplikacja mobilna jest oprogramowaniem tworzonym na urządzenia przenośne, takie jak telefony, tablety, czy smartwatche (obecnie również telewizory, sprzęt AGD oraz systemy samochodowe);
- Na aplikację składają się trzy warstwy – interfejs użytkownika, warstwa logiczna oraz warstwa zarządzania danymi. Wszystkie ze sobą ściśle współpracują;
- Interfejs użytkownika – XML. Warstwa logiczna – Java. Warstwa zarządzania danymi – SQLite;
- Interfejs użytkownika składa się z jednego głównego elementu typu View, który stanowi kontener dla wszystkich innych elementów interfejsu. Tymi elementami mogą być elementy typu ImageView, TextView, czy Button.



A

B

C

D

E

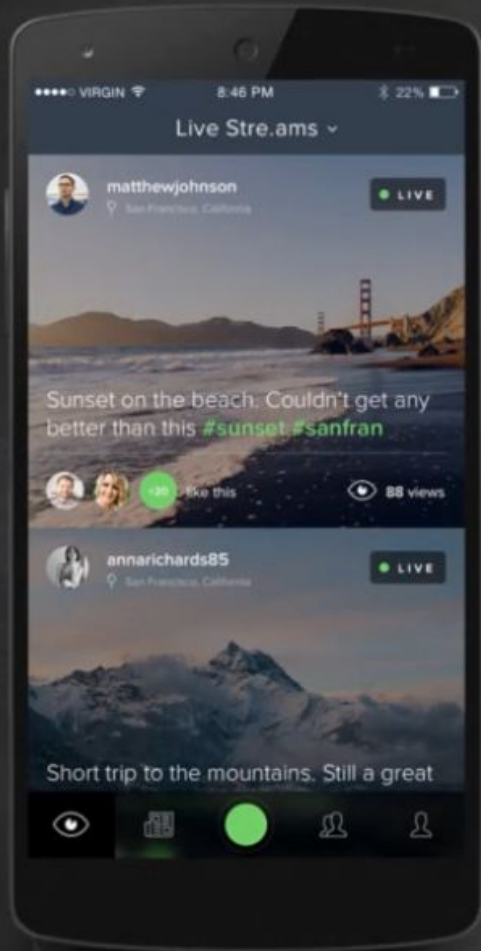
F

G

Podaj rodzaj elementów określonych literami alfabetu A-G.

Wybierz z poniższych trzech:

ImageView, TextView, Button



- Android jest zbudowany na jądrze Linuxa przy użyciu języka C;
- Android SDK (Android Software Development Kit) jest zbudowane w Javie;
- Dlatego Java jest „natywnym” językiem platformy Android.

- Dlaczego nie tworzy się CAŁYCH aplikacji w Javie?
- Dlaczego interfejs użytkownika tworzy się w XMLu?
- Można tworzyć UI w Javie, ale...
 - Czas tworzenia aplikacji;
 - Łatwość tworzenia aplikacji;
 - Łatwość modyfikowania aplikacji.

- Pisanie interfejsu użytkownika w Javie wymagałoby nieustannych kompilacji oraz uruchamiania tworzonej aplikacji;
- Niezależnie od sposobu uruchamiania (emulator/prawdziwe urządzenie) zajmuje to sporo czasu;
- Łatwiej prototypować i modyfikować interfejs napisany w XML.

- Można tworzyć CAŁE aplikacje w Javie, ale...
- ...nie ma to zbyt wielkiego sensu;
- Interfejs użytkownika tworzy się łatwiej i szybciej w XMLu;

- Dlaczego nie tworzy się CAŁYCH aplikacji w Javie?
- Dlaczego interfejs użytkownika tworzy się w XMLu?
- Można tworzyć UI w Javie, ale...

- Czas tworzenia aplikacji;
- Łatwość tworzenia aplikacji;
- Łatwość modyfikowania aplikacji.

Processing

p5.js

Processing.py

Processing for Android

Processing Foundation

Processing



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Welcome to Processing 3! Dan explains the new features and changes; the links Dan mentions are on the Vimeo page.

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Processing is a flexible software sketchbook and a language for learning how to code within the context of the visual arts. Since 2001, Processing has promoted software literacy within the visual arts and visual literacy within technology. There are tens of thousands of students, artists, designers, researchers, and hobbyists who use Processing for learning and prototyping.

