



Mobius
2023 Spring



Как Google победил фрагментацию в Android



**Кирилл
Розов**

Тинькофф

Кирилл Розов

- 👉 Staff Software Engineer в Тинькофф
- 👉 10+ лет в Android разработке
- 👉 Живу в Гродно, Беларусь
- 👉 Предпочтения: Kotlin, KMM, Coroutines, Compose





Android Broadcast

Современные тренды Android
разработки в одном месте

androidbroadcast.dev



@android_broadcast



@androidBroadcast

Фрагментация в Android – ситуация когда на рынке одновременно присутствует большое количество устройств, работающих на разных версиях ОС и с разными модификациями от производителей

Android Platform/API Version Distribution

ANDROID PLATFORM VERSION	API LEVEL	CUMULATIVE DISTRIBUTION
4.4 KitKat	19	
5.0 Lollipop	21	99.3%
5.1 Lollipop	22	99.0%
6.0 Marshmallow	23	97.2%
7.0 Nougat	24	94.4%
7.1 Nougat	25	92.5%
8.0 Oreo	26	90.7%
8.1 Oreo	27	88.1%
9.0 Pie	28	81.2%
10. Q	29	68.0%
11. R	30	48.5%
12. S	31	24.1%
13. T	33	5.2%

Last updated: January 6th, 2023

R

New features

- Chat Bubbles
- Conversation improvements
- Wireless debugging
- Neural Networks API 1.3
- Frame rate API

Behavior changes

- Exposure Notifications
- Conscrypt SSL engine by default
- Non-SDK interface restrictions
- URI access permissions requirements

Security and privacy

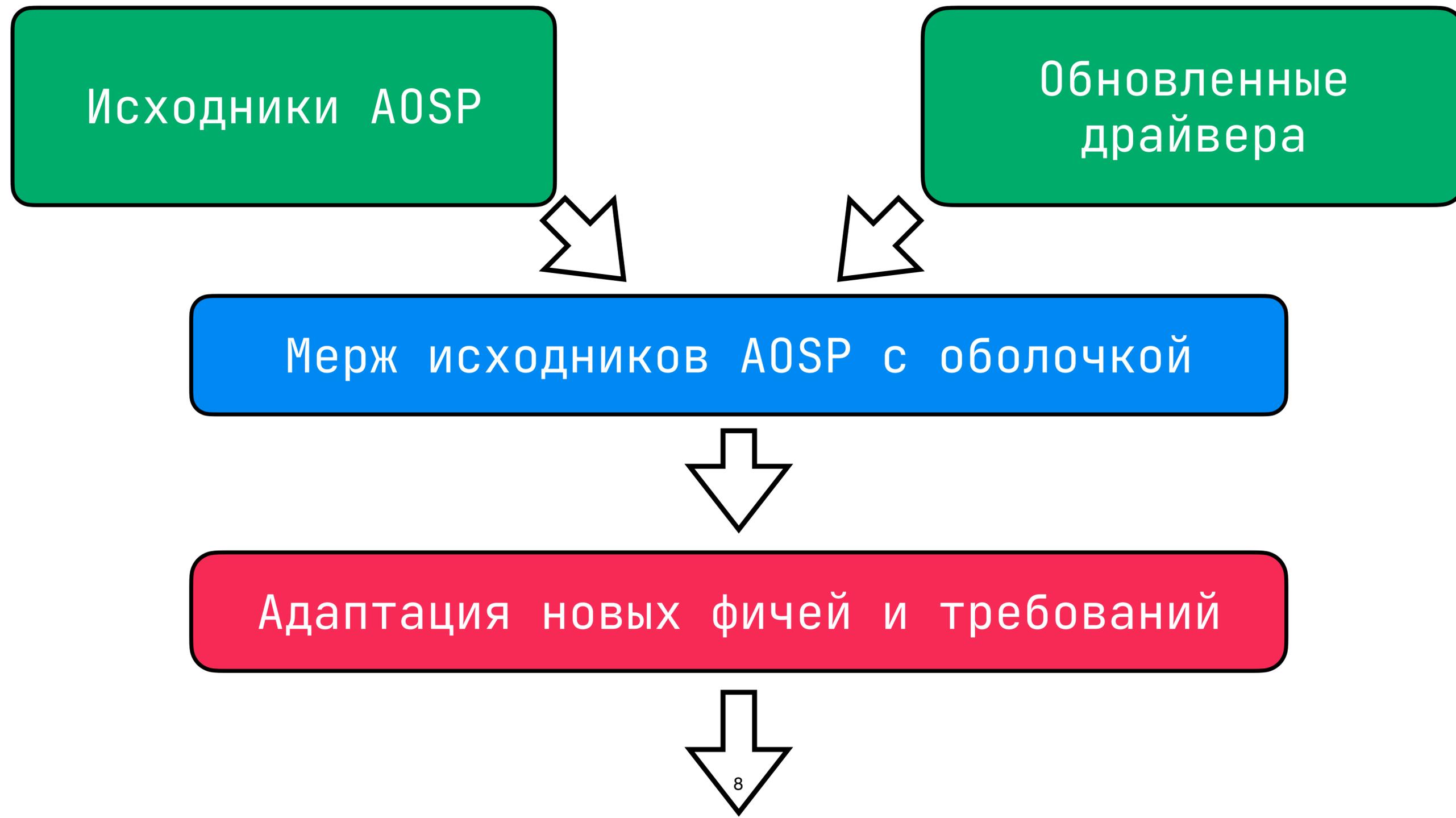
- Scoped storage enforcement
- One-time permissions
- Permissions auto-reset
- Background location access
- Package visibility
- Foreground services
- Secure sharing of large datasets

<https://developer.android.com/about/versions/11>

Cancel OK



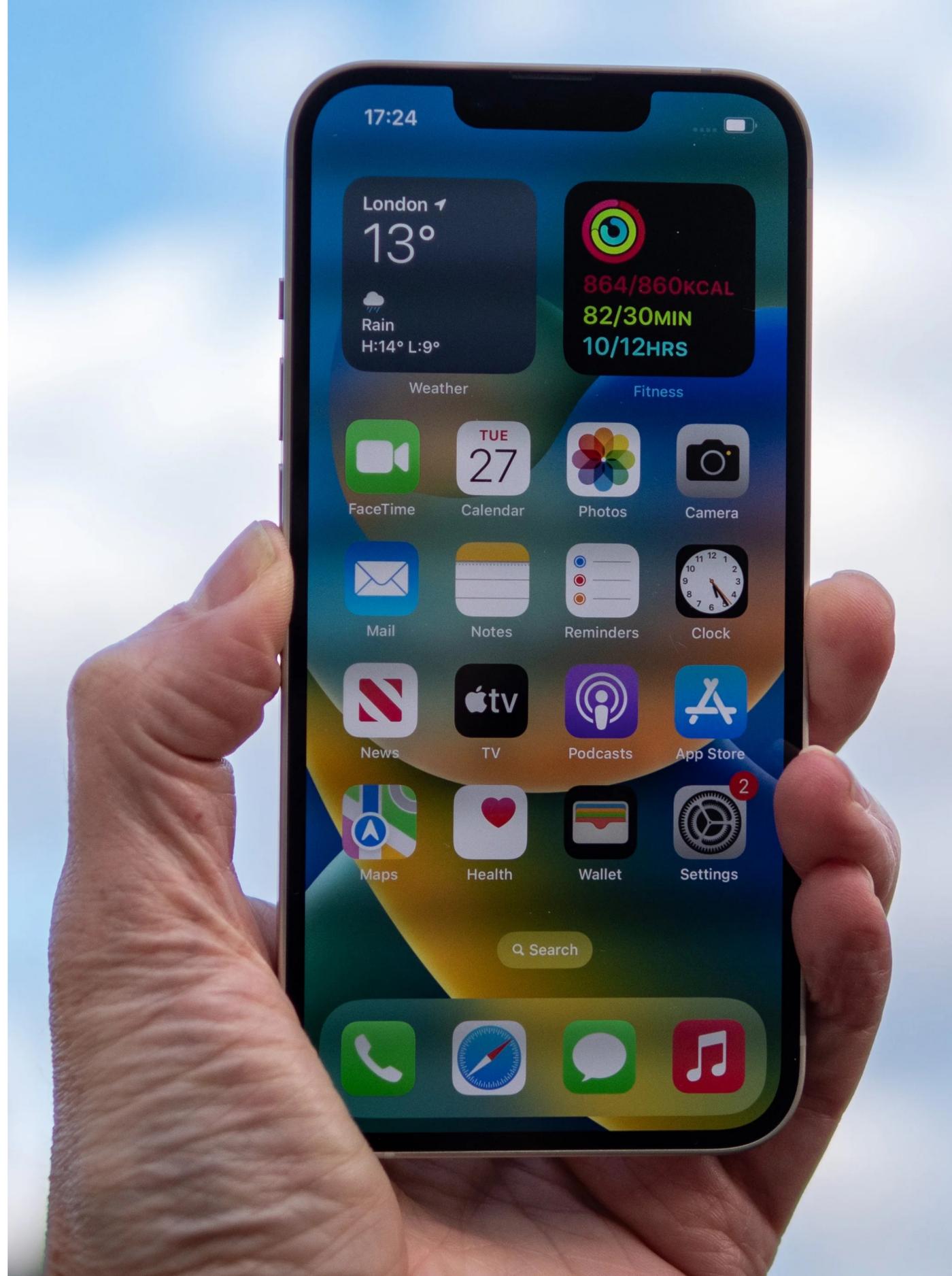
Как вендоры обновляли ОС



Фрагментация на iOS

Она есть, хоть и меньше

- 👉 Единая ОС
- 👉 Один производитель устройств
- 👉 Единый производитель ОС и устройств на ней
- 👉 Разработчик ОС целит всю разработку на последнюю версию ОС



