



#io12

#AndroidMulti

Multiversioning Android User Interfaces

How to serve all desserts

Bruno Oliveira

Android Developer Relations

Adam Powell

Android Framework

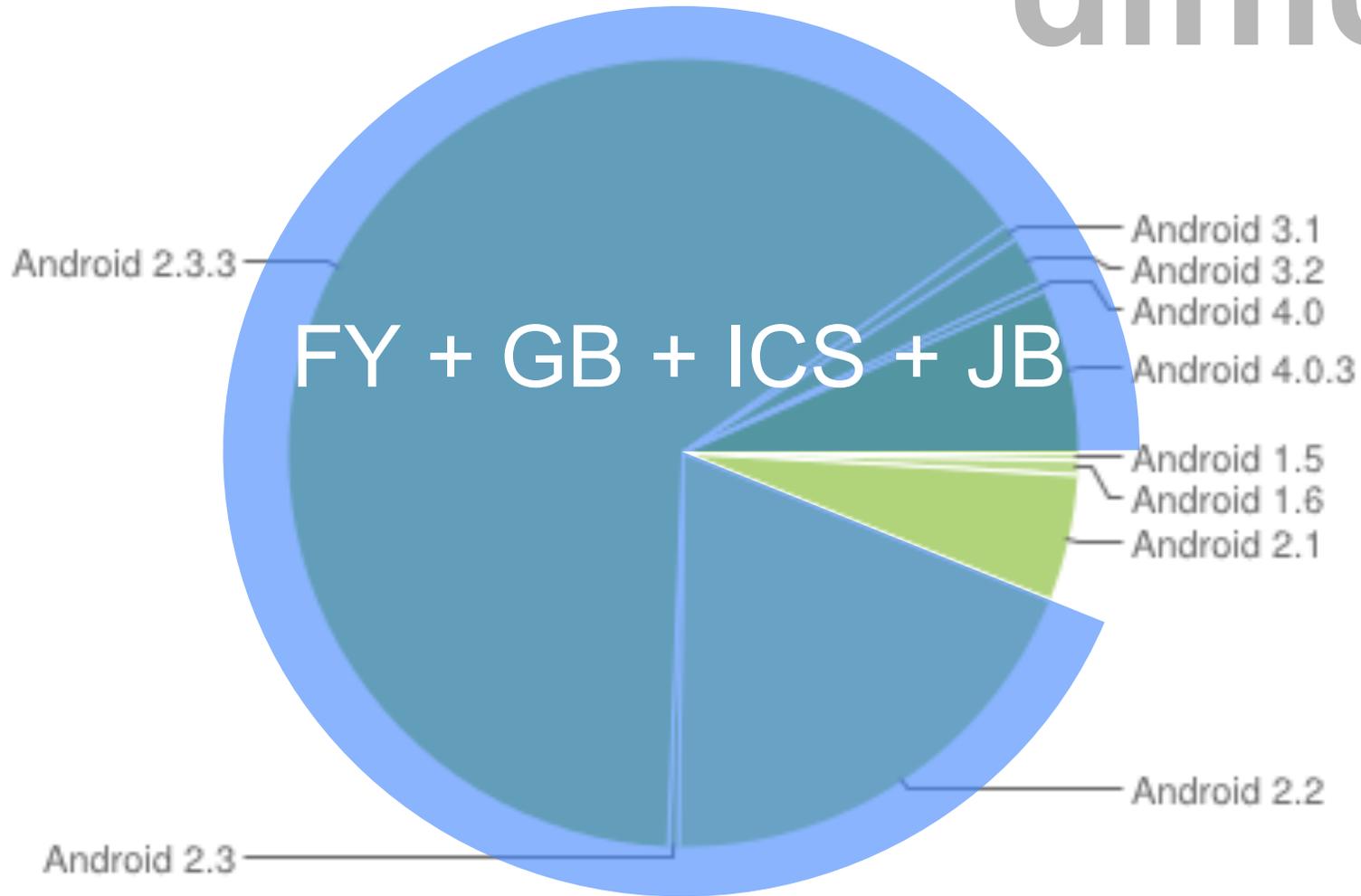


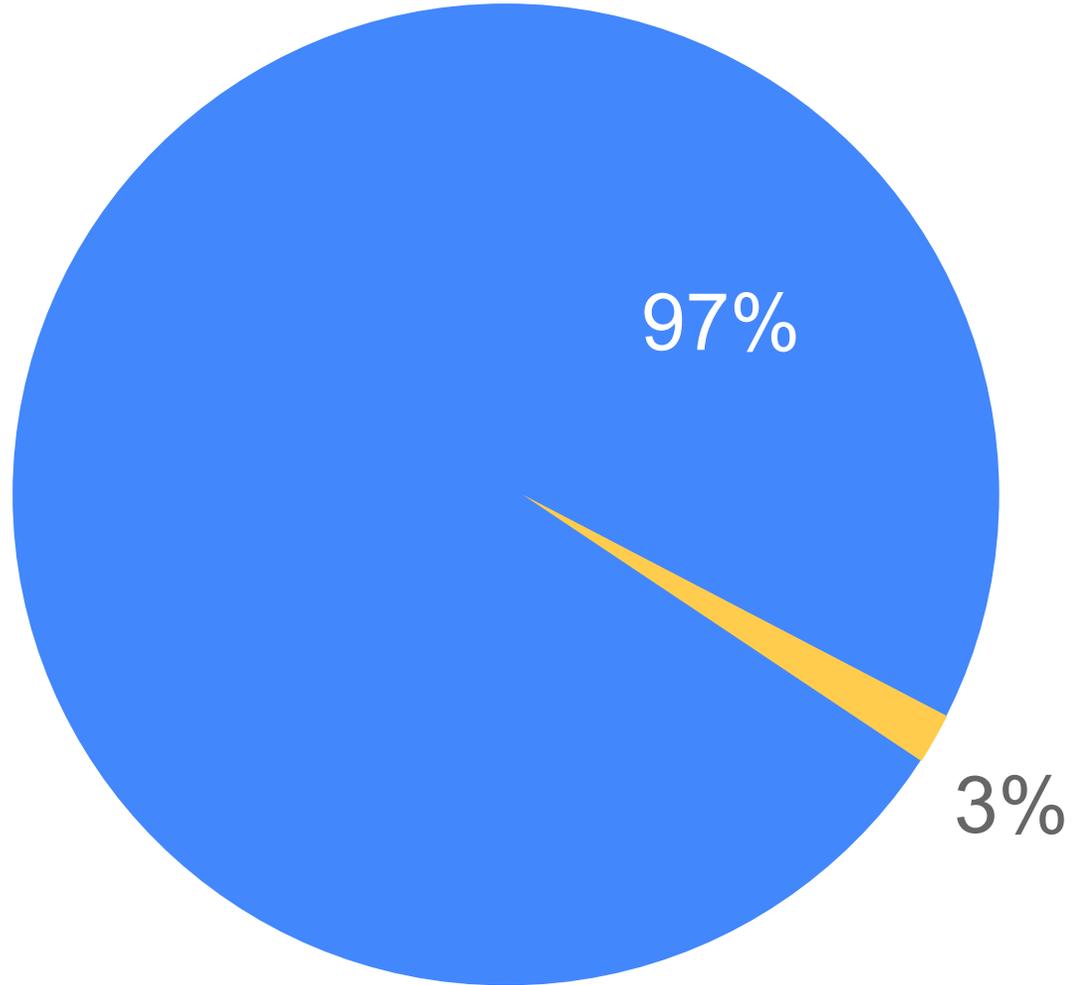
y ?



Why should I?

difficult?





