Android Kotlin Fundamentals Notes 01.4: Learn to help yourself

* Official Android developer documentation is at [developer.android.com](http://developer.android.com/index.html).
* *Material Design* is a conceptual design philosophy that outlines how apps should look and function on mobile devices. Material Design isn't just for Android apps. The Material Design guidelines are at [material.io](https://material.io/).
* Android Studio provides templates for common and recommended app and activity designs. These templates offer working code for common use cases.
* When you create a project, you can choose a template for your first activity.
* While you are developing your app, you can create activities and other app components from built-in templates.
* Google Samples contains code samples that you can study, copy, and incorporate into your projects.