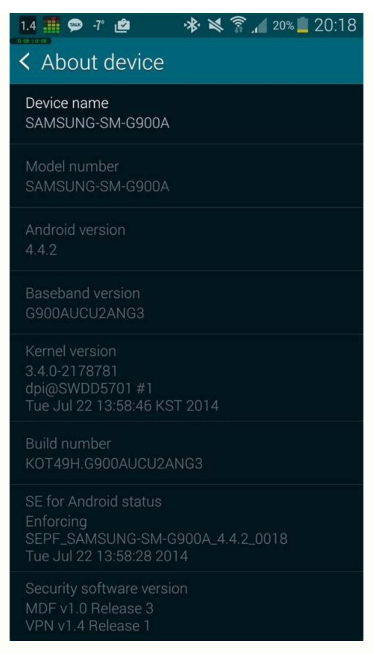
Android version code 0

Continue


About device

Device name
SAMSUNG-SM-G900A

Model number
SAMSUNG-SM-G900A

Android version
4.4.2

Baseband version
G900AUCU2ANG3

Kernel version
3.4.0-2178781
dpi@SWDD5701 #1
Tue Jul 22 13:58:46 KST 2014

Build number
KOT49H.G900AUCU2ANG3

SE for Android status
Enforcing
SEPF_SAMSUNG-SM-G900A_4.4.2_0018
Tue Jul 22 13:58:28 2014