» [Exhibition](#)



[Behavioural Complexity](#)
by AADRI



[Terrapattern](#)
by Golan Levin, David Newbury, Kyle McDonald, Irene Alvarado, Aman Tiwari, Manzil Zaheer and The Frank-Ratchye STUDIO for Creative Inquiry





YouTube: "<https://www.youtube.com/watch?v=gHpxRv4MBBA>"

Processing for Android



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Introduction to Cardboard

Get started with Google Cardboard to write VR apps using Processing.

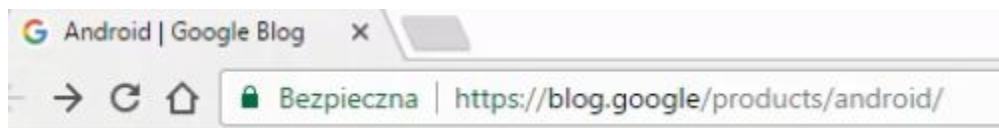
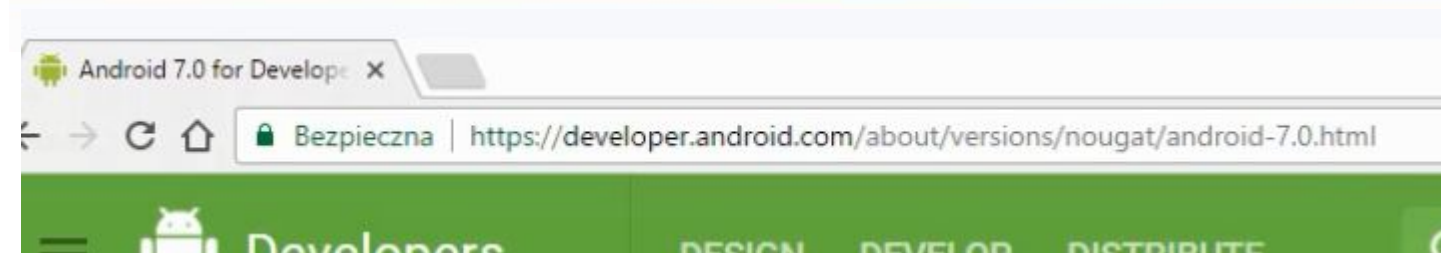
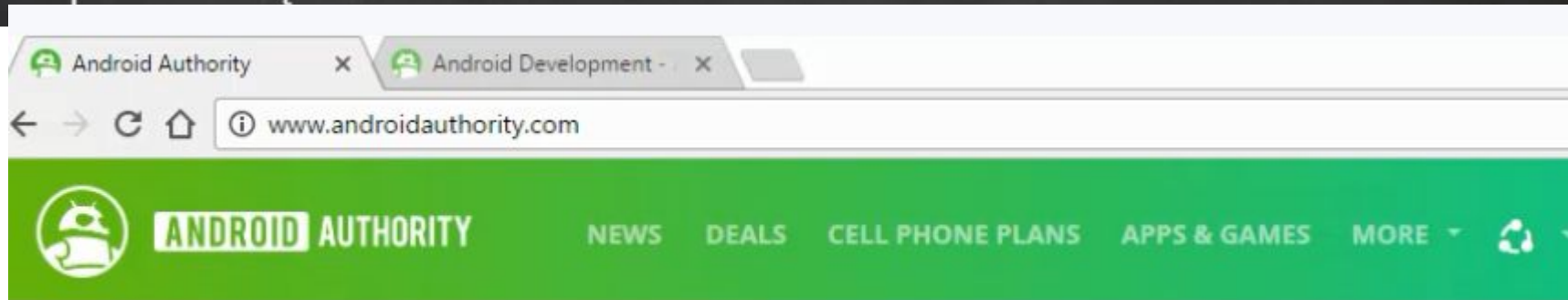
(This tutorial is applicable only to [version 4+](#) of the mode)

Google Cardboard

The [Google Cardboard platform](#) lets you use your smartphone as a quick entry point to Virtual Reality. The Android mode supports Google Cardboard, and you should be able to write 3D sketches that run on the phone as Cardboard apps in stereo mode and respond to the head movement. If you first need to get started with 3D in Processing, check [this tutorial](#) out.

