



**Open Source Telemedicine**

# **Android Client Development Introduction**

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**Development Environment  
Requirements**

**Android Client**





# Resources

**Best source of information is the Android development site:**

<http://developer.android.com/sdk/index.html>



# Basic Requirements

## OS

- Windows XP, Vista or 7
- Mac OS X 10.5.8
- Linux, glibc 2.7

## SDKs

- JDK 1.5
- Android SDK

<http://developer.android.com/sdk/requirements.html>

## IDE

- Eclipse 3.6
- ADT plugin

## SDK Components

- SDK Platform 1.6

**Android Phone or Virtual Device**



# Additional Resources

## **Android SDK Installation**

<http://developer.android.com/sdk/installing.html>

## **Eclipse ADT**

<http://developer.android.com/sdk/eclipse-adt.html>

## **SDK Components**

<http://developer.android.com/sdk/adding-components.html>

## **AVDs**

<http://developer.android.com/guide/developing/devices/index.html>

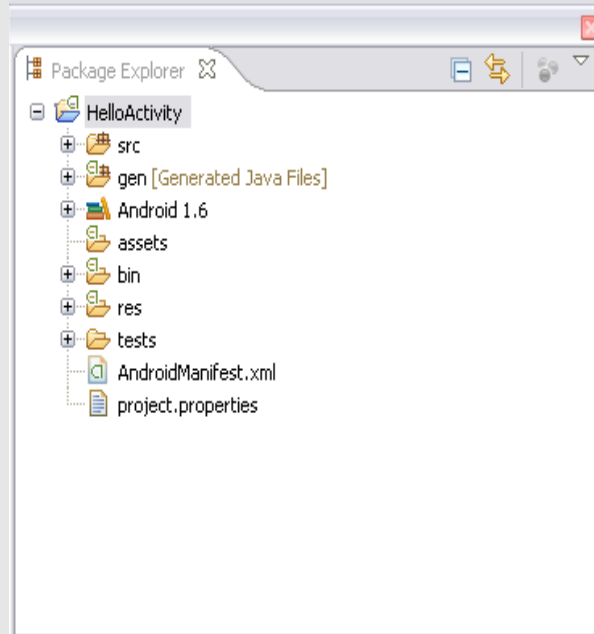


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**Hello Android**



# Android Application Structure



Courtesy of Eclipse Foundation. Used with permission.

- **src** – The actual source code
- **gen** – index files generated when compiling
- **res** – The raw resource files that will get indexed
- **assets** – Raw files that will not get indexed
- **bin** – The compiled application
- **Android 1.6** – the Android libraries
- **tests** – Unit test code(not required)

# Android Application Structure

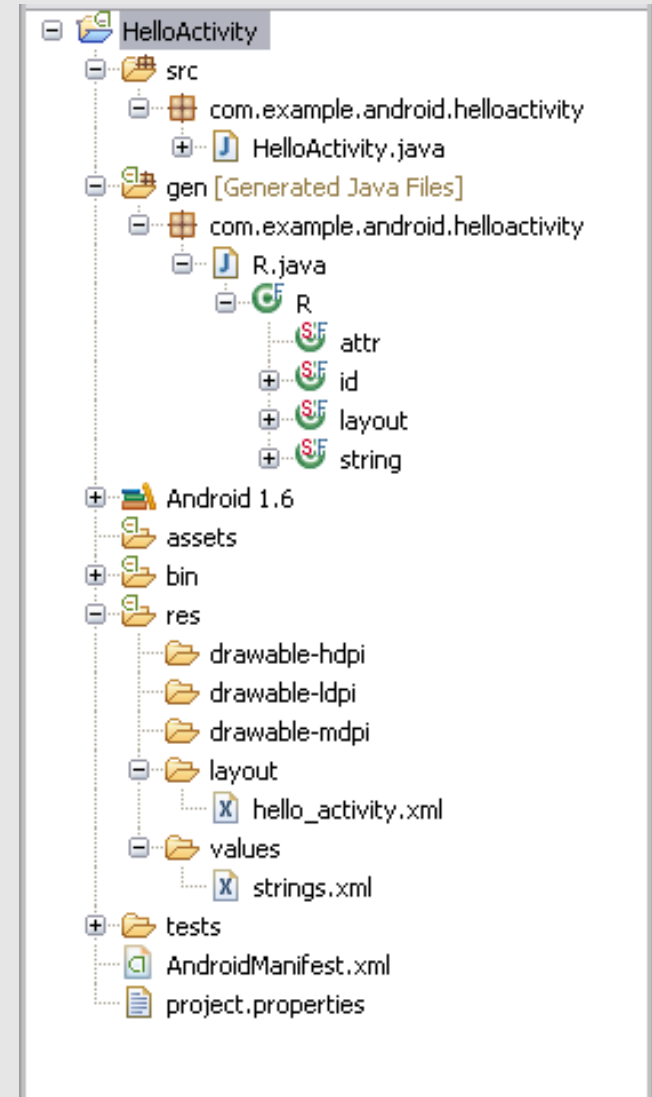
## Resources

### Indexed Resources

- **drawable**
- **layout** xml files that define UI
- **values** strings, styles