Warning: Percentages in this slide are 87% likely to be arbitrary



#io12

#AndroidMulti

Being a n00b

Naïve approaches to multiversioning

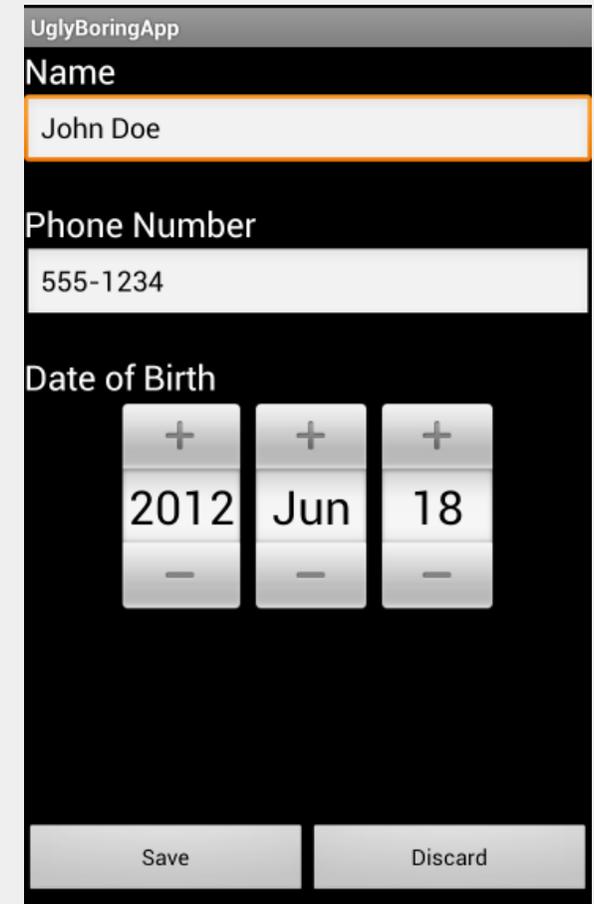
naïve approach: avoid evolution



1950



Cupcake



ICS



naïve approach: We likes APKs. Want moar!

myapp_cupcake.apk

myapp_gingerbread.apk

myapp_eclair.apk

myapp_ics_phones.apk

myapp_ics_tablet.apk

myapp_froyo.apk

myapp_boss.apk



naïve approach: One APK, separate layouts/code

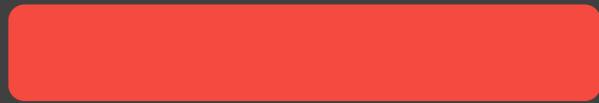
```
$ find res/layout -name mainscreen.xml
res/layout-v4/mainscreen.xml
res/layout-v4-land/mainscreen.xml
res/layout-v5/mainscreen.xml
res/layout-v5-land/mainscreen.xml
res/layout-v5-large/mainscreen.xml
res/layout-v8/mainscreen.xml
res/layout-v8-land/mainscreen.xml
res/layout-v8-large/mainscreen.xml
res/layout-v9/mainscreen.xml
res/layout-v9-land/mainscreen.xml
res/layout-v9-large/mainscreen.xml
res/layout-v11/mainscreen.xml
res/layout-v11-land/mainscreen.xml
res/layout-v14/mainscreen.xml
res/layout-v14-land/mainscreen.xml
res/layout-v14-sw600dp/mainscreen.xml
```

```
$ ls src/com/example/foo/bar
MainActivity_Cupcake.java
MainActivity_Donut.java
MainActivity_Eclair.java
MainActivity_Froyo.java
MainActivity_Gingerbread.java
MainActivity_GingerbreadMR1.java
MainActivity_Honeycomb.java
MainActivity_IceCreamSandwich.java
...
```





Life:

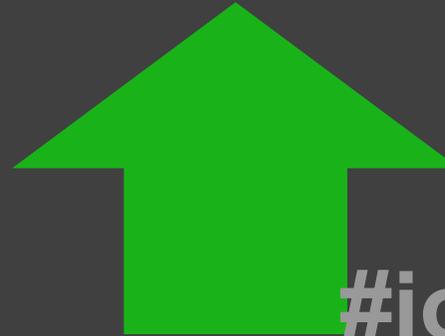


Android Mana:



You are now a
Level 2 Multiversioner

Basic multiversioning



#io12

#AndroidMulti

Parallel Activity Pattern

```
public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    Intent i = null;
    if (android.os.Build.VERSION.SDK_INT >=
        android.os.Build.VERSION_CODES.ICE_CREAM_SANDWICH)
    {
        i = new Intent(this, ShinyCoolActivity.class);
    }
    else {
        i = new Intent(this, LegacyActivity.class);
    }
    ...
}
```



watch out out for duplication duplication

MyCodeForFroyo.java



MyCodeForGB.java



MyCodeForICS.java



if is your friend

- don't be afraid of **if**
- be afraid of **if**

MyCode.java

```
if (ver >= ICE_CREAM_SANDWICH) {
```

```
else if (ver >= GINGERBREAD) {
```

```
else {
```

```
}
```



lazy



Abstraction and lazy loading

- abstract class
- implementations
- load when needed



Abstraction and lazy loading

```
public abstract class VersionedLoremIpsum {  
    public abstract String doLorem();  
    public abstract int doIpsum();  
}
```



Abstraction and lazy loading

```
public class EclairLoremIpsum
    extends VersionedLoremIpsum {
    public String doLorem() {
        // do lorem, Eclair-style
    }
    public abstract int doIpsum() {
        // deliver ipsum, a là Eclair
    }
}
```



Abstraction and lazy loading

```
public class FroyoLoremIpsum
    extends EclairLoremIpsum {
    public String doLorem() {
        String l = super.doLorem();
        // additional processing
        return l;
    }
    public abstract int doIpsum() {
        ...
    }
}
```



Abstraction and lazy loading

```
VersionedLoremIpsum li;  
int sdk = Build.VERSION.SDK_INT;  
if (sdk <= Build.VERSION_CODES.ECLAIR) {  
    li = new EclairLoremIpsum();  
} else if (sdk <= Build.VERSION_CODES.FROYO) {  
    li = new FroyoLoremIpsum();  
} else {  
    li = new GingerbreadLoremIpsum();  
}
```



</lazy>



#io12

#AndroidMulti



Using the Resource System

The **-vN** resource qualifier

res/layout-v11/foo.xml

res/layout/foo.xml



use **boolean** resources



res/values-v14/bools.xml

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <bool name="postICS">true</bool>
    <bool name="preICS">false</bool>
</resources>
```



res/values/bools.xml

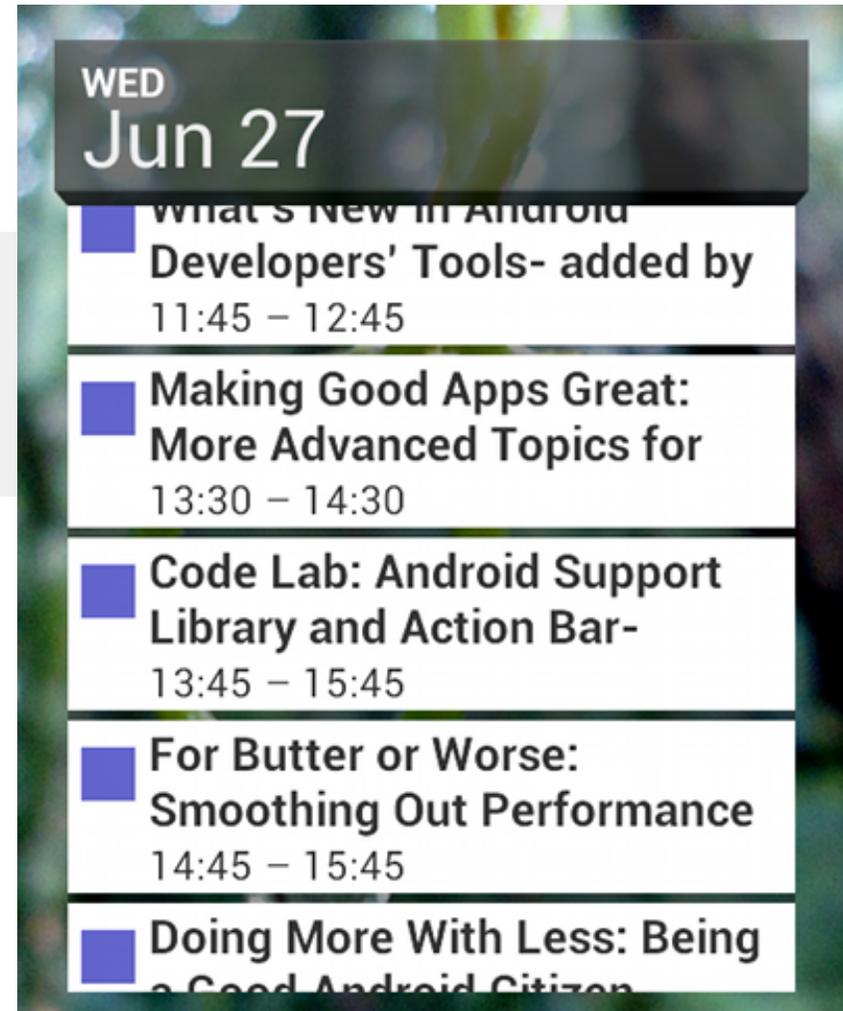
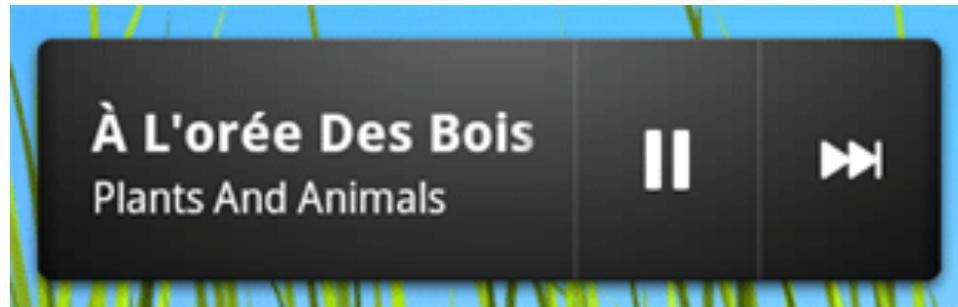
```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <bool name="postICS">false</bool>
    <bool name="preICS">true</bool>
</resources>
```



