

2.

L'APPLICATION

*Les étapes de la
création de
l'application*



Parametrage de l'IDE

mettre à jour :

- les SDK
- les API
- l'emulateur

Default Settings

Appearance & Behavior > System Settings > Android SDK

Manager for the Android SDK and Tools used by Android Studio

Android SDK Location: [Edit](#)

SDK Platforms | SDK Tools | SDK Update Sites

Each Android SDK Platform package includes the Android platform and sources pertaining to an API level by default. Once installed, Android Studio will automatically check for updates. Check "show package details" to display individual SDK components.

Name	API Level	Revision	Status
Android 6.0			
<input checked="" type="checkbox"/> Android 6.0 Platform	23	2	Installed
<input type="checkbox"/> Android TV ARM EABI v7a System Image	23	2	Not installed
<input type="checkbox"/> Android TV Intel x86 Atom System Image	23	2	Not installed
<input type="checkbox"/> Android Wear ARM EABI v7a System Image	23	1	Not installed
<input type="checkbox"/> Android Wear Intel x86 Atom System Image	23	1	Not installed
<input type="checkbox"/> ARM EABI v7a System Image	23	3	Not installed
<input type="checkbox"/> Intel x86 Atom System Image	23	5	Not installed
<input type="checkbox"/> Intel x86 Atom_64 System Image	23	5	Not installed
<input type="checkbox"/> Google APIs, Android 23	23	1	Update Available: 1
<input type="checkbox"/> Google APIs ARM EABI v7a System Image	23	7	Not installed
<input checked="" type="checkbox"/> Google APIs Intel x86 Atom System Image	23	9	Installed
<input type="checkbox"/> Google APIs Intel x86 Atom_64 System Image	23	9	Not installed
<input checked="" type="checkbox"/> Sources for Android 23	23	1	Installed
Android 5.1.1			
<input type="checkbox"/> Android 5.1.1 Platform	22	2	Not installed
<input type="checkbox"/> Android TV ARM EABI v7a System Image	22	1	Not installed
<input type="checkbox"/> Android TV Intel x86 Atom System Image	22	1	Not installed
<input type="checkbox"/> Android Wear ARM EABI v7a System Image	22	7	Not installed
<input type="checkbox"/> Android Wear Intel x86 Atom System Image	22	7	Not installed
<input type="checkbox"/> ARM EABI v7a System Image	22	1	Not installed
<input type="checkbox"/> Intel x86 Atom System Image	22	1	Not installed

Show Package Details

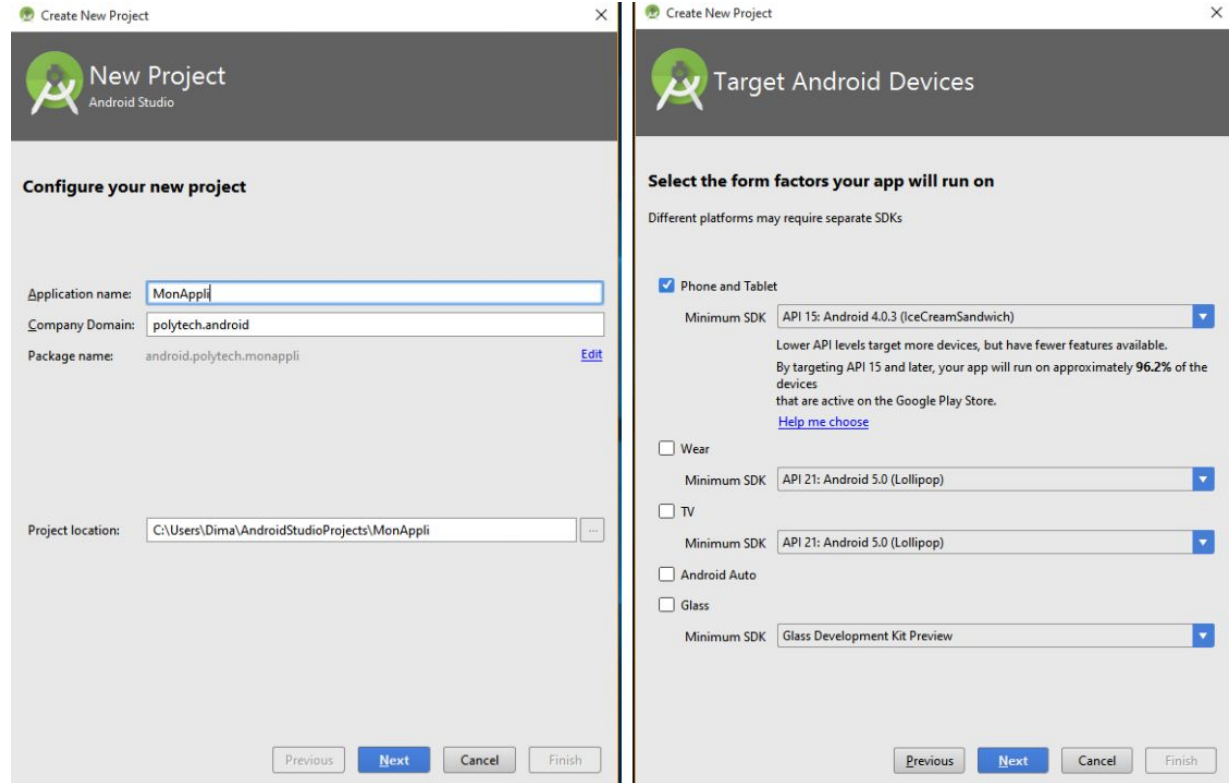
[Launch Standalone SDK Manager](#)