Проверка версии Android

```
if (Build.VERSION.SDK_INT ≥ VERSION_CODES.LOLLIPOP) {  
    // КОД для Android 5.0 Lollipop и выше  
} else if (Build.VERSION.SDK_INT ≥ VERSION_CODES.ICE_CREAM_SANDWICH) {  
    // КОД для Android 4.X  
} else if (Build.VERSION.SDK_INT ≥ VERSION_CODES.HONEYCOMB) {  
    // КОД для Android 3.X  
} else {  
    // КОД для всех остальных поддерживаемых версий Android  
}
```

Android Support Library

Самая простая заплатка

ActionBarSherlock

ActionBarSherlock is an extension of the [support library](#) designed to facilitate the use of the action bar design pattern across all versions of Android with a single API.



The library will automatically use the native action bar when appropriate or will automatically wrap a custom implementation around your layouts. This allows you to easily develop an application with an action bar for every version of Android from 2.x and up.

Download v4.4.0 : [Zip](#) [Tarball](#) [More...](#)



Fork me on GitHub

Usage

Interaction with the action bar is provided through a single API by calling `getSupportActionBar()`. The methods provided by this interface mirror those of the native action bar exactly.

Enabling support is as simple as extending your activities from one of the 'Sherlock' base activities and declaring a theme in your manifest file.

Theming

A single theme can be used to style the action bar to match the look and feel of your application.

If you need to customize the look for a phone or tablet, Android's powerful resource filtering can still be leveraged.

[Learn More »](#)

Samples

View screenshots and descriptions of the three sample applications which are bundled with the project as well as open source applications who chose to implement the library.

Each project links to its source so you can investigate their code for reference.

[Learn More »](#)

Resources

Frequently Asked Questions

Common pitfalls and their solutions.

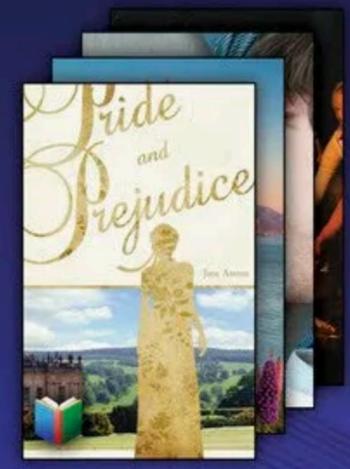
Help & Support

Places to go when you need assistance with implementation.

Development

Contribute to the library.





Mon **28**
FEB

- Dinner with Dad
- Tomorrow, Mar 1
- Laura's Birthday
- Grocery Store
- Pick Up Dry Cleaning



Browser



Gmail



Music



YouTube



Talk



Maps



Camera



My Apps

JETPACK

[Overview](#)

[Get Started](#)

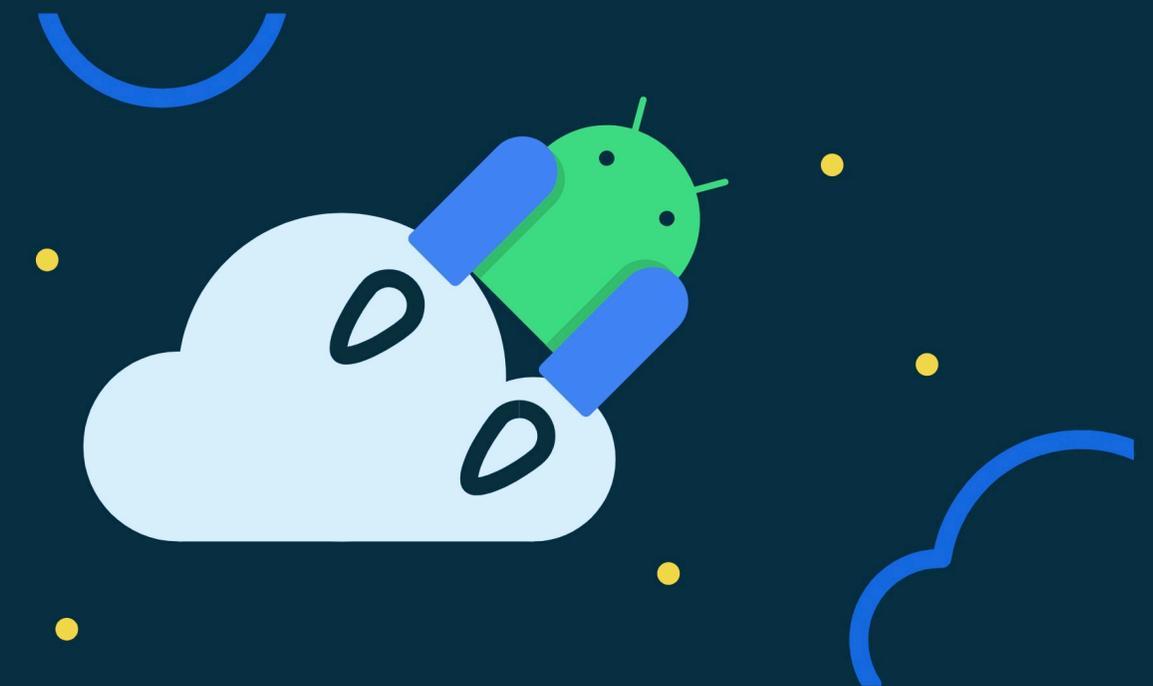
[Samples](#)

[Libraries](#)

[Community](#)