### Additional indexed resources

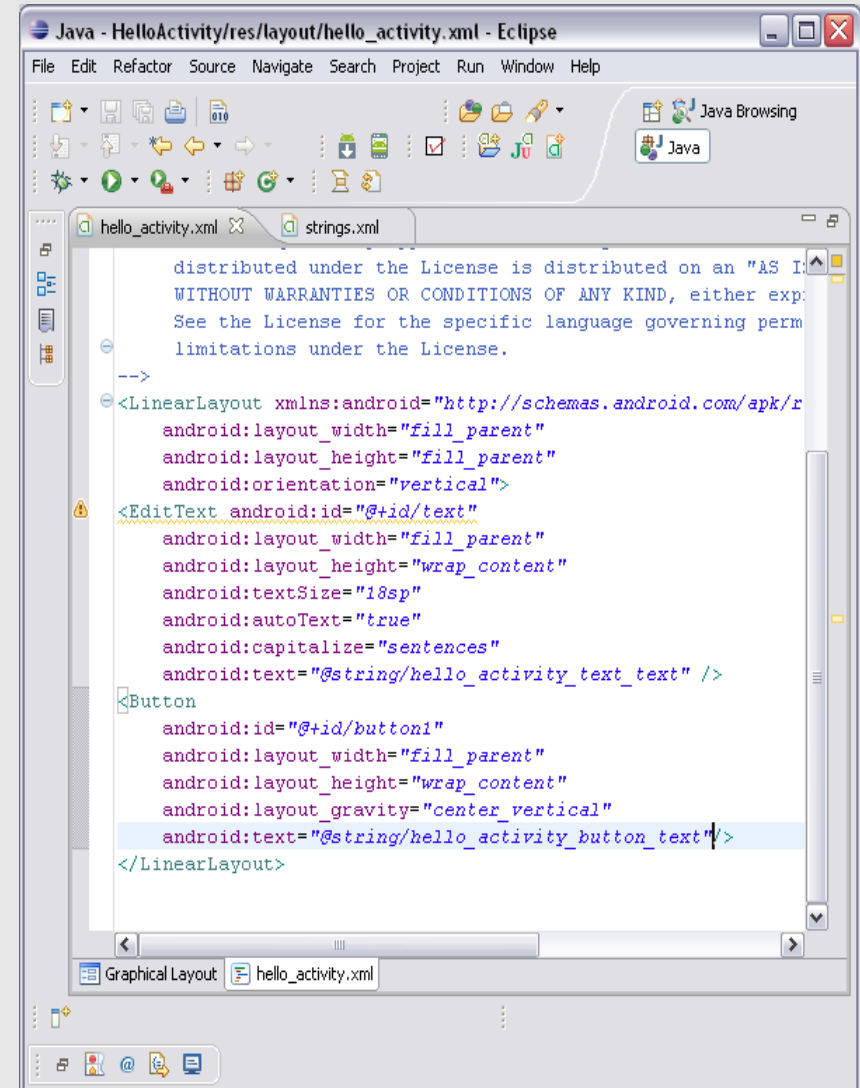
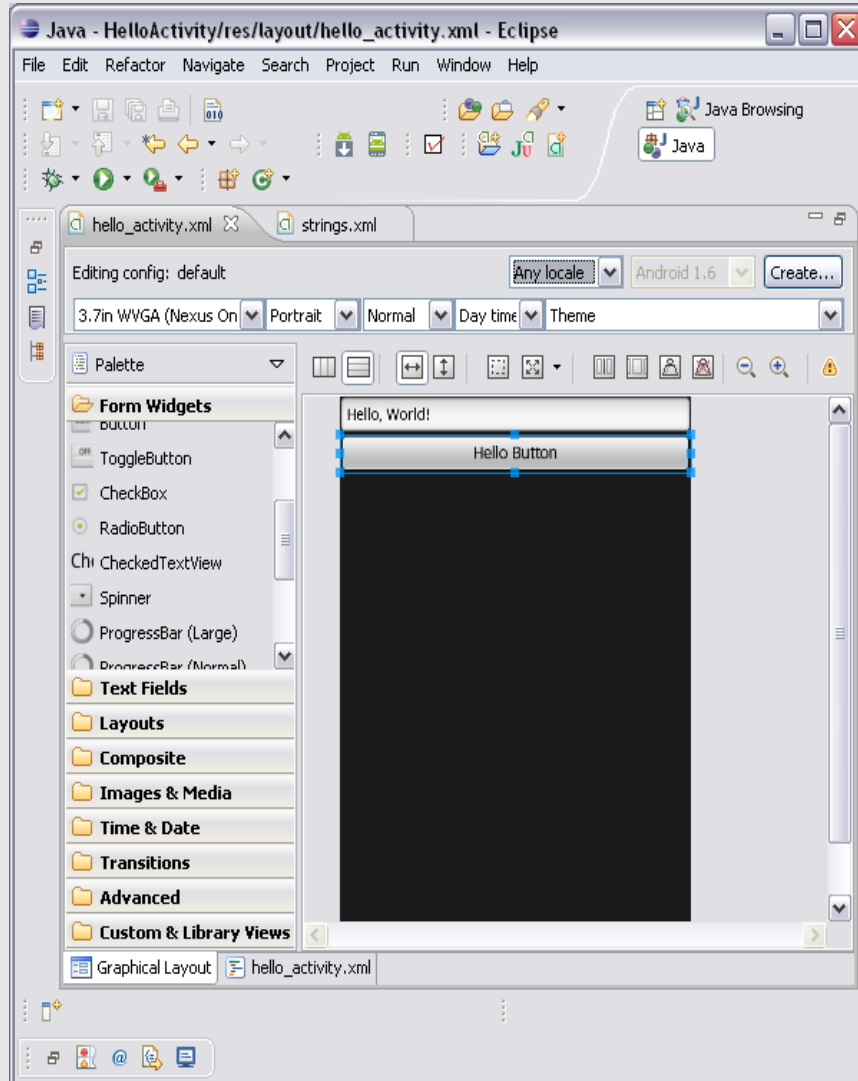
- **xml** compiled xml files
- **raw** any raw file that you want indexed