OK Cancel Apply Help

Creation du projet

choix du :

- nom de l'application
- nom de domaine
- choix du SDK (pour nous : Lollipop)



Choisir le SDK

Android Studio nous donne la possibilité de voir quelles versions d'Android Studio sont les plus utilisées dans le monde.

ANDROID PLATFORM VERSION	API LEVEL	CUMULATIVE DISTRIBUTION
2.3 Gingerbread	10	97.4%
4.0 Ice Cream Sandwich	15	95.2%
4.1 Jelly Bean	16	87.4%
4.2 Jelly Bean	17	76.9%
4.3 Jelly Bean	18	73.9%
4.4 KitKat	19	40.5%
5.0 Lollipop	21	24.1%
5.1 Lollipop	22	4.7%
6.0 Marshmallow	23	

Jelly Bean

Restricted Profiles

App restrictions in profiles
Supporting accounts

Wireless and Connectivity

Bluetooth Low Energy (BLE)
Wi-Fi scan-only mode
Managed Wi-Fi configuration
Quick response for incoming calls

Multimedia

MediaExtractor and MediaCodec enhancements
Media DRM
Video encoding from a Surface
Media mixing
RemoteControlClient progress and scrubbing

Graphics

Support for OpenGL ES 3.0
Mipmapping for drawables

User Interface

View overlays
Optical bounds layout
Window attach and focus listener
TV overscan support
Screen orientation preference
Rotation animations