```
Resources res = getResources();  
boolean postICS =  
    res.getBoolean(R.bool.postICS);  
  
if (postICS) {  
    // do something cool and cutting-edge  
} else {  
    // do something old-school but elegant!  
}
```



App Widgets?



Example: App Widget

```
<receiver android:name="MyAppWidget">
  <intent-filter>
    <action android:name=
      "android.appwidget.action.APPWIDGET_UPDATE" />
  </intent-filter>
  <meta-data android:name="android.appwidget.provider"
    android:resource="@xml/my_appwidget_info"
  />
</receiver>
```



```
<receiver android:name="MyPreICSAppWidget"  
    android:enabled="@bool/preICS">  
    <intent-filter    . . . .  
    <meta-data  
        android:name="android.appwidget.provider"  
        android:resource="@xml/my_pre_ics_info" />  
</receiver>
```



```
<receiver android:name="MyPostICSAppWidget"  
    android:enabled="@bool/postICS">  
    <intent-filter    ....  
    <meta-data  
        android:name="android.appwidget.provider"  
        android:resource="@xml/my_post_ics_info" />  
</receiver>
```



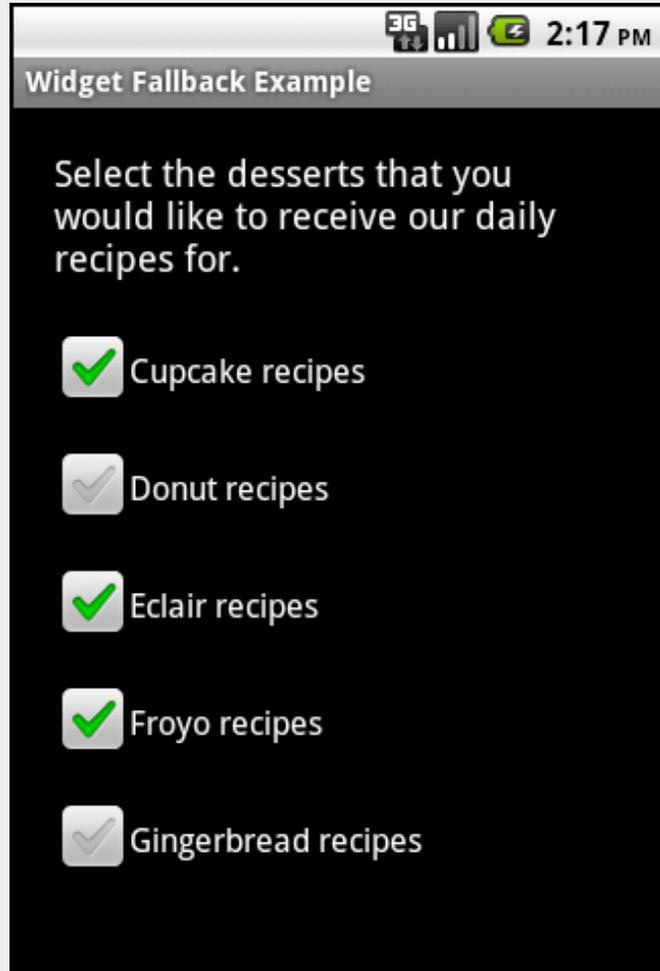
```
<receiver android:name="MyPreICSAppWidget"  
          android:enabled="@bool/preICS">  
...  
</receiver>  
<receiver android:name="MyPostICSAppWidget"  
          android:enabled="@bool/postICS">  
...  
</receiver>
```



Activity UI fallbacks



Example: Switch / Checkbox fallback



res/layout/main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout ...
    <!-- non multi-versioned stuff here -->

    <include layout="@layout/desserts" />

    <!-- more non multi-versioned stuff here -->
</LinearLayout>
```



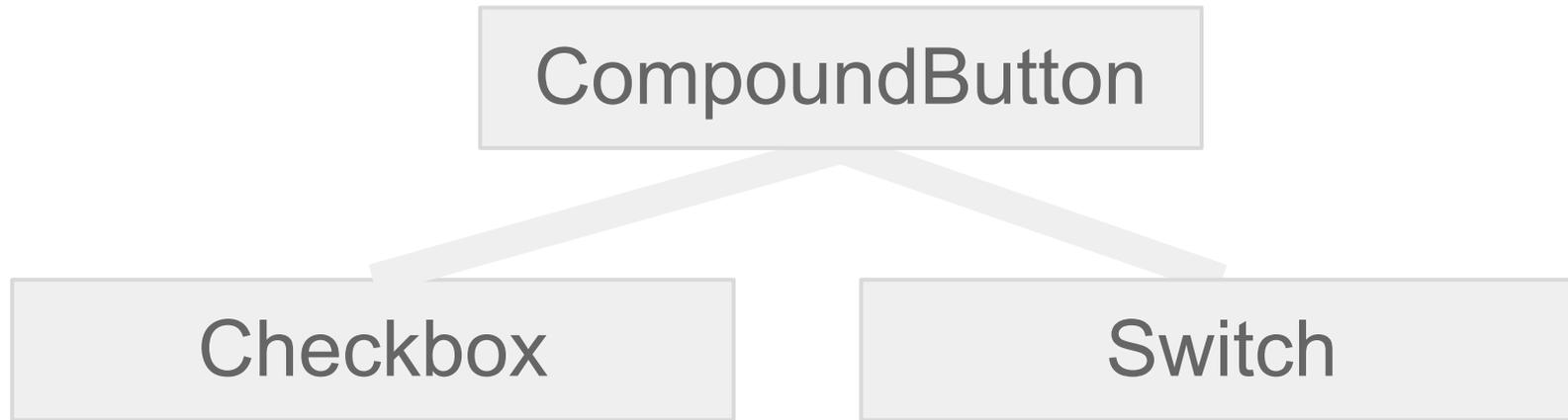
res/layout/desserts.xml

```
<?xml ... ?>
<merge xmlns:android="...">
  <CheckBox ... />
  <CheckBox ... />
  <CheckBox ... />
  ...
</merge>
```

res/layout-v11/desserts.xml

```
<?xml ... ?>
<merge xmlns:android="...">
  <Switch ... />
  <Switch ... />
  <Switch ... />
  ...
</merge>
```





```
CompoundButton cb =  
    (CompoundButton) findViewById(R.id.myoption);  
  
checked = cb.isChecked();
```



`<include>` is your friend.