Courtesy of Eclipse Foundation. Used with permission.



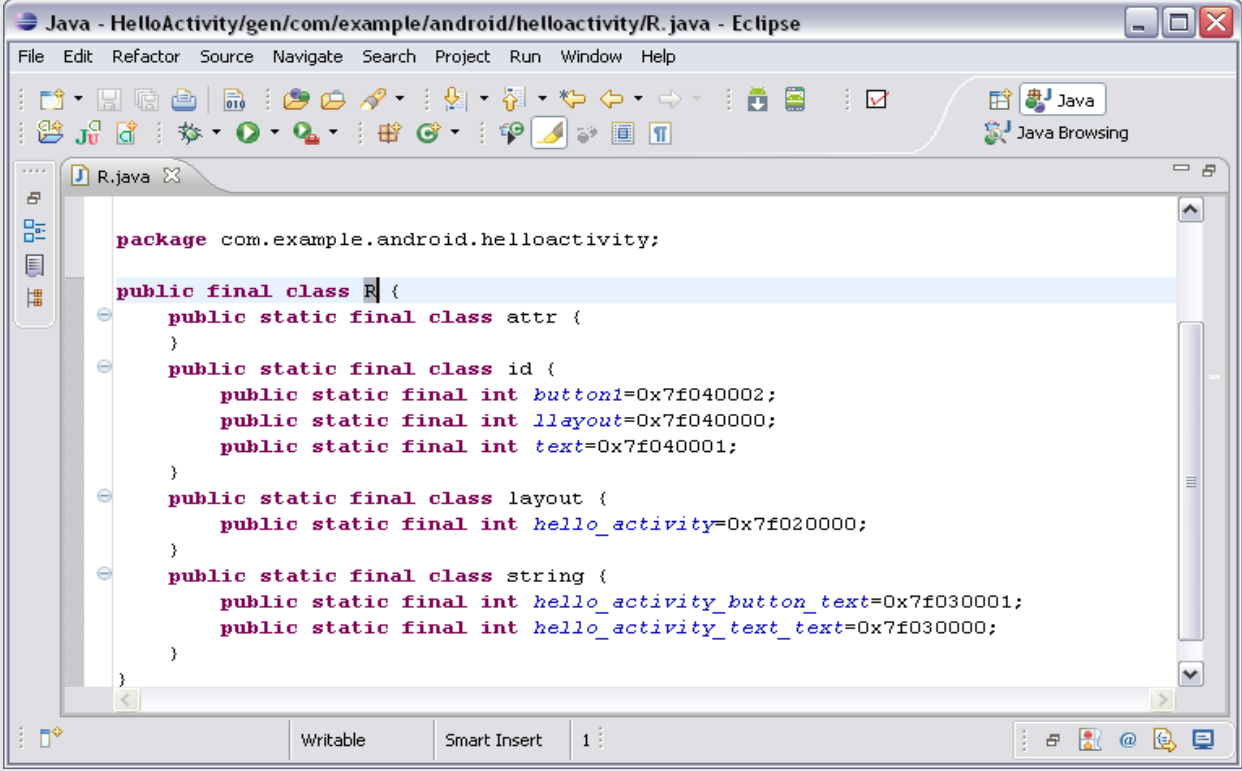
# Android Application Structure Layouts



Courtesy of Eclipse Foundation. Used with permission.

# Android Application Structure

## Accessing Indexed Resources



```
package com.example.android.helloactivity;

public final class R {
    public static final class attr {
    }
    public static final class id {
        public static final int button1=0x7f040002;
        public static final int llayout=0x7f040000;
        public static final int text=0x7f040001;
    }
    public static final class layout {
        public static final int hello_activity=0x7f020000;
    }
    public static final class string {
        public static final int hello_activity_button_text=0x7f030001;
        public static final int hello_activity_text_text=0x7f030000;
    }
}
```

Courtesy of Eclipse Foundation. Used with permission.

- import the generated R class
- Access using the name space
  - R.id.button1
  - R.string.hello\_activity\_button\_text

# Android Application Components

## Building blocks of all Android Applications

**Activities** -represent a single screen of the UI

**Services** – run in the background; i.e. perform long running operations, etc.

**Content Providers** – manage application data.

**Broadcast Receivers** – respond to system wide announcements



# Android Application Manifest

```
<!-- Declare the contents of this Android application. The namespace
attribute brings in the Android platform namespace, and the package
supplies a unique name for the application. When writing your
own application, the package name must be changed from "com.example.*"
to come from a domain that you own or have control over. -->
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
package="com.example.android.helloactivity">
<uses-permission android:name="android.permission.CAMERA"/>
<application android:label="Hello, Activity!">
<activity android:name="HelloActivity">
<intent-filter>
<action android:name="android.intent.action.MAIN"/>
<category android:name="android.intent.category.LAUNCHER"/>
</intent-filter>
</activity>
</application>
</manifest>
```

Courtesy of Eclipse Foundation. Used with permission.

**Declares the applications capabilities**



# Android Applications Additional Core Concepts

**Intents:** The messages passed between components of the same or different applications

**Security and Permissions:** applications do not share resources and data by default; i.e. each application runs in its own sandbox.

**Processes and Threads:** “Every application runs in its own process and all components of the application run in that process, by default”



# Android Applications Building and Running

**Compling:** Android applications are compiled into optimized Android application files. Compresses and aligns uncompressed data into .apk files.

