

Primera app en Android Studio

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INFORMÁTICA 7AI

DESARROLLO DE APPS MOVIL

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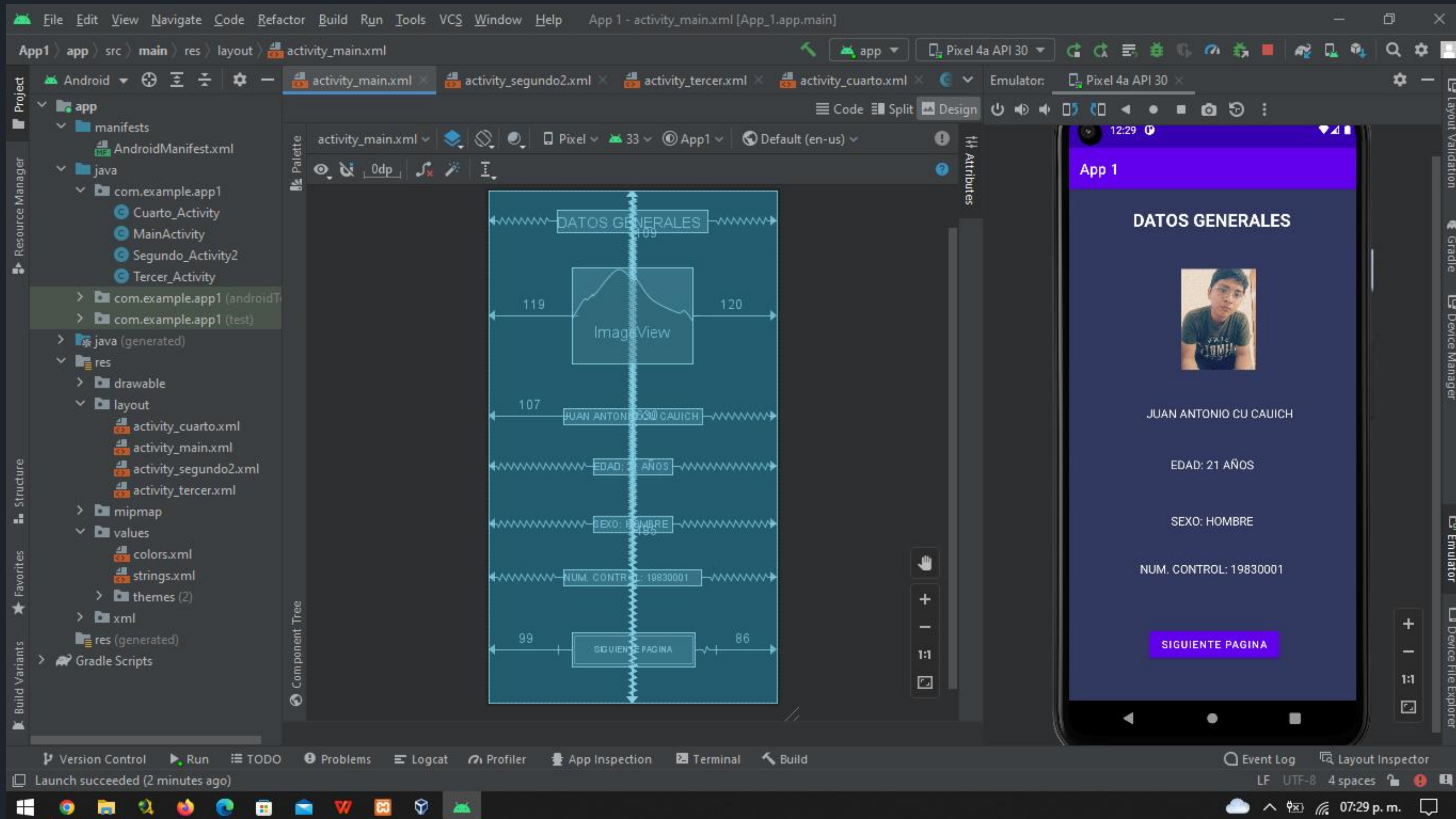
19830001



INTRODUCCIÓN

En este documento se presenta como fue que me quedó
amí, la aplicación móvil creada en android studio.
se presentan las pantallas de las activitys y como los
botones me permiten ir de “activity” en “activity”.

