# ANDROID ECLIPSE TUTORIAL STEP BY STEP pdf

## 1: Android Tutorial - Installing Android SDK and Eclipse ADT plugin Â» the Open Tutorials

*The last step is to create Android Virtual Device, which you will use to test your Android applications. To do this, open Eclipse and Launch Android AVD Manager from options Window > AVD Manager and click on New which will create a successful Android Virtual Device.*

This is a well-organized video course for beginners to absorb Android basics and understand how to use App Inventor tool. If you run into trouble, you can feel free to leave your questions and get direct solutions from him quickly. Check his blog for more videos and search what you would love to learn more specifically! This is a fantastic video series designed for absolute newbies, and it walks you through wilderness and teaches you how to write real Android games yourself. Lots of people find the course really helpful, and it may be perfect for you as well. As a whole, the goal of the course is to help you cement your foundation through building a real project. They will even give you marketing advice for your app! With these step-by-step instructions, you will learn how to launch simple apps and then move on to building more sophisticated ones. Intermediate developers can skip the initial tutorials and start from Module 12 to learn more specific skills. At the end, you would be amaze at yourself for having built more than 10 apps. CodePath not merely distributes this free online guidance, and it also holds free workshops and 8-week bootcamps for advanced mobile developers. Edureka online course indeed pushes you forward through a practical project, and you will create interactive applications using SQLite database. Udacity provides courses cut into varied degrees for students to take, and they put some video clips to briefly describe their Android courses. For beginners who want to learn not just Android but also other languages, here is the right place to quick start. Courses are separated into sections, and you can get points when achieving one goal. Most of all, it initially gives you a Java course to cement your Android foundation. Therefore, you can try out the day trial and determine whether to go on or not. For intermediate Android developers, you can consider taking one most-viewed course where you will learn how to build an Android game through Cocos2d-x and Eclipse. Net programming and intend to learn Android at the same time? Pluralsight offers specialized courses such as Mono for Android for you. If you have intermediate Android development skills and are looking for courses to improve your knowledge, this course has several topics that might interest you. Will the support of a mentor, AcadGild will help you gain the skillset to publish apps, and you will have a full-blown Android development experience at the end of this course. Though they mostly provide bootcamp development courses, this is an online training program. You would learn from essentials all the way to application of hardware and get direct help from specialists when you are stuck. He created Android Asset Studio , a set of tools for generating graphics, icons, and more. The site has a wealth of code snippets, so you can clone examples to learn in a fast-paced way. His blog is constantly updated with new information and helpful tools, tutorials, demonstrations about Android. It is for sure a nice place for you to keep up with Android development. His blog focuses on Android application testing and usage of Android View Client , a pure Python tool that simplifies Android test automation. He blogs about some fascinating open source projects, and you may learn some interesting things from his diary. Codota is an Android code search engine, and its marvelous database with more than 7 million sources enriches your capability to learn from scratch and speed up your development.

# ANDROID ECLIPSE TUTORIAL STEP BY STEP pdf

## 2: Step By Step Guide to Building An Android App Using Eclipse | Go4Expert

*Android App Development is mostly done in two IDE i.e. Eclipse and Android Studio. Earlier Eclipse was the popular IDE but now Android Studio has taken over it. This is because Google has ended the support for Eclipse and now only focused on Android Studio.*

