



CBSoft

II Congresso Brasileiro de Software: Teoria e Prática

SBES

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XXV Simpósio Brasileiro de Engenharia de Software

XV Simpósio Brasileiro de Linguagens de Programação

XIV Simpósio Brasileiro de Métodos Formais

V Simpósio Brasileiro de Componentes, Arquiteturas e Reutilização de Software

Miniconferência Latino-Americana de Linguagens de Padrões para Programação

XVIII Sessão de Ferramentas | IV FEES | II Trilha da Indústria | I WTDSOFT

V LA-WASP | V WDDS | V SAST | II AutoSoft | II WB-DSDM | II WESB | I WBVS

Minicurso

Desenvolvimento para Dispositivos Móveis com a Plataforma Android

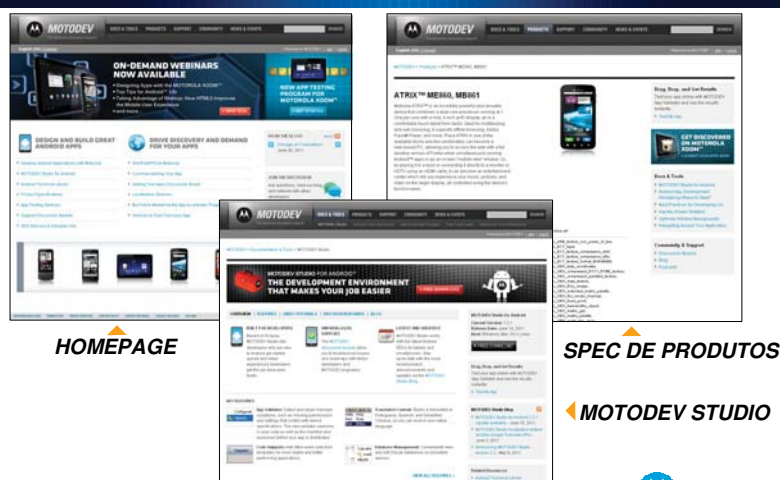
Guilherme Frenhani, Marcelo Almeida (Motorola)

PROGRAMA MOTODEV: VISÃO GERAL, ESTRATÉGIA E RECURSOS OFERECIDOS

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O QUE É MOTODEV?



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NOSSA ESTRATÉGIA

REDES SOCIAIS

**ECOSSISTEMA RICO
EM APLICAÇÕES**

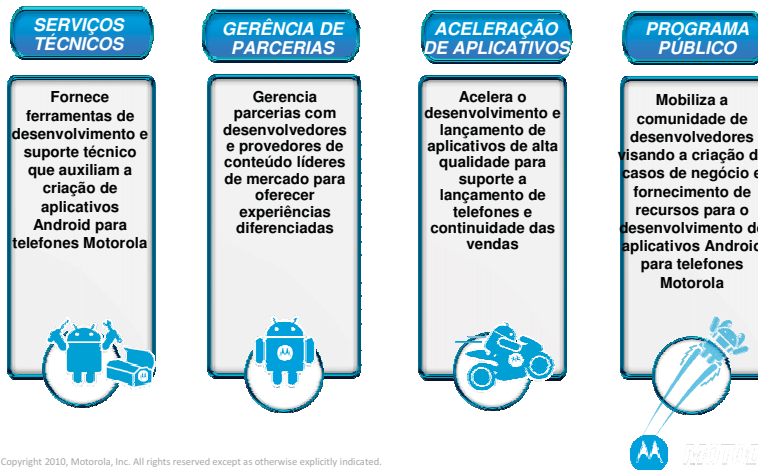


**EXPERIÊNCIAS
PREMIUM**

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COMO O PROGRAMA FUNCIONA



5 PASSOS...

- ...que você pode fazer imediatamente:
 - Se inscrever no site do programa MOTODEV em <http://developer.motorola.com> . Leva menos de 5 minutos e é gratuito !!!
 - Baixar gratuitamente a ferramenta MOTODEV Studio em <http://developer.motorola.com/docstools/motodevstudio/>
 - Visitar nossos Fóruns de Discussão em <http://community.developer.motorola.com/mtrl/> e submeter perguntas técnicas, inclusive em Português
 - Visitar nossa Biblioteca de Artigos Técnicos em <http://developer.motorola.com/docstools/library/>
 - Nos seguir no Twitter em **@motodevbr**

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INDO ALÉM...

