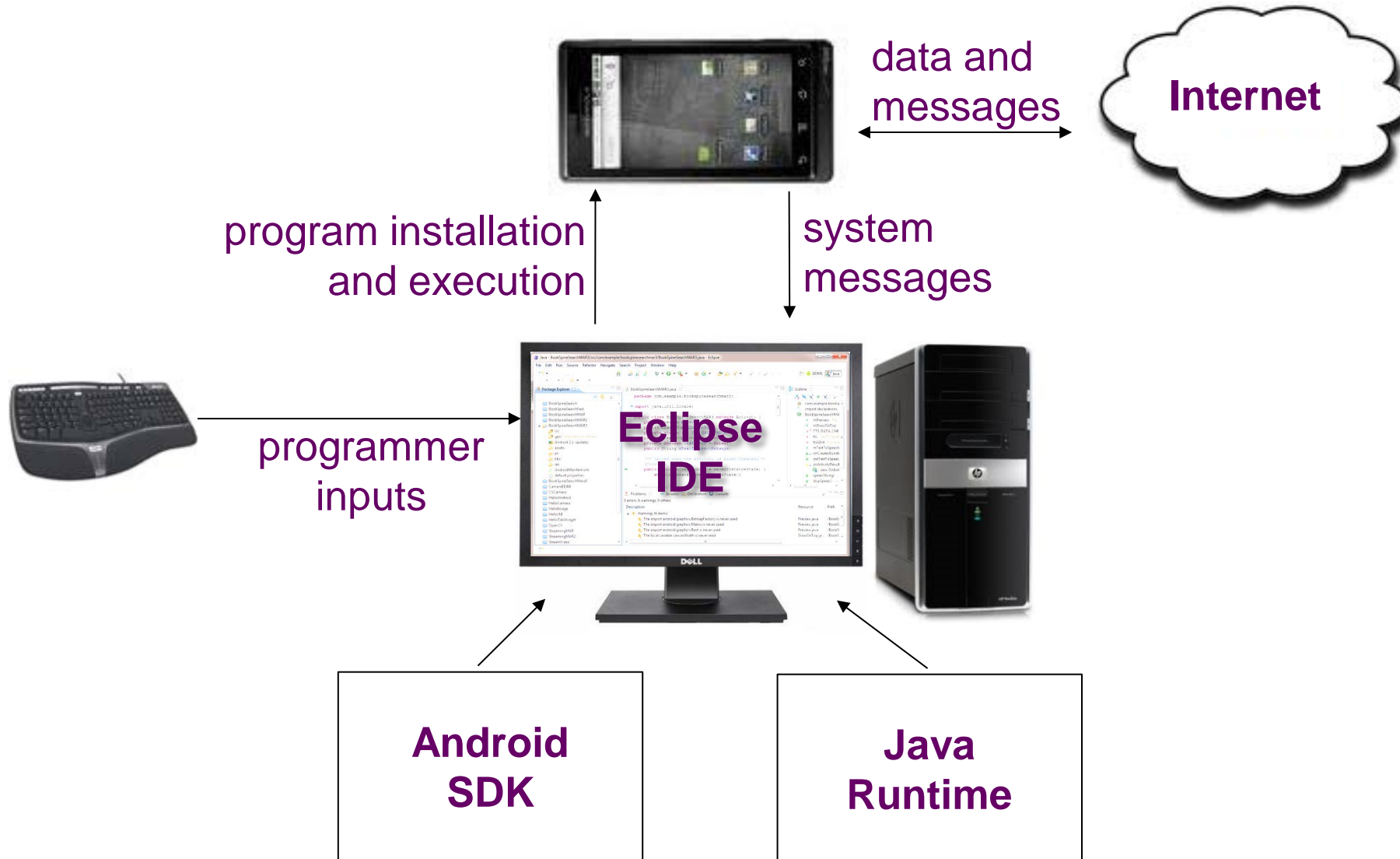


# Android development with Eclipse



# Eclipse integrated development environment

The screenshot shows the Eclipse IDE interface with several callouts pointing to specific features:

- Project files:** Points to the Package Explorer on the left, which displays a tree view of project files and folders.
- Text editor:** Points to the central editor window showing Java code for a class named `DrawOnTop`.
- Different perspectives:** Points to the top toolbar, which contains icons for switching between different IDE perspectives.
- Class hierarchy:** Points to the Outline view on the right, which shows the class hierarchy and member lists for the selected class.
- Errors and warnings:** Points to the Problems view at the bottom, which lists any errors or warnings for the current project.

```
Paint mPaintBlack;
Paint mPaintYellow;
byte[] mYUVData;
int[] mRGBData;
int mImageWidth, mImageHeight;
int[] mGrayHistogram;
double[] mGrayCDF;
int mState;

static final int STATE_ORIGINAL = 0;
static final int STATE_PROCESSED = 1;

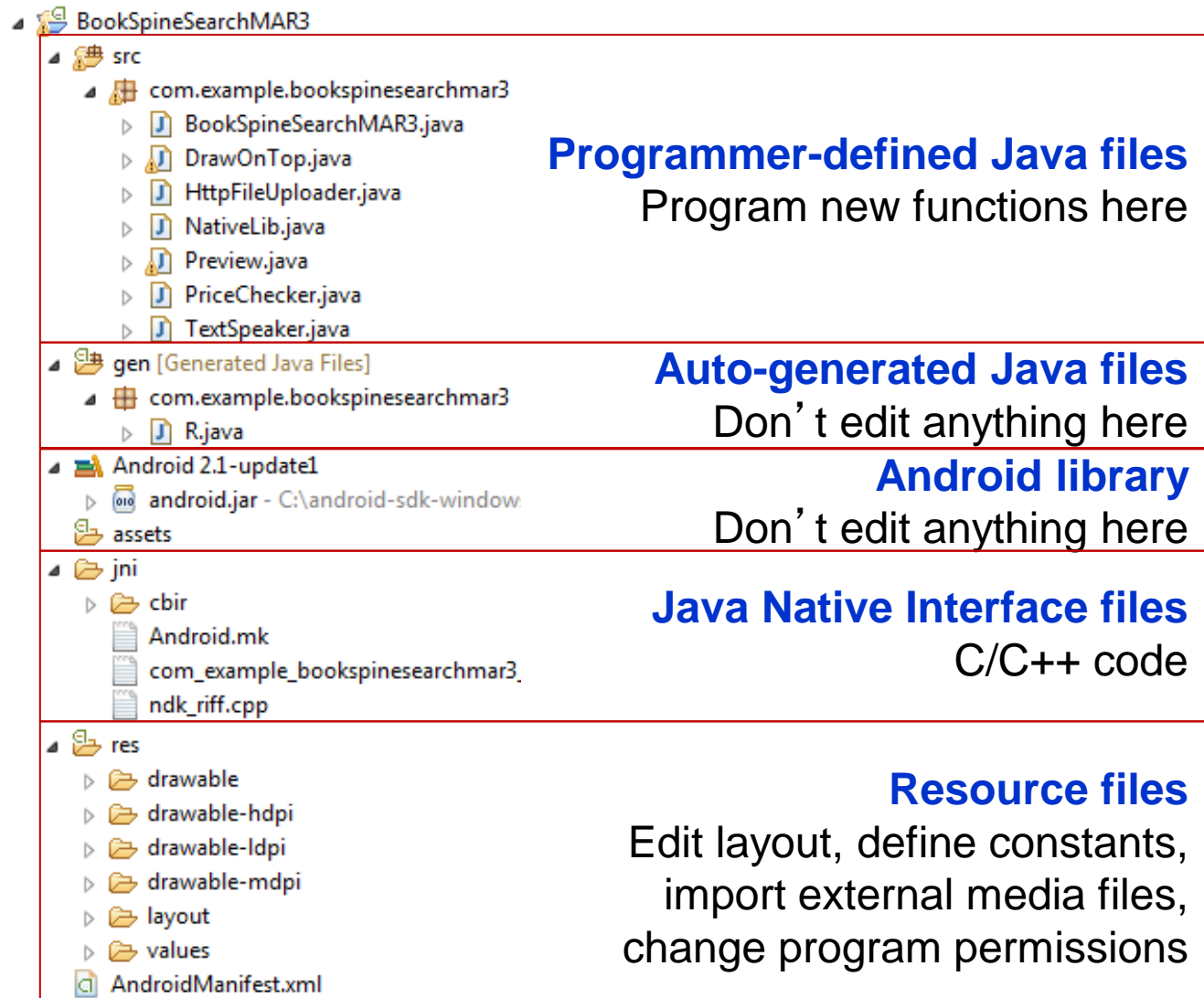
public DrawOnTop(Context context) {
    super(context);

    mPaintBlack = new Paint();
    mPaintBlack.setStyle(Paint.Style.FILL);
    mPaintBlack.setColor(Color.BLACK);
    mPaintBlack.setTextSize(25);

    mPaintYellow = new Paint();
    mPaintYellow.setStyle(Paint.Style.FILL);
    mPaintYellow.setColor(Color.YELLOW);
    mPaintYellow.setTextSize(25);
}
```

| Description  | Resolution |
|--|------------|
| Warnings (7 items)   |            |
| Attribute minSdkVersion (6) is lower than the project target API level (8) | Andr       |
| Attribute minSdkVersion (7) is lower than the project target API level (8) | Andr       |
| Attribute minSdkVersion (7) is lower than the project target API level (8) | Andr       |
| The import android.os.KeyEvent is never used                               | CVCe       |
| The import android.view.KeyEvent is never used                             | CVCe       |
| The value of the local variable mImageHeight is not used                   | Draw       |

# Structure of an Android project



The screenshot shows the project structure of 'BookSpineSearchMAR3' in Android Studio. The structure is organized into several key folders and files, each with a specific purpose:

- src**: Contains programmer-defined Java files where new functions are implemented. Files include `com.example.bookspinesearchmar3` (package), `BookSpineSearchMAR3.java`, `DrawOnTop.java`, `HttpFileUploader.java`, `NativeLib.java`, `Preview.java`, `PriceChecker.java`, and `TextSpeaker.java`.
- gen [Generated Java Files]**: Contains auto-generated Java files that should not be edited. It includes `com.example.bookspinesearchmar3` (package) and `R.java`.
- Android 2.1-update1**: Contains the Android library. It includes `android.jar - C:\android-sdk-window` and an `assets` folder. These files should not be edited.
- jni**: Contains Java Native Interface files for C/C++ code. It includes a `cbir` folder, `Android.mk`, `com_example_bookspinesearchmar3`, and `ndk_riff.cpp`.
- res**: Contains resource files for editing layouts, defining constants, importing external media, and changing permissions. It includes `drawable`, `drawable-hdpi`, `drawable-ldpi`, `drawable-mdpi`, `layout`, `values`, and `AndroidManifest.xml`.

**Programmer-defined Java files**  
Program new functions here

**Auto-generated Java files**  
Don't edit anything here

**Android library**  
Don't edit anything here

**Java Native Interface files**  
C/C++ code

**Resource files**  
Edit layout, define constants,  
import external media files,  
change program permissions