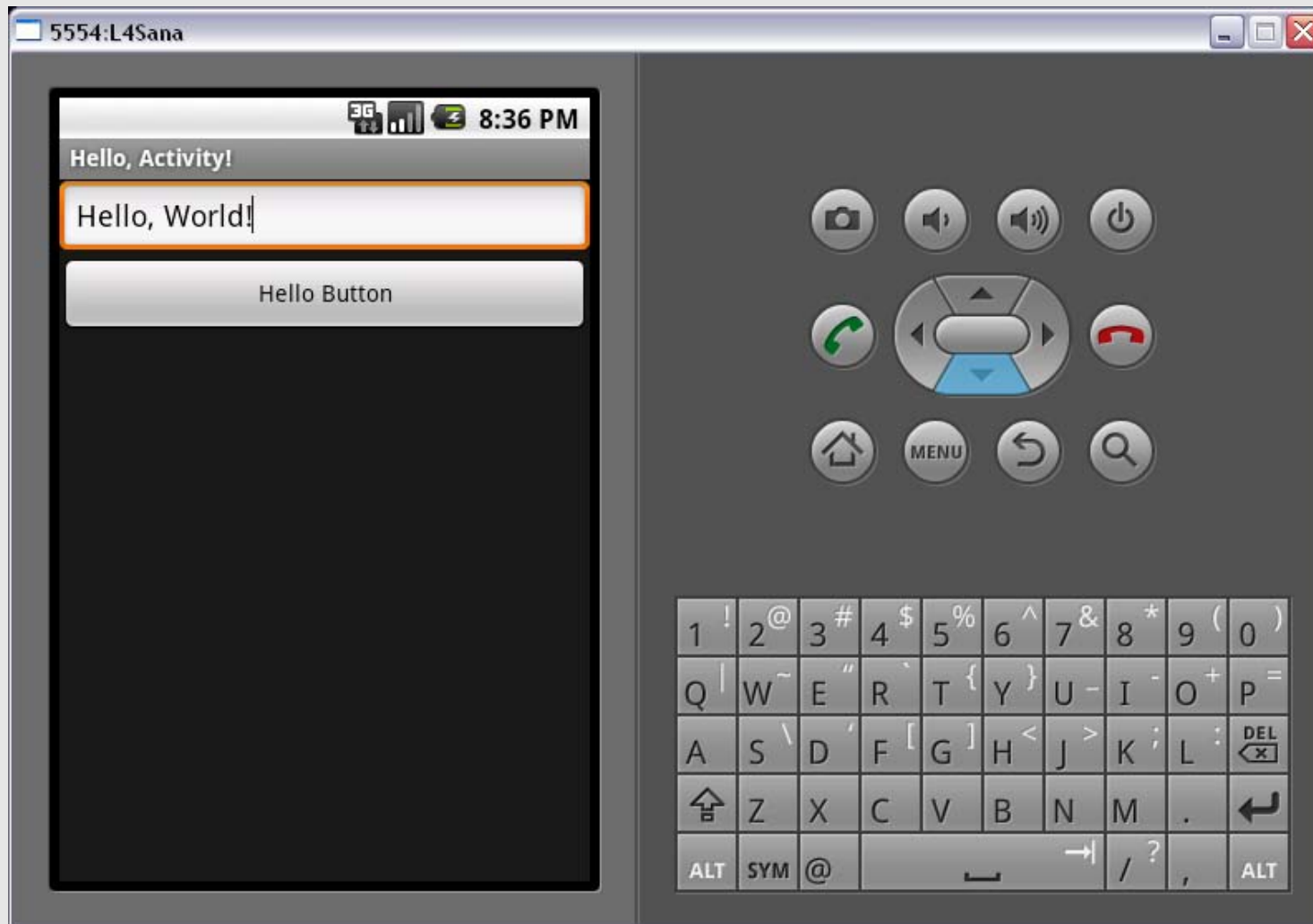
**Running the application:** The application must be deployed to an AVD or physical device.

If you are using Eclipse, much of the work will be done automagically but can also be performed using command line tools.



# Android Virtual Devices

## Running your application



Courtesy of Eclipse Foundation. Used with permission.



# Debugging

Use the Android logging capabilities  
`android.util.Log`

- Log levels
- Tagged

A screenshot of the Eclipse IDE showing a Java file named HelloActivity.java. The code includes package, import, and class declarations, along with an onCreate method that logs a message. The IDE interface includes a menu bar, toolbar, and a status bar at the bottom.

```
Java - HelloActivity/src/com/example/android/helloactivity/HelloActivity.java - Eclipse
File Edit Refactor Source Navigate Search Project Run Window Help

HelloActivity.java
+ * Copyright (C) 2007 The Android Open Source Project
package com.example.android.helloactivity;
+ import android.app.Activity;
- /**
 * A minimal "Hello, World!" application.
 */
+ public class HelloActivity extends Activity {
+   public HelloActivity() {
+
+     * Called with the activity is first created.
+     @Override
+     public void onCreate(Bundle savedInstanceState) {
+       super.onCreate(savedInstanceState);
+
+       // Set the layout for this activity. You can find it
+       // in res/layout/hello_activity.xml
+       setContentView(R.layout.hello_activity);
+       Log.d(HelloActivity.class.getSimpleName(), "Hello Log.");
+     }
+   }
+ }
```

Courtesy of Eclipse Foundation. Used with permission.



