

Java Language

Introduction

- ❖ The Dalvik virtual machine (VM) at its heart is not precisely Java. Its support for the Java SDK is not precisely the same as any other traditional Java SDK.
- ❖ Using third party Java libraries should work in most cases. Nevertheless, the possibility the android platform doesn't support them still exists.

The Limits

- ❖ The third part Java libraries use classes that might be excluded from the android platform (e.g. Swing Library).
- ❖ The android platform is limited in its supported RAM size. Third party Java libraries might work well on servers and on desktops but may fail to work on the android platform.
- ❖ The android platform performance is not the same as when dealing with desktops and servers. Third party Java libraries might fail when trying to run them on the android platform.

The Limits

- ❖ The android platform has limits on how big the APK can be. Bundling third party jar files with our program might cause the APK file to be exceptionally big. One possible solution for this limitation is to exclude from the jar file those classes that are not in use.

Bundling Third Party Java Libraries

- ❖ Basically there are two techniques for integrating third party code into our project. The first involves with taking the source code and add it to the source code we write within the `src` folder. The second involves with taking the third party jar file and placing it within the `libs` folder.

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