Requirements

- Istnieje masa stron tematycznych poświęconych wybranej technologii;
- A jakie są kluczowe z punktu widzenia dewelopera aplikacji na platformę Android?



← → ↺ 🏠

Bezpieczna | https://developer.android.com/reference/packages.html

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Android Platform ▾ API: 25 ▾

▼ android

▼ android.accessibilityservice

▼ android.accounts

▼ android.animation

▼ android.annotation

▼ android.app

▼ android.app.admin

▼ android.app assist

▼ android.app.backup

▼ android.app.job

▼ android.app.usage

▼ android.appwidget

▼ android.bluetooth

▼ android.bluetooth.le

▼ android.content

▼ android.content.pm

▼ android.content.res

▼ android.database

Package Index

These are the API packages. See all [API classes](#).

android	Contains resource classes used by applications included in the platform and defines application permissions for system features.
android.accessibilityservice	The classes in this package are used for development of accessibility service that provide alternative or augmented feedback to the user.
android.accounts	
android.animation	These classes provide functionality for the property animation system, which allows you to animate object properties of any type. <code>int</code> , <code>float</code> , and hexadecimal color values are supported by default. You can animate any other type by telling the system how to calculate the values for that given type with a custom

1. In the Android Studio menu, select **File > Import Sample** to open the Import Sample wizard.
2. Select a sample to import and click **Next**.
3. Specify the application name and project location if different from the displayed settings.
4. Click **Finish**.

The sample project opens in a new Android Studio project.

Note: When starting Android Studio, you can also select **Import an Android code sample** in the Welcome to Android Studio wizard to import a sample project from GitHub as a new project.

To view the Android code samples that you can import, see the [Google Samples page](#) 📄 on GitHub.

Download Samples

Although importing samples from Android Studio is the recommended method, you can also use the categories on the left to browse the available samples and learn how to build different components for your applications.

If you want to download a complete project, just click on any source file in the project and click the **Download** link in

← Android Developers

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Advance your education with the Associate Android Developer (AAD) Certification by Google

The AAD Certification is intended for developers who can display typical skills of an entry-level Android developer. By earning the AAD Certification, developers can get recognized for their skills and advance their careers.

Learn more from this video here: <https://goo.gl/KeuFJZ>

[Przetłumacz](#)





Android Developers



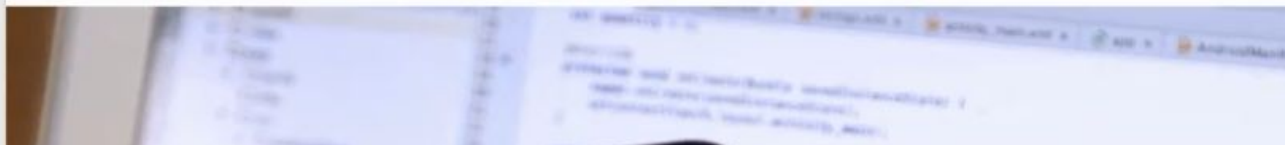
Introducing the Associate Android Developer Fast Track by Google | Udacity

[Przetłumacz](#)

Autor wpisu: Udacity – 7 komentarzy

Are you an aspiring [#AndroidDeveloper](#)? Would you like to prove your Android skills through certification by Google? Then definitely take a look at the new Associate Android Developer Fast Track from Google and Udacity! ...

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Android Developers - Yo

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What's new in Android - Google I/O 2016

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218 367 wyświetleń • 8 miesięcy temu

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Image compression for Android developers - Google I/O 2016

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Android Pay everywhere: New developments - Google I/O 2016

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27 765 wyświetleń • 8 miesięcy temu

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Games: The Google advantage - Google I/O 2016

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11 233 wyświetlenia • 8 miesięcy temu

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Android Development Patterns

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Designing for Split Screen Multi-Window

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Picture in Picture on Android TV

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15 508 wyświetleń • 7 miesięcy temu

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An ~extended~ Doze mode

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15 806 wyświetleń • 7 miesięcy temu

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Notifications with Direct Reply

Android Developers

15 354 wyświetlenia • 7 miesięcy temu

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Android Performance Patterns