#io12

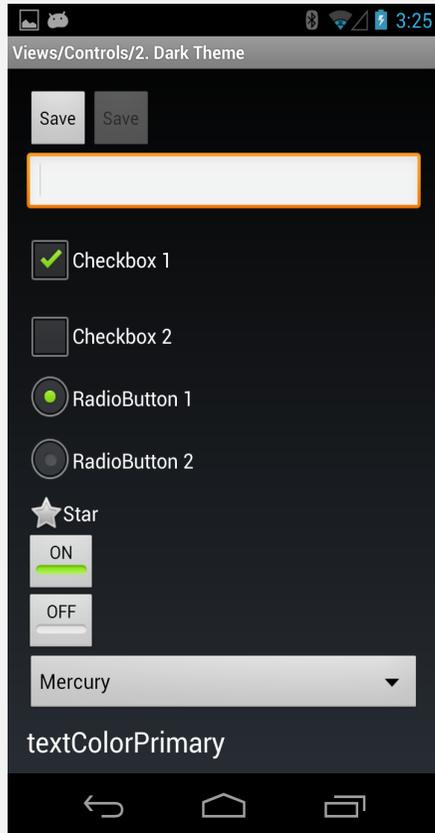
#AndroidMulti



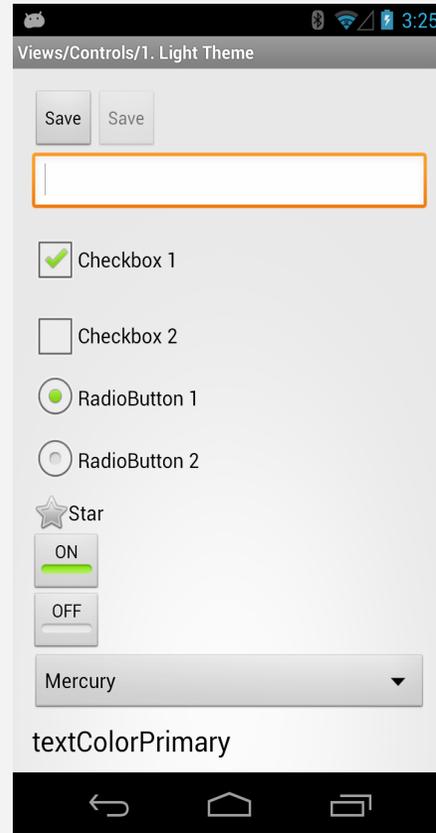
Multiversions Themes

Android Themes

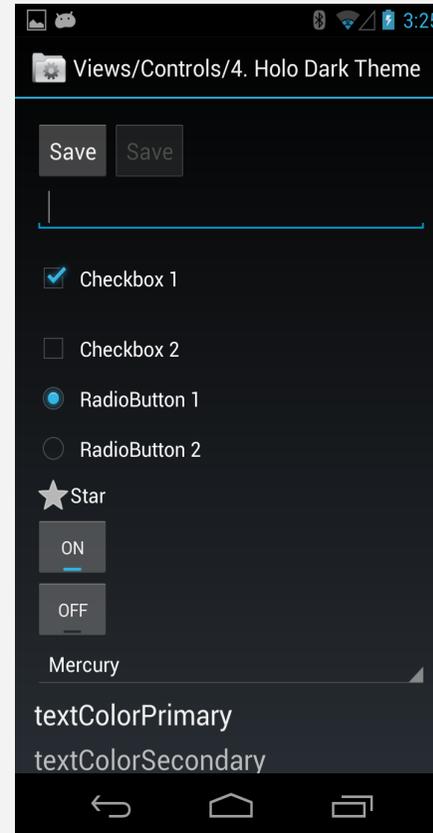
Theme



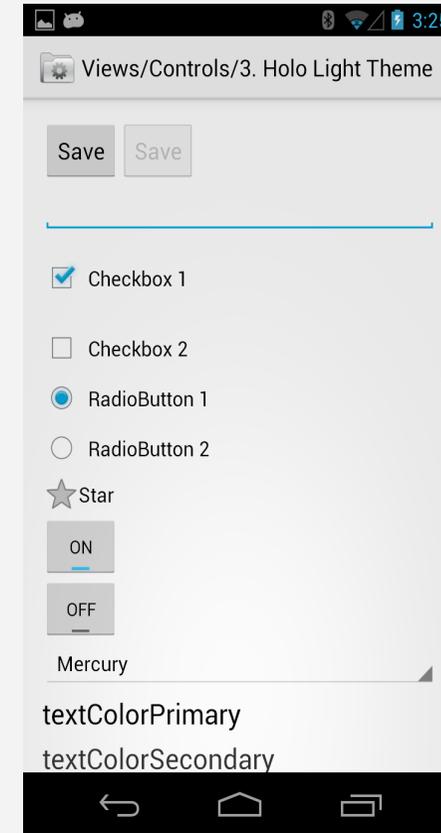
Theme.Light



Theme.Holo



Theme.Holo.Light



Don't hard-code, query!

```
android:textSize="20sp"
```

```
android:textAppearance=  
    "?android:attr/textAppearanceLarge"
```



Don't reinvent, inherit!

```
<style name="MyButtonStyle">
```

```
...
```

```
<style name="MyButtonStyle"
```

```
    parent="@android:style/Widget.Holo.Button">
```

```
...
```



backward-compatible themes?



Froyo

Multiversion Theme Example

This app illustrates how to make a theme that works across several Android versions. We're using a custom window background and a custom button style. Each of them inherits from the appropriate style parent according to the platform version on which the app is running.

Button Example

Button Example

Button Example

ICS



Multiversion Theme Example

This app illustrates how to make a theme that works across several Android versions. We're using a custom window background and a custom button style. Each of them inherits from the appropriate style parent according to the platform version on which the app is running.

Button Example

Button Example

Button Example



pre-HC



post-HC



pre-HC

Widget.Button



MyButtonStyle

post-HC

Widget.Holo.Button



MyButtonStyle



The naïve way:

res/values/styles.xml

```
<style name="MyButtonStyle"  
    parent="@android:style/Widget.Button">  
...  

```

res/values-v11/styles.xml

```
<style name="MyButtonStyle"  
    parent="@android:style/Widget.Holo.Button">  
...  

```



pre-HC

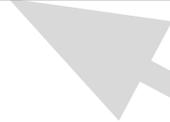
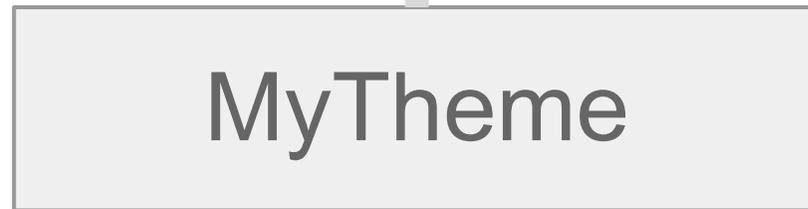
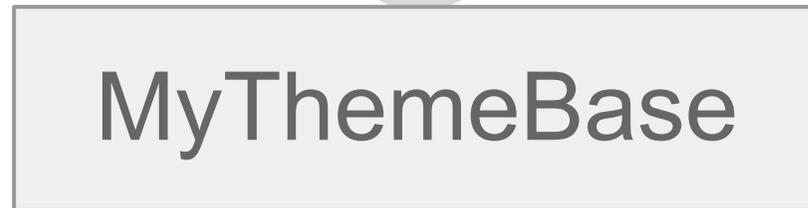
post-HC

Theme

Theme.Holo

MyThemeBase

MyTheme



res/values/themes.xml

```
<style name="MyAppThemeBase"  
parent="@android:style/Theme" />
```

res/values-v11/themes.xml

```
<style name="MyAppThemeBase"  
parent="@android:style/Theme.Holo" />
```



res/values/themes.xml

```
<style name="MyAppTheme"  
    parent="MyAppThemeBase">  
...  

```



creating your own theme attributes



Creating your theme attributes

...and use app-side shims to support Android versions that don't have the attribute.

res/values/attrs.xml

```
<attr name="selectableItemBackground"  
      format="drawable" />
```

res/values/themes.xml

```
<item name="selectableItemBackground">  
    @drawable/fallback_item_background</item>
```

res/values-v11/themes.xml

```
<item name="selectableItemBackground">  
    ?android:attr/selectableItemBackground</item>
```



which theme should I extend?



