



MOBILE APPLICATION DEVELOPMENT (EI-333)

Lecture:02

“Create Your First Android App”



ANDROID

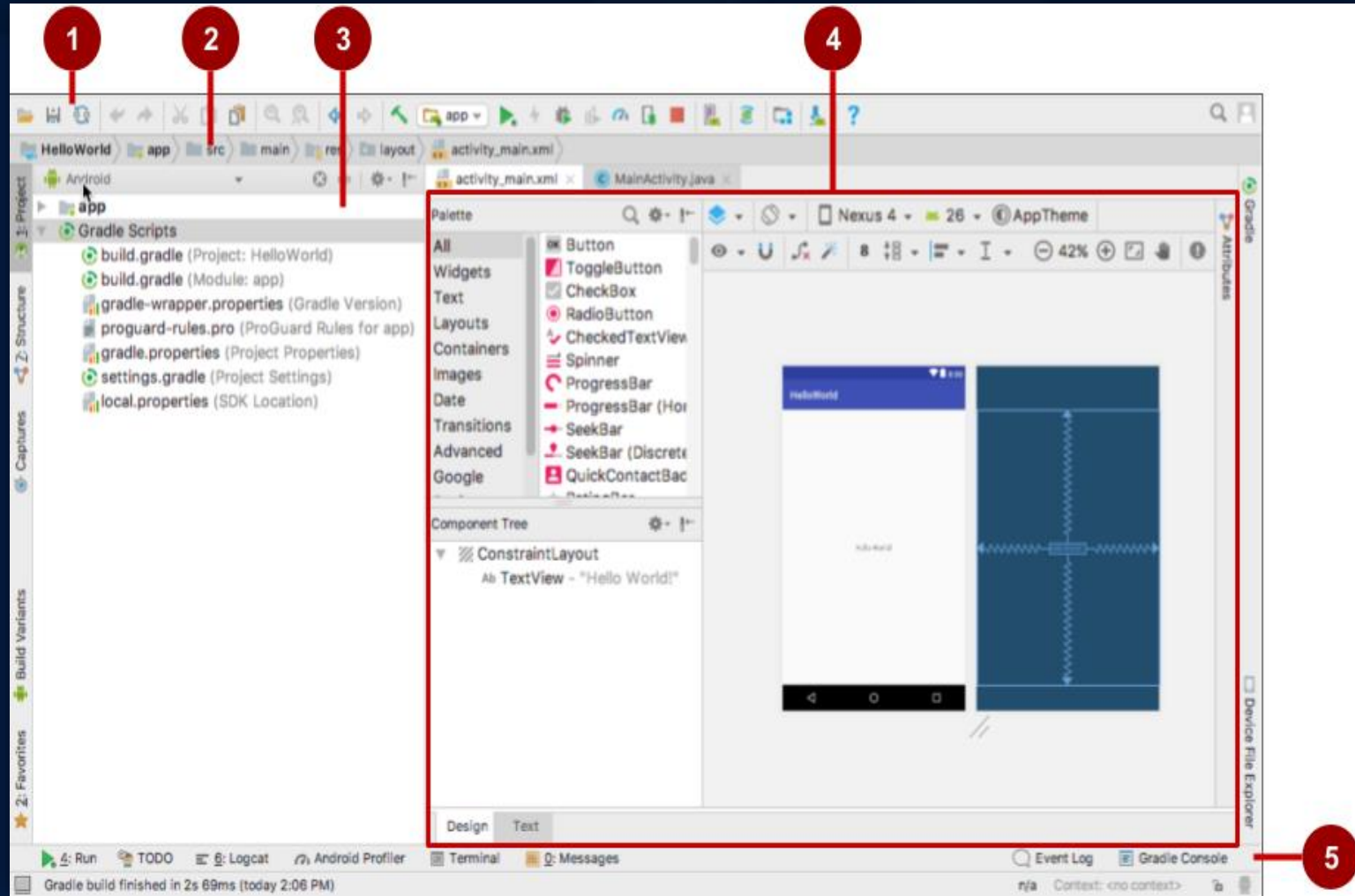
WHAT IS **ANDROID STUDIO**?