- Se você já está desenvolvendo um aplicativo...
 - Queremos conhecer melhor você e seu aplicativo. Nos conte sobre ela em <https://myapps.developer.motorola.com/tellus>
 - Valide seu aplicativo usando nossa ferramenta MOTODEV App Validator em <https://developer.motorola.com/testing/app-validator/>
 - Se inscrever no Programa de Aceleração de Aplicativos (AAP) em <http://developer.motorola.com/app-accelerator/>
 - Se inscrever no Programa de Testes MOTOREADY em <https://developer.motorola.com/testing/motoready/>

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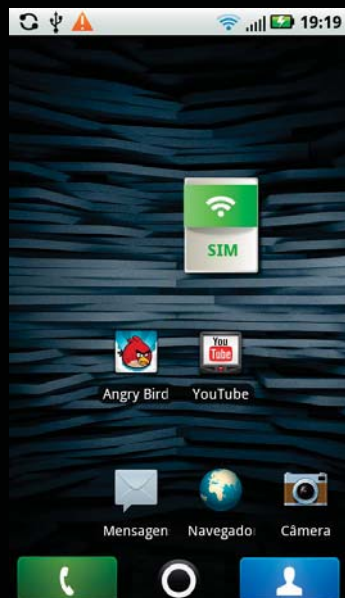
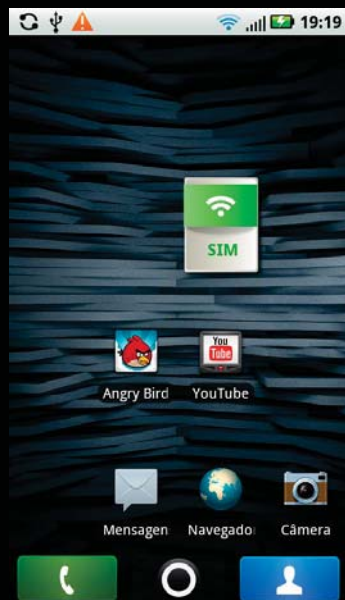


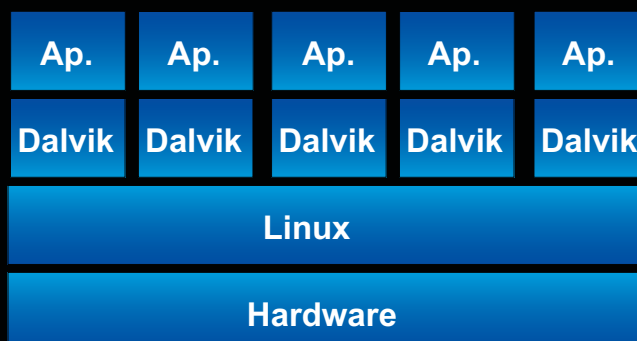
Desenvolvimento de Aplicativos para Android