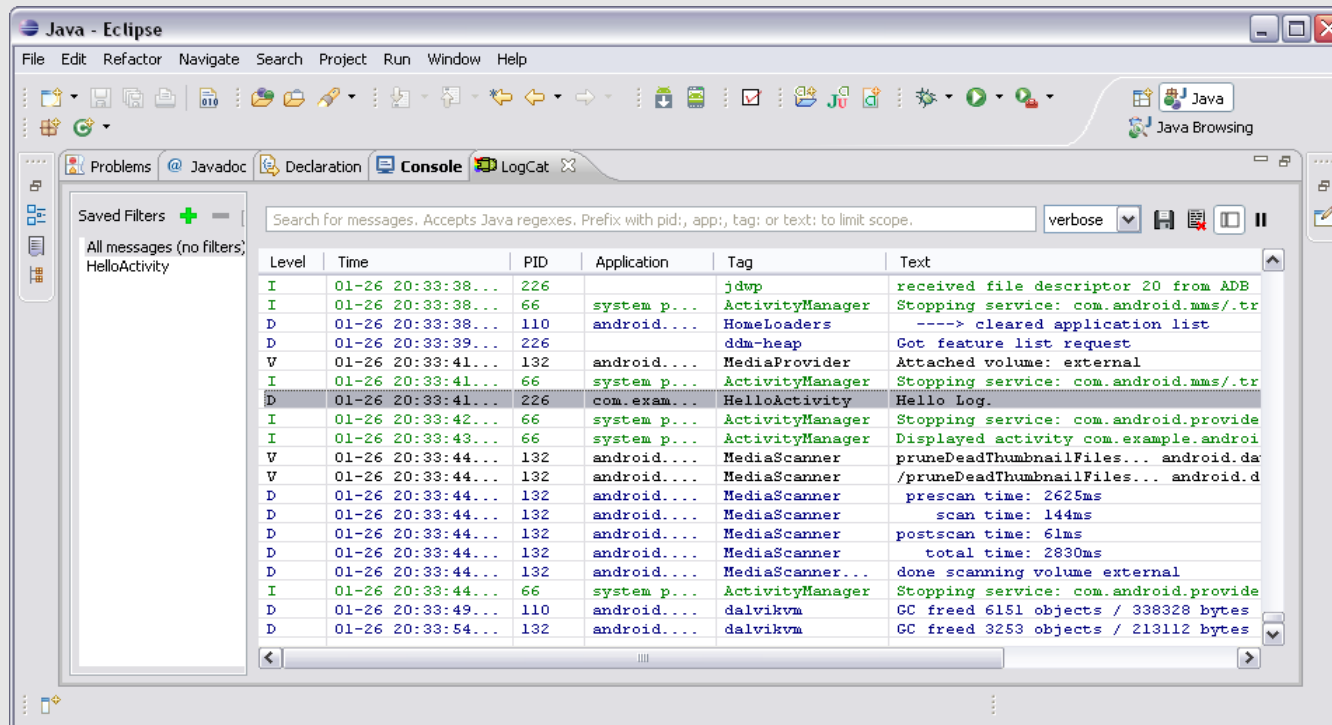


# Debugging

Use the Android logging capabilities  
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**Logcat is your friend!**