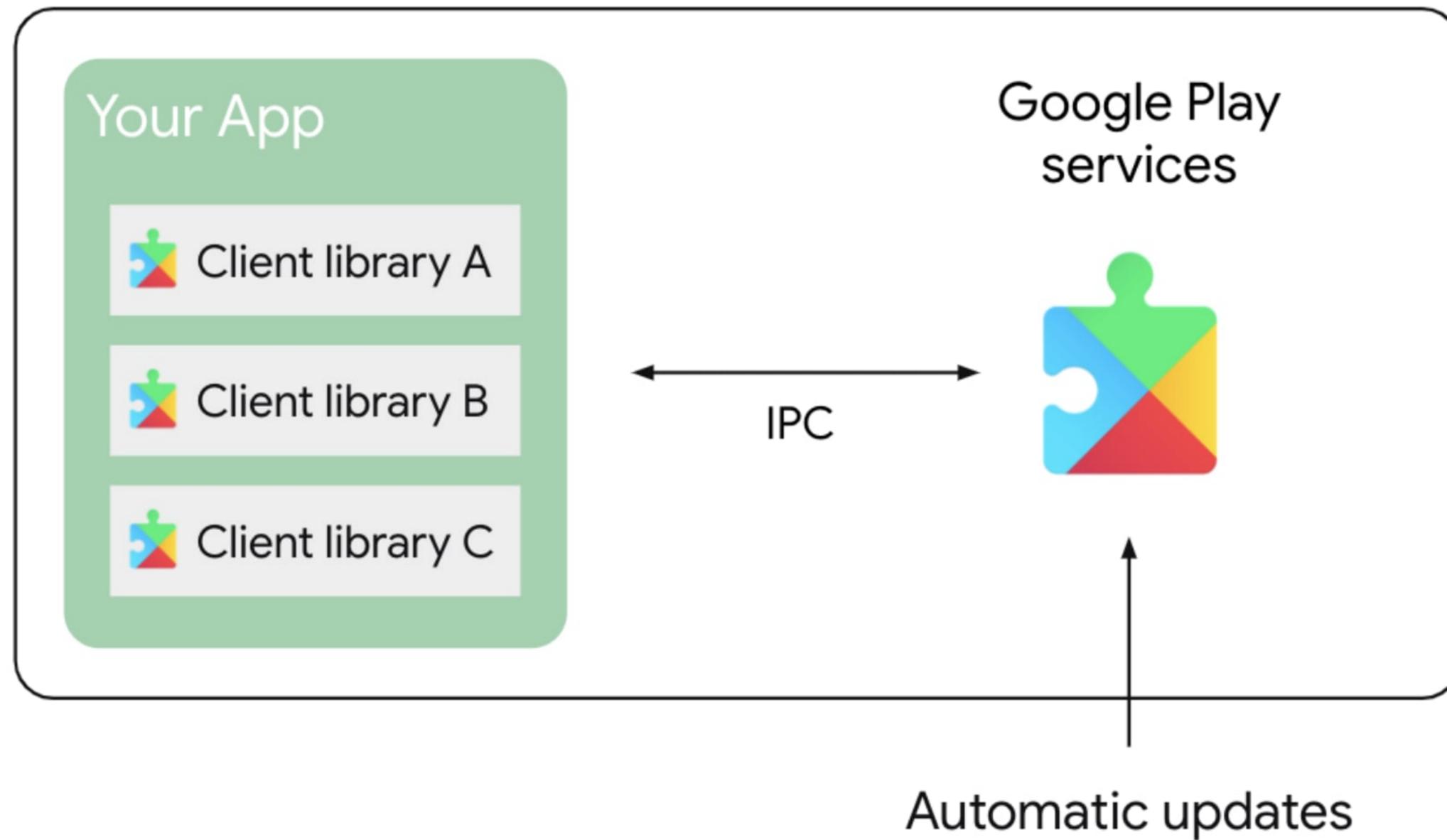
Android Jetpack

Jetpack is a suite of libraries to help developers follow best practices, reduce boilerplate code, and write code that works consistently across Android versions and devices so that developers can focus on the code they care about.



[Get started using Jetpack](#)

[Watch video](#)



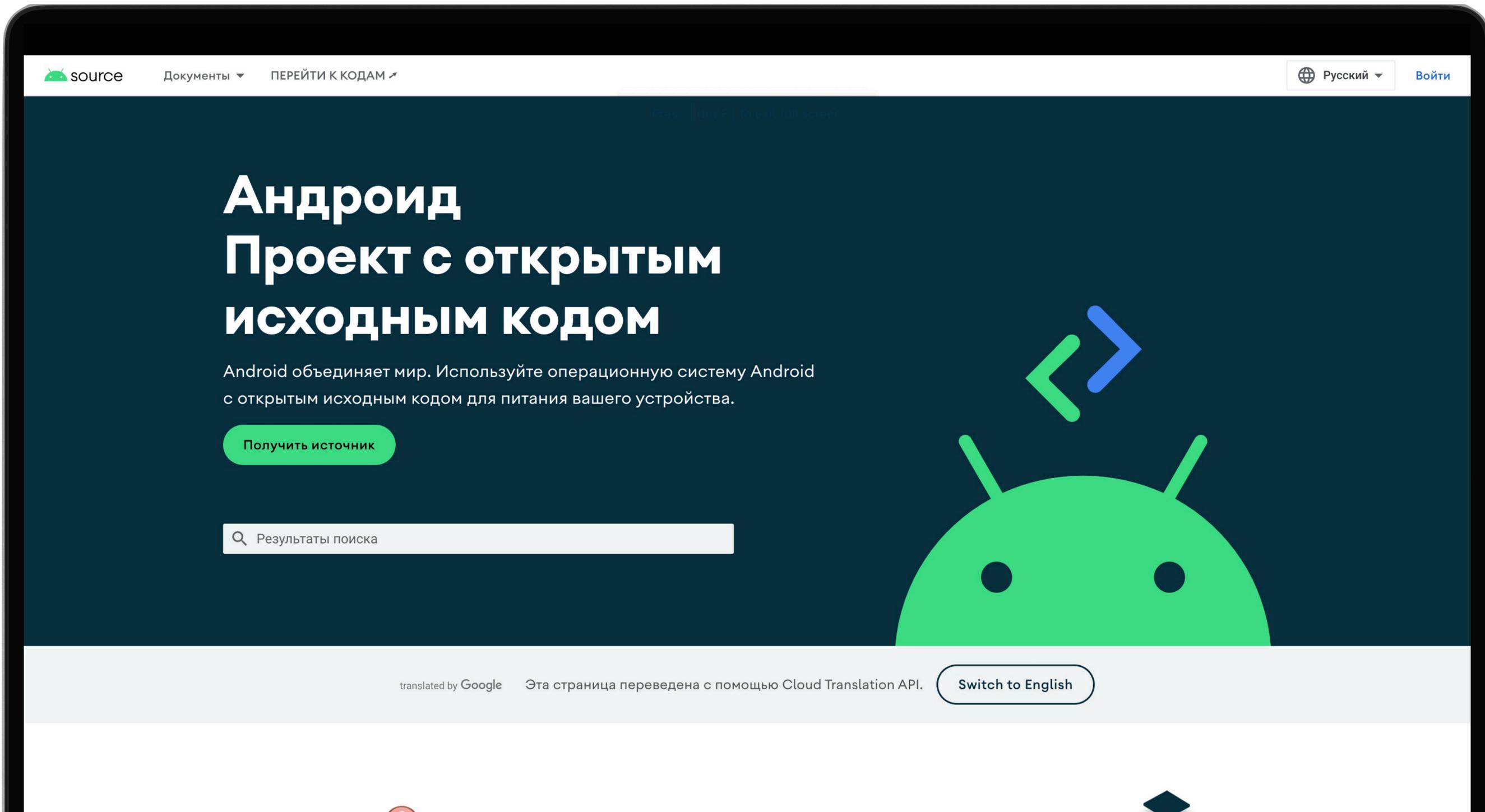
Особенности Google Play Services

- 👉 Есть на любом устройстве с Google Play
- 👉 Регулярно обновляются
- 👉 Имеют самые широкие права на устройстве
- 👉 Все руководства Android разработки содержат отсылки



AOSP

Android Open Source Project



source

Документы

ПЕРЕЙТИ К КОДАМ

Русский

Войти

Андроид Проект с открытым ИСХОДНЫМ КОДОМ

Android объединяет мир. Используйте операционную систему Android с открытым исходным кодом для питания вашего устройства.

Получить источник

Результаты поиска

translated by Google

Эта страница переведена с помощью Cloud Translation API.

Switch to English

AOSP

Android Open Source Project



Документы ▾

ПЕРЕЙТИ К КОДАМ ↗

🔍 Результаты поиска

🌐 Русский ▾

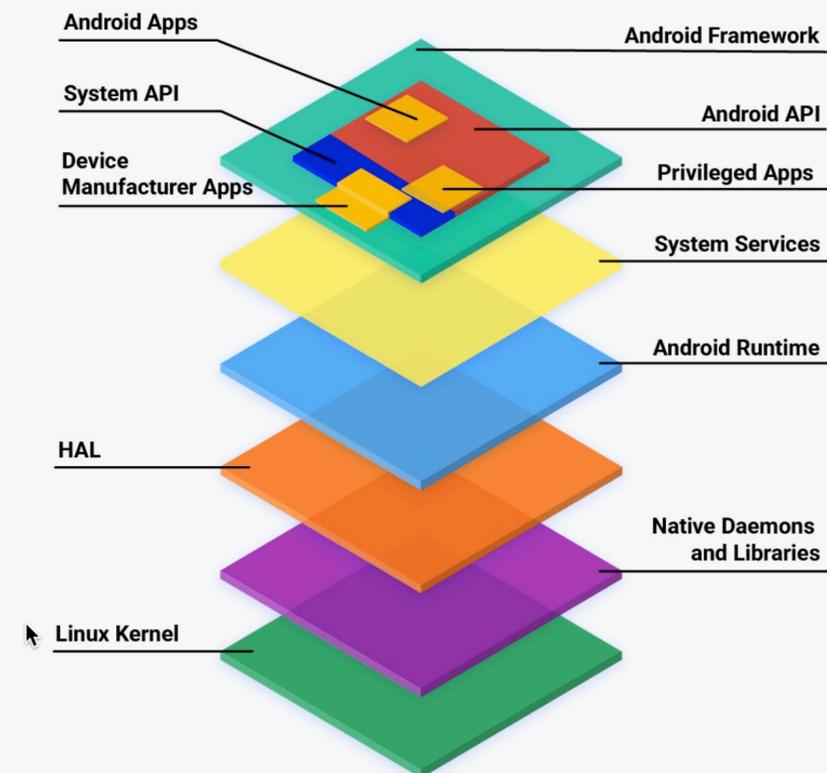
Войти

О проекте Android с открытым ИСХОДНЫМ КОДОМ

Android – это операционная система с открытым исходным кодом для мобильных устройств и соответствующий проект с открытым исходным кодом, возглавляемый Google. Этот сайт и репозиторий Android Open Source Project (AOSP) предлагают информацию и исходный код, необходимые для создания пользовательских вариантов ОС Android, переноса устройств и аксессуаров на платформу Android, а также обеспечения соответствия устройств требованиям совместимости, поддерживающим экосистему Android. здоровая и стабильная среда для миллионов пользователей.

