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Chapter 2 : Android Studio Development Essentials – Android 7 Edition - WOW! eBook

Book Description. Fully updated for Android 6, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE) and the Android 6 Software Development Kit (SDK).

Once displayed, the Profiler Tool window will appear as illustrated in Figure . To see profiling information, an app will need to be launched. Before doing that, however, it may be necessary to configure the project to enable advanced profiling information to be collected. To enable advanced profiling, begin by editing the build configuration settings for the build target using the menu in the Android Studio toolbar shown in Figure . Clicking on the button a second time will jump to the current time and resume scrolling. Horizontal scrolling is available for manually moving back and forth within the recorded time-line. The bottom time-line E charts the elapsed time since the app was launched. The remaining timelines show realtime data for CPU, memory and network usage. Hovering the mouse pointer over any point in the time-line without clicking will display additional information similar to that shown in Figure . As with the main window, the data is displayed in realtime including the event time-line A and a scrolling graph showing CPU usage B in realtime for both the current app and a combined total for all other processes on the device: The CPU Profiler supports two types of method tracing in other words profiling individual methods within the running app. The current tracing type, either sampled or instrumented, is selected using the menu marked D. The two tracing types can be summarized as follows: While less invasive than instrumented tracing, sampled tracing can miss method calls if they occur during the intervals between captures. Snapshot frequency may be changed by selecting the Edit configurations button within the type selection menu and creating new custom trace types. This has the advantage that no method calls are missed during profiling, but may impact app performance due to the overhead of tracing all method calls, resulting in misleading performance data. Method tracing does not begin until the record button E is clicked and continues until the recording is stopped. Once recording completes, the Profiler tool window will display the method trace in top down format as shown in Figure including information execution timings for the methods. Selecting a method displays the list of methods that called the selected method: In the vertical axis, each row represents methods called by the method above. Methods contained within the app are colored green, API methods orange and third-party methods appear in blue: Wider entries within the chart represent methods that used the most execution time relative to the other methods making it easy to identify which methods are taking the most time to complete. The dashed line E represents the number of objects allocated for the app relative to the scale on the left-hand side of the time-line graph. The trash can icons F indicate garbage collection events. A garbage collection event occurs when the Android runtime decides that an object residing in memory is no longer needed and automatically removes it to free memory. In addition to the usual timelines, the window includes buttons to force garbage collection events A and to capture a heap dump B. Selecting an instance from the list will display the References panel B listing where the object is reference. The Record memory allocations button marked C in Figure above will record memory allocations until the button is clicked a second time to stop recording. Once recording is stopped, a list of memory allocations will appear showing allocation count and shallow size values for each class as shown in Figure . When an instance is selected, the Call Stack panel will populate with the method trace information for the instance.

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iii Understanding Android Application and Activity Lifecycles..

Chapter 4 : Android Studio Development Essentials : Download Free Book

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Android Studio Development Essentials Book \$ (eBook)/\$ (Print) The goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE) and the Android Software Development Kit (SDK).

Chapter 5 : A Guide to the Android Studio Profiler - Techotopia

Read "Android Studio Development Essentials Android 6 Edition" by Neil Smyth with Rakuten Kobo. Fully updated for Android 6, the goal of this book is to teach the skills necessary to develop Android based application.

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Chapter 7 : [PDF/ePub Download] android studio development essentials eBook

Android Studio Development Essentials, by Neil Smyth, teaches the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE) and the Android Software Development Kit (SDK). Topics included: Basics & Setting up an Android development.

Chapter 8 : Android Studio Development Essentials - Android 6 Edition - Techotopia

The objective of this book teach the skills necessary to develop Android applications using Android Studio and the Android Software Development Kit (SDK). Beginning with the basics, this book provides an outline of the steps necessary to set up an Android Studio based development and testing environment.

Chapter 9 : Android Studio Development Essentials - Ebook pdf and epub

Android Studio Development Essentials by Neil Smyth. Publisher: Techotopia ISBN/ASIN: X Number of pages: Description: The goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE) and the Android Software Development Kit (SDK).