This is the official IDE Integrated Development Environment for the Android platform, developed by Google and used to make the majority of the apps that you probably use on a daily basis. Prior to its release, Android development was handled predominantly through Eclipse IDE, which is a more generic Java IDE that also supports numerous other programming languages. Android Studio makes life significantly easier compared with non-specialist software, but is still has a little way to go before it can claim to be a completely intuitive and smooth experience. For complete beginners, there is an awful lot to learn here and much of the information available â€" even through official channels â€" is either out of date or too dense to make head or tails of. So just what is Android Studio? The programming language you will be using is Java and this will be installed separately on your machine. Think of this as an extension to the Java code that allows it to run smoothly on Android devices and take advantage of the native hardware. Java is needed to write the programs, the Android SDK is needed to make those programs run on Android and Android Studio has the job of putting it all together for you. At the same time, Android Studio also enables you to run your code, either through an emulator or through a piece of hardware connected to your machine. Google has done a lot of work to make Android Studio as powerful and helpful as possible. Setting up Setting up Android Studio is fairly straightforward and is easier than ever thanks to nearly everything being bundled into one installer. Remember, Android Studio is only really your window into Java! Follow the simple instructions during installation and it should also set you up with an Android platform that you will be able to develop with as well. Be sure to tick the checkbox to tell the installer that you want the Android SDK as well and make a note of where Android Studio itself and the SDK are being installed. These are the defaults that it selected for my installation: Pick a directory for the SDK that has no spaces in it. In some cases, this will be the entire app or in others, your app might transition from one screen to the next. This will include a menu in the top right corner, as well as a FAB button â€" Floating Action Button â€" which is a design choice that Google is trying to encourage. Pick the option that best suits the app you have in mind to build and this will impact on the kind of files you are presented with when you first start things up. What are all these files? To me, programming meant typing in a single script and then running that script. Android Development is rather different though and involves lots of different files and resources that need to be structured in a specific way. Android Studio exposes that fact, making it hard to know where to start! By default, this is MainActivity. Java but you may have changed that when you first set up the project. However, the actual layout of your app is handled in another piece of code entirely. Just to make things a little more complicated though, you can actually use any XML file to define the layout of any Java script called a class. This is set right at the top of your Java code, with the line: This also means that you could theoretically use the same XML file to set layouts for two different Java classes. A new empty activity, I love the smell of possibility in the morning! Your Java files are housed under java and then the package name of your app. Double click on MainActivity. Java and it will come to the fore in the window on the right. When you are editing XML files, you might notice two tabs down the bottom. In the Text view, you can make changes to the XML code directly by adding and editing lines. Everything in the resources folder needs to be lower case, which is why underscore is used a lot to separate file names into readable titles in the absence of camel case. This contains more XML files that hold the values of variables â€" things like app names and color values. You can create additional Java classes, XML files or entire activities at any point in order to add more functionality to your app. This is handy if you want to edit an image for example. Meet Gradle Android Studio tries to keep things nice and simple for users by providing all of the necessary tools and features in one place. Things only get more complicated once you need to interact with some of these other elements. You should be able to leave Gradle to do its thing most of the time, but you will occasionally need to jump into the build. One is to run it on your physical device and the other is to create

a virtual device emulator to test it on. Running it on your device is simple. This is faster than ever right now thanks to the Instant Run feature. Should something go wrong causing your app to crash or become unresponsive, then red text will appear and this will give you a description of the problem. It essentially saves you a ton of time versus blindly trying to guess what went wrong. Make sure to filter the types of messages you want to see here. You can also switch to the monitors tab and see useful information such as the CPU usage etc. The Android Device Monitor takes this monitoring a step further and lets you monitor everything at once, complete with handy UI. However, one of the biggest challenges for Android devs is fragmentation. This is essentially an emulator that you can use to mimic the look and performance of any other Android device, setting such things as screen size, power and Android version. To use the virtual device though, you first need to build one by downloading the required components and setting the specifications as you want them. For those wondering, you can treat this just like any other emulator and even access the Play Store to download your apps. The SDK Manager If you want to target a specific version of Android, or if you want to create a virtual device running a specific version, then you are going to need to download the necessary platform and SDK tools. Make sure to keep-up-to-date! Google has made this easy by building support right into the IDE itself. Likewise, you may find yourself needing to use GitHub, which lets you backup your apps online and handles version control for streamlined collaboration. While this might all sound like a headache, Google is taking huge strides to keep making these processes as simple and easy as possible. This tutorial would have been much more confusing a few years ago, even just the set-up stage! The best strategy is to get stuck in with a simple app project and to only learn the more advanced features as you need them. No Coding Experience Required. Whether you are an absolute beginner with zero coding knowledge or a veteran programmer, this course will guide you through the process of building beautiful, functional Android apps and bring you up to speed on the latest features of Android and Android Studio. The package includes over 6 hours of high quality videos and over 60 different lessons. Claim your discount now using exclusive promo code: This is your ticket to a lucrative future in Android App Development. What are you wating for?