Security software version
MDF v1.0 Release 3
VPN v1.4 Release 1

To get versionName and versionCode of current build of your application you should query Android's package manager. try { // Reference to Android's package manager PackageManager packageManager = this.getPackageManager(); // Getting package info of this application PackageInfo info = packageManager.getPackageInfo(this.getPackageName(), 0); // Version code info.versionCode // Version name info.versionName } catch (NameNotFoundException e) { // Handle the exception } PDF - Download Android for free Update: I posted a new article which uses the setup from this article to inform your users whenever an app is updated with new features.Gradle, which is now Android Studio's default and recommended build system, can help you automate many tasks that other developers might be doing manually.As you know, every Android app must declare an app's versionCode (a monotonically increasing integer for each version of the app), and versionName (a text description which can really be anything, but is usually a human-readable version string of the form x.y.z (major version, minor version, patch level). An app's versionName is usually shown within the app in the About screen, and in other places, such as when sending a bug report. Here's how you can specify everything in exactly one place and use it everywhere needed.Define individual components of the version number.Start off with defining individual components of the version number—major version, minor version and patch level—as separate Gradle variables. This is the one place you'd update the numbers for every version you release.Compute values for versionCode and versionName.Then have Gradle compute the versionCode from these three components as a place-value-based number. The versionName is a straightforward string concatenation of the three components.This will, for example, assign a version code of 20401 for an app with version 2.4.1. That gives you the possibility of 100 minor versions for every major version, and 100 patch levels for every minor version. Seems enough, right?Generate a string resource.Next, have Gradle generate a string resource for you automatically, which you can use in your about app's XML layouts & Java code (as @string/app_version & getResources().getString(R.string.app_version) respectively).Identify your debug releases.The code snippet above adds ".debug" to the versionName of all debug releases, so if you see one of these in your logs, you'll know this wasn't a release that your users saw — phew! The resource value isn't automatically updated when we add a versionNameSuffix, so we handle that separately for the debug build type.Check your generated AndroidManifest.xml.Now if you look at your generated AndroidManifest.xml, you'll see that it has the correct auto-generated versionCode and versionName. Note, this is under the build/ directory, not the one in your app/ directory.Show the version in your About screen.If you use a Preference-based About screen, simply use the generated string as the preference value.Use it everywhere you need to identify a specific release.You can use it in the subject of your "Send feedback" email, or as part of your analytics reporting, or in your app upgrade tutorials. And if you need to read it into a Java variable, that's as straightforward as getResources().getString(R.string.app_version).Why not BuildConfig?There is another approach that recommends putting these fields in BuildConfig, which makes it available to your code as a generated Java source file, BuildConfig.java. The problem is, there is no associated XML string, so using it in layouts, menus, preferences, and other strings is not straightforward. By exporting it as a string resource, you gain the flexibility to use it either as a resource or as a Java string.Automate everything that is not primary to the task at hand.And spend that saved time on new features! You can't perform that action at this time. You signed in with another tab or window. Reload to refresh your session. You signed out in another tab or window. Reload to refresh your session. public static class Build.VERSION_CODES extends Object java.lang.Object ↳ android.os.Build.VERSION_CODES Enumeration of the currently known SDK version codes. These are the values that can be found in VERSION#SDK. Version numbers increment monotonically with each official platform release. From class java.lang.Object Object clone() Creates and returns a copy of this object. boolean equals(Object obj) Indicates whether some other object is "equal to" this one. void finalize() Called by the garbage collector on an object when garbage collection determines that there are no more references to the object. final Class getClass() Returns the runtime class of this Object. int hashCode() Returns a hash code value for the object. final void notify() Wakes up a single thread that is waiting on this object's monitor. final void notifyAll() Wakes up all threads that are waiting on this object's monitor. String toString() Returns a string representation of the object. final void wait(long timeout, int nanos) Causes the current thread to wait until another thread invokes the notify() method or the notifyAll() method for this object, or some other thread interrupts the current thread, or a certain amount of real time has elapsed. final void wait(long timeout) Causes the current thread to wait until either another thread invokes the notify() method or the notifyAll() method for this object, or a specified amount of time has elapsed. final void wait() Causes the current thread to wait until another thread invokes the notify() method or the notifyAll() method for this object. Constants public static final int BASE The original, first, version of Android. Yay! Released publicly as Android 1.0 in September 2008. Constant Value: 1 (0x00000001) public static final int BASE_1_1 First Android update. Released publicly as Android 1.1 in February 2009. Constant Value: 2 (0x00000002) public static final int CUPCAKE C. Released publicly as Android 1.5 in April 2009. Constant Value: 3 (0x00000003) public static final int CUR_DEVELOPMENT Magic version number for a current development build, which has not yet turned into an official release. Constant Value: 10000 (0x00002710) public static final int DONUT D. Released publicly as Android 1.6 in September 2009. Applications targeting this or a later release will get these new changes in behavior: They must explicitly request the Manifest.permission.WRITE_EXTERNAL_STORAGE permission to be able to modify the contents of the SD card. (Apps targeting earlier