Themes:

- **Holo** - stable/easy
- **Device Default** - tighter integration
- **Activity Content**: holo-ish



#io12

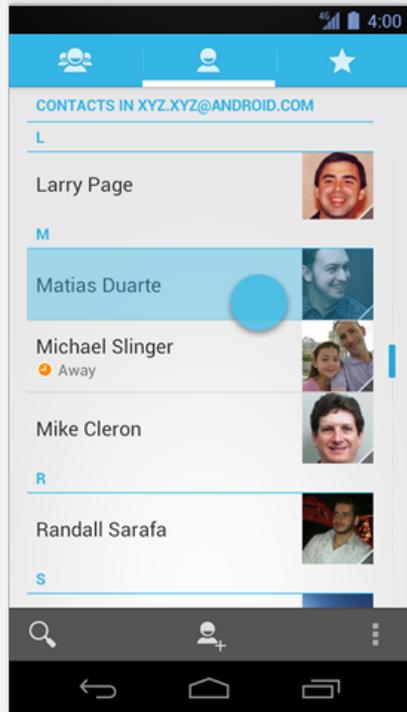
#AndroidMulti



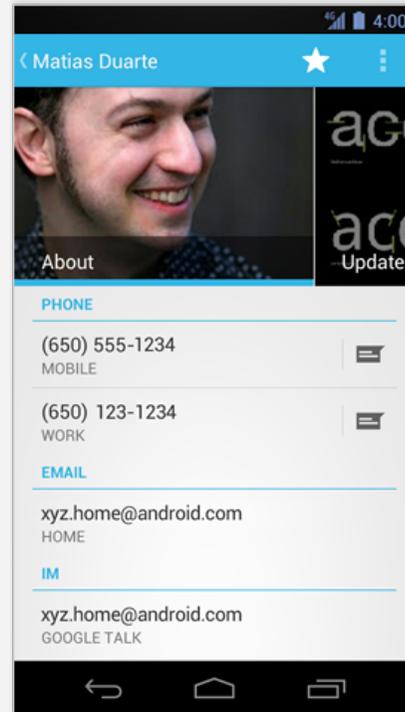
Support Library and Beyond

Fragments

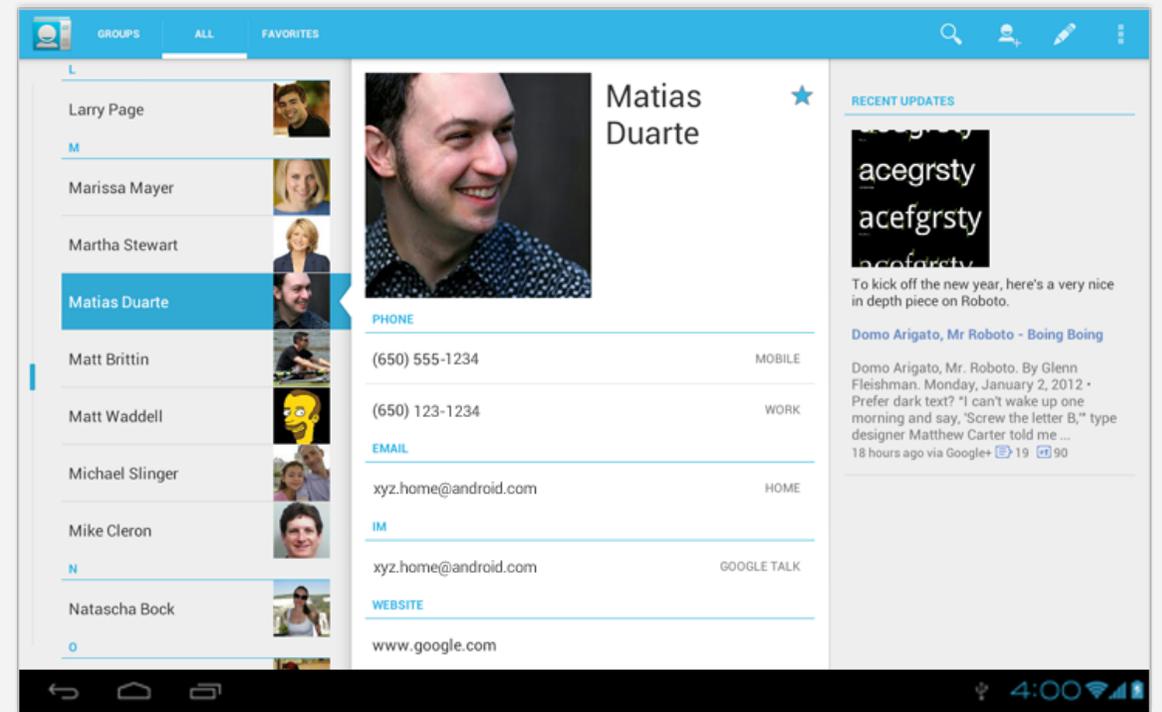
units of compositions



List view



Detail view



Fragments Availability

CC

DO

EC

FY

GB

HC

ICS



oh noes!



Fragments in the Support Library

1. add **Support Library**
2. import classes
3. receive happiness

```
import android.support.v4.app.Fragment;  
import android.support.v4.app.FragmentManager;
```



Implementing the Fragment

```
public class FooFragment extends Fragment {
    @Override
    public View onCreateView(LayoutInflater inflater,
                             ViewGroup container,
                             Bundle savedInstanceState) {
        // Inflate the layout for this fragment
        return inflater.inflate(
            R.layout.foo_view, container, false);
    }
}
```



Adding Fragments to the Layout

```
<LinearLayout ...>  
    <fragment android:name="com.example.foo.FooFragment"  
        android:id="@+id/headlines_fragment"  
        android:layout_weight="1"  
        android:layout_width="0dp"  
        android:layout_height="match_parent" />  
  
    <fragment android:name="com.example.foo.BarFragment"  
        ... />  
</LinearLayout>
```



Extend `FragmentActivity`, not `Activity`!

```
import android.support.v4.app.FragmentActivity;

public class MainActivity extends FragmentActivity {
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.news_articles);
    }
}
```



Talk About Notifications

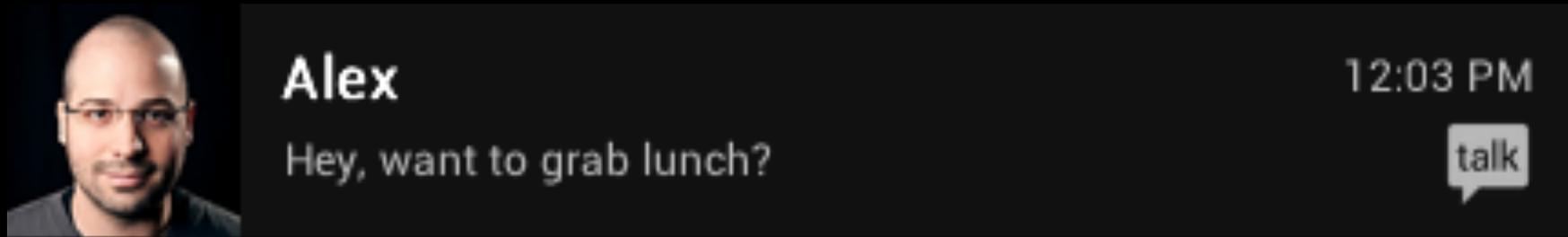
to audience at Google I/O Room 10

in 1 min



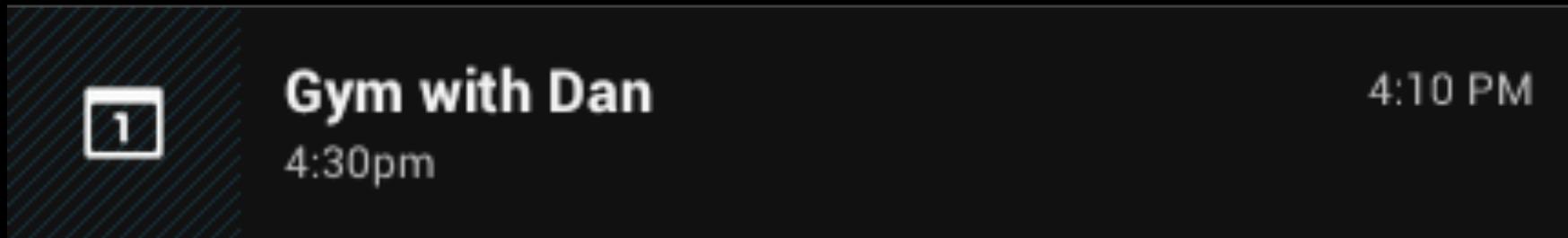
Notifications

stuff that matters to the user



A notification card for a contact named Alex. On the left is a circular profile picture of a man with glasses. To the right of the picture, the name "Alex" is displayed in a large, bold font. Below the name is the text "Hey, want to grab lunch?". In the top right corner of the card, the time "12:03 PM" is shown. In the bottom right corner, there is a small speech bubble icon containing the word "talk".