Как проект с открытым исходным кодом, цель Android состоит в том, чтобы избежать любой центральной точки отказа, в которой один игрок отрасли может ограничивать или контролировать инновации любого другого игрока. С этой целью Android представляет собой полнофункциональную операционную систему производственного качества для потребительских товаров с настраиваемым исходным кодом, который можно портировать практически на любое устройство, и общедоступной документацией, доступной для всех (на английском языке на [сайте source.android.com](https://source.android.com) и на Упрощенный китайский на source.android.google.cn).

Так же, как вы можете вносить свой вклад в код AOSP , вы также можете вносить свой вклад в документацию AOSP – и нам нужен ваш вклад! Гибкость Android и постоянно меняющаяся кодовая база означают, что этому сайту нужны ваши отзывы, чтобы контент оставался свежим, точным и актуальным для разработчиков Android. Мы рекомендуем вам проверить [журнал изменений](#)





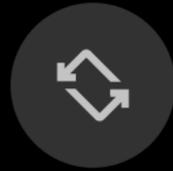
Systemupdate wird installiert

71%



Tue, Jun 4

67%



 Pixel Setup

Finish setting up your Pixel
Copy your data, talk to your Assistant, and more



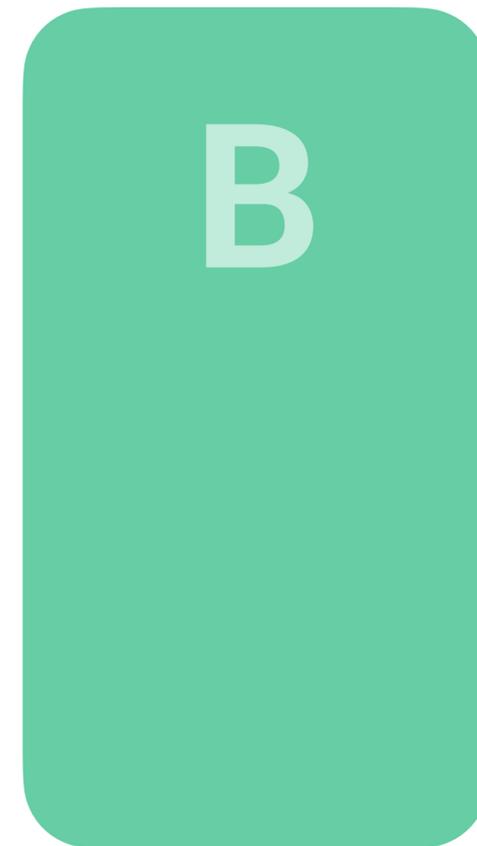
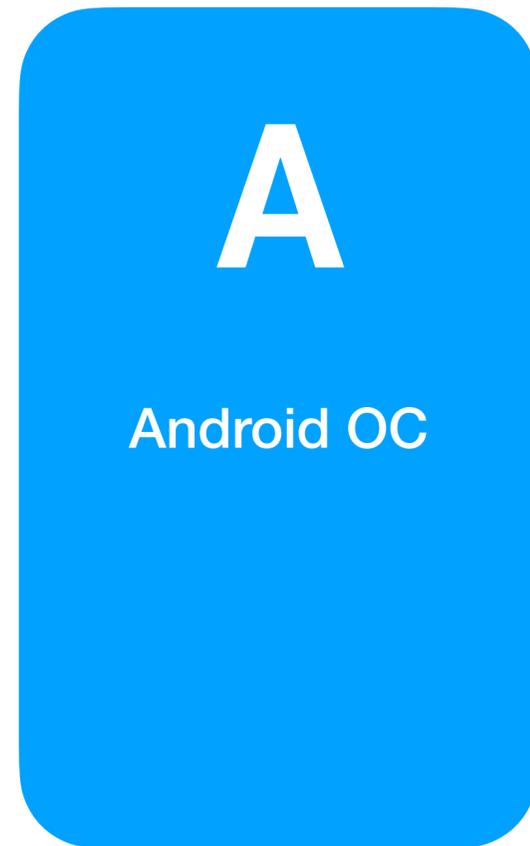
Finish setup

 Dynamic System Updates

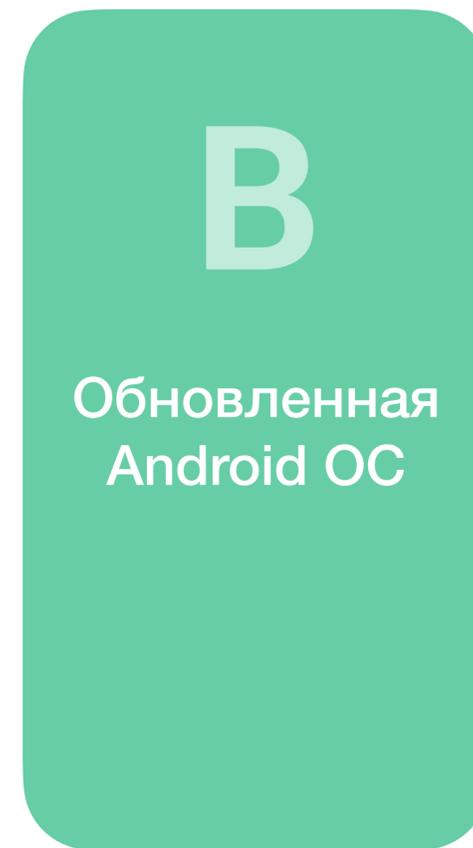
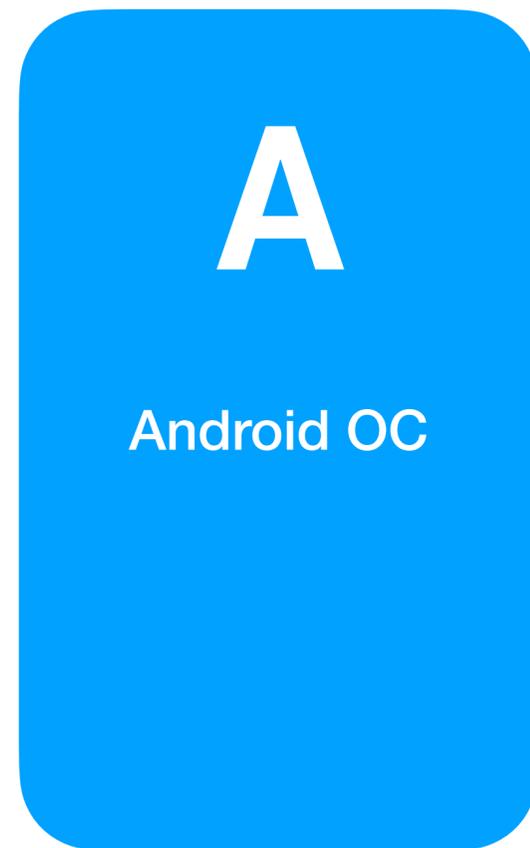
Install in progress

