

# Developing Android Apps

Sam Curren

# Android the Platform

Phone Operating System developed and supported by Google

Many Phones, Most Carriers

Free and Open Source

# The T-Mobile G1

Available in US and Europe  
\$179 w/ 2 Year contract

Wifi, 3G, Bluetooth, capacitive  
screen, trackball, keyboard,  
GPS, accelerometer,  
compass



# Developer Tools

<http://code.google.com/android/>

Eclipse Based SDK  
Device Emulator

Build software on Windows / Mac / Linux

Completely Free

# Distribution

## Android Marketplace (\$25 Developer Registration)

- Paid Apps in '09
- Shipped on Phones

## Other Application Stores

- Paid Apps Now
- Slightly more difficult

## Website Direct Download

- Users can install apps from websites

Many marketplace apps installed > 50,000 times already

# Anatomy of an Android App

Activity - the Screens You See

Service - Background processing

Intent - Switching between Activities

Data Provider - Share data between apps

BroadCast Receiver - Respond to system events

System services

- notifications, event subscriptions

No Borders

- Use System Data
- Interact with other Apps

# iPhone Apps vs. Android Apps

Currently Larger Userbase

Pay for the SDK

Apps Require Approval

One Device

No Background Apps

Currently Smaller Userbase

Free SDK

No Approval

Many Devices

Background Apps

+ Notifications

# Background Apps + Notifications

Facebook updates without loading the app

Casual Multiplayer gaming

Reminders

Pre-cached Data