# ANDROID ECLIPSE TUTORIAL STEP BY STEP pdf

## 3: Android Weather app tutorial with step by step guide

*Android Hello World tutorial using Eclipse for beginners - Step by Step Android SDK implementation Android is a Linux-based operating system first introduced on Nov. 5, , was originally developed by Android Inc. and subsequently purchased by Google.*

This facilitates users in a diversified way and also creates a lot of entertainment options. Android is a famous smartphone operating system. So the skill of developing of android application is very useful to thrive working spheres. In this tutorial, we are going to discuss android project structure and a very basic quiz application. Every android project contains source codes, resources, configuration files etc. The projects follow some directory structure to store these files. Now, we are going to create a new project and then discuss the project structure. Creating project Open eclipse editor. Then follow the steps given below: Create New Application Step 2: Select Android Application Project. Select android application project Step 3: Name the application, project and package. Your project will be built in the selected built sdk version. Minimum required sdk is selected mainly for backward compatibility. Your application will need the selected sdk version or upper version than this to run. Input application name, project name , package name and sdk version Here, we have named our application, package name under which the application will run, build sdk version and minimum sdk version. Minimum sdk version is required to make your application backward compatible, i. For now, we will use the default icon. Select launcher icon Step 5: It is the place where your application starts. By default, a bank activity is selected. Create Activity Step 6: Name your activity and layout. Layout is the place where you make application interface design. Input activity name, layout name and title Your application has been created. Now we shall look up to the structure of the project. Understanding Project Structure In this section, we will discuss about some basic structure we may need to follow. Project structure You can see that the following folders have been created in your project path. This folder contains the java source files. The source files are under a package, which you configure while adding a new source file. So, this folder can have multiple packages, each of which can contain source files. Android Development tool ADT generates some resource file in your project. It contains information of build configuration. Every time you create an element for the application user interface, it is given an id for future use. This file contains the id for different elements. Remember, we have selected a build sdk version while creating the project. The android jar file to build your project according to the selected version remains here. This folder contains the graphics, background music files. This is build output directory. You can find the apk file of your application here. It contains third-party library. This folder contains resource files which are used in your application. It has some sub folder to manage these resources. Stores high dpi images of the application. Stores low dpi images of the application. Stores medium dpi images of the application. Stores extra high dpi images of the application. Stores the interface design of your application for different activities. The layout files are stored in xml format. You can see the design view of your application here. Stores the design of application menus. It is the backbone of your application. The whole configuration of your application is described here. The package name of the application. Minimum sdk version to run the application and target sdk version. List of activities and their configuration. Here remains the package name of the application Uses-sdk: Contains the minimum sdk version and the target sdk version activity: Contains the activity names and their configuration proguard-project. Code optimization is performed here. It also enhances the security of your application making it harder for reverse engineering. Stores the information of target version of the application. A Basic Quiz Application: In this section, we will learn how to make a quiz application in android. A very basic approach will be discussed, which you can further customize according to your requirement. Already there is some default code and layout in this application. Run application See the output in emulator or android device. Till now, we have done no coding and no design, so there will be nothing in the screen except the default layout. Here is some default code. Now, come to our approach for the quiz application. We want to make an application with three 3 questions and let the user to choose the answer. The design will be something like the following: Who won the fifa world cup in ?

# ANDROID ECLIPSE TUTORIAL STEP BY STEP pdf

## 4: Eclipse Articles, Tutorials, Demos, Books, and More - Eclipsepedia

*Nowadays use of smartphones has become very popular among people as smartphones facilitate the use of numerous applications. This facilitates users in a diversified way and also creates a lot of entertainment options.*