 Android System

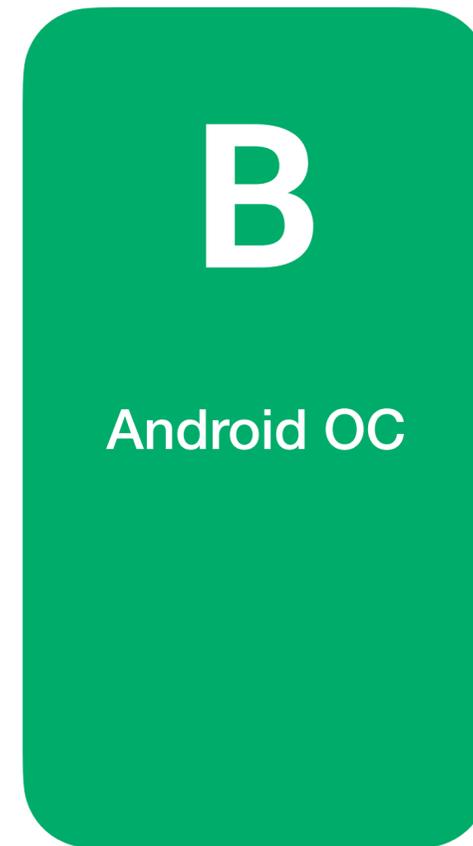
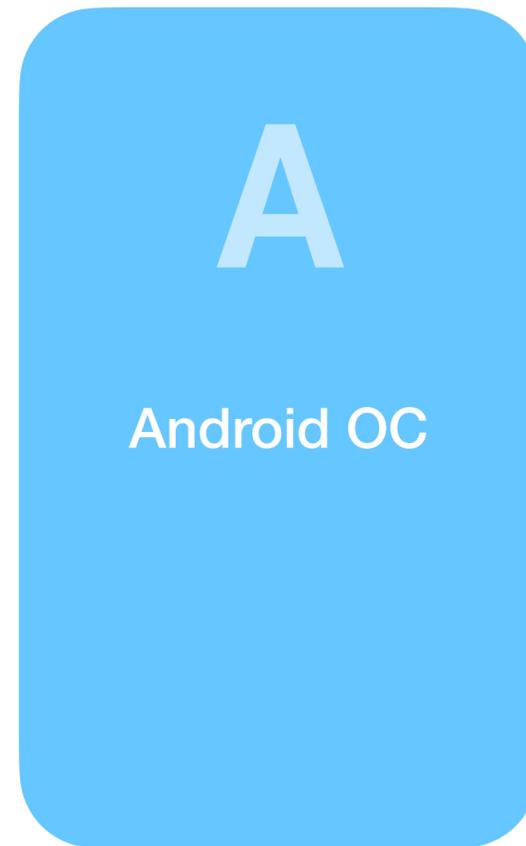
А/В обновления