versions will always request the permission.) They must explicitly request the Manifest.permission.READ_PHONE_STATE permission to be able to be able to retrieve phone state info. (Apps targeting earlier versions will always request the permission.) They are assumed to support different screen densities and sizes. (Apps targeting earlier versions are assumed to only support medium density normal size screens unless otherwise indicated). They can still explicitly specify screen support either way with the supports-screens manifest tag. TabHost will use the new dark tab background design. Constant Value: 4 (0x00000004) public static final int ECLAIR E. Released publicly as Android 2.0 in October 2009. Applications targeting this or a later release will get these new changes in behavior: The Service.onStartCommand function will return the new Service.START_STICKY behavior instead of the old compatibility Service.START_STICKY_COMPATIBILITY. The Activity class will now execute back key presses on the key up instead of key down, to be able to detect canceled presses from virtual keys. The TabWidget class will use a new color scheme for tabs. In the new scheme, the foreground tab has a medium gray background the background tabs have a dark gray background. Constant Value: 5 (0x00000005) public static final int ECLAIR_0_1 E incremental update. Released publicly as Android 2.0.1 in December 2009. Constant Value: 6 (0x00000006) public static final int ECLAIR_MR1 E MR1. Released publicly as Android 2.1 in January 2010. Constant Value: 7 (0x00000007) public static final int FROYO F. Released publicly as Android 2.2 in May 2010. Constant Value: 8 (0x00000008) public static final int GINGERBREAD G. Released publicly as Android 2.3 in December 2010. Applications targeting this or a later release will get these new changes in behavior: The application's notification icons will be shown on the new dark status bar background, so must be visible in this situation. Constant Value: 9 (0x00000009) public static final int GINGERBREAD_MR1 G MR1. Released publicly as Android 2.3.3 in February 2011. Constant Value: 10 (0x0000000a) public static final int HONEYCOMB H. Released publicly as Android 3.0 in February 2011. Applications targeting this or a later release will get these new changes in behavior: Constant Value: 11 (0x0000000b) public static final int HONEYCOMB_MR1 H MR1. Released publicly as Android 3.1 in May 2011. Constant Value: 12 (0x0000000c) public static final int HONEYCOMB_MR2 H MR2. Released publicly as Android 3.2 in July 2011. Update to Honeycomb MR1 to support 7 inch tablets, improve screen compatibility mode, etc. As of this version, applications that don't say whether they support XLARGE screens will be assumed to do so only if they target HONEYCOMB or later; it had been GINGERBREAD or later. Applications that don't support a screen size at least as large as the current screen will provide the user with a UI to switch them in to screen size compatibility mode. This version introduces new screen size resource qualifiers based on the screen size in dp: see Configuration.screenWidthDp, Configuration.screenHeightDp, and Configuration.smallestScreenWidthDp. Supplying these in as per ApplicationInfo.requiresSmallestWidthDp, ApplicationInfo.compatibleWidthLimitDp, and ApplicationInfo.largestWidthLimitDp is preferred over the older screen size buckets and for older devices the appropriate buckets will be inferred from them. Applications targeting this or a later release will get these new changes in behavior: Constant Value: 13 (0x0000000d) public static final int ICE_CREAM_SANDWICH I. Released publicly as Android 4.0 in October 2011. Applications targeting this or a later release will get these new changes in behavior: For devices without a dedicated menu key, the software compatibility menu key will not be shown even on phones. By targeting Ice Cream Sandwich or later, your UI must always have its own menu UI affordance if needed, on both tablets and phones. The ActionBar will take care of this for you. 2d drawing hardware acceleration is now turned on by default. You can use android:hardwareAccelerated to turn it off if needed, although this is strongly discouraged since it will result in poor performance on larger screen devices. The default theme for applications is now the "device default" theme: R.style.Theme_DeviceDefault. This may be the holo dark theme or a different dark theme defined by the specific device. The R.style.Theme_Holo family must not be modified for a device to be considered compatible. Applications that explicitly request a theme from the Holo family will be guaranteed that these themes will not change character within the same platform version. Applications that wish to blend in with the device should use a theme from the R.style.Theme_DeviceDefault family. Managed cursors can now throw an exception if you directly close the cursor yourself without stopping the management of it; previously failures would be silently ignored. The fadingEdge attribute on views will be ignored (fading edges is no longer a standard part of the UI). A new requiresFadingEdge attribute allows applications to still force fading edges on for special cases. Context.bindService() will not automatically add in Context.BIND_WAIVE_PRIORITY. App Widgets will have standard padding automatically added around them, rather than relying on the padding being baked into the widget itself. An exception will be thrown if you try to change the type of a window after it has been added to the window manager. Previously this would result in random incorrect behavior. AnimationSet will parse out the duration, fillBefore, fillAfter, repeatMode, and startOffset XML attributes that are defined. ActionBar.setHomeButtonEnabled() is false by default. Constant Value: 14 (0x0000000e) public static final int ICE_CREAM_SANDWICH_MR1 I MR1. Released publicly as Android 4.03 in December 2011. Constant Value: 15 (0x0000000f) public static final int JELLY_BEAN_MR1 J MR1. Released publicly as Android 4.2 in November 2012. Applications targeting this or a later release will get these new changes in behavior: Constant Value: 17 (0x00000011) public static final int JELLY_BEAN_MR2 J MR2. Released publicly as Android 4.3 in July 2013. Constant Value: 18 (0x00000012) public static final int KITKAT_WATCH K for watches. Released publicly as Android 4.4W in June 2014. Applications targeting this or a later release will get these new changes in behavior: AlertDialog might not have a default background if the theme does not specify one. Constant Value: 20 (0x00000014) public static final