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**Android base Gaming Application**

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**Abstract**

Android is a mobile operating system (OS) based on the Linux Kernel that is currently developed by Google. With a user interface based on direct manipulation, Android is designed primarily for touch screen mobile devices such as smartphones and tablet computers. This paper provides a simple game software. It is almost universally accepted in today's world that if one would go looking for a Single-change agent that has revolutionized our quality of life. Our economy and every other facet of human activity, one would definitely conclude that this agent is increasing usage of Information Technology. It would also follow that Information Technology holds the key to the future for all the economies in the third world countries including India. To maintain the past records efficiently, so that the present modifications can easily be done and also the controversies can be decided taking past records into data. Future planning and modifications in the programs are also easier when past records are efficiently maintained. This is an effort put in by us in planning and designing of this project, with the hope that you would appreciate our attempt. We hope that this will be a great use, as it will solve the tedious manual work to a great extent.

**Keywords:** Android, SDK, VM.

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**Introduction**

The Open Handset Alliance released the Google Android SDK on November 12, 2007 [1]. The conception of the Android platform is attracting more and more programmers in mobile computing fields. Android is a package of software for mobile devices, including an operating system, middleware and core applications. The Android SDK provides powerful tools and APIs necessary to develop applications on the Android platform using the Java programming language. Android platform is of open system architecture, with versatile development and debugging environment, but also supports a variety of scalable user experience, which has optimized graphics systems, rich media support and a very powerful browser. It enables reuse and replacement of components and an efficient database support and support various wireless communication means. It uses a Dalvik virtual machine heavily optimized for mobile devices [2].

Android also supports GPS, VideoCamera, compass, and 3d-accelerometer and provides rich APIs for map and location functions. Users can flexibly access, control and process the free Google map and implement location based mobile service in his mobile

systems at low cost. Android platform will not only promote the technology (including the platform itself) of innovation, but also help to reduce development costs, and enable developers to form their mobile systems with unique characteristics.

The architecture of Android framework and the anatomy of an Android application are addressed in section II and section III. The design of a game and also include a coding and the last section gives the conclusion.

**Android architecture**

The Android architecture and its main components are shown in Fig.1 as follows [3] [4].

**Applications**

A set of core applications are on the top level in the framework, including an email client, a SMS app, a calendar, amaps-application, web browser, contacts-app, and many more. All apps are written using the Java programming language.



*Figure 1. Android architecture*

### Application Framework

Developers have full access to the same framework APIs used by the core applications. The application architecture is designed to simplify the reusing of all components. This mechanism allows every component to be replaced by the user. Underlying all applications is a set of services and systems, including a rich and extensible set of Activities Views that can be used to build an application, including grids, lists, text Views edit Introduction Texts, Spinners, Buttons, an embeddable web browser and even an Map View which can be put into every app within very few lines of code; Content Providers that enable applications to access data from other applications (such as Contacts), or to share their own data; a automatic Resource Manager, making non-code resources accessible from code; a Notification Manager that enabling all applications to show custom alerts in the upper status bar; an Activity Manager managing the life of each applications and providing a useful navigation backtrack.

### Libraries

Android includes a set of C/C++ libraries used by various components of the Android system. These capabilities are exposed to developers through the Android application framework. Some of the core libraries are listed in Fig.1.

### Android Runtime

Android includes a set of core libraries that provides most of the functionality available in the core libraries of the Java programming language. Every Android application runs in its own process given by the OS, and owns its own instance of the Dalvik virtual machine. Dalvik has been written so that a device can run multiple VMs efficiently. The Dalvik VM is executing files in the .dex (Dalvik Executable) format which was optimized for minimal cpu-and-memory-usage. The Virtual Machine is register-based, and runs classes compiled by a Java language compiler that have been transformed at compile-time into the .dex format using the "dx" tool, that are shipped with the SDK. The Linux Kernel can run multiple instances of the Dalvik VM, also providing underlying functionality such as threads and lowest-level memory management.

### Linux Kernel

Android relies on Linux (Kernel version 2.6) for core system services such as memory management, process management, network stack, security, and driver model. The core also acts as a hardware abstraction layer between the applications and all the hardware.