А/В обновления



А/В обновления



Direct Boot

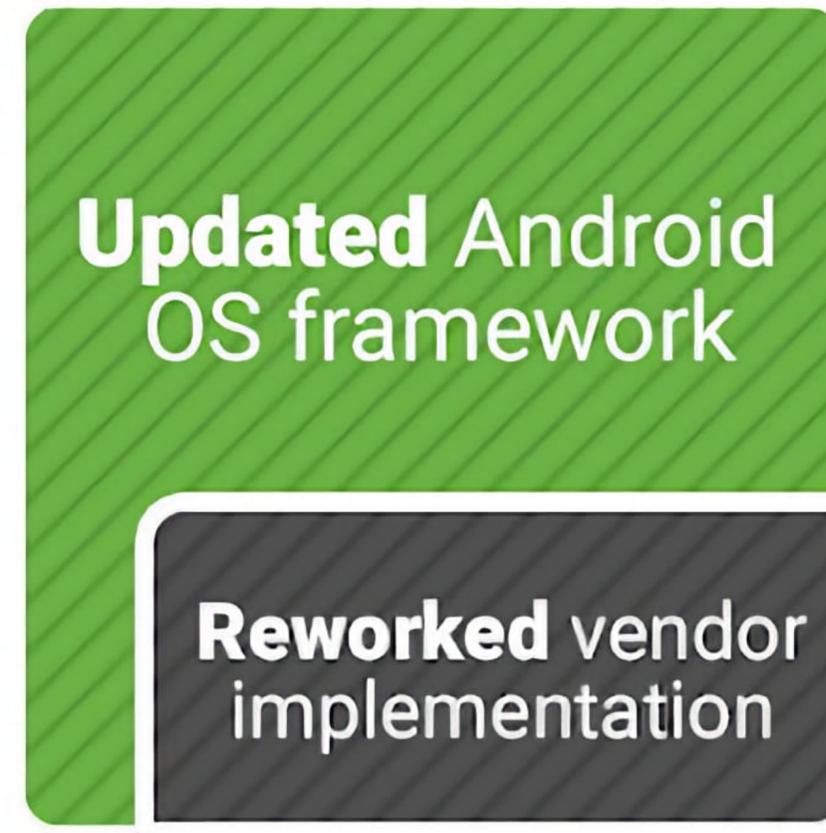


Обновления без Treble

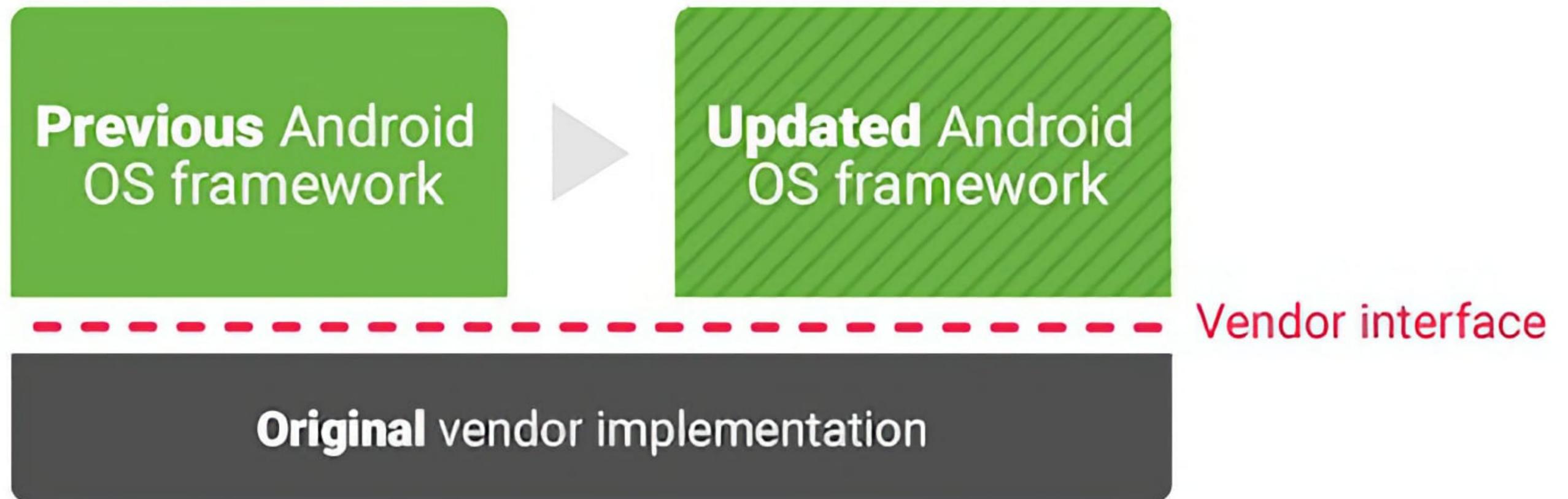
Previous
Android Release



Updated
Android Release

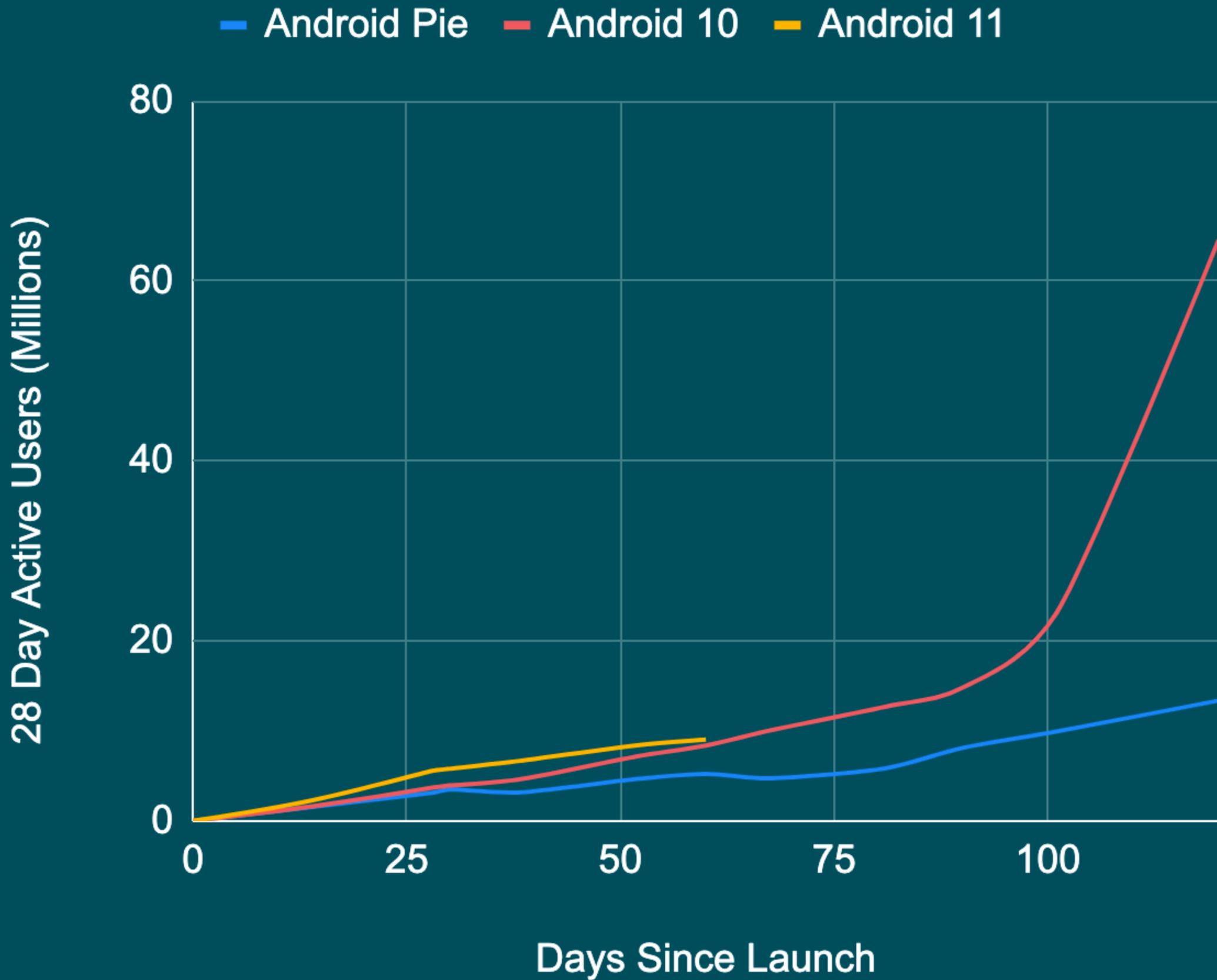


Обновления с Treble



Что дал Treble

- 👉 Независимость низкоуровневого софта (драйверов) от Android фреймворка
- 👉 Упрощение обновления ОС для производителей
- 👉 **Generic System Images (GSI)**
Чистый образ Android, который можно поставить на любое устройство с поддержкой Treble
- 👉 **Поддержка для всех Android устройств**
Требование является обязательным для всех устройств, которые выходят с Android 8.0 и новее



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11. R	30	48.5%
12. S	31	24.1%
13. T	33	5.2%

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- Scoped storage enforcement
- One-time permissions
- Permissions auto-reset
- Background location access
- Package visibility
- Foreground services
- Secure sharing of large datasets

<https://developer.android.com/about/versions/11>

Cancel OK

Android Apps



OEM Apps & Customizations



Modules
(modularized
system components)



Android OS Framework

Vendor Implementation + Kernel

Android Mainline Modules

B Android 13

- 👉 Conscrypt
- 👉 DNS Resolver
- 👉 Documents UI
- 👉 ExtServices
- 👉 Media
- 👉 ModuleMetadata
- 👉 Network Stack
- 👉 Permission Controller
- 👉 Time Zone Data
- 👉 adbd
- 👉 CellBroadcast
- 👉 IPSce/IKEv2
- 👉 MediaProvider
- 👉 NN API Runtime
- 👉 SDK Extensions
- 👉 Statsd
- 👉 Tethering
- 👉 Wi-Fi
- 👉 ART
- 👉 Device Scheduling
- 👉 AdServices
- 👉 AppSearch
- 👉 Bluetooth
- 👉 On Device Personalization Runtime
- 👉 UWB

APEX

apex_manifest.json

AndroidManifest.xml

apex_pubkey

apex_payload.img

apex_manifest.json

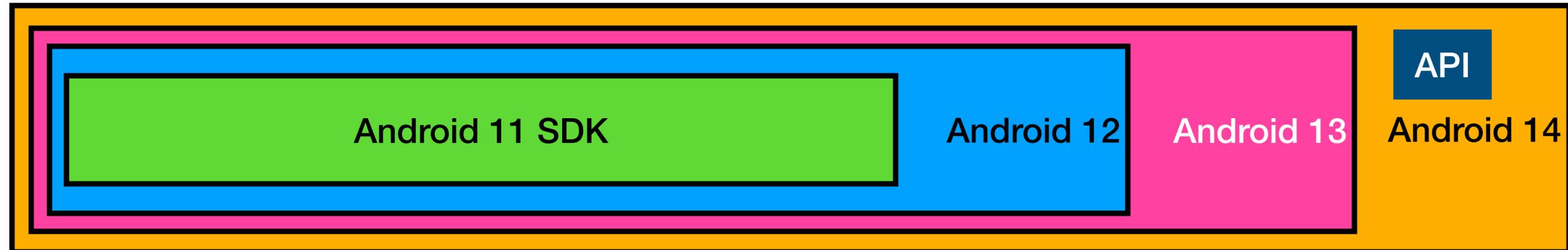
bin/myservice

lib/libFoo.so

javaliib/bar.jar

...

Структура Android SDK



SDK Extensions Mainline Module

Android 11

The screenshot shows the Android Studio documentation interface. At the top, there's a navigation bar with 'source', 'Docs', and 'GO TO CODE'. A search bar and language selector (English) are on the right. Below this is a secondary navigation bar with 'Getting Started', 'Security', 'Core Topics' (highlighted), 'Compatibility', 'Android Devices', and 'Reference'. A left sidebar contains a 'Filter' button and a list of topics, with 'SDK Extensions' highlighted in blue. The main content area features a breadcrumb 'AOSP > Docs > Core Topics', a 'Was this helpful?' feedback prompt, and the main heading 'SDK Extensions'. The text explains that the SDK Extensions module decides the extension SDK level and provides APIs for apps to query it. It is updatable and responsible for deciding the extension SDK level, providing APIs for querying the level, and determining environment variables like `BOOTCLASSPATH`, `DEX2OATBOOTCLASSPATH`, and `SYSTEMSERVERCLASSPATH` starting from Android 12. A 'Module format' section states that the module (`com.android.sdkext`) is in APEX format and available for devices running Android 11 or higher. A right sidebar titled 'On this page' lists links to 'Module format', 'Package format', 'Deriving extension SDK level', 'Reading extension SDK level', and 'Deriving classpaths'.

source Docs GO TO CODE Search English Sign in

Getting Started Security **Core Topics** Compatibility Android Devices Reference

Filter

Conscript
Device Scheduling
DNS Resolver
DocumentsUI
ExtServices
IPsec/IKEv2 Library
Media
MediaProvider
ModuleMetadata
Network Stack
NNAPI Runtime
OnDevicePersonalization
PermissionController
SDK Extensions
Statsd
Tethering
Time Zone Data

AOSP > Docs > Core Topics Was this helpful?

SDK Extensions

The SDK Extensions module decides the extension SDK level of the device and provides APIs for apps to query the extension SDK level. This module is updatable, meaning it can receive updates to functionality outside of the normal Android release cycle.

SDK Extensions is responsible for:

- Deciding the extension SDK level of the device.
- Providing APIs for apps to query the extension SDK level.
- (Starting Android 12) Determining the values for the `BOOTCLASSPATH`, `DEX2OATBOOTCLASSPATH`, and `SYSTEMSERVERCLASSPATH` environment variables.

Module format

The SDK Extensions module (`com.android.sdkext`) is in APEX format and is available for devices running Android 11 or higher.

On this page

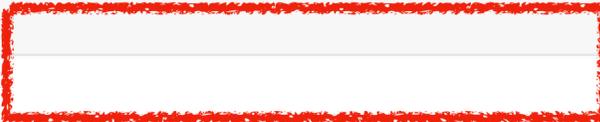
- [Module format](#)
- [Package format](#)
- [Deriving extension SDK level](#)
- [Reading extension SDK level](#)
- [Deriving classpaths](#)

ACTION_PICK_IMAGES

Added in API level 33

Also in R Extensions 2

```
public static final String ACTION_PICK_IMAGES
```



Activity Action: Allow the user to select images or videos provided by system and return it. This is different than `Intent#ACTION_PICK` and `Intent#ACTION_GET_CONTENT` in that

- the data for this action is provided by the system
- this action is only used for picking images and videos
- caller gets read access to user picked items even without storage permissions

Callers can optionally specify MIME type (such as `image/*` or `video/*`), resulting in a range of content selection that the caller is interested in. The optional MIME type can be requested with `Intent#setType(String)`.

