

## Android

Android	An open-source mobile OS developed by Google. Designed primarily for touchscreen mobile devices such as smartphones and tablets.
Android keywords	<a href="#">Android SDK</a> , <a href="#">Android NDK</a> , <a href="#">Android IDE</a> , <a href="#">Gradle</a> (build tool), <a href="#">AndEngine</a> , <a href="#">Robotium</a> (testing) + a lot of Java keywords.
ActionBarSherlock	An Android library, extension of the <a href="#">Support library</a> , adds action bar support to older Android versions (pre 3.0) without having to code an action bar from scratch; includes extra features like setNavigationMode, Dialog Fragments, Contextual Action Bar etc.
ADB	Stands for Android Debug Bridge. A command-line tool that enables you to communicate with a device either an emulator or a connected Android device.
ADT	Short for Android Development Tools. A plugin for the <a href="#">Eclipse IDE</a> that provides a powerful, integrated environment for building Android apps. ADT extends the capabilities of Eclipse to let you quickly set up new Android projects, create an application <a href="#">UI</a> , debug your apps using the <a href="#">Android SDK</a> tools, etc.
AndEngine	An Android game development engine that provides accelerated graphics output, used to program 2D videogames for android devices, is easy to use, has multiple features and is open source.
Android Auto	Google's solution that allows its users to control smartphone functions (text messaging, navigation and music) via their car's dashboard touchscreen, steering-wheel buttons, and voice commands.
Android IDE	An <a href="#">IDE</a> that provides tools for building apps on every type of Android device, allows code editing, debugging, performance tooling, a flexible build system.
Android N	The latest release of Android that allows multi-tasking and has been available as a beta version for developers since March 2016.
Android NDK	Stands for Android Native Development Kit. A toolset that allows to program in C/C++ for Android devices.
Android SDK	A Software Development Kit that enables developers to create applications for the Android platform, includes sample projects with source code, development tools, an emulator and required libraries to build apps.
Android Studio	Provides the fastest tools for building apps on every type of Android device, especially world-class code editing, debugging, performance tooling, a flexible build system, and an instant build/deploy system.
Android TV	A smart TV platform developed by Google. Based on the Android 5.0 Lollipop OS or later.
Android Wear	A version of Google's Android operating system designed for smartwatches & other wearables.
AppCompat	An Android support library that enables the use of the ActionBar and Material Design specific implementations such as Toolbar for older devices down to Android v2.1.
ButterKnife	A view binding library. It uses annotations to generate boilerplate code.
Conductor	A framework that is developed for building view-based Android applications.
Dagger	A framework that assists you with testing code.
Dagger 2	A dependency injection framework for both Java and Android. Maintained by Google.
DBFlow	An <a href="#">ORM</a> database library that relies on annotation processing to create Java code based on <a href="#">SQLite</a> . It is used for interactions within databases.
Espresso	A testing framework (part of the Android Testing Support Library) that exposes a simple API to perform UI testing of Android apps.
Evernote	A cloud-based, cross-platform, freemium application software designed for note taking, organizing, and archiving, primarily used for Android, but have SDK-specific class references for both iOS and Android.. It is developed by the Evernote Corporation.
greenDAO	An open source Android <a href="#">ORM</a> providing an easy and fast way to use SQLite databases to help developers handle data efficiently.
gtest	Google testing framework.
Logcat	An <a href="#">ADB</a> command-line tool that discards a log of system messages.