int LOLLIPOP L. Released publicly as Android 5.0 in November 2014. Applications targeting this or a later release will get these new changes in behavior. For more information about this release, see the Android Lollipop overview. Context.bindService now requires an explicit Intent, and will throw an exception if given an implicit Intent. Notification.Builder will not have the colors of their various notification elements adjusted to better match the new material design look. Message will validate that a message is not currently in use when it is recycled. Hardware accelerated drawing in windows will be enabled automatically in most places. Spinner throws an exception if attaching an adapter with more than one item type. If the app is a launcher, the launcher will be available to the user even when they are using corporate profiles (which requires that the app use LauncherApps to correctly populate its apps UI). Calling Service.stopForeground with removeNotification false will modify the still posted notification so that it is no longer forced to be ongoing. A DreamService must require the Manifest.permission.BIND_DREAM_SERVICE permission to be usable. Constant Value: 21 (0x00000015) public static final int LOLLIPOP_MR1 L MR1. Released publicly as Android 5.1 in March 2015. For more information about this release, see the Android 5.1 APIs. Constant Value: 22 (0x00000016) public static final int N_MR1 N MR1. Released publicly as Android 7.1 in October 2016. For more information about this release, see Android 7.1 for Developers. Constant Value: 25 (0x00000019) public static final int O O. Released publicly as Android 8.0 in August 2017. Applications targeting this or a later release will get these new changes in behavior. For more information about this release, see the Android Oreo overview. Background execution limits are applied to the application. The behavior of AccountManager's AccountManager.getAccountsByType(String), AccountManager.getAccountsByTypeAndFeatures(String, String[], AccountManagerCallback, Handler), and AccountManager.hasFeatures(Account, String[], AccountManagerCallback, Handler) has changed as documented there. ActivityManager.RunningAppProcessInfo.IMPORTANCE_PERCEPTIBLE_PRE_26 is now returned as ActivityManager.RunningAppProcessInfo.IMPORTANCE_PERCEPTIBLE. The NotificationManager now requires the use of notification channels. Changes to the strict mode that are set in Application.onCreate will no longer be clobbered after that function returns. A shared library apk with native code will have that native code included in the library path of its clients. Context.getSharedPreferences in credential encrypted storage will throw an exception before the user is unlocked. Attempting to retrieve a Context#FINGERPRINT_SERVICE on a device that does not support that feature will now throw a runtime exception. Fragment will stop any active view animations when the fragment is stopped. Some compatibility code in Resources that attempts to use the default Theme the app may be using will be turned off, requiring the app to explicitly request resources with the right theme. ContentResolver.notifyChange and ContentResolver.registerContentObserver will throw a SecurityException if the caller does not have permission to access the provider (or the provider doesn't exit); otherwise the call will be silently ignored. CameraDevice.createCaptureRequest will enable CaptureRequest.CONTROL_ENABLE_ZSL by default for still image capture. WallpaperManager's WallpaperManager.getWallpaperFile(int), WallpaperManager.getDrawable(), WallpaperManager.getFastDrawable(), WallpaperManager.peekDrawable(), and WallpaperManager.peekFastDrawable() will throw an exception if you can not access the wallpaper. The behavior of UsbDeviceConnection.requestWait is modified as per the documentation there. StrictMode.VmPolicy.Builder.detectAll will also enable StrictMode.VmPolicy.Builder#detectContentUriWithoutPermission and StrictMode.VmPolicy.Builder#detectUntaggedSockets. StrictMode.ThreadPolicy.Builder.detectAll will also enable StrictMode.ThreadPolicy.Builder#detectUnbufferedIo. DocumentsContract's various methods will throw failure exceptions back to the caller instead of returning null. View.hasFocusable now includes auto-focusable views. SurfaceView will no longer always change the underlying Surface object when something about it changes; apps need to look at the current state of the object to determine which things they are interested in have changed. WindowManager.LayoutParams.TYPE_APPLICATION_OVERLAY must be used for overlay windows, other system overlay window types are not allowed. ViewTreeObserver.addOnDrawListener will throw an exception if called from within onDraw. Canvas.setBitmap will no longer preserve the current matrix and clip stack of the canvas. ListPopupWindow.setHeight will throw an exception if a negative height is supplied. TextView will use internationalized input for numbers, dates, and times. Toast must be used for showing toast windows; the toast window type can not be directly used. WifiManager.getConnectionInfo requires that the caller hold the location permission to return BSSID/SSID WifiP2pManager.requestPeers requires the caller hold the location permission. R.attr.maxAspectRatio defaults to 0, meaning there is no restriction on the app's maximum aspect ratio (so it can be stretched to fill larger screens). R.attr.focusable defaults to a new state (auto) where it will inherit the value of R.attr.clickable unless explicitly overridden. A default theme-appropriate focus-state highlight will be supplied to all Views which don't provide a focus-state drawable themselves. This can be disabled by setting R.attr.defaultFocusHighlightEnabled to false. Constant Value: 26 (0x0000001a) public static final int O_MR1 O MR1. Released publicly as Android 8.1 in December 2017. Applications targeting this or a later release will get these new changes in behavior. For more information about this release, see Android 8.1 features and APIs. Apps exporting and linking to apk shared libraries must explicitly enumerate all signing certificates in a consistent order. R.attr.screenOrientation can not be used to request a fixed orientation if the associated activity is not fullscreen and opaque. Constant Value: 27 (0x0000001b) public static final int S S. Constant Value: 31 (0x0000001f) public static final int S_V2 S V2. Once more unto the breach, dear friends, once more. Constant Value: 32 (0x00000020) public static final int TIRAMISU Tiramisu. Constant Value: 33 (0x00000021) Public constructors

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