Alex
Hey, want to grab lunch?
12:03 PM
talk



A notification card for an event titled "Gym with Dan". On the left is a square icon with a white background and a black border, containing the number "1". The background of the card has a dark blue diagonal hatched pattern. To the right of the icon, the title "Gym with Dan" is displayed in a large, bold font, with the time "4:30pm" below it. In the top right corner of the card, the time "4:10 PM" is shown.

Gym with Dan
4:30pm
4:10 PM



Notifications: pre-HC

```
Notification notif =  
    new Notification(icon, tickerText, when);  
  
notif.setLatestEventInfo(  
    context, contentTitle,  
    contentText, contentIntent);  
  
mNotificationManager.notify(  
    MY_NOTIF_ID, notification);
```



Notifications: `post-HC`

```
Notification notif = new Notification.Builder(this)
    .setSmallIcon(R.drawable.ic_stat_notify_example)
    .setAutoCancel(true)
    .setTicker(getString(R.string.notification_text))
    .setContentIntent(myContentIntent)
    .setNumber(7)
    .setContentTitle(getString(R.string.app_name))
    .setContentText(getString(R.string.notif_text))
    .getNotification();
```



Notification.Builder

<3

only on API 11+

:'(

Support Lib!

:-D

```
android.support.v4.app.NotificationCompat.Builder
```



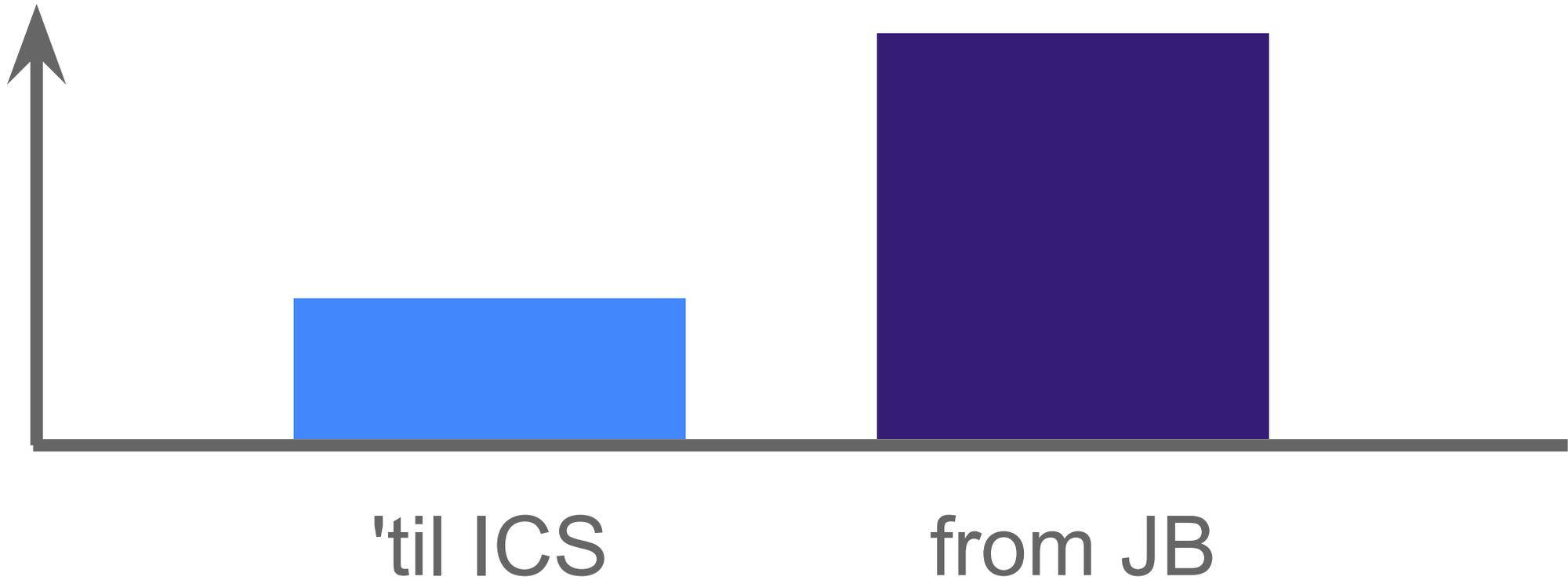


But what about **JellyBean**?

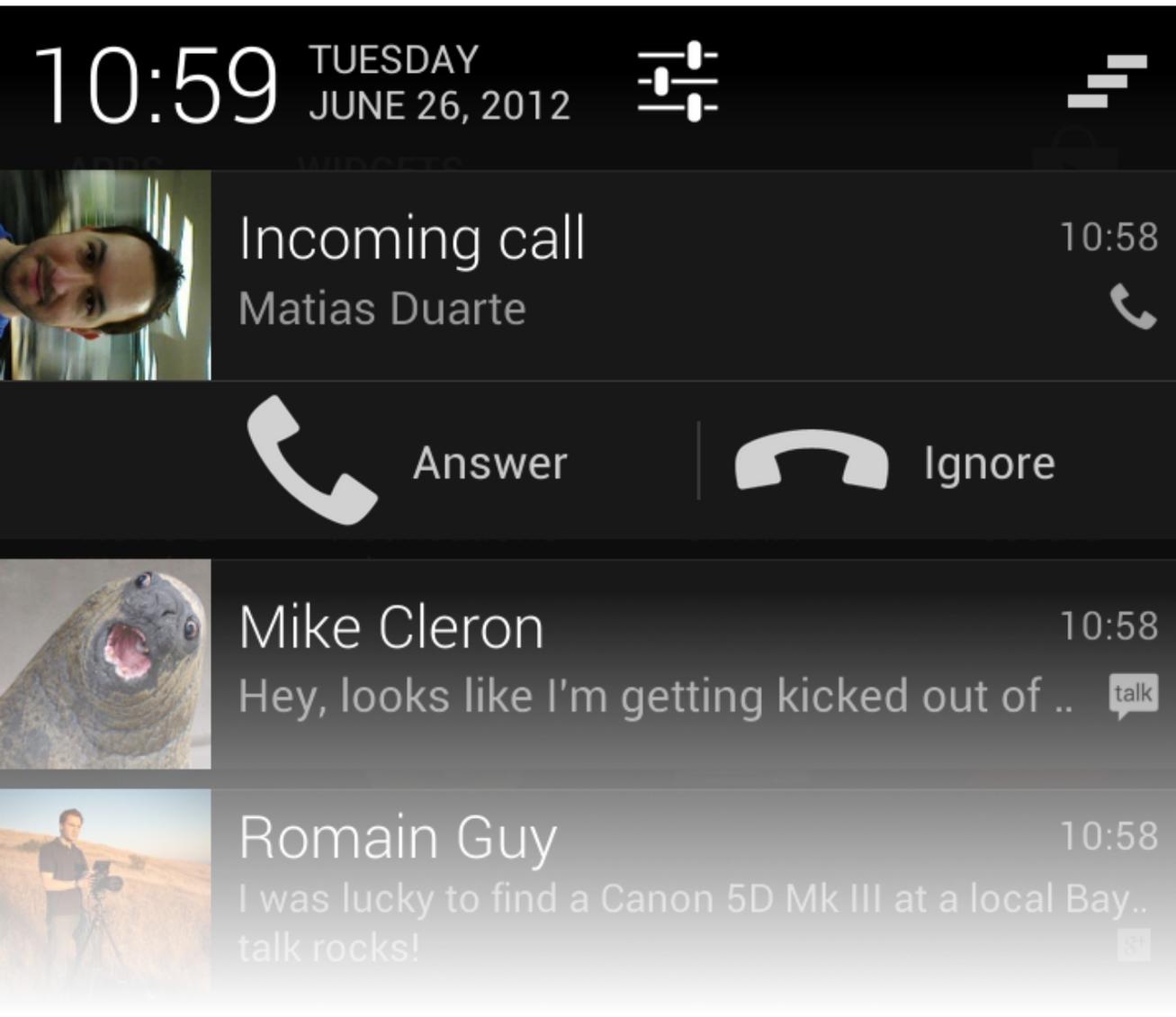


Notification Builder in Jellybean

awesomeness



Notification.Builder in JellyBean



```
wable.ic_dial,  
ent);
```

```
wable.ic_end_call,  
ent);
```

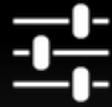
Notification.Builder in JellyBean

```
builder.setStyle(style);
```

- Notification.BigTextStyle
- Notification.InboxStyle
- Notification.BigPictureStyle



11:21 TUESDAY
JUNE 26, 2012



Mike Cleron

11:20

Hey, looks like I'm getting kicked out of this conference room, so stay in the hangout and I'll rejoin in about 5-10 minutes. If you don't see me, assume I got pulled into another meeting. And now ... I have to find my shoes.