User Input

Uncalibrated sensors
Game rotation vector sensor

Notifications

<https://developer.android.com/about/versions/android-4.3.html>

Contacts Provider

Contacts provider query

Localization

Improved support for bidirectional text

Accessibility

Handle key events
Select text and copy/paste
Declare accessibility features

Testing and Debugging

Automated UI testing
Systrace events for apps

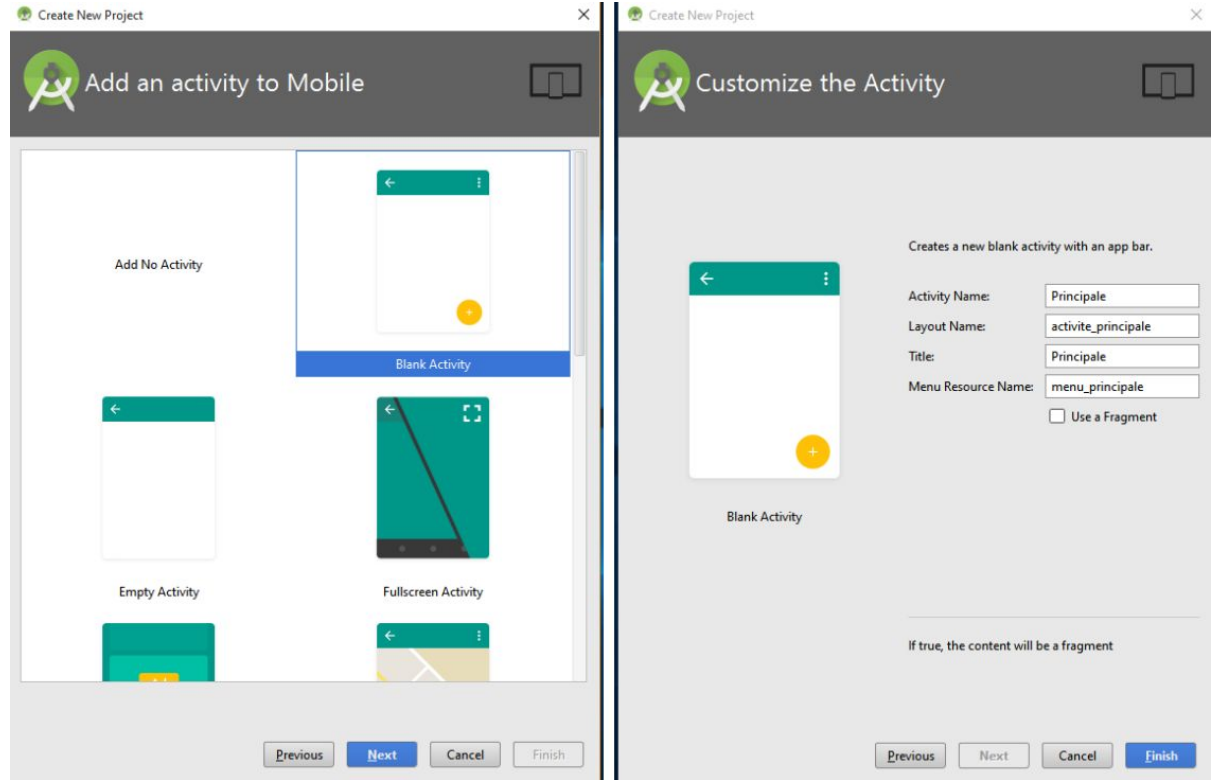
Security

Android key store for app-private keys
Hardware credential storage

Creation d'une activite

activité : écran avec interface graphique

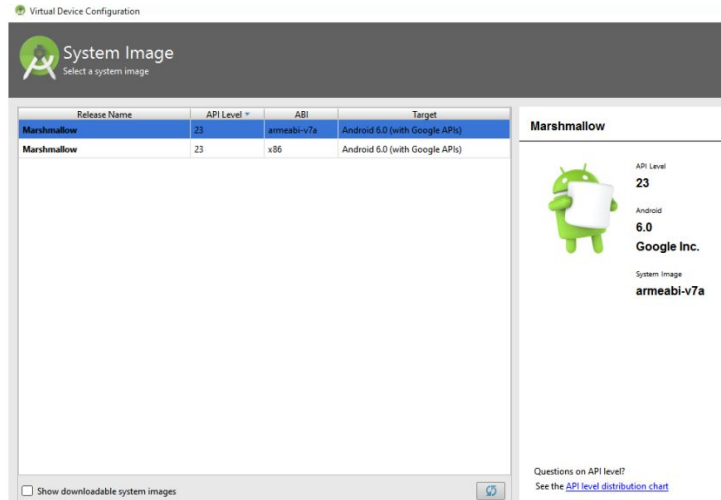
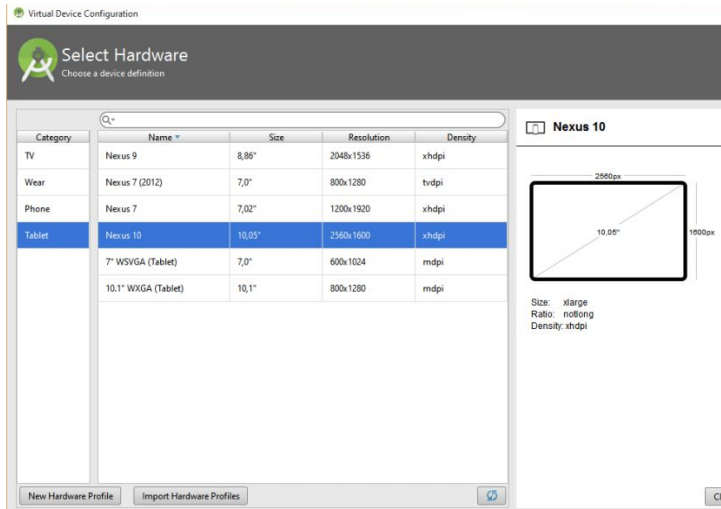
“Blank Activity” : activité sans fragments