Next Page Let us start actual programming with Android Framework. Before you start writing your first example using Android SDK, you have to make sure that you have set-up your Android development environment properly as explained in Android - Environment Set-up tutorial. I also assume that you have a little bit working knowledge with Android studio. So let us proceed to write a simple Android Application which will print "Hello World! When you click on Android studio icon, it will show screen as shown below You can start your application development by calling start a new android studio project. At the final stage it going to be open development tool to write the application code. By default, it includes an MainActivity. This is the actual application file which ultimately gets converted to a Dalvik executable and runs your application. Following is the default code generated by the application wizard for Hello World! The onCreate method is one of many methods that are figured when an activity is loaded. The Manifest File Whatever component you develop as a part of your application, you must declare all its components in a manifest. This file works as an interface between Android OS and your application, so if you do not declare your component in this file, then it will not be considered by the OS. The action for the intent filter is named android. MAIN to indicate that this activity serves as the entry point for the application. The category for the intent-filter is named android. The string refers to the strings. Similar way, other strings get populated in the application. For example, the names of buttons, labels, default text, and similar types of strings go into this file. This file is responsible for their textual content. You will modify this file very frequently to change the layout of your application. For your "Hello World! I assume you had created your AVD while doing environment set-up. All the very best.

# ANDROID ECLIPSE TUTORIAL STEP BY STEP pdf

## 5: Android Beginners: NDK Setup Step by Step Â« Mind The Robot

*Tutorial Instalasi dan Setup Android SDK di Eclipse. Tutorial Instalasi dan Setup Android SDK di Eclipse. Skip navigation Sign in. Eclipse Android Installation Tutorial Step by Step AndroidCupu.*

Since NDK is distributed separately from the SDK, including documentations and samples, you are not likely to get familiar with NDK before you actually try it as a solution to one of your development challenges. Well, both opinions are rather wrong, as I hope to show further in this post. Although it does have a maintenance cost and does add technical complexity to your project, NDK is not difficult to install or use in your project. OpenGL, including support for some newer versions that the Java SDK supports Math some, but not all, calculation-intensive algorithms might benefit from being done on the native layer 2D graphics â€" pixelbuffer support only starting with 2. We will also create a basic skeleton project that uses NDK that you can use as the foundation for your NDK-powered apps. The downloads that are necessary for the initial configuration of the environment might take some time around 30 minutes total , so be prepared. Also, most of the time when you will use NDK as it was intended â€" for moving the most performance-critical parts of code to the native layer â€" you are not likely to need much OOP abstraction and other design goodies. But we would like to have syntax coloring and basic syntax checking. Thus we have to add some Eclipse features via the update mechanism, almost like when we added Android support. Right now go to Help â€" Install New Software menu item. Say yes to everything, accept the licenses and let Eclipse finish the update. Once it is done, you will see the prompt to restart Eclipse: Say Yes and wait for Eclipse to restart. Installing Cygwin Android is Linux based, and thus it is no surprise that when you build native code for it, you need some Unix tools. In order to get Cygwin, go to cygwin. Choose Install from Internet, then click Next, then choose the installation directory be sure to choose a directory path that contains no spaces in it â€" and by the way, the whole thing is going to require up to few gigs of space. At this point Cygwin will connect to its central site and download the list of mirror sites. Choosing a mirror site that looks geographically close to you may save you some download time: After you choose the mirror and click Next, Cygwin will download and present to you the list of available packages: By default, only the base packages are installed. We, however, need the development packages. Rather than picking the packages we think we need, and then struggling with missing dependencies and other typical Unix nightmares, I suggest that we install the entire Devel branch. Now click next and let Cygwin download the packages and install the environment: This might take a while, so you can go have a coffee now. Or lunch if your internet connection is slow. When you are back, you will hopefully see the final setup screen: Allow it to create an icon on the desktop. Click it once, let the Cygwin console start up and initialize: To check that we have the tool that is important for Android NDK, type make -v in the console: You should see the same response that tells us that GNU Make is present in our Unix environment that is emulated by Cygwin. From my own experience, Cygwin installation is often unstable and can be error-prone. You can get NDK from the official Android site: Download the NDK zip for Windows and extract it somewhere, but again, be sure that there are no spaces in the path. In my case, I extracted it to C: Now we have the environment ready for our first NDK app! Thus, you always start with a standard Java app and then add NDK pieces to it. There is, however, an important thing to check, and believe it or not, it is spaces in the path again. My Eclipse workspace is located in a directory that has spaces in it, so I had to uncheck the Use default location checkbox and manually choose a path that does not have spaces, as you can see in the screenshot above. Otherwise, there are no NDK-specific things you should do when creating the app. I allowed the wizard to create a dummy activity called NdkFooActivity that we will use later on. After the app has been created by the wizardâ€¦ â€¦Make a folder called jni in the root of the project right-click the project node, New â€" Folder. Create a file called Android. You can go deeper into Unix Makefiles later if you want. In our case we named our module ndkfoo and told the build tool that it consists of one source file named ndkfoo. You can read more about JNI in the official Sun docs , but for now you might notice that the name of the C function is not just random â€" it matches the Java class name. In addition, what the function does is it uses the JNIEnv object to create a Java string from a literal, and returns the string to the caller. By the way, it

