# Android - HelloWorld

- Simple version of "Hello World"
- Does not make use of layout files

- **"Activity"**
  - Main Android abstraction for user interaction
  - Each application needs at least one activity
  - Implementation class is derived from "`Activity`" class
  - Main activity is referenced in **AndroidManifest.xml** under `<activity>` tag
  - The main entry point of an activity is `onCreate()`
    - Called whenever the activity is first created
    - One of the callbacks called as part of activity's lifecycle
    - Each method that is part of activity lifecycle has to call the base class implementation
  - `setContentView()` sets main view of the activity
    - Displayed when activity becomes visible

- Bundle parameter
  - In this example, it is used to load application state that was made persistent during previous invocation of the same activity
- Layout manager
  - Acts as a container for widgets that arrange its children according to specific policy
  - Has its own layout parameters that allow to express rules for a widget should be positions
  - In this example Relative Layout is used
  - Aligns widgets relative to one another and the enclosing container
- TextView used to represent "Hello World" label
- The application partially works when cross-compiled using XMLVM. Rotation does not work.

- "Hello World" is displayed at the center of the screen which can be changed using the layout parameters
- Use fn + control + f11 to change orientation

RelativeLayout.ALIGN_PARENT_BOTTOM

RelativeLayout.CENTER_IN_PARENT
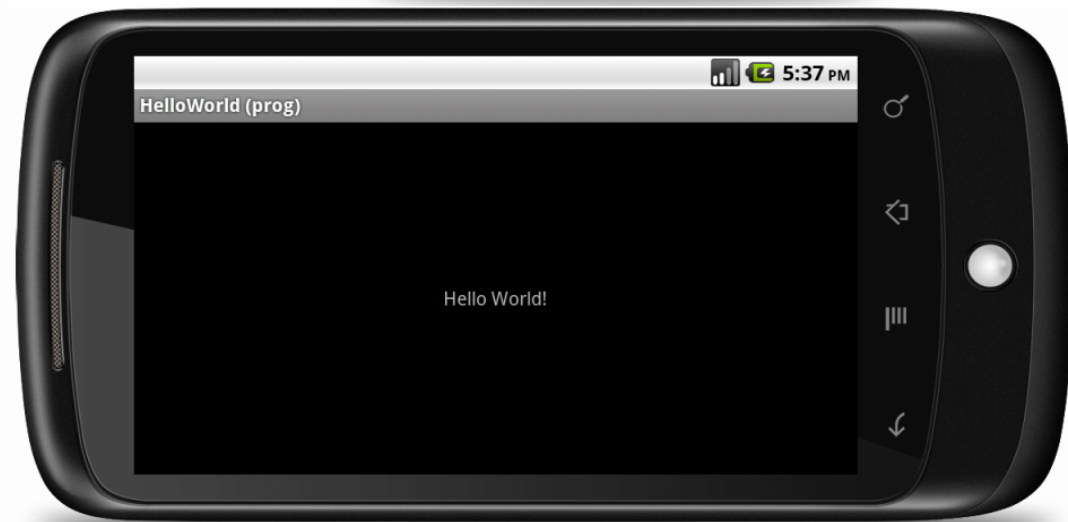
References

- [Activity](#)
- [Bundle](#)
- [LayoutParams](#)
- [View](#)
- [TextView](#)

Exercise

- Change the message that will be displayed to "Hi there!"