Mind reader game design

First of all we will design a flow chart of this application so design a how can work a this applicatin.

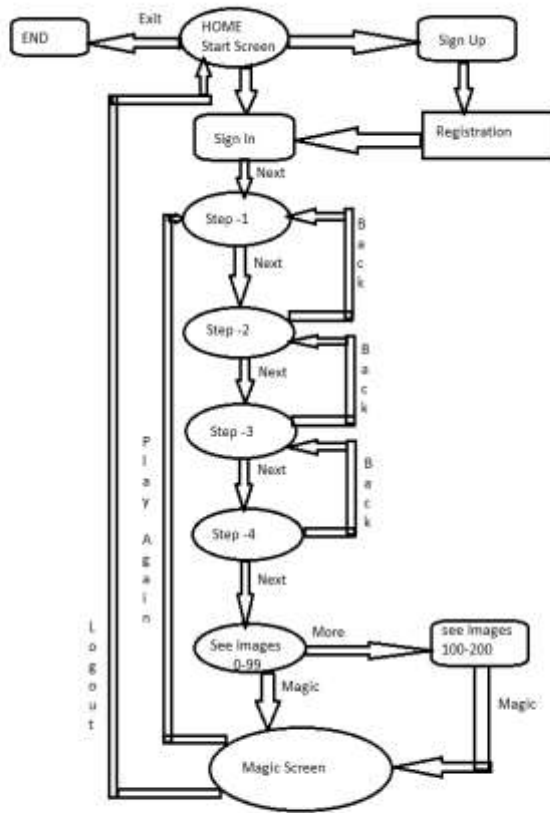


Figure 2.Floe Chart

This game software are describe step by step and also describe a coding by one . fig.1 a sine in or up pages in other word a login pages.

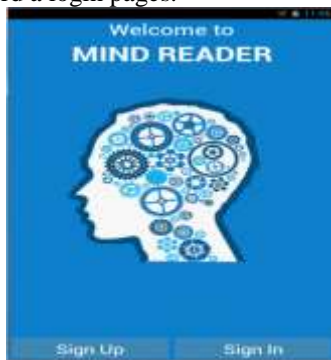


Figure 3.User Login

I f user are login in first time or user a not registered so first of all user a registered after that login .



Figure 4.Redistratation Screen

User a login so we will start a first step of a game choose any number between a 10 to 99 in your mind this is secret



Figure 5. Choose a number

After that add the digits they have a choose .suppose i have choose a no 99 so add it ( $9+9=18$ ).



Figure 6. Add a Number

Next step is subtract from the selected number such that previous choose a no 12 so that subtract is ( $99-18=81$ ).

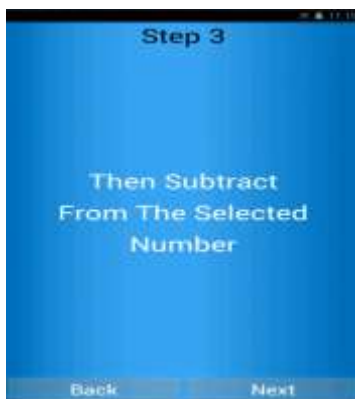


Figure 7. Subtract a Number

Step four see a symbol came in front and automatic find a no and display in your screen they have choose.



Figure 8. See a Image According



Figure 9. Logout page

### Conclusion

It is almost universally accepted in today's world that if one would go looking for a Single-change agent that has revolutionized our quality of life. Our economy and every other facet of human activity, one would definitely conclude that this agent is increasing usage of Information Technology. It would also follow that Information Technology holds the key to the future for all the economies in the third world countries including India. This is an effort put in by us in planning and designing of this project, with the hope

that you would appreciate attempt. We hope that this will be a great use, as it will solve the tedious manual work to a great extent.

This paper work titled lives up to the specified norms. Every care has been taken to avoid any possible errors. Despite our best efforts put to this work there may be some scope for further improvement. We suppose it would be the best by all the consideration, we suppose although suggestions and critics are always welcomed.

### *References*

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