- Android integrated development environment (IDE)
- Project and Activity templates
- Layout editor
- Testing tools
- Gradle-based build
- Log console and debugger
- Emulators



ANDROID STUDIO INTERFACE

1. Toolbar
2. Navigation bar
3. Project pane
4. Editor
5. Tabs for other panes

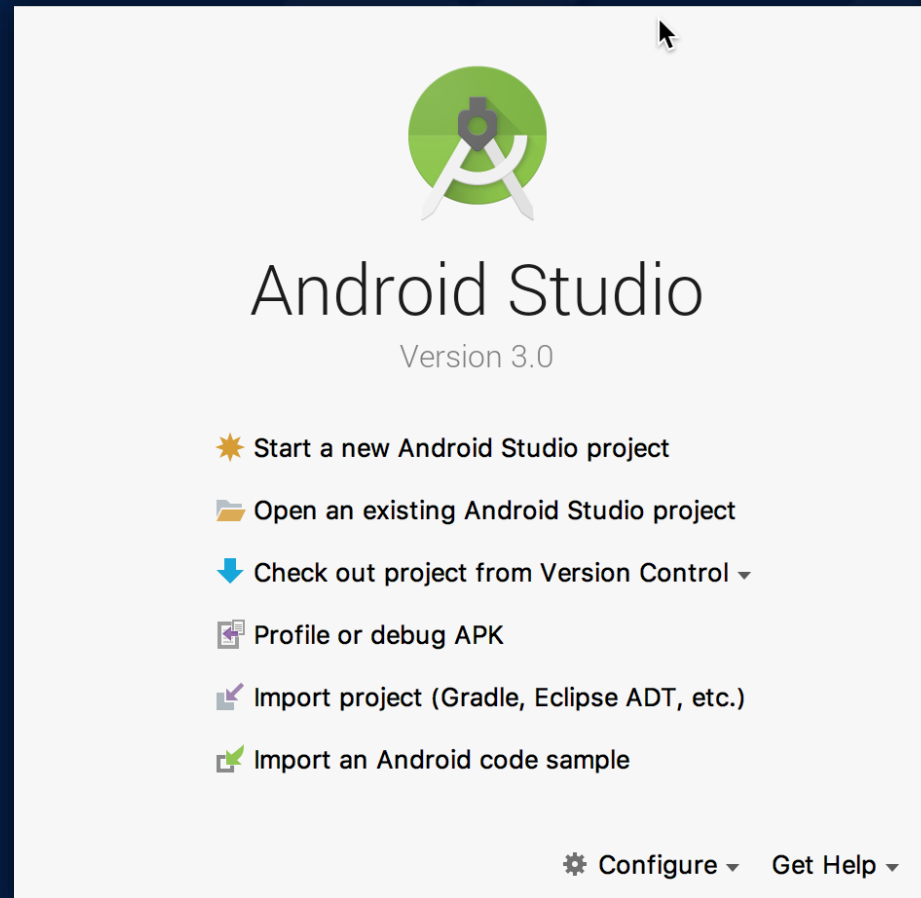


CREATING YOUR FIRST ANDROID APP




android

START ANDROID STUDIO



NAME YOU APP

Create New Project

 Create Android Project

Application name
Hello World

Company domain
android.example.com

Project location
/Users/tbove/AndroidStudioProjects/HelloWorld ...