Création de l'émulateur

choix :

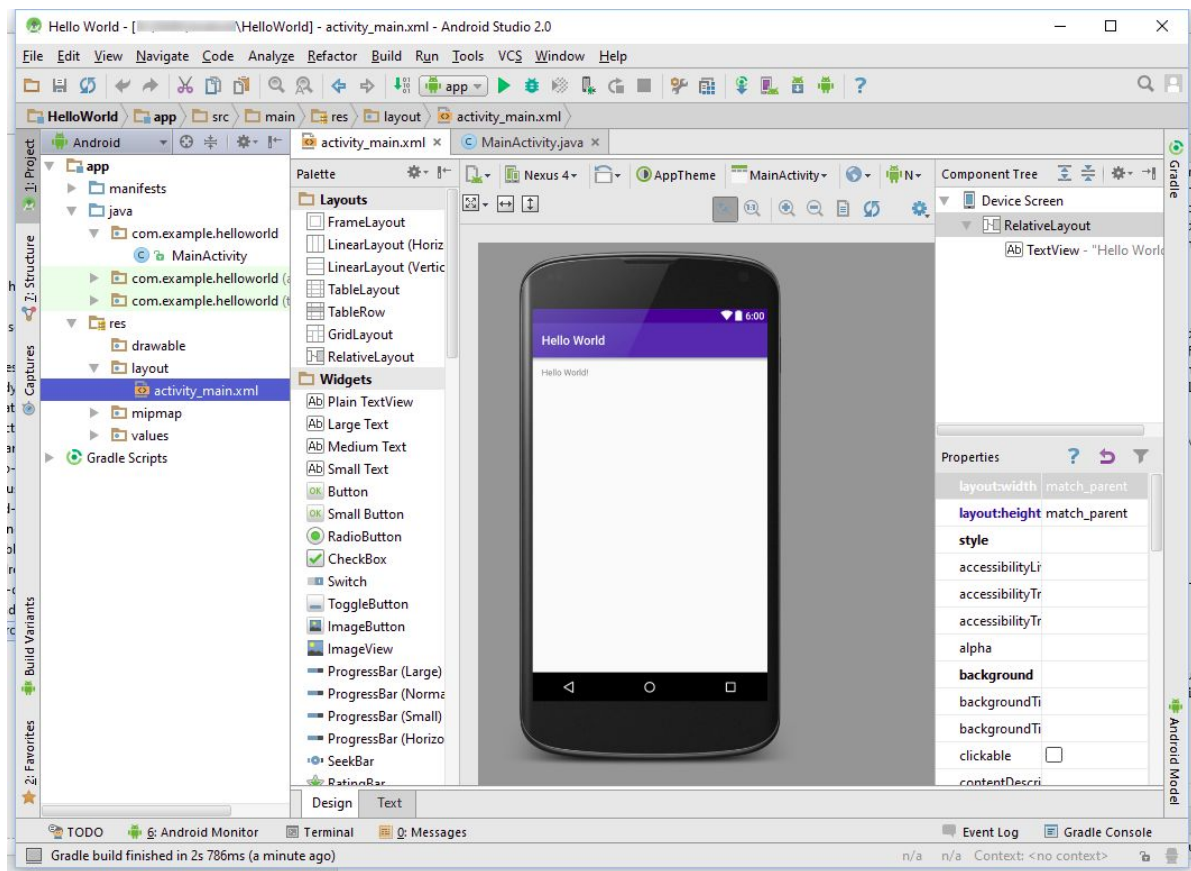
- de la catégorie de l'AVD (android virtual device)
- de l'OS
- de la résolution