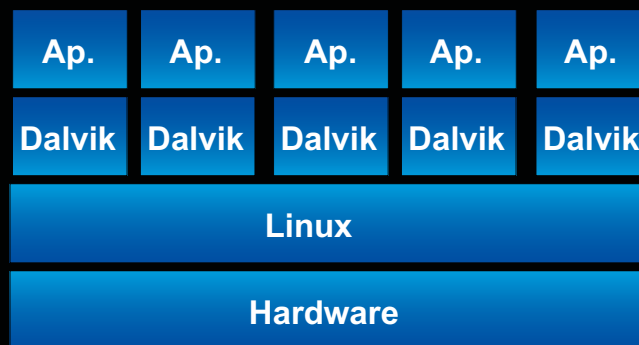
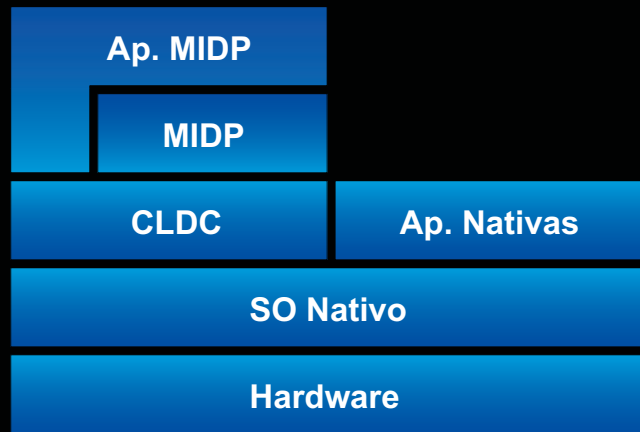
Marcelo Almeida
Motorola

- Conceitos
- Demo

- Sistema operacional
- Dispositivos móveis
- Aberto

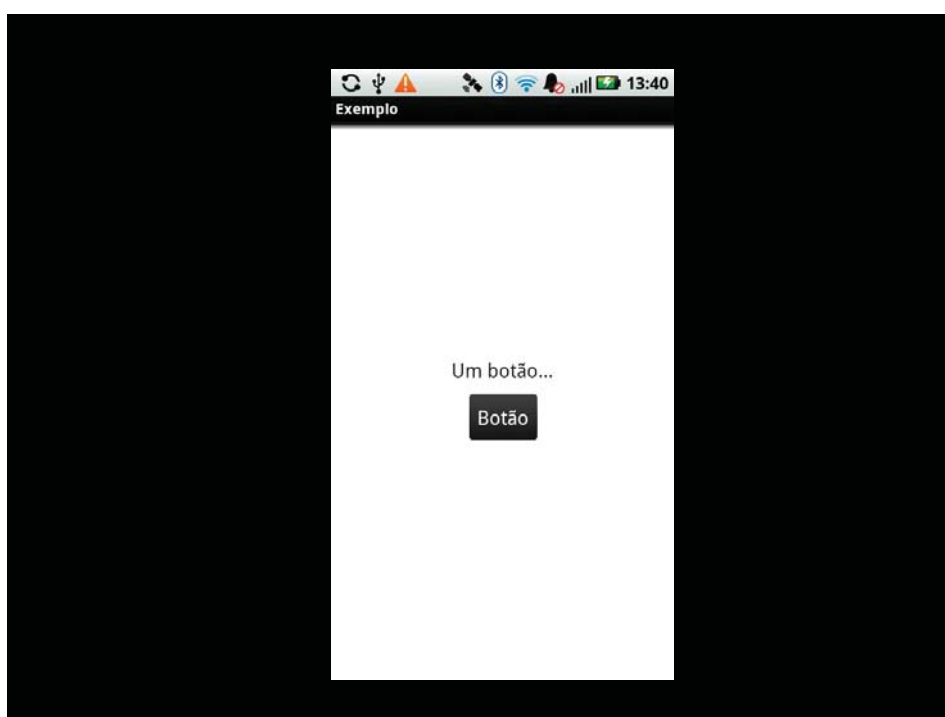
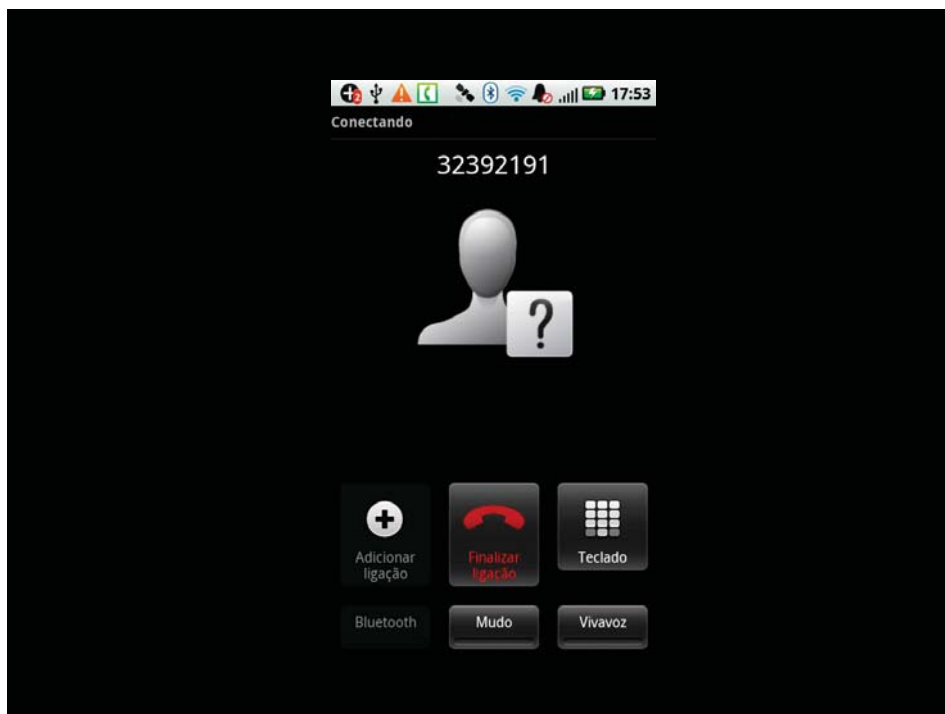