is also possible to call Java methods from native code, create custom objects and so on. Now, in order to create a binary library from the C source that we wrote, we will use a combination of Cygwin and Android NDK tools. Launch the Cygwin console and use the cd command to go directly to the folder where your project is. In my case, the command line is: In my case, since NDK is installed in C: As you can notice, a successful run of the ndk-build tool will create an. You just need to hit F5 in Eclipse after selecting the project root to update the Eclipse project with the changes you did in the Cygwin console. Anyway, the NDK part is actually finished. Your first NDK app is running fine. Be Wise and Careful As it was mentioned above, and as you probably understand better now, NDK is not a monster and is quite easy to use in your app. However, every time you want to use NDK, please think twice and perform investigation to see how much you could actually gain from using it. You can leave a response , or trackback from your site.

## 6: Android Studio tutorial for beginners - Android Authority

*The ADT (Android Development Tool) Plugin was made specifically for Eclipse to increase productivity and integration with your Android work environment. To use it, we first add the Eclipse plugin repository so it knows where to find it along with updates.*

This beginning Android developmen tutorial is now up to date with the latest version of Android Studio. Updates by Megha Bambra. Original tutorial by Matt Luedke. Previous updates by Darryl Bayliss. Download and install Android Studio. Set up testing for your app on devices and emulators. Import a sample project into Android Studio. Even if you follow the steps perfectly, you may have to troubleshoot a small issue or few. Your system configuration or product versions can make for unexpected results. You can find the Terminal app quite easily on a Mac: Once you have the Terminal open, type in java -version. You should see some output that mentions a version number, like below. Terminal might tell you -bash: Google constantly updates this page, so the version you see may very well be newer than the screenshot above. After reading these carefully everybody takes the time to fully read these, right? Once the download is complete, you can install Android Studio similar to how you install any other program. Once installation wraps itself up, go ahead and launch Android Studio! The setup wizard will greet you the first time it loads. Click Next to move to the Install Type screen. This whole process will probably take several minutes. Check the box for Standard and click Next. Click Finish to start downloading the SDK components. Once everything downloads, click Finish. Check whether any updates are available by clicking check for updates at the bottom of the welcome screen. If an update is available, a window like the screenshot below will appear. Select Update Now and let it do its thing. From the Android Studio welcome screen, click Configure. The menu will slide across and present the Configure menu. Select the SDK Manager option. Take note of the checkbox next to the SDK platform; it will be pre-selected if an update is available. By default, the SDK Manager installs the latest packages and tools. Select the SDKs as shown in the screenshot above. If you wish to install other SDKs, just select them for installation. The SDK Tools tab lists developer tools and documentation along with the latest versions. Each contains components that are designed to assist in the development of Android and work across multiple SDKs. Go with the default selection on this tab. For the purpose of setting up correctly, select the options that are checked in the screenshot above. Click OK to close out the window. The window will disappear and the SDK Manager will download and install the selected items. Now the fun begins! Creating Your First Project Android Studio has a nice little step-by-step tool to help you create your project. Identify Your Project Android Studio will present you with a project creation screen: Feel free to put your own name in the Company Domain text field. The Package Name is used to uniquely identify your app so that any work performed by a device is always properly attributed to the source, thus preventing confusion between apps. Click Next at the bottom of the window. This is where you select device types and operating systems to target. Selecting this value is simply a matter of balancing the capabilities you want and the devices you want to support. This is where developing for Android can get a little tricky. As you change the Minimum SDK in the drop down menu, the percentage in the text underneath reflects what percentage of devices currently run that version of Android. For more information on API versions and their uses, check out the Android Dashboards , which are updated every few days. Think of an activity as a window within your app that displays content with which the user can interact. An activity can take up the entire screen or it could be a simple pop-up. Your options on this particular template range from a blank activity with an Action Bar right up to an Activity with an embedded MapView. Select the Blank Activity option and click Next. This gives your activity a name to refer to in code. Android Studio takes this as a cue to go do a bunch of behind-the-scenes operations and create your project. You see your project name, which is familiar. You can customize your configurations to have development or production versions of the app that behave differently, or you can add dependencies for third-party libraries. Maven Maven is another project build tool, and it can also refer to the Maven Central repository of java libraries. After a brief moment, Android Studio will finish building your project. The project is pretty empty, of course, but it has everything it needs set up so that it can be launched on an Android device

