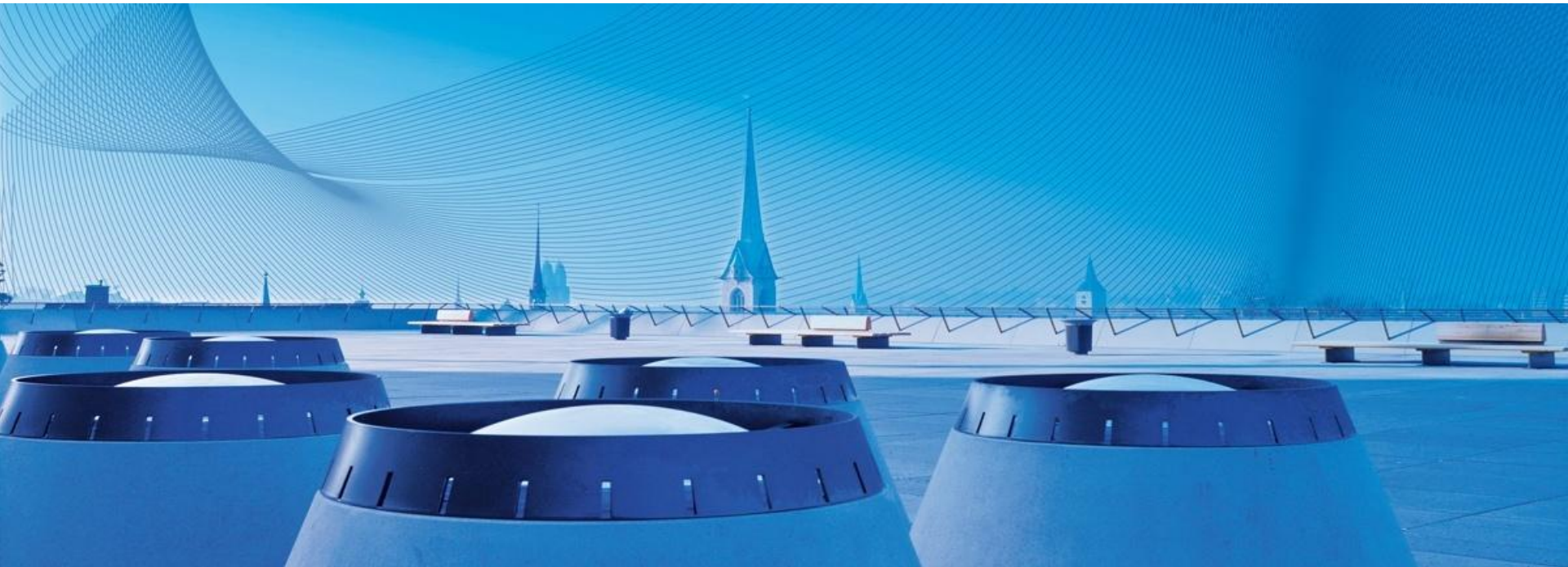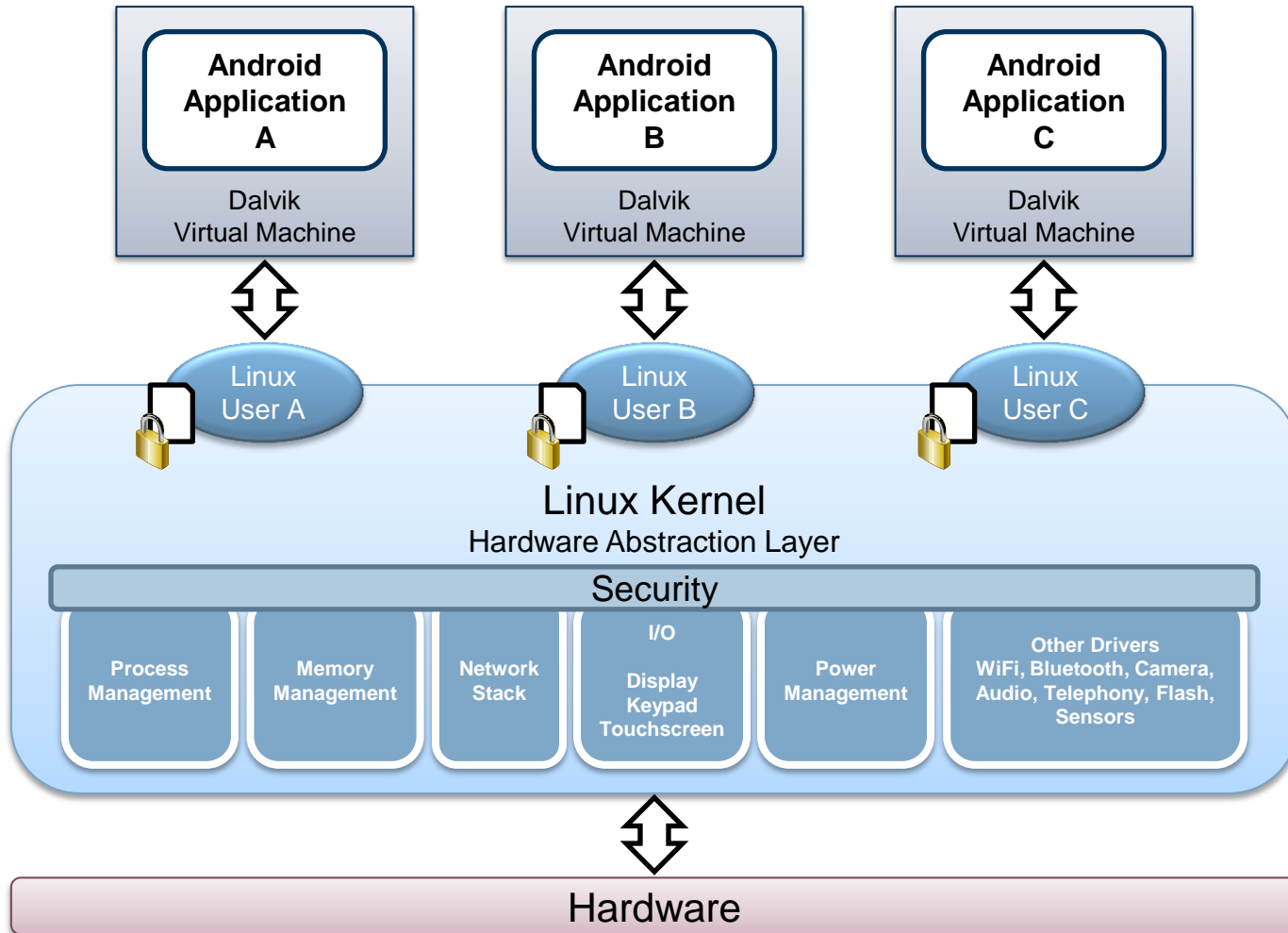# Distributed Systems – Short Tutorial

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Platform Internals

Android Key Terms

- **«Activity»**
  - Logical unit of a user activity
    (cf. window in a computer program)
  - Usually full-screen (cf. Fragments)

- **«View»**
  - Hierarchical UI element
  - Combined in layouts and
    extended to Widgets with more functionality

- **«Service»**
  - Background activity without UI, e.g., music player or FTP server

Android Key Terms

- **«Intent»**
  - Starts or switches between «Activities»
  - Passive data structure
  - Describes the action
    - An explicit class to activate
    - Or Implicit components that match an «Intent filter»

- **«BroadcastReceiver»**
  - Listens for global events (Intents)
    e.g., «headphones were plugged» sent by system
  - Can deligate to preferred Activity
  - Can inform the user

Activity Lifecycle

- ## Multi-Tasking
  - OS keeps apps alive as long as possible
  - On memory shortage, processes are killed according to their priority

- ## States of an Activity
  - Running (Resumed)
  - Paused
  - Stopped
  - Finished/killed