Découverte du Hello World

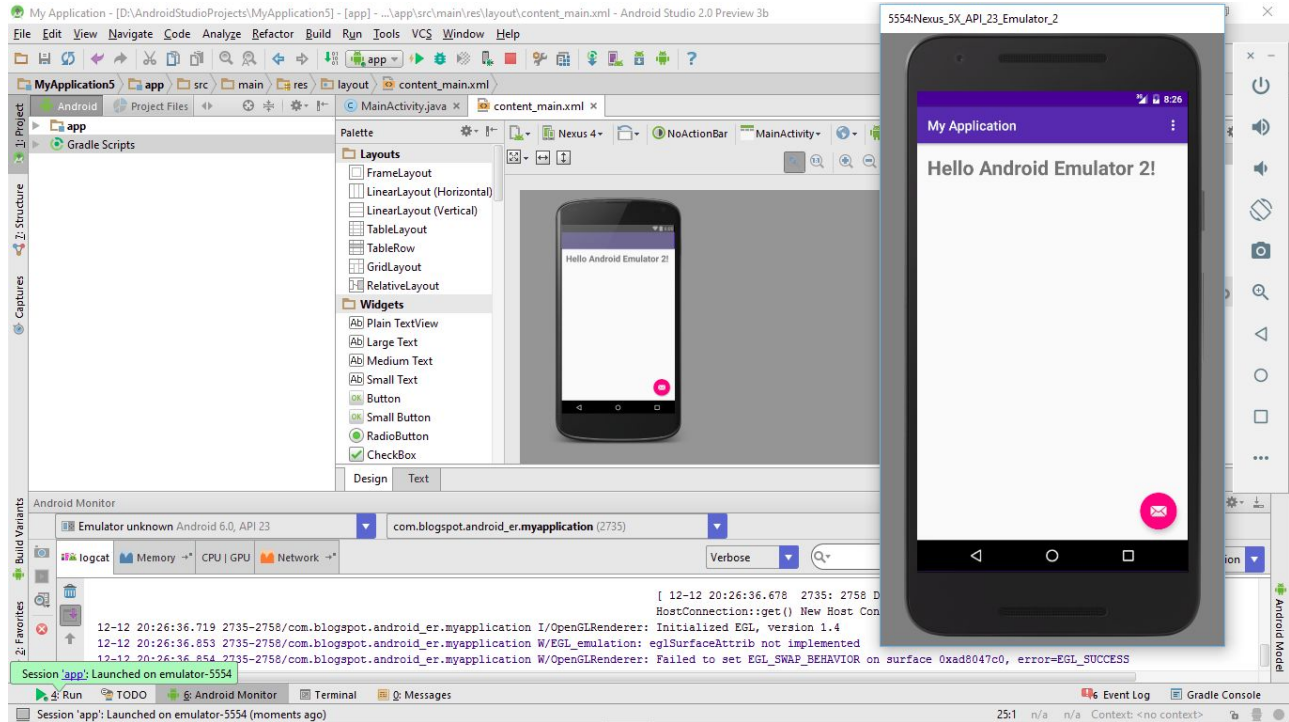
possibilités :

- de l'éditer
- de le runner sur un appareil connecté
- de le runner sur l'AVD



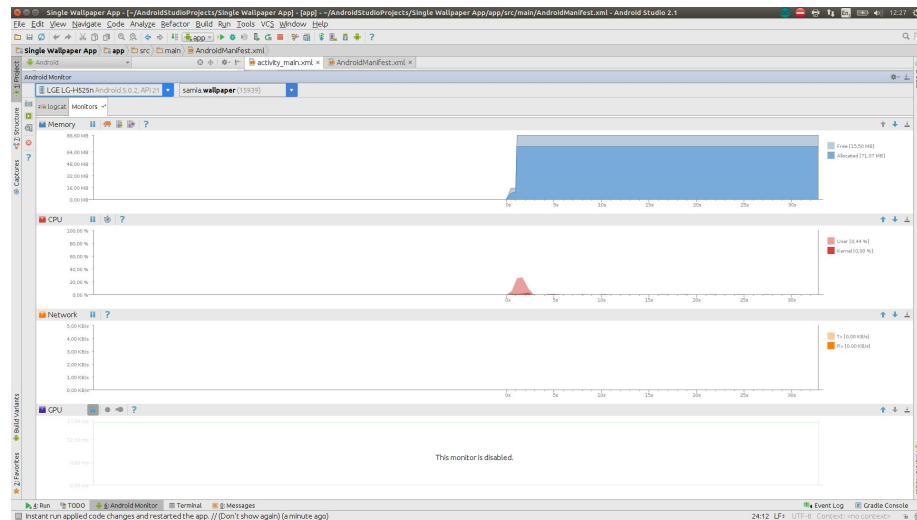
Modification du Hello World

modifications dans le main.xml (design ou text)



Tester l'application sur un appareil connecté

- activer le mode développeur sur le portable
- brancher le portable à l'ordinateur (USB)
- activer le mode PTP sur le portable



possibilité de "suivre" l'appareil connecté via Android Studio