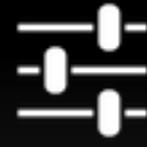
Email email2@test.com

Notification.BigTextStyle



11:21

TUESDAY
JUNE 26, 2012



Big content title

11:20

Alice: hey there!

Bob: hi there!

Charlie: Iz IN UR EMAILZ!!

+21 more

Notification.InboxStyle



11:21 TUESDAY
JUNE 26, 2012



Romain Guy

11:20

I was lucky to find a Canon 5D Mk III at a local Bay..
talk rocks!



Add to Gallery



Share

Notification.BigPictureStyle



Notification.Builder in JellyBean

- `setPriority`
- `setUsesChronometer`
- `setSubText`
- `etc.`



Multi-versioning Notification.Builder

- if version \geq JellyBean
 - use Notification.Builder
- else
 - use NotificationCompat.Builder





API 8 and older

API 9, 10

API 11+



Use Android Asset Studio j.mp/androidassetstudio

Android Asset Studio

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

The **notification 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.

Source
Must be alpha-transparent

Image **Clipart** Text



Clipart courtesy of [Qlot Brickarp](#)

Trim **Trim** Don't Trim

Padding 0%

Shape **Square** Circle

Icon name
Used when generating ZIP files. Becomes ic_stat_<name>.
example

Show Guides **Better Image Smoothing (slow)**

Output images

Download .ZIP

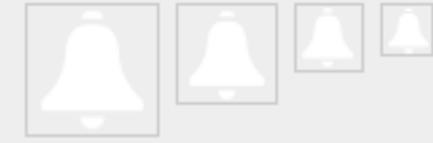
API 9

xhdpi hdpi mdpi ldpi



API 11

xhdpi hdpi mdpi ldpi



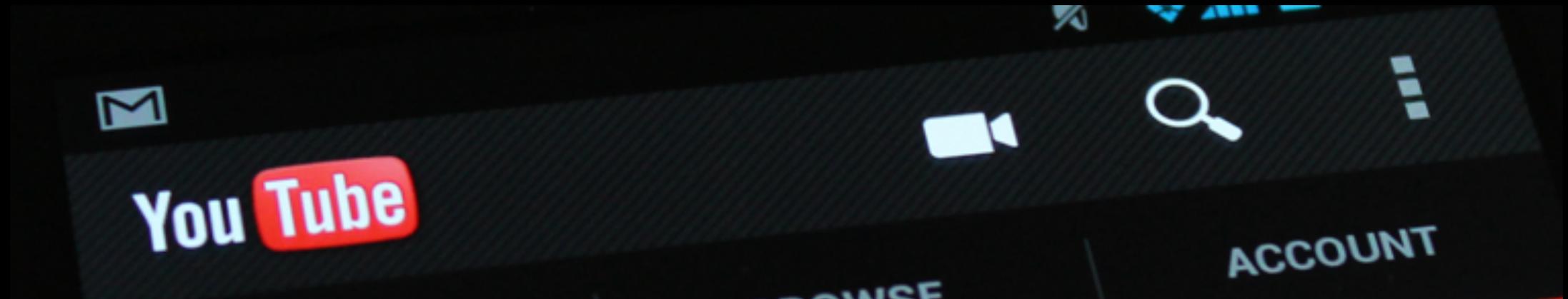
Older versions

xhdpi hdpi mdpi ldpi





Action Bar



- navigation
- actions
- **FIT** rule



Action Bar: Compatibility

- Native: **Honeycomb (3.0)+**
- Pre-HC:
 - ActionBarCompat sample
 - 3rd party libraries

Coming soon to AppCompatActivity library



Action Bar through AppCompatActivity Library

```
import android.support.appcompat.app.ActionBarActivity;
import android.support.appcompat.app.ActionBar;

public class MainActivity extends ActionBarActivity {
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.news_articles);
        ActionBar bar = getSupportActionBar();
        // ...
    }
}
```



