Elephant Book Contribution Wiki

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**About this Wiki:**

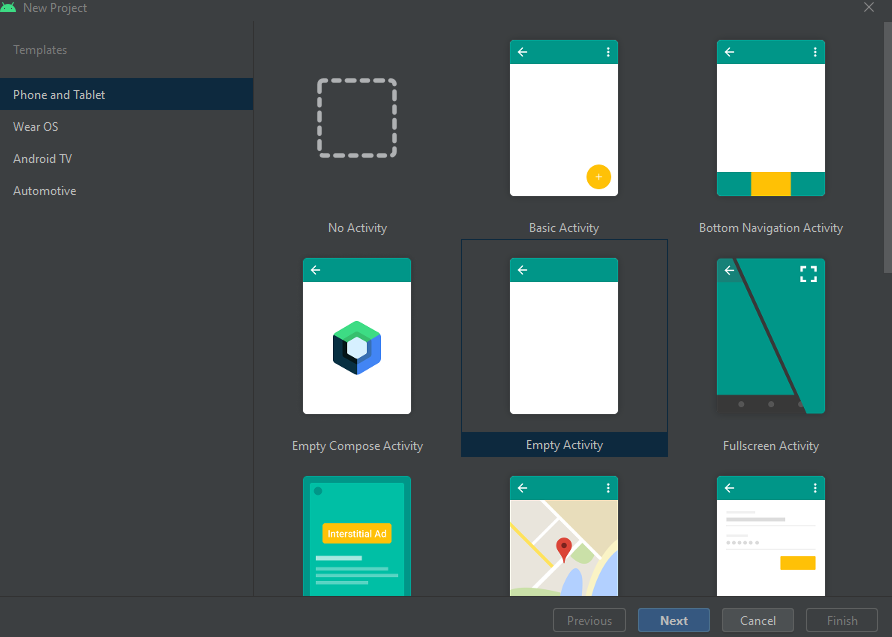
Apparently Android Studio is complicated; while kotlin is easy to learn if you know the standard OOP languages (Python, Java, C++), Android studio has tonnes of annoying behavior that prevents you from doing frank obvious stuff, and thus leads to much energy being expended bashing your head against the android studio brick wall.

My goal for this wiki is for this wiki is that it will document the potholes of the Android Studio road, with the wiki being readable enough so that people actually might read this before learning about the problem

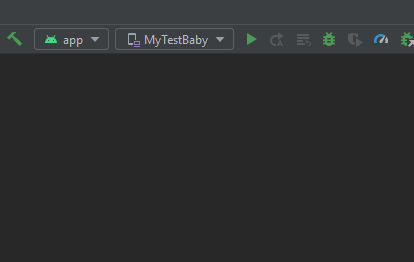
Oh, have solutions to problems, too.

**Android Studio Basics:**

If I remember correctly, when I was first starting out, I wanted to create a dummy Hello World app to get the hang of android studio and Kotlin.



I chose No Activity. From what I remember, No activity did not have enough stuff to run. Normally the way to run the app is to first create a virtual Android Device (Tools 🡺 AVD Manager🡺 Create Virtual Device button is in the bottom left), and then use the play button to run the app.



When I had a No Activity App, the is not part of the top bar of buttons. So I could not run the app.

My hypothesis is that the gradles files were not set up properly to allow the app to be run; the gradles are mysterious, yet important.

When working on an actual project that can, in fact, be run, you will probibally want to sync the gradle files (File🡺Synch project with gradle files)

**Unit Testing:**

Well, you want to start unit testing? Well, that’s quite a challenge for you, and let me tell you why.