

Computer Science E-76

Building Mobile Applications

Lecture 5: [Android] Intents and Storage
February 27, 2011

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<code>res/anim/</code>	XML files for frame-by-frame animation
<code>res/drawable/</code>	images compiled and optimized
<code>res/layout/</code>	XML files for screen layouts
<code>res/values/</code>	compiled XML files into different resource
<code>res/xml/</code>	arbitrary XML files
<code>res/raw/</code>	raw, uncompiled files

Resources

Additional Information

px	Standard physical pixel
in	Inches, based on physical size of screen
mm	Millimeters, based on screen size
pt	Points, 1/72 of an inch based on screen size
dp	Density-independent Pixel. Relative pixel size vs 160dpi screen
sp	Scale-independent pixel. Like dp, but scaled by user's font size pref (use for specifying font)

Resources

Dimension measurements

Intents launch:
Activities
Services
Broadcasts

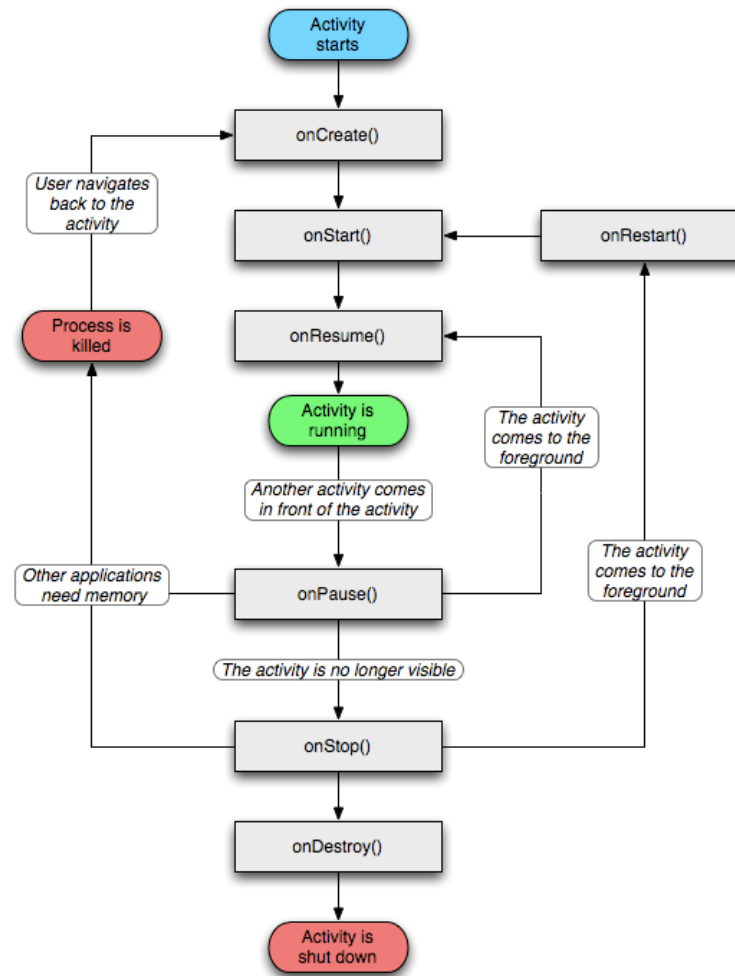
Intents

A bundle of information

Preferences	Lightweight key-value pair store
Files	Read/write files dynamically
Databases	SQLite

Data Storage

Methods



<http://developer.android.com/reference/android/app/Activity.html>

Activity

Lifecycle

Read	<code>Context.openFileInput()</code> returns <code>FileInputStream</code>
Write	<code>Context.openFileOutput()</code> returns <code>FileOutputStream</code>

Data Storage

Files

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