Package name
com.example.android.helloworld Edit

Include C++ support
 Include Kotlin support

Cancel Previous Next Finish

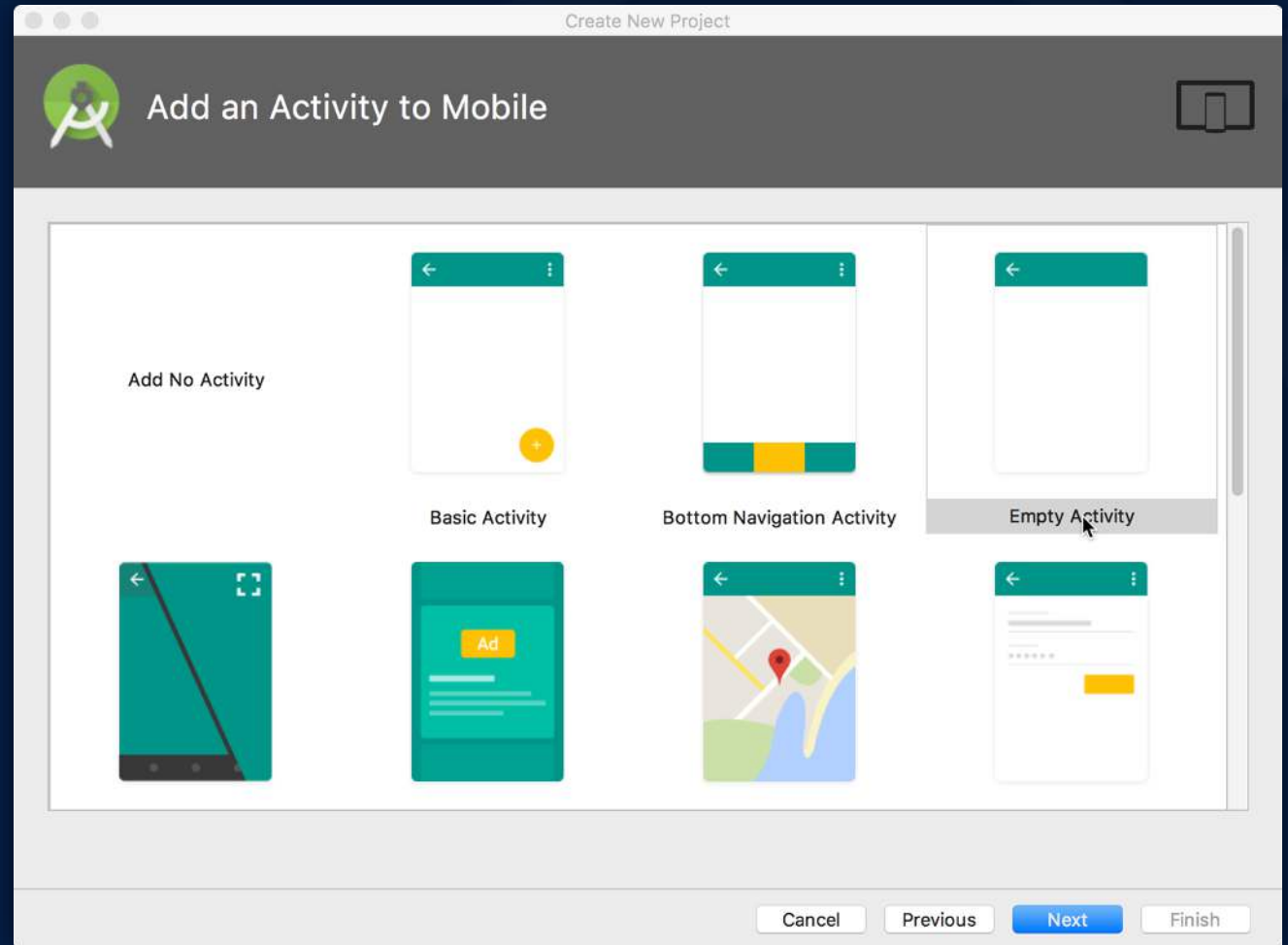


ANDROID

PICK ACTIVITY TEMPLATE

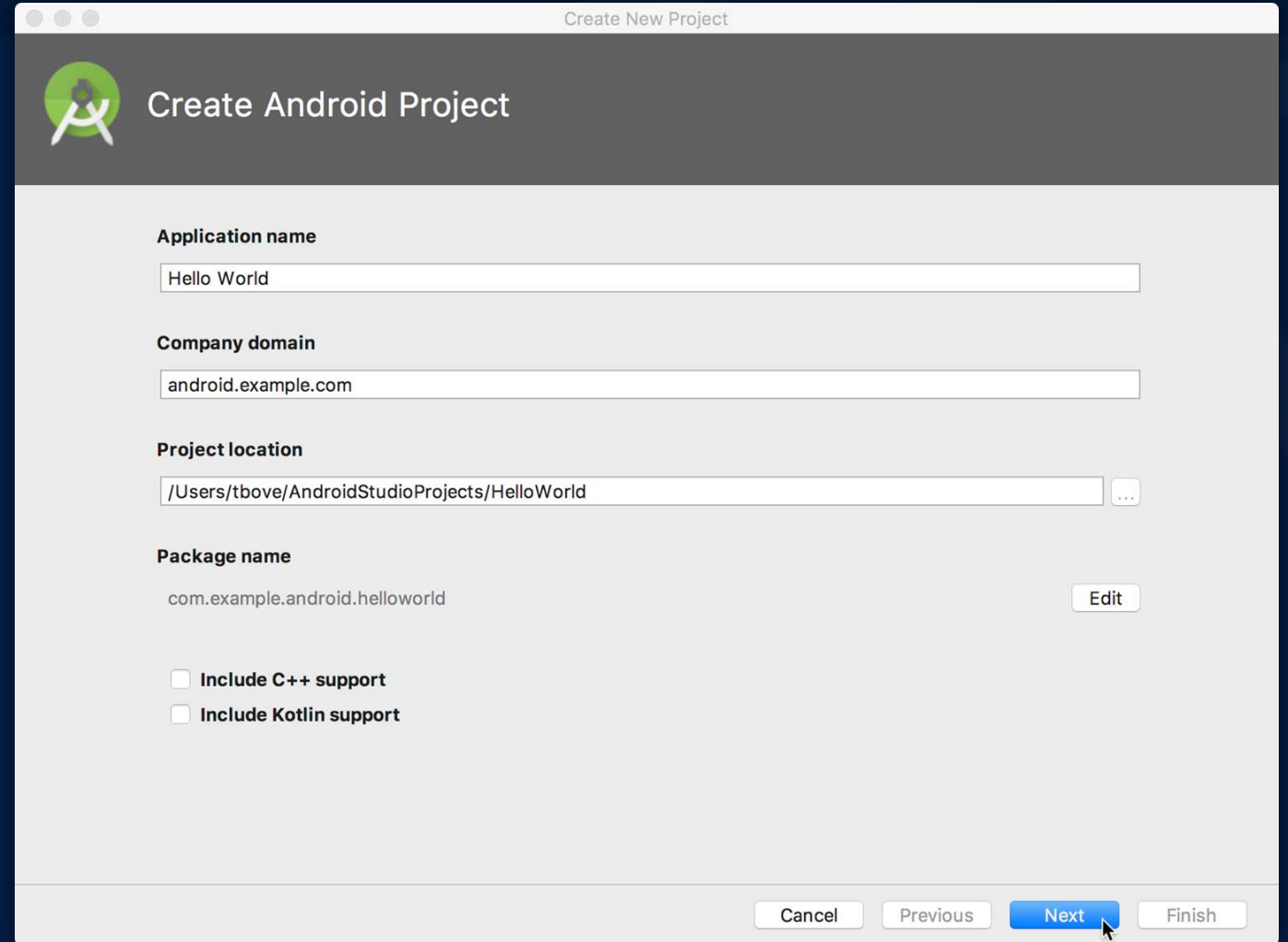
Choose templates for common activities, such as maps or navigation drawers.

Pick Empty Activity or Basic Activity for simple and custom activities.



NAME YOUR **ACTIVITY**

- **Naming:**
 - Name main activity
 - Name layout
- Use AppCompatActivity
- Generating layout file is convenient