If the caller needs multiple returned items (or caller wants to allow multiple selection), then it can specify `MediaStore#EXTRA_PICK_IMAGES_MAX` to indicate this.

When the caller requests multiple selection, the value of `MediaStore#EXTRA_PICK_IMAGES_MAX` must be a positive integer greater than 1 and less than or equal to `MediaStore#getPickImagesMaxLimit`, otherwise `Activity#RESULT_CANCELED` is returned.

Output: MediaStore content URI(s) of the item(s) that was picked. Unlike other MediaStore URIs, these are referred to as 'picker' URIs and expose a limited set of read-only operations. Specifically, picker URIs can only be opened for read and queried for columns in `PickerMediaColumns`.

Fields

Public constructors

Public methods

Inherited methods

Constants

`ACTION_IMAGE_CAPTURE`

`ACTION_IMAGE_CAPTURE_SECURE`

`ACTION_PICK_IMAGES`

`ACTION_PICK_IMAGES_SETTINGS`

`ACTION_REVIEW`

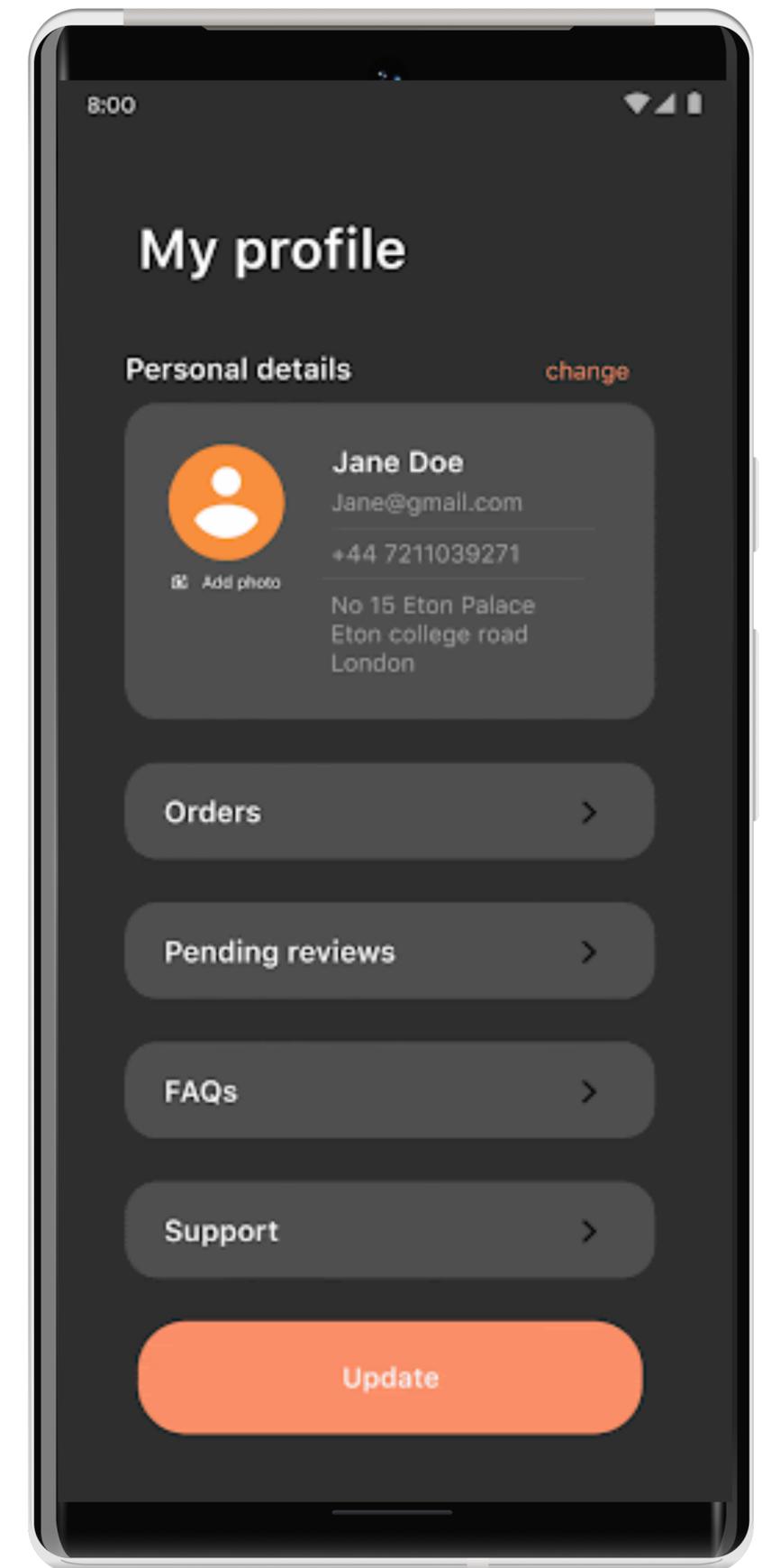
`ACTION_REVIEW_SECURE`

`ACTION_VIDEO_CAPTURE`

Запуск Photo Picker

Android 13+

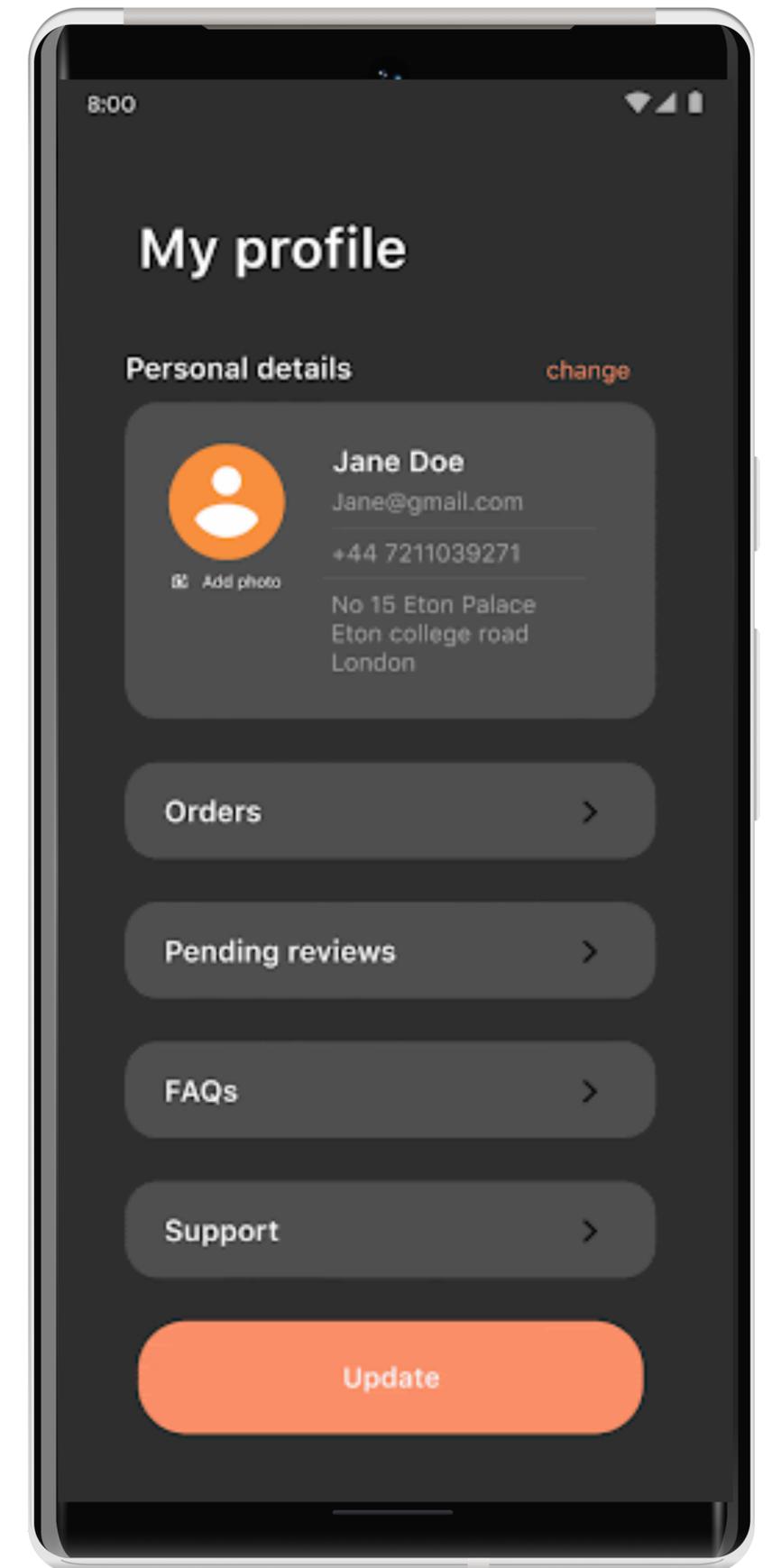
```
if (VERSION.SDK_INT ≥ VERSION_CODES.TIRAMISU) {  
    context.startActivity(  
        Intent(MediaStore.ACTION_PICK_IMAGES)  
    )  
}
```