Courtesy of Eclipse Foundation. Used with permission.



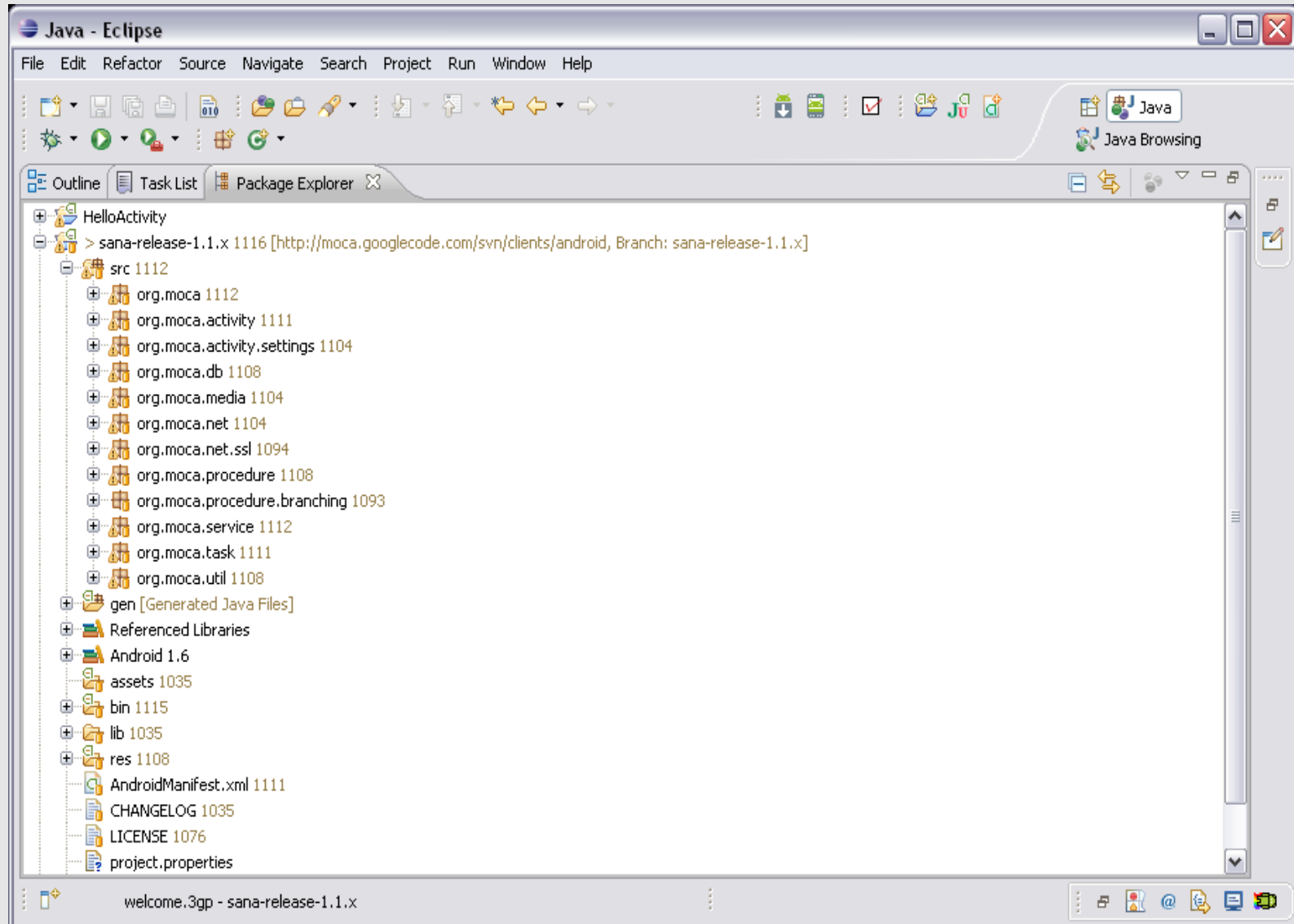
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**Hello Sana**





