

1 PDM: Android. Obxectivos e escenarios do MÓDULO 1

- Nesta primeira parte vaise instalar:



O **JDK** (Java Development Kit) de Oracle.



O **IDE** (Integrated Development Environment) de **Eclipse**.



O **SDK** (Software Development Kit) de **Android**



O **ADT Plugin** (Android Development Tools) para Eclipse. Permitirá facer uso dende o IDE do SDK de Android.

A screenshot of the Eclipse IDE interface. On the left, the Package Explorer shows a project named "OlaMundo" with various source files like "src", "gen [Generated Java Files]", and "AndroidManifest.xml". On the right, the code editor displays the "OlaMundo.java" file, which contains Java code for an Android application. The code includes imports for "com.example.olamundo" and "android.os.Bundle", and defines a class "OlaMundo" that extends "Activity". It overrides the "onCreate" method to set the content view to "activity_ola_mundo" and the "onCreateOptionsMenu" method to inflate a menu from "R.menu.ola_mundo".

```
package com.example.olamundo;
import android.os.Bundle;
public class OlaMundo extends Activity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_ola_mundo);
    }
    @Override
    public boolean onCreateOptionsMenu(Menu menu) {
        // Inflate the menu; this adds items to the action bar if it is present.
        getMenuInflater().inflate(R.menu.ola_mundo, menu);
        return true;
    }
}
```

- Estes componentes foron probados, para este curso, nos seguintes SOs:

- ◆ **Windows**: 7 Enterprise, 8.1 Enterprise (32bits e 64 bits).
- ◆ **Ubuntu Desktop**: 13.04 e 13.10 (32bits e 64 bits).
- ◆ **OSX**: 10.8(Mountain Lion) e 10.9 (Maverick).

- O material desta parte está elaborado fundamentalmente sobre **Ubuntu Desktop 13.10 64bits**, e algúns apartados con **Windows 8.1 Enterprise de 64 bits**.
 - ◆ Serán indicadas no material aquellas configuracións particulares para calquera dos SOs distintos dos que se usaron para elaborar o material.
- Xestionaranse dispositivos físicos como emulados e accederase a eles:



- Rematarase esta primera parte creando o primeiro programa en Android: **Ola Mundo**.



-- Ángel D. Fernández González e Carlos Carrión Álvarez -- (2013).