- Linguagem: Java
- Ótima API
- UI: XML





```

public class MyAct extends Activity {
    @Override
    public void onCreate(Bundle bundle) {
        super.onCreate(bundle);
        setContentView(R.layout.my_view);

        ...
    }
}

```



```

<LinearLayout ... >
    <TextView ... />
    <Button ... />
</LinearLayout>

```

```

<LinearLayout ... >
    <TextView ... />
    <Button
        android:id="@+id/button" ... />
</LinearLayout>

```

```

OnClickListener listener =
    new OnClickListener() {

        @Override
        public void onClick(View view) {

            // handle click
        }
    };

Button button =
    (Button) findViewById(R.id.button);

```



```

<LinearLayout ... >
    <TextView
        android:text="Um botão..." ... />
    <Button
        android:text="Botão"
        ... />
</LinearLayout>

```

```
<LinearLayout ... >
    <TextView
        android:text="@string/txt" ... />
    <Button
        android:text="@string/b_txt"
        ... />
</LinearLayout>
```

```
<resources>
    <string
        name="b_txt">Botão</string>
    <string
        name="txt">Um botão...</string>
</resources>
```

```
Intent j =
    new Intent(this, MyAct.class);

startActivity(j);
```

```
Intent i =  
    new Intent(Intent.ACTION_VIEW, url);  
  
startActivity(i);
```

- Intent filter
- AndroidManifest.xml

- Broadcast receiver
- Rede, power up, bateria, ...

```
BroadcastReceiver r =  
    new BroadcastReceiver() {  
        @Override  
        public void onReceive(Context ctx,  
            Intent intent) {  
            ...  
        }  
    }  
  
IntentFilter f =  
    new IntentFilter(ConnectivityManager.  
        CONNECTIVITY_ACTION);  
  
registerReceiver(r, f);
```

- Serviços
- Location, alarm, vibrator, ...

```
getSystemService(Context.LOCATION_SERVICE);  
  
requestLocationUpdates(provider,  
    timeIntervalMs, minDistanceM,  
    locationListener);  
  
void onLocationChanged(Location  
    newLocation)
```

- Perguntas?
- Aflições?

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