

Android – HelloWorld (prog)

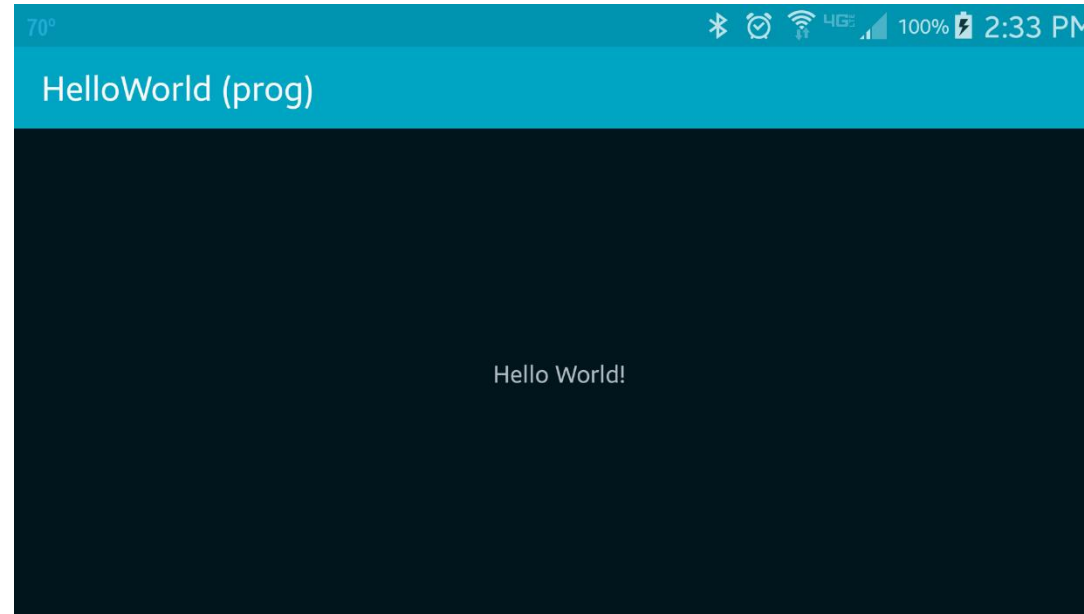
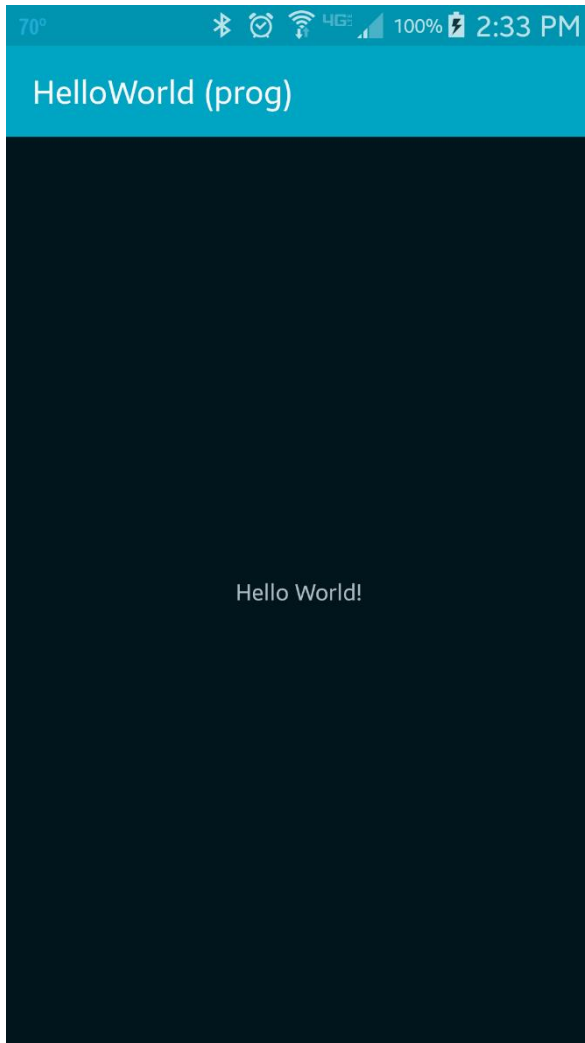
- Simple version of “Hello World”
- Does not make use of layout files
- “Activity”
 - Main Android abstraction for user interaction
 - Each application needs at least one activity
 - Implementation class is derived from “Activity” class
 - Main Activity is referenced in AndroidManifest.xml under <activity> 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 base class implementation
 - setContentView() sets main view of of the activity
 - Displayed when activity becomes visible

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- 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 how a widget should be positioned
 - 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 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!”