

Google™ 



Android Development Tools

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Give presentation feedback: goo.gl/vvwzc

Questions: goo.gl/mod/jY8n

Agenda

- New features from the past 3-6 months
- Features you may not know about
- Best practices
- Upcoming features preview

Introduction

- Developed in the open
 - tools.android.com
- Allow working in any environment
 - Any OS: Windows, Mac OS X, Linux
 - Any IDE: Eclipse, IntelliJ, NetBeans
 - Command line too! Useful for automated builds.
- But, we can't provide the same level of support for every IDE
- Eclipse is main priority for advanced features
- Command line always supported with Ant and standalone tools (DDMS, Traceview, HierarchyViewer)
- Structure our code to make it easy for third-party tools vendors to build on our code base

Eclipse Integration

- If you know Eclipse, you know how to use ADT
- Provides basic Project, Build, Launch, Debug features
- Custom editors for all the Android-specific XML files
- Integrate the standalone tools into Eclipse
 - AVD and SDK Manager
 - DDMS
 - Traceview
 - HierarchyViewer
 - Draw 9 Patch (not yet)

Advanced Editors

- Many different XML files
- Form-based editors
- XML text editors
 - Content Assist
 - Quick fixes
 - Quick assist
- WYSIWYG editors

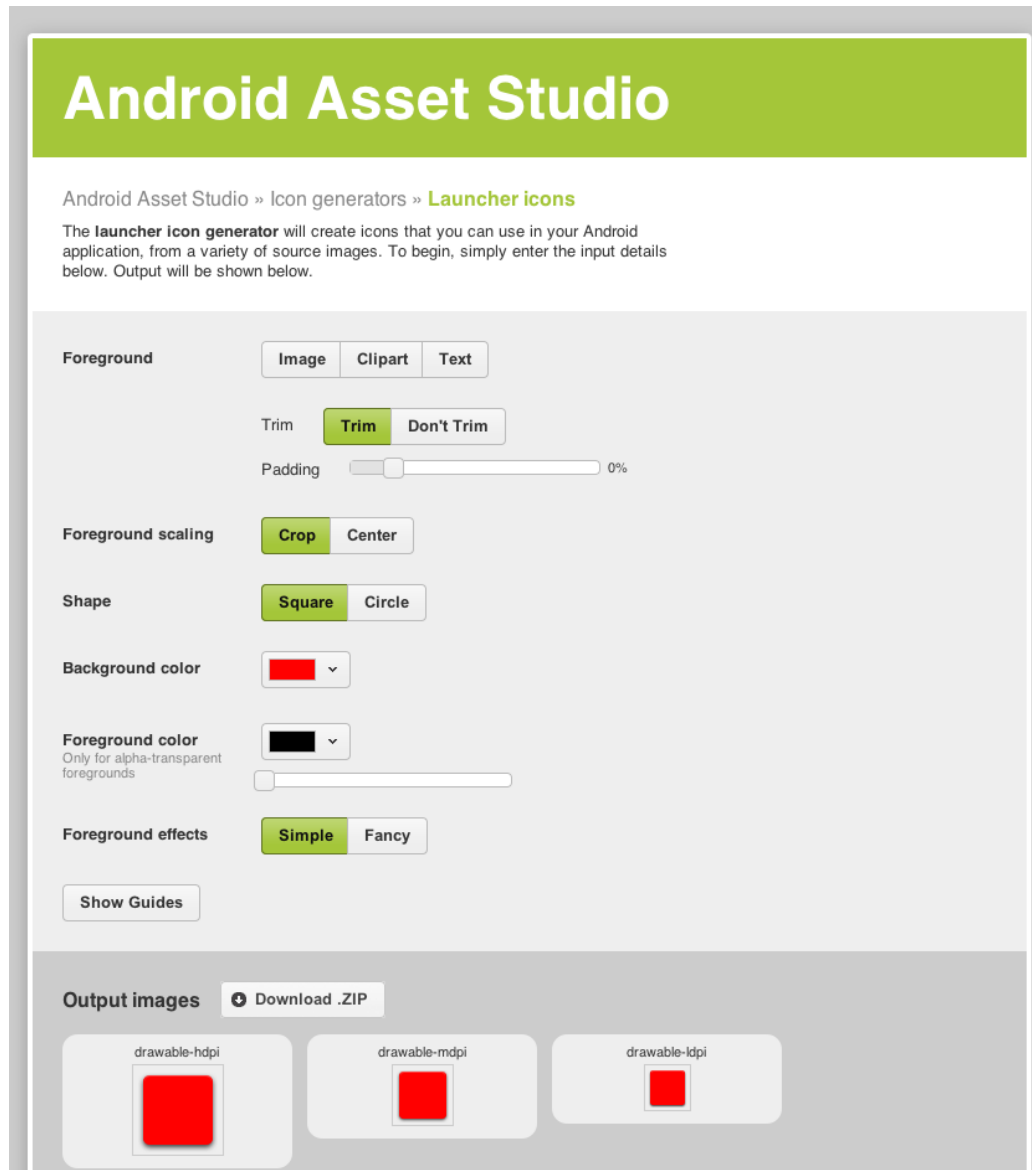
Improved Layout Rendering

- One rendering library per platform version
- Running (most of) the Android View framework in Eclipse
- Improved in 3.0 and even more in 3.1
 - More advanced drawing support
 - Better Custom View support
 - New API for better interactivity
 - Will back port to 2.x

Tools Walkthrough

Other Design Tools

- Android Asset Studio: <http://j.mp/androidassetstudio>



Android Asset Studio

Android Asset Studio » Icon generators » **Launcher icons**

The **launcher icon generator** will create icons that you can use in your Android application, from a variety of source images. To begin, simply enter the input details below. Output will be shown below.

Foreground

Trim

Padding 0%

Foreground scaling

Shape

Background color

Foreground color
Only for alpha-transparent foregrounds

Foreground effects

Output images

drawable-hdpi

drawable-mdpi

drawable-ldpi

Talk: Memory Management for Android apps

- 4:15pm - 5:15pm, Wed (today!)
- Room 9

Emulator Status

- Emulates a full ARM device
 - Not a compatibility layer on top of host OS/CPU
- Runs ARM code, interpreted into x86
 - Slow but OK
- Software GL renderer
 - Compiled into ARM machine code
 - Very slow in tablet screen resolutions

Open Source

- Developed entirely in the open.
- Project site: tools.android.com
- Source: source.android.com
- Bug Database: b.android.com
- Code Reviews: r.android.com
- Mailing List: adt-dev@googlegroups.com

Links

- Twitter: #Android #io2011
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- Ask questions using Google Moderator
 - goo.gl/mod/jY8n