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PROJECT FOLDER

1. manifest

description of app read by the Android runtime

2. Java

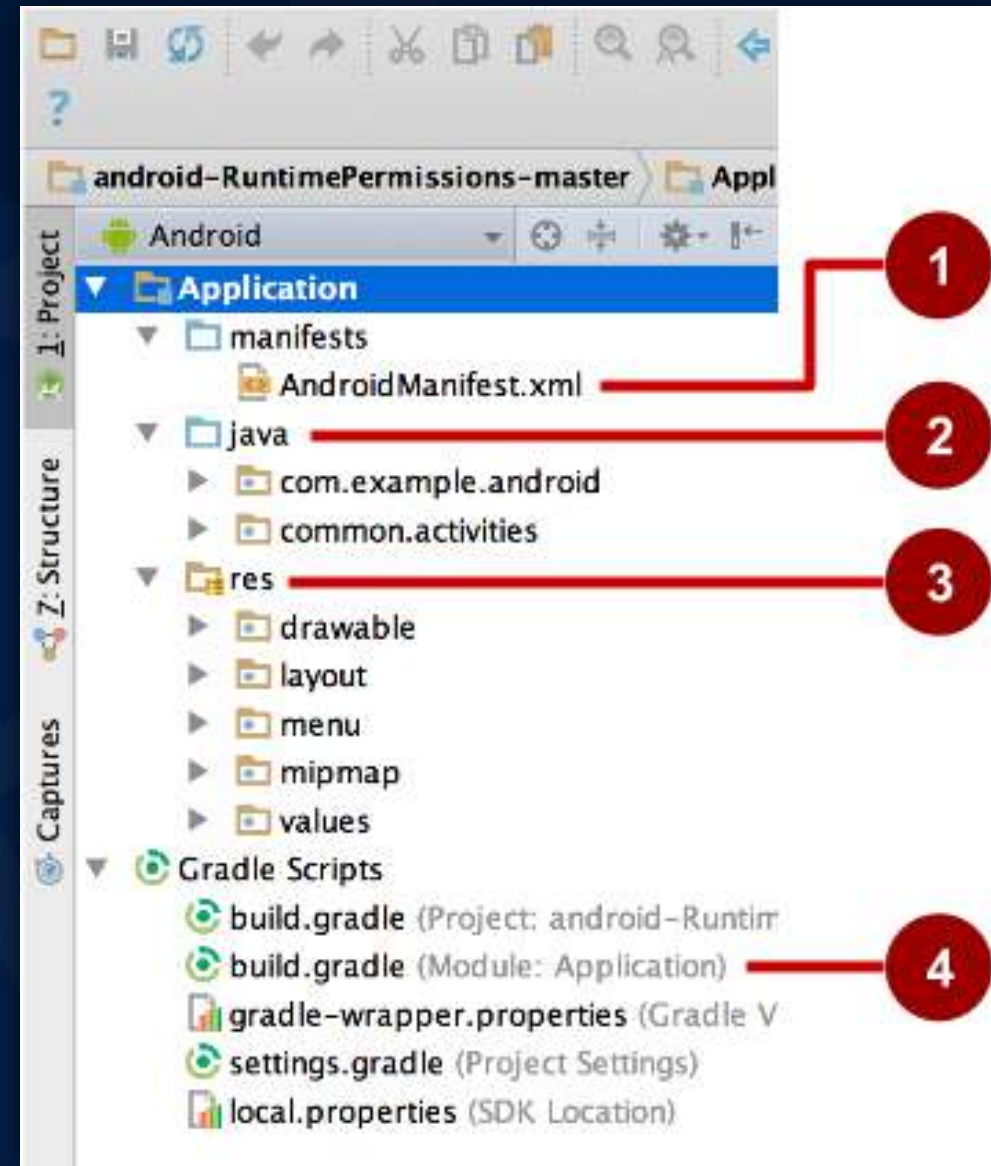
Java source code packages

3. Res

layout, strings, images, dimensions, colors...