or emulator. Now to dress it up and work through building and running this project on an emulator. So how do you run it? Android Studio comes with the ability to set up a software-based Android device on your computer and run apps on it, browse websites, debug and everything you would expect from a simulator. This capability is known as the Android Emulator. You can set up multiple emulators and set the screen size and platform version for each to whatever you like. Android Studio makes use of some useful software developed by Intel to ensure your emulator runs quickly. Up until recently, your computer would have to emulate everything an Android device would try to do, right down to its hardware, which runs an ARM-based processor. Most computers make use of xbased processors, meaning your computer would have to do computationally intense tasks that take a significant amount of time just to test your app. You still have the option to create an emulator that is as close to an actual device as you can, but be aware that the initial load times can drag a bit and have put off many an Android developer from using the emulator at all. Either way, work through the process of creating a new AVD so you know how to do it. Click Create Virtual Deviceâ€¦ in the bottom left to begin configuring a new virtual device. The first decision you need to make is what type of device. The Category list on the left shows all the types of devices you can emulate. In the middle, you see a list of specific devices. Take a moment to explore. For now, you just want to emulate a phone-sized device, but if you wanted to emulate an Android Wear watch or an Android TV then you have options to do so here. Select Nexus S in the list of devices available to you from the phone category and click Next. Select Lollipop and make sure the one selected has the value x86 in the API column so the emulator runs as fast as possible on your x86 computer. Go back to your selection and click Download. The last screen lets you confirm your choices and gives options to configure some other properties such as device name, startup orientation and RAM size. For now, use the defaults and click Finish. A new window will appear, asking you to choose the device you wish to test your App on. You currently have no devices running, so select the Nexus S you just created. See this thread on Stack Overflow for more troubleshooting tips. You just made your first Android app. Running on a Device If you have an Android device and want to run your app on it, follow the animated GIF on the right. It demonstrates how to enable developer mode on your device. Here are the step-by-step instructions to enable Developer Mode on an Android device: Go to Settings on your device. Scroll all the way down and select About phone. Scroll to Build number and tap in multiple times. Go back to Settings screen and scroll all the way to the bottom. Next, turn on the USB debugging switch under the Debugging section. Connect your device to your computer via USB. If this is a trusted machine, then check the Always allow from this computer option. The device you enabled the developer mode should now appear in this dialog. Select it and click OK. Go ahead and show it off to your friends.