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- Android Authority - <http://www.androidauthority.com/>;
- YouTube Android Authority - <https://www.youtube.com/user/AndroidAuthority>;
- Android for Developers - <https://developer.android.com/index.html>;
- Google+ Android Developers - <https://plus.google.com/+AndroidDevelopers>;
- YouTube Android Developers - <https://www.youtube.com/user/androiddevelopers>;

How to make part of the text Bold in android at runtime? - Stack Overflow

stackoverflow.com/.../how-to-make-part-of-the-text-bold-in-andr... ▼ Tłumaczenie strony
11 cze 2012 - Say you have a `TextView` called `etx` . You would then use the following code: ... **BOLD**);
`// Span to make text bold final StyleSpan iss = new ...`

Stack Overflow
x
Piotr

stackoverflow.com

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431
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0 votes
0 answers
2 views

[HttpClient POST List<User> - java](#)

java
apache-httpclient-4.x
dropwizard

asked 33 secs ago
N.Cokljat
47

0 votes
0 answers
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["Caching" Alternatives on Process Intense Calculations](#)

java
spring
caching

asked 1 min ago
Walls
2,914

0 votes
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[Issue in encoding with Python](#)

python
python-2.7

modified 1 min ago
falsetru
184k

0 votes
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[FindViewById with fragments](#)

android
android-fragments
findviewbyid

modified 1 min ago
Murat K.
4,385

0 votes
1 answer
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java
android
eclipse
google-play-services

answered 1 min ago
Shailesh
577

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rabbitmq

answered 2 mins ago
Gabriele
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Setting up Android Studio

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Passing data between activities

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A basic build.gradle file

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Define and use Build Configuration Fields

22 more examples

edited Jan 24 at 8:41



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Action

3D

3d_rotation

accessibility

accessibility...

accessible

accessible_fo...

account_balan...

account_balan...

account_box

account_circl...

add_shopping_...

alarm

alarm_add

alarm_off

alarm_on

all_inbox

all_out

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assignment

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assignment_re...

assignment_tu...

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bookmarks

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<https://material.io/>

The screenshot shows the Material.io website. The header includes the Material Design logo and navigation links for Design, Develop, and Tools. The main content area features a large heading about making beautiful products faster with Material, followed by a section on design flexibility with a 'Learn More' button. On the right, a mobile app mockup is displayed, showing a 'Files' app interface with a list of items: 'Vacation' (Jan 24, 2018), 'Recipes' (March 8, 2018), and 'Kitchen remodel' (May 14, 2018). To the right of the mockup is a color palette and typography examples for 'Headline', 'Title', and 'Subtitle'.

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Jan 24, 2018

Recipes
March 8, 2018

Kitchen remodel
May 14, 2018

Headline Regular 18

Title Regular 18

Subtitle Regular 18

Vocabulary Glossary

This glossary of Android and Java vocab words supplements the [Udacity Android for Beginners](#) course. This course is targeted at those who are new to programming but want to start building Android apps.



Access Modifier
Activity.onCreate
Android Studio
Assignment Operator
Attributes
Black Box
Boolean
Breakpoint
Button
Call a Method
Camel Case

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Android for All

🔍 Szukaj

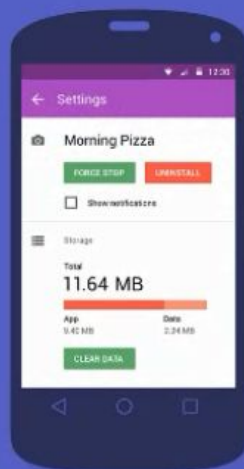
☰ Wszystkie produkty

Button



DESCRIPTION

SAMPLE CODE



```
<Button
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:padding="8dp"
    android:background="#00FF00"
    android:text="Force stop"
    android:onClick="forceStop" />
```

Podsumowanie

- Android Blog - <https://blog.google/products/android/>.
- Android Authority - <http://www.androidauthority.com/>.
- YouTube Android Authority - <https://www.youtube.com/user/AndroidAuthority>.
- Android for Developers - <https://developer.android.com/index.html>.
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- Dowiedzieliśmy się w jaki sposób wyszukiwać rozwiązania problemów.
- Niezbędna jest do tego wyszukiwarka internetowa...
- ...oraz forum StackOverflow - <http://stackoverflow.com/>.
- Pssst! Pamiętaj też o słowniczku! - <https://developers.google.com/android/for-all/vocab-words/>.
- Internet, to Twoja główna broń w walce z kodem.