# 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 it owns 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

Hello World!
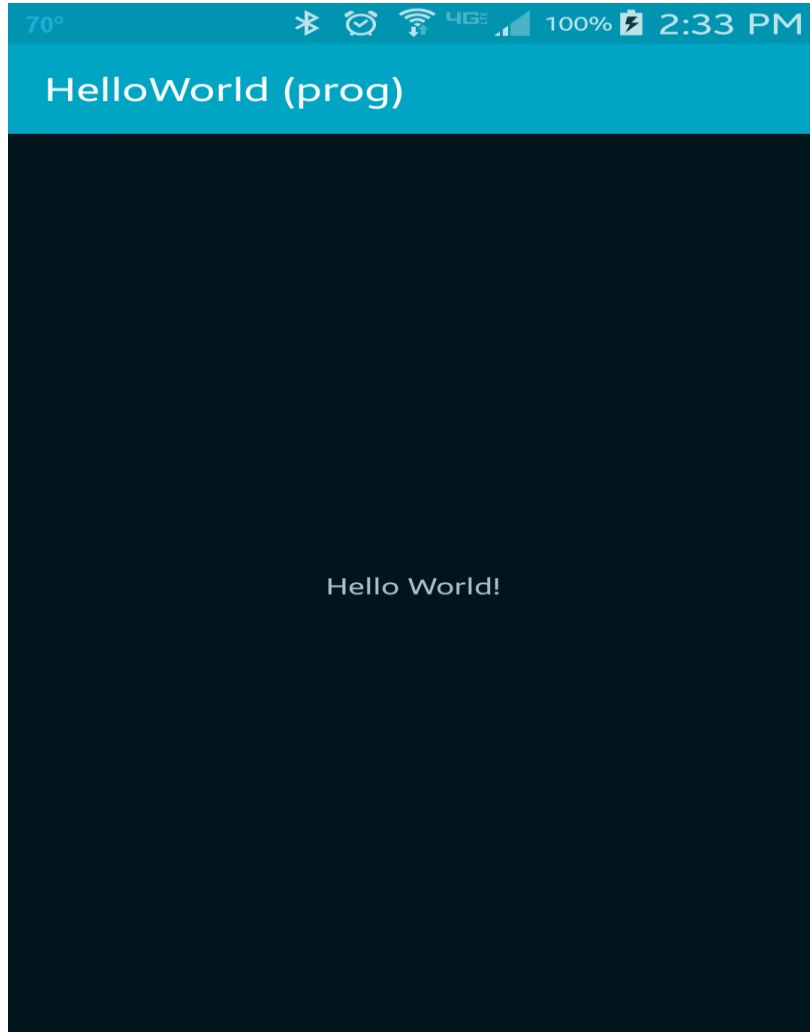
RelativeLayout.CENTER_IN_PARENT
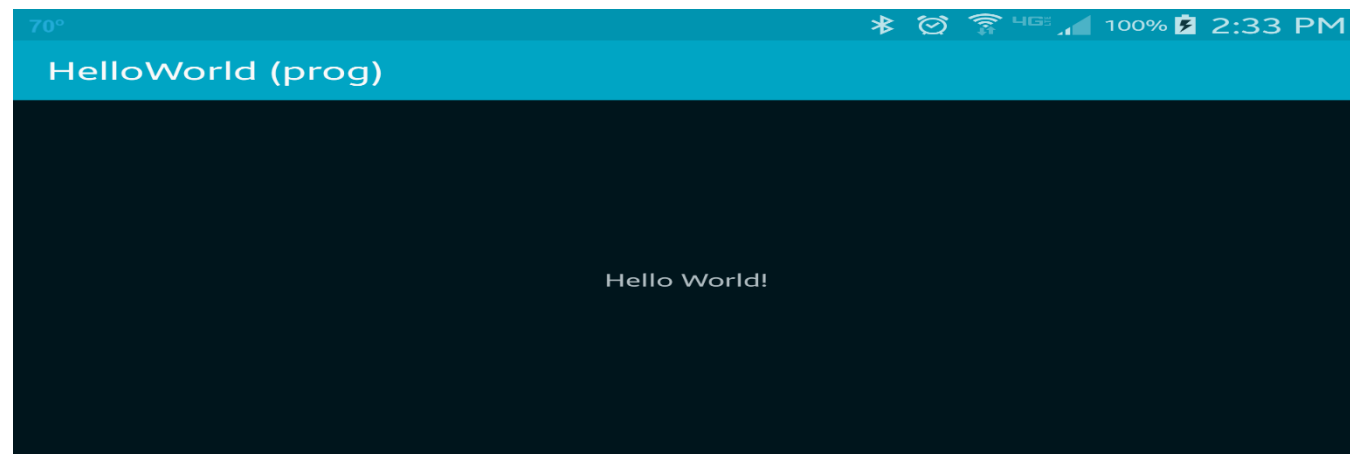
References

- Activity
- Bundle
- LayoutParams
- View
- TextView

Exercise

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