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## 7: Install Android Studio | Android Developers

*Generate Class Diagram Using Eclipse explains step by step details of installing and configuring ObjectAid plugin with eclipse, this plugin will automate the generation of Class Diagram and Sequence Diagram from java source code.*

It primarily runs on cell phones, but Android devices do so much more than just act as a phone. The Android open-source software stack consists of Java applications running on a Java-based, object-oriented application framework on top of Java core libraries running on a Dalvik virtual machine featuring JIT compilation. Google Android platform is fast becoming one of the most popular development platforms for your mobile devices. As more people are using their mobile devices for things normally done from a laptop or desktop means your customers or other internal employees such as sales people will soon start expecting you to offer them the capability to communicate with your data and business logic through mobile devices. The best part, you can download them for free: You can skip this step and go to Step 3. After that it will install the Android SDK. Then go and take care of Eclipse in Step 2. Step by Step to get Hello World! You can go to the Oracle website http: Here is a direct link to the JDK 1. You can go to http: In that folder you will find the eclipse application a big blue dot. We recommend you create a shortcut on the desktop to simplify the launching of eclipse. Notice that unlike Java, Eclipse does not have an installation process. Once you have unzipped the file you are done. After being launched Eclipse will ask you to specify the workspace to use. The workspace is a folder used by eclipse to keep all your work. Specify an already existing folder or accept the default provided by Eclipse or provide a new folder. You are all set for now. If you want you can read the manuals or click the curved arrowed you will eclipse IDE. Download the Android SDK.

# ANDROID ECLIPSE TUTORIAL STEP BY STEP pdf

## 8: ECLIPSE Tutorials

*About the Tutorial Android is an open-source, Linux-based operating system for mobile devices such as smartphones and tablet computers. Android was developed by the.*

The app has two different sections: Weather information App Settings The first area is where the app shows the current weather information retrieved using Yahoo! Weather API, while the second area, called App Settings, is where we can configure our app, find the city woeid and the system measure unit. The pictures below show how the settings area should be: In this case, we can create a class, called WeatherPreferenceActivity that extends PreferenceActivity , and set preference layout: It looks like the XML shown below: At the line 2 to 7 we start another Activity as the user select this option because we have to give to the user the chance to select the city name and resolve it in the woeid that we will use later. To start another activity inside a PreferenceCategory we use an Intent, passing the package name and class name. It is a good practice to show to the user the current values, so that in the onCreate method of WeatherPreferenceActivity we add these lines of code: Weather android client Now let us code the android weather activity that enables users to configure the app, we can focus our attention on how to build the client that retrieve the weather information using Yahoo! We create a new class called YahooClient where we will implement the logic to connect the remote server and retrieve the data. The first step is creating the class structure that will hold the information we retrieve from XML received from the remote server. This class structure maps somehow the XML received from the server, so we can suppose we have something like the pic shown below: We can create a static method called getWeather that uses Volley lib to connect to the remote server. We have to create the url that will be called: GET, url2Call, new Response. As you already know if not look at this post explaining how to use Volley we have two listeners to implement: At the moment we want just to handle the response see line 8,9 , where first we parse the XML and then we notify the result the caller line 9. We define our listener: The parser is shown below: We already know we have two activities: We can use the well-know actionbar pattern to handle navigation between these activities. This file will contain all the menu item we want to show to the user: In this case ,we can define a simple layout that looks like the one shown below: This layout will be filled, at runtime, with the data extracted from XML. When we get the response we update the view. Finally, at line 25, we retrieve the image related to the weather condition. The Android weather app is ready!!! You finally know how to develop an Android weather app to show weather info. Do not forget to share this article!

# ANDROID ECLIPSE TUTORIAL STEP BY STEP pdf

## 9: Android Hello World tutorial using Eclipse for beginners - Step by Step Android SDK implementation

*Congratulations!!! you have developed your first Android Application and now just keep following rest of the tutorial step by step to become a great Android Developer. All the very best. Previous Page.*