4. build.gradle

Gradle build files

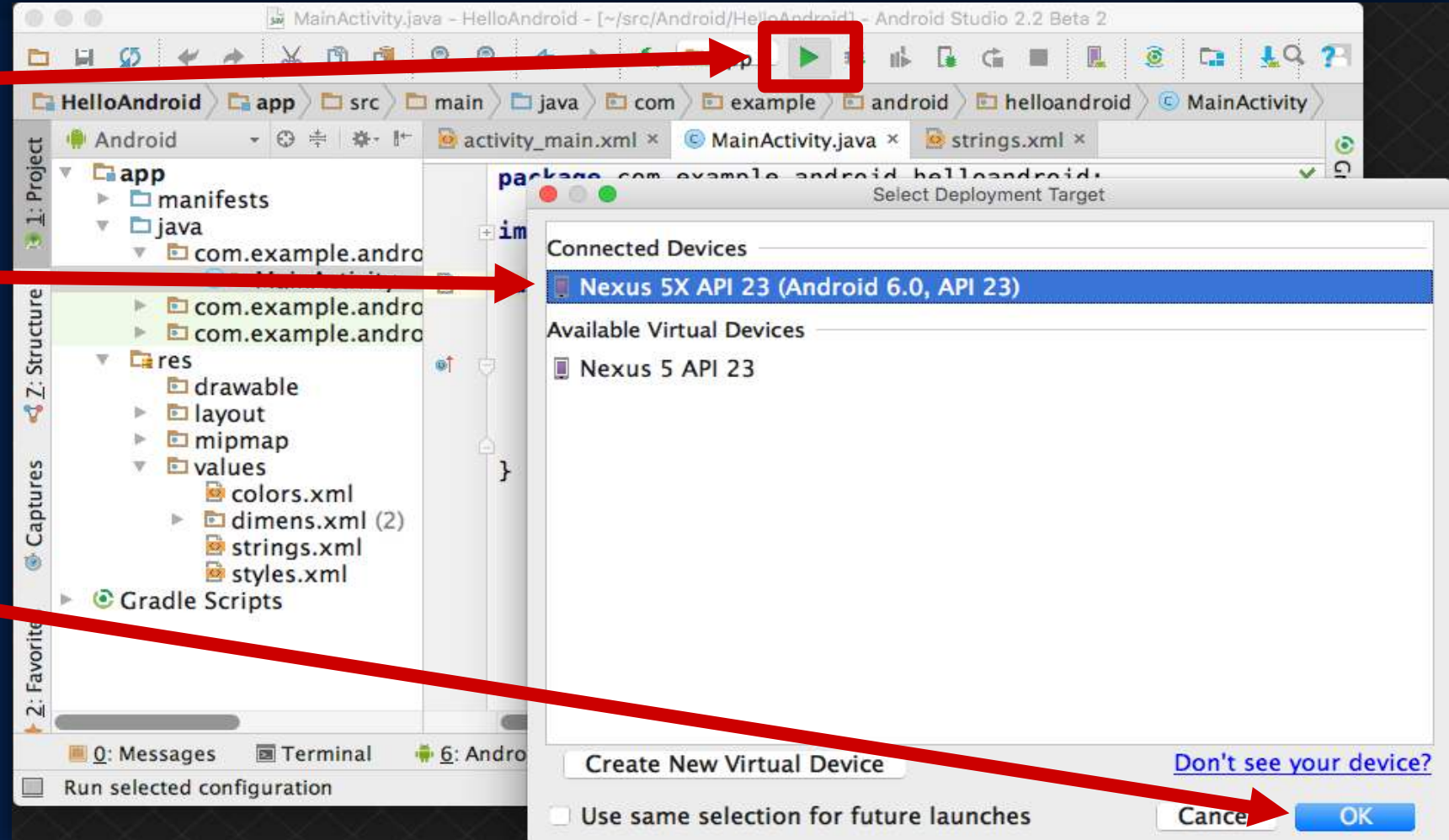


RUN YOUR APP

1. RUN

2. Select Virtual
or Physical
Device

3. OK



RUN ON PHYSICAL DEVICE

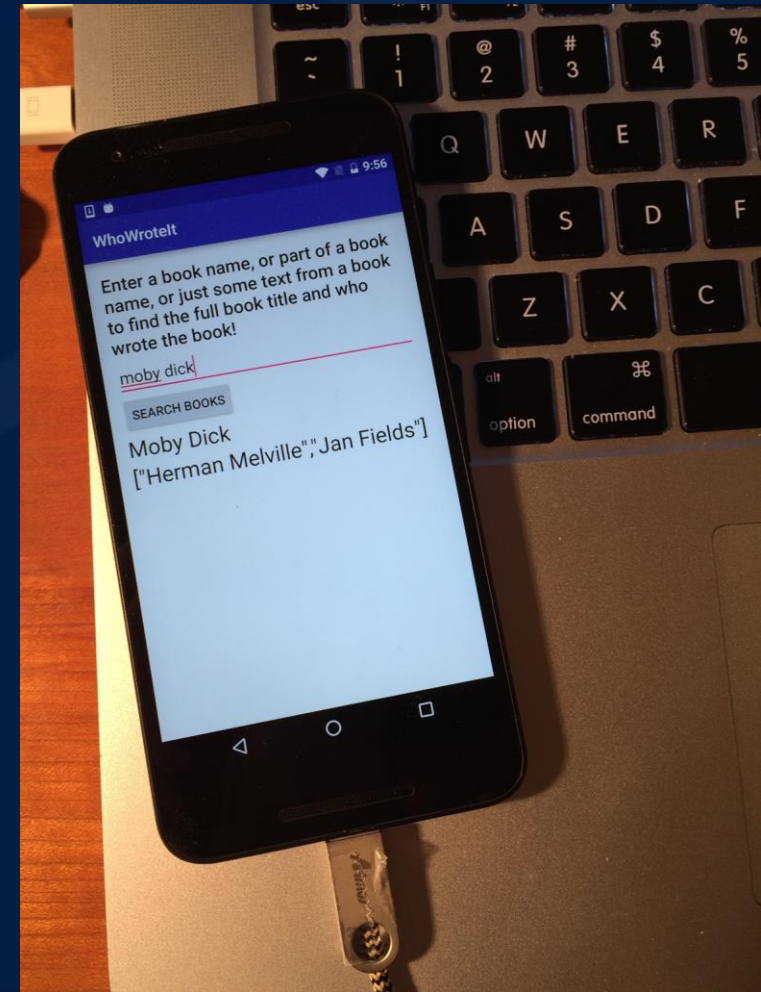
1. Turn on **Developer Options**:
 - a. **Settings** > **About phone**
 - b. Tap **Build number** seven times
2. Turn on **USB Debugging**
 - a. **Settings** > **Developer Options** > **USB Debugging**
3. **Connect phone** to computer with cable

Windows/Linux additional setup:

- **Using Hardware Devices**

Windows drivers:

- **OEM device Drivers**



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THANK YOU 😊



ANDROID