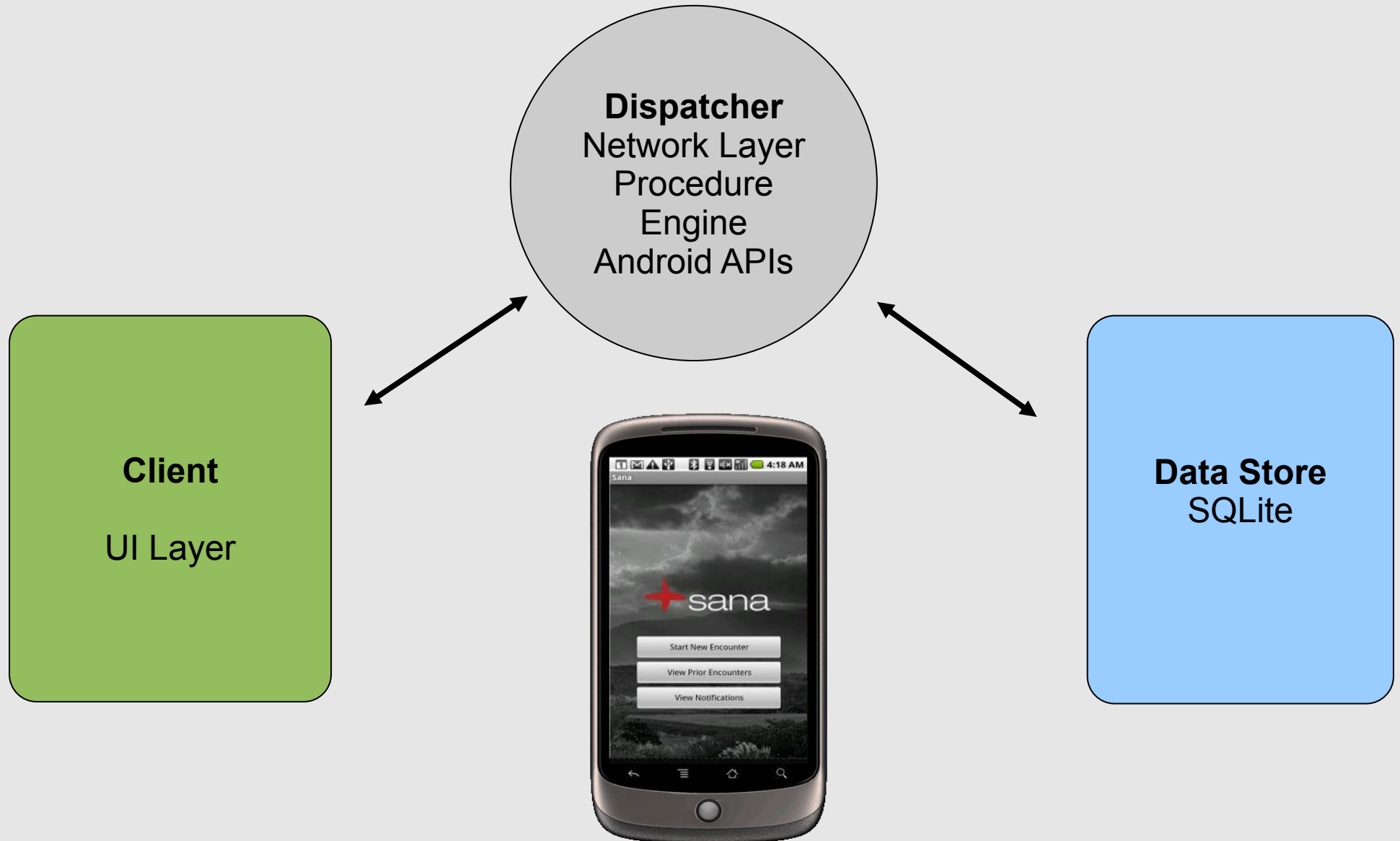
# Sana Application Structure



Courtesy of Eclipse Foundation. Used with permission.

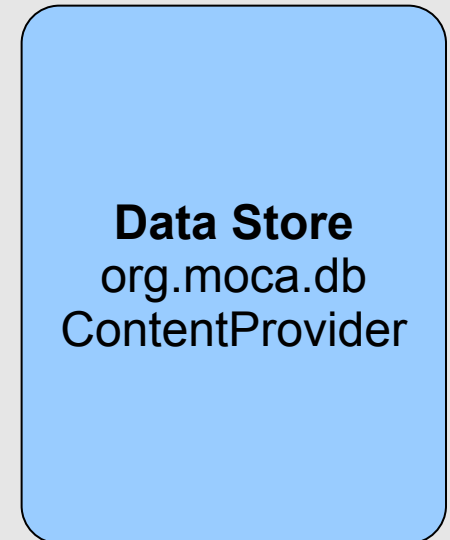
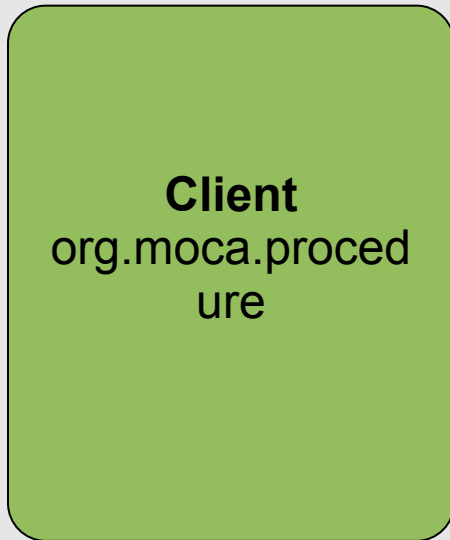
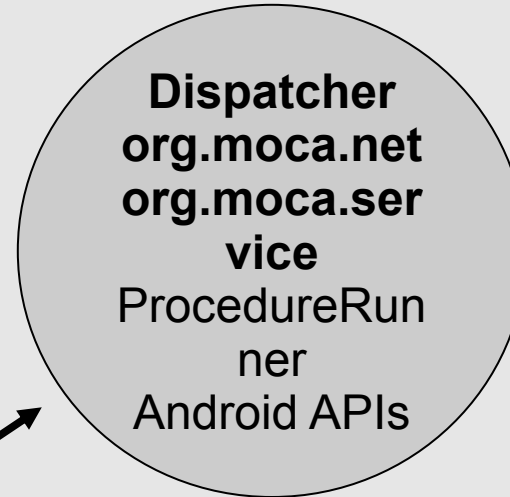


# Sana Mobile Client





# Sana Mobile Client





# Data Layer

**org.moca.db:** content providers and structural information of the application database-table columns, content URIs, data access objects, etc.

Additional utility classes in the org.moca.util package which encapsulate some of the functionality-clearing and reloading the entire db, etc.



# Dispatch Layer

**org.moca.net:** Network components. Client calls to upstream server.

**org.moca.service:** Wrappers around the network calls.

**ProcedureRunner:** Provides the stepwise flow through the instruction sets.

**Android APIs:** Calls to Android OS components and services.



# Client Layer

**org.moca.procedure:** Classes which represent the objects contained within and user view of the xml based procedures

Procedure  
ProcedurePage  
ProcedureElement

**org.moca.procedure.branching:** Conditional branching logic and operators.

and, or, greater than, less than, equal



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