But that's just the beginning

- Styles and themes
- Common layouts
- Extra theme attributes to query



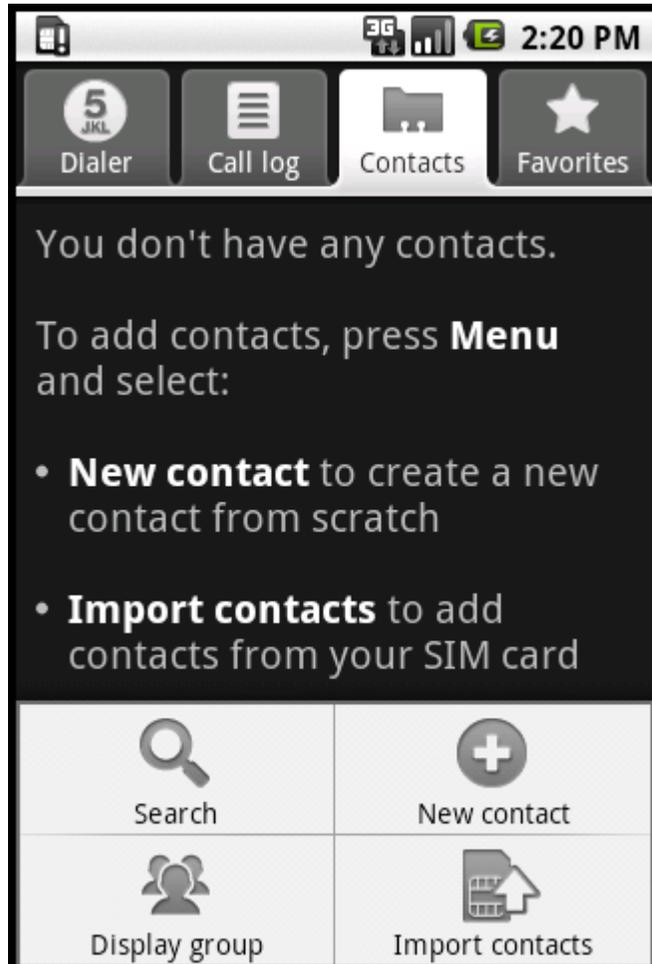
#io12

#AndroidMulti

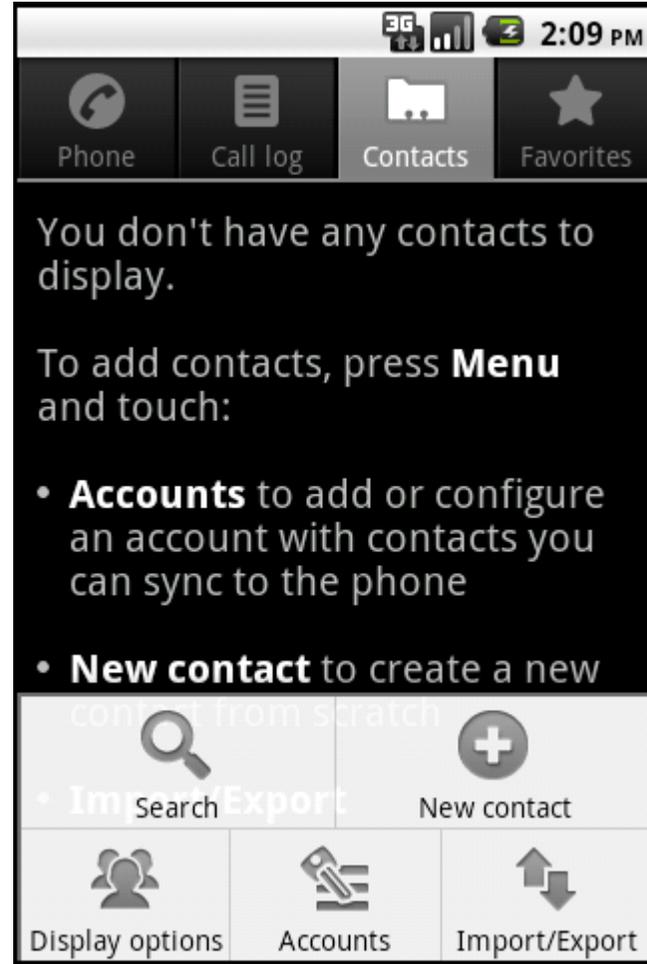


Misc Tips

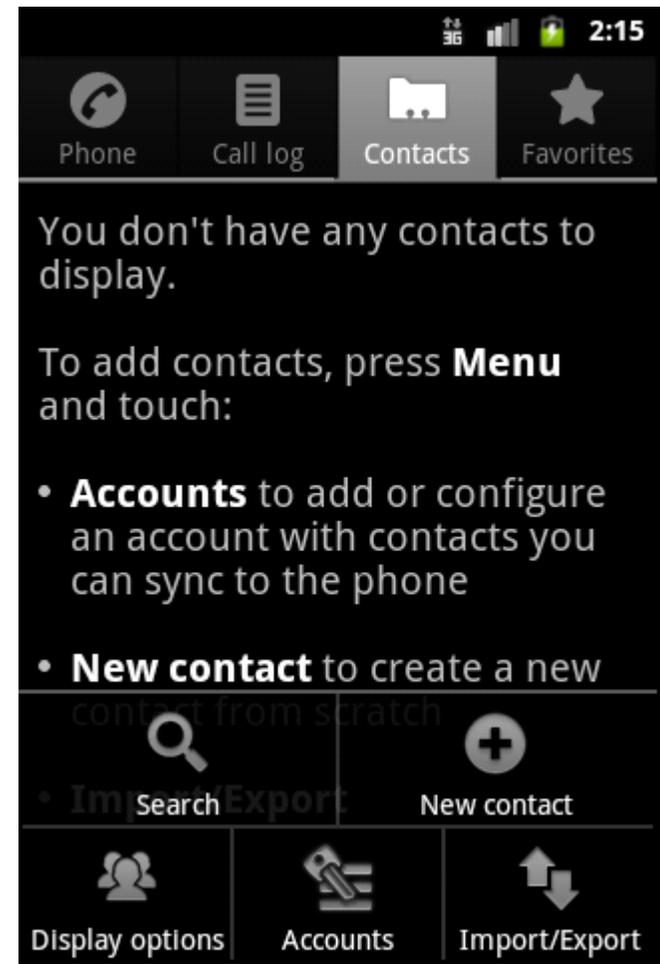
Don't style the options panel



Cupcake



Froyo



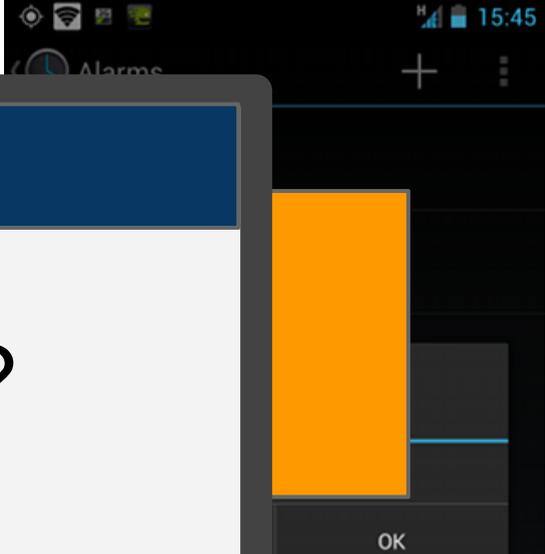
Gingerbread



Options menu = Action Overflow



Don



Confirmation

Advance to next slide?

NO ASK LATER YES

A dialog box with a dark blue header containing the word "Confirmation" in white. The main body is white and contains the question "Advance to next slide?" in black. At the bottom, there are three grey buttons with black text: "NO", "ASK LATER", and "YES".

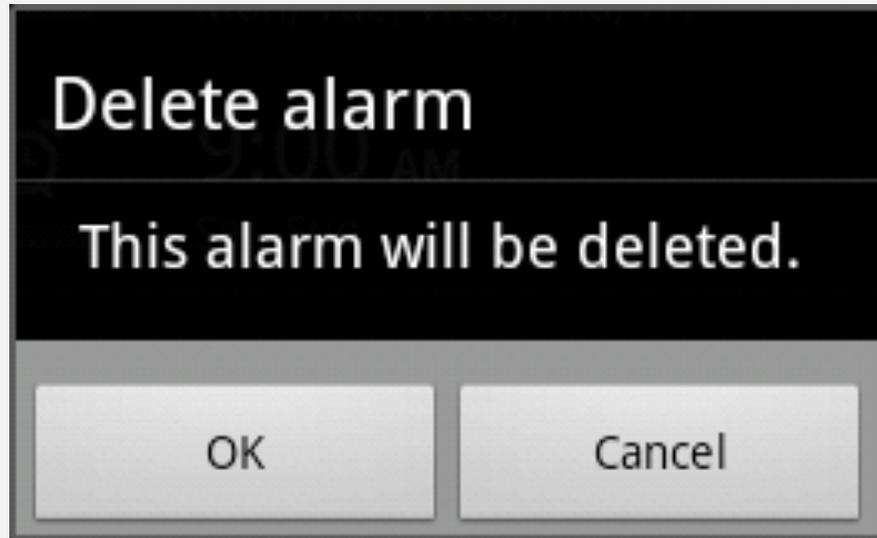
Cupcake

Gingerbread

ICS

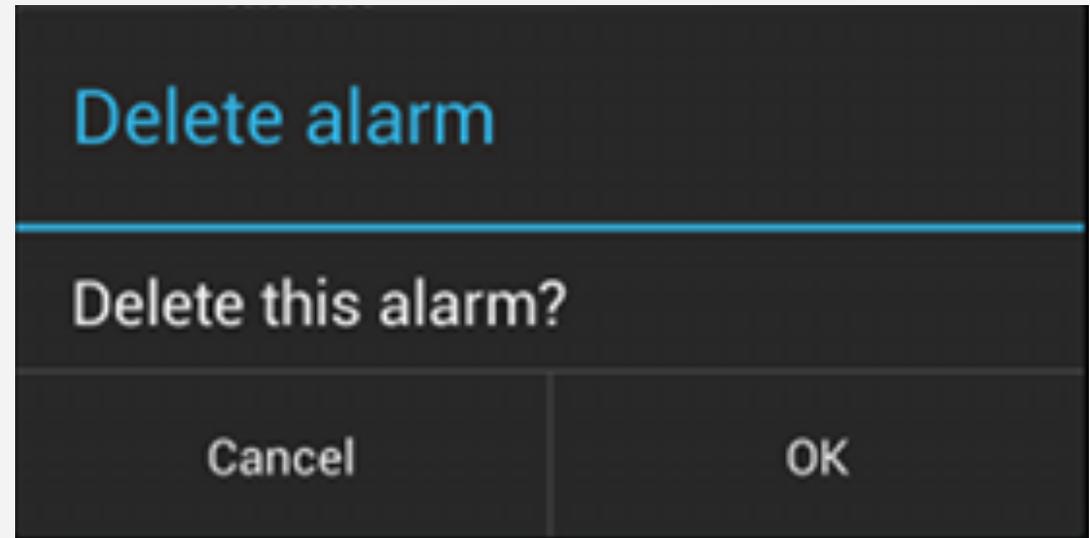


Button order matters!



pre-ICS

+ 0 -



post-ICS

- 0 +



Set min and target SDK versions

- `android:minSdkVersion`
- `android:targetSdkVersion`



#io12

#AndroidMulti

Questions?

+Adam Powell

+Bruno Oliveira

bit.ly/brunooliveira

[@btco](https://twitter.com/btco)

Don't forget to **+1** the session (if you liked it, of course!)



#io12

#AndroidMulti

Thank You!

+Adam Powell

+Bruno Oliveira

bit.ly/brunooliveira

@btco

Don't forget to **+1** the session (if you liked it, of course!)





Google
Developers