Taking you through the complete process of plug-in development, from packaging to automated testing and deployment, this book is a direct route to quicker, cleaner Java development. This approach makes item creation straightforward and visually consistent. As of Eclipse 3. This article explores the custom draw mechanism for Table and Tree. This tutorial has been written for version 1. We will see, with fully functional examples, how a metamodel can be generated from an Ecore model without requiring any post-generation custom code, including complete implementations of invariant constraints, derived attributes and references, and operations. Several additional challenges have to be mastered. In this article we show how to tackle all these challenges, based on a collection of open source tools: We believe that this tool chain provides a proven and stable stack for making MDSD a practical reality. Every topic in this book has a content section in which the topic is explained and afterwards you have several exercises to practice your learning. You will be guided through all relevant aspects of Eclipse 4 development using an comprehensive example which you continue to extend in the exercises. You will learn about the new programming concepts of Eclipse 4, e. This book requires a working knowledge of Java and assumes that you are familiar in using the Eclipse IDE for standard Java development. Its effectiveness lies in a modular build, fitting use of design patterns, and decoupling of components that comprise a full, working editor. To a newcomer, the sheer number and variety of concepts and techniques present in GEF may feel intimidating. However, once learned and correctly used, they help to develop highly scalable and easy to maintain software. This article aims to provide a gentle yet comprehensive introduction to GEF. It describes a shape diagram editor - a small, fully functional test case of core concepts. This paper is a general technical introduction to the Eclipse Platform. Part I presents a technical overview of its architecture. Part II is a case study of how the Eclipse Platform was used to build a full-featured Java development environment. Using the Selection Service The selection service provided by the Eclipse workbench allows efficient linking of different parts within the workbench window. Knowing and using the existing selection mechanisms gives your plug-ins a clean design, smoothly integrates them into the workbench and opens them for future extensions. Since the release of Eclipse 3. But how is this API used? This tutorial walks you through the process of creating a simple database web application using Eclipse WTP, Tomcat, and the Derby database engine. This article provides step-by-step instructions describing what is available, where to download them, how to install them, and how to launch Eclipse in different languages. Building Commercial-Quality Plug-ins is the definitive, start-to-finish guide to building commercial-quality Eclipse plug-ins, with an emphasis on adding the sophistication and polish that paying customers demand. The book provides both a quick introduction to using Eclipse for new users and a reference for experienced Eclipse users wishing to expand their knowledge and improve the quality of their Eclipse-based products. It shows how to start the profiling session, use the various TPTP views to analyze the data, identify methods with high execution time then jump to the source code to fix the performance problem. In this article, you will learn how to use the tabbed properties view to create an enhanced user interface for the properties view. It seems to be straightforward but it is easy to make a mistake when using them. And, depending on numerous factors such as the underlying implementation, how it is displayed, the result can range from completely ok, mildly confusing or outright silliness. In this article we lay down a few ground rules that will help anyone use progress monitors in a way that will work with the explicit and implicit contract of IProgressMonitor. Also, understanding the usage side makes it easier to understand how to implement a monitor. Written as a thin layer on top of SWT, Eclipse Forms allow you to achieve the Web look in your desktop applications without using the embedded browser. This allows you to retain full control of the widgets in the UI and to maintain portability across all operating systems Eclipse already runs on. This article will take you from baby steps to advanced topics of the rich user interface experience of Eclipse Forms. GMF is divided in two main components: Architects and developers involved in the development of graphical editors or of plug-ins

integrating both EMF and GEF technologies should consider building their editors against the GMF Runtime component. This article is designed to help understand the benefits of the GMF Runtime by presenting its various value-added features. One can make the argument that technical publishing is just another collaborative development process involving several people with different backgrounds and skills. This article will show that the Eclipse platform is a viable platform for technical publishing by discussing how to write documents such as an article or a book within Eclipse. In fact, this article was written using Eclipse. A User Guide Written in a concise and friendly style, packed with tips and a practical project, this book will instruct you on using PHPEclipse to make your PHP application development more efficient, and cut development time. A User Guide Inside the Workbench: A guide to the workbench internals This article describes how the Eclipse 3. The goal is to teach you about important classes in the workbench, and how they interact. A familiarity with the basic workbench APIs for views, editors, action sets, and so forth is assumed. A guide to the workbench internals Plugging into SourceForge. This article is an introduction to SourceForge for the Eclipse developer. You will learn the features available to the SourceForge. Korean Translation Persisting EMF models with WTP This article guides you through an example where an EMF model is created without serialization and the serialization is done with the framework from the web tools plug-in org. It covers basic concepts, including Views and editors, as well as features that are not commonly understood, such as Perspectives and Launch Configurations.

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