EXHIBIT A.3

developers

| Home | SDK | Dev Guide | Reference | Resources | Videos | **Blog** |

Final Android 3.0 Platform and Updated SDK Tools

Posted by Xavier Ducrohet, Android SDK Tech Lead on 22 February 2011 at 2:00 PM

We are pleased to announce that the full SDK for Android 3.0 is now available to developers. The APIs are final, and you can now develop apps targeting this new platform and publish them to Android Market. The new API level is 11.

For an overview of the new user and developer features, see the Android 3.0 Platform Highlights.

Together with the new platform, we are releasing updates to our SDK Tools (r10) and ADT Plugin for Eclipse (10.0.0). Key features include:

- UI Builder improvements in the ADT Plugin:
  - New Palette with categories and rendering previews. (details)
  - More accurate rendering of layouts to more faithfully reflect how the layout will look on devices, including rendering status and title bars to more accurately reflect screen space actually available to applications.
  - Selection-sensitive action bars to manipulate View properties.
  - Zoom improvements (fit to view, persistent scale, keyboard access) (details).
  - Improved support for <merge> layouts, as well as layouts with gesture overlays.
- Traceview integration for easier profiling from ADT. (details)
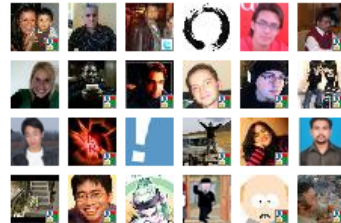- Tools for using the Renderscript graphics engine: the SDK tools now compiles .rs files into Java Programming Language files and native bytecode.