



# Intro to Android Tutorial

## ATLAS Mobile Makers

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Open Android Studio

Create a new Project

Application Name: Hello World

Company Domain: put your name for now

Change the project location to where you want your project to be

Next

Check Phone and Tablet

Minimum SDK: API 16: Android 4.1 (Jelly Bean) – this is subject to change

Next

Choose Empty Activity, not Blank Activity.. surprisingly the blank activity gives you extra stuff you don't need

Next, Finish

If the notification, Unregistered VCS root detected pops up, hit ignore. It's referring to version control, like Git. You can add that later.

Now you are ready to explore Android Studio and create an app!

### Android Studio Map

Android Studio can be overwhelming when you first open it... there is a lot going on

Check out the Android Studio map to see the main areas you will be working with

<https://github.com/ATLASMobileMakers/AppResources/blob/master/androidmap.pdf>

### Adding a Label

Over on the left-hand side of Android Studio, make sure you have Project and Android selected

Under app → res → layout, double click on activity\_main.xml

This is the layout file for the main view you are working with

On the bottom of Android Studio you will find a 'Design' tab and 'Text' tab

The design tab is a preview of the view, and the text tab is the code behind the layout

In the design tab, find the Small Text object then click and drag onto the view. Add a button as well

You might already have a "Hello World!" text view on the view, you can delete this

Navigate to the text tab on the bottom

Inside of the text view you added, add `android:id="@+id/myText"`

This gives the text view an id that we can reference later

Inside of the button, add `android:onClick="changeText"`

### Let's Create an Action

On the left-hand side of Android Studio, navigate to app → java → yourname.helloworld → MainActivity

The MainActivity file is the java file behind the view. It essentially holds the actions that occur on the view

Double click on the MainActivity file

Make sure you are inside of the public class MainActivity extends AppCompatActivity{ }

Add the following code

```
public void changeText(View view){
    TextView text = (TextView) findViewById(R.id.myText);
    text.setText("Hi!!!!!!");
}
```

Run the app by clicking the green arrow at the top. When you click the button, you should see that the text changes!

Looking for more tutorials? Check us out at <https://github.com/ATLASMobileMakers>