Запуск Photo Picker

Android 11+

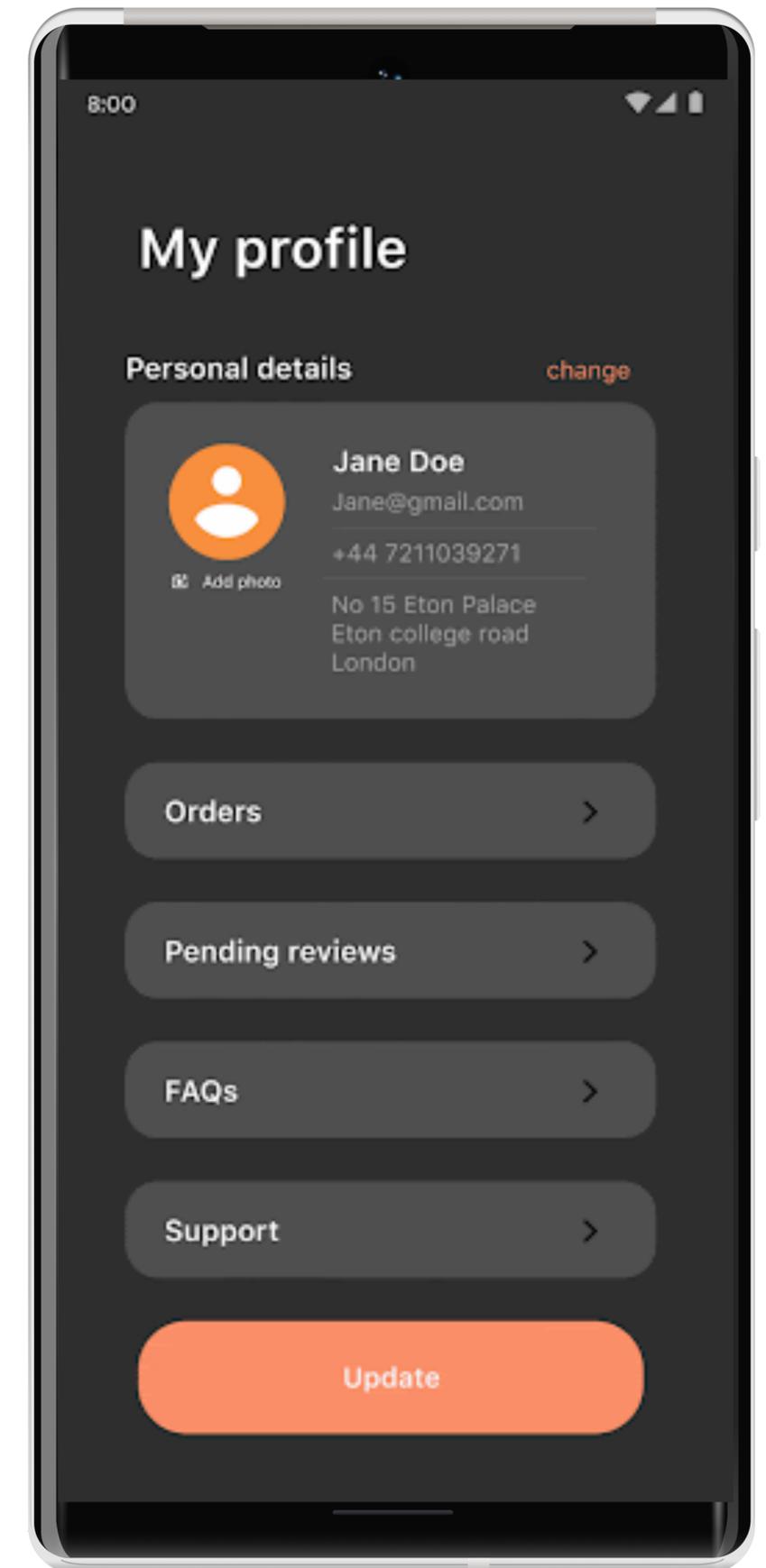
```
if (getExtensionVersion(VERSION_CODES.R) ≥ 2) {  
    context.startActivity(  
        Intent(MediaStore.ACTION_PICK_IMAGES)  
    )  
}
```



Запуск Photo Picker

Android 11+

```
if (BuildCompat.R_EXTENSION_INT ≥ 2) {  
    context.startActivity(  
        Intent(MediaStore.ACTION_PICK_IMAGES)  
    )  
}
```



Settings

Languages & Frameworks > Android SDK Reset ← →

Manager for the Android SDK and Tools used by the IDE

Android SDK Location: Edit Optimize disk space

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, the IDE will automatically check for updates. Check "show package details" to display individual SDK components.

Name	API Level	Revi...	Status
<input type="checkbox"/> Google Play Intel x86_64 Atom System Image	TiramisuPrivacySa...	9	Not installed
<input checked="" type="checkbox"/> Android 13.0 ("Tiramisu") <input checked="" type="checkbox"/> Android SDK Platform 33 <input checked="" type="checkbox"/> Sources for Android 33 <input type="checkbox"/> Android TV ARM 64 v8a System Image <input type="checkbox"/> Android TV Intel x86 Atom System Image <input type="checkbox"/> Google TV ARM 64 v8a System Image <input type="checkbox"/> Google TV Intel x86 Atom System Image <input checked="" type="checkbox"/> Google APIs ARM 64 v8a System Image <input type="checkbox"/> Google APIs Intel x86_64 Atom System Image <input checked="" type="checkbox"/> Google Play ARM 64 v8a System Image <input type="checkbox"/> Google Play Intel x86_64 Atom System Image	33	2	Installed
<input checked="" type="checkbox"/> Android 13.0 ("Tiramisu") <input checked="" type="checkbox"/> Android SDK Platform 33-ext4 <input type="checkbox"/> Google Play ARM 64 v8a System Image <input type="checkbox"/> Google Play Intel x86_64 Atom System Image	33-ext4	1	Not installed
<input checked="" type="checkbox"/> Android 13.0 ("Tiramisu") <input checked="" type="checkbox"/> Android SDK Platform 33-ext5 <input type="checkbox"/> Google Play ARM 64 v8a System Image <input type="checkbox"/> Google Play Intel x86_64 Atom System Image	33-ext5	1	Not installed
<input checked="" type="checkbox"/> Android 12L ("Sv2") <input checked="" type="checkbox"/> Android SDK Platform 32 <input type="checkbox"/> Sources for Android 32 <input type="checkbox"/> Automotive with Play Store ARM 64 v8a System Image <input type="checkbox"/> Automotive with Play Store Intel x86_64 Atom System Image	32	1	Installed

Hide Obsolete Packages Show Package Details

Project-level settings will be applied to new projects

Cancel Apply OK

Подключение SDK Extensions

```
// build.gradle.kts
android {
    compileSdk = 33
    compileSdkExtension = 5
}
```

Проверка версий

```
val allExtensionVersions: Map<Int, Int> =  
    SdkExtensions.getAllExtensionVersions()
```

```
// Реальное устройство Android 13
```

```
R_EXTENSION_INT = 5,  
S_EXTENSION_INT = 5,  
T_EXTENSION_INT = 5,  
AD_SERVICES_EXTENSION_INT = 5,
```

```
// Эмулятор Android 12
```

```
R_EXTENSION_INT = 1,  
S_EXTENSION_INT = 1,
```



android

14

Зачем нужны новые версии Android

- 👉 Улучшения фреймворка ОС
- 👉 Выделение новых Mainline модулей
- 👉 Поддержка новых стандартов
- 👉 Низкоуровневые изменения
- 👉 Новые API вне Mainline модулей
- 👉 Больше контроля для Google

Что ждет разработчика

- 👉 Android SDK как фундамент
- 👉 Android Jetpack - наше всё
- 👉 Меньше Compat API
- 👉 Независимость функционала от ОС