1. Esta es la primera pantalla en donde se muestra el diseño de la primera activity y como queda en el emulador



2. Esta es el código del boton que me permite ir a la siguiente “activity”

The screenshot displays the Android Studio IDE with the `MainActivity.java` file open. The code defines the `MainActivity` class, which extends `AppCompatActivity`. It includes an `onCreate` method and a `Segundo` method that triggers a transition to the next activity.

```
1 package com.example.app1;
2
3 import ...
4
5 public class MainActivity extends AppCompatActivity {
6
7     @Override
8     protected void onCreate(Bundle savedInstanceState) {
9         super.onCreate(savedInstanceState);
10        setContentView(R.layout.activity_main);
11    }
12
13    //METODO BTN SIGUIENTE
14    public void Segundo(View view) {
15        Intent segundo = new Intent ( packageContext: this, Segundo_Activity2.
16        startActivity(segundo);
17    }
18 }
```

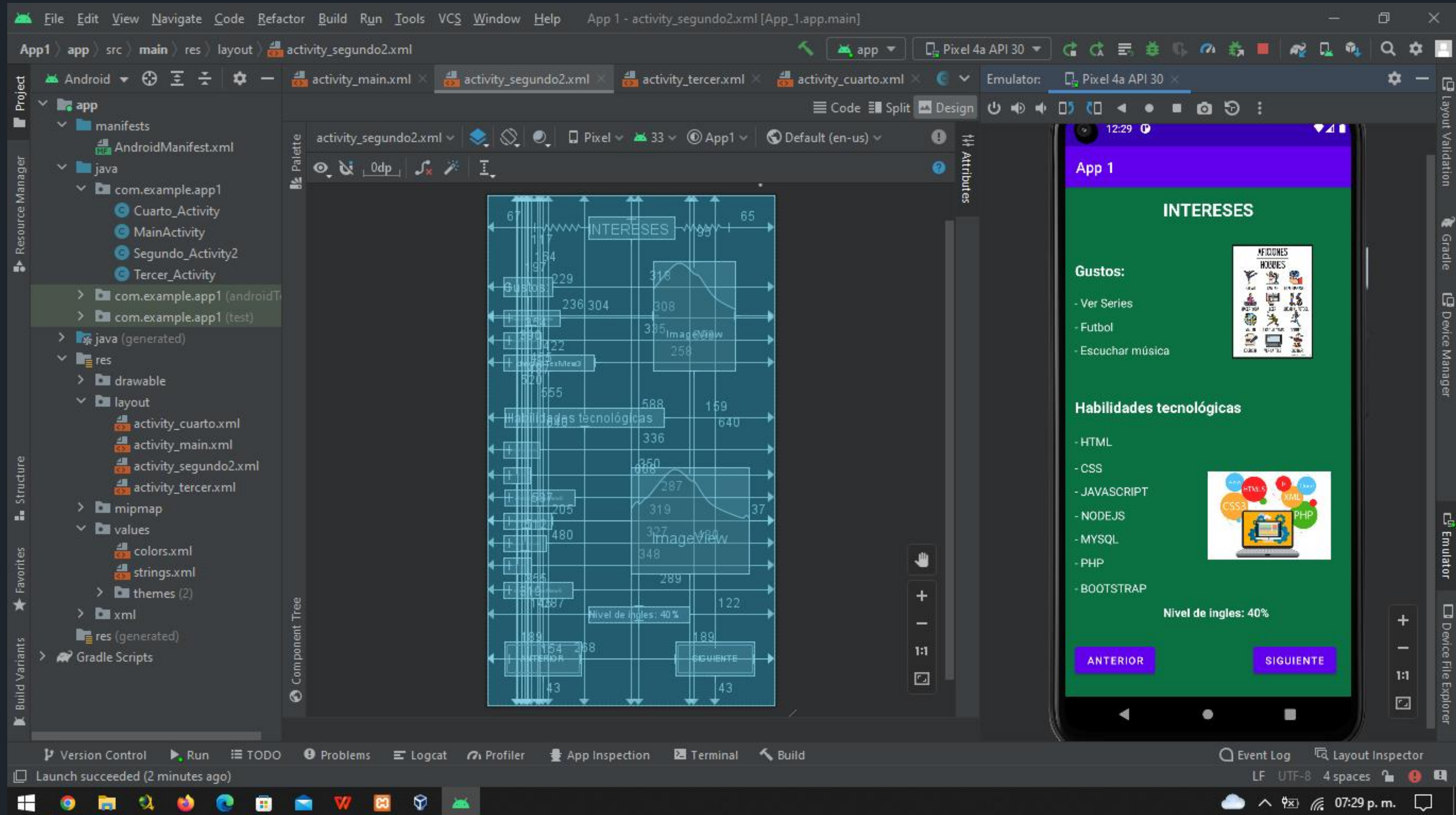
The left sidebar shows the Project, Resource Manager, and Structure views. The Project view highlights the `com.example.app1` package. The Resource Manager shows the layout files, including `activity_segundo2.xml`. The Structure view shows the package hierarchy.

The right side of the screen shows the emulator running the app. The app's UI displays the following information:

- App 1
- DATOS GENERALES
- Profile picture of a man
- JUAN ANTONIO CU CAUICH
- EDAD: 21 AÑOS
- SEXO: HOMBRE
- NUM. CONTROL: 19830001
- SIGUIENTE PAGINA button

The bottom status bar shows the time as 07:30 p. m. and the battery level at 22:2.

3. Esta es el diseño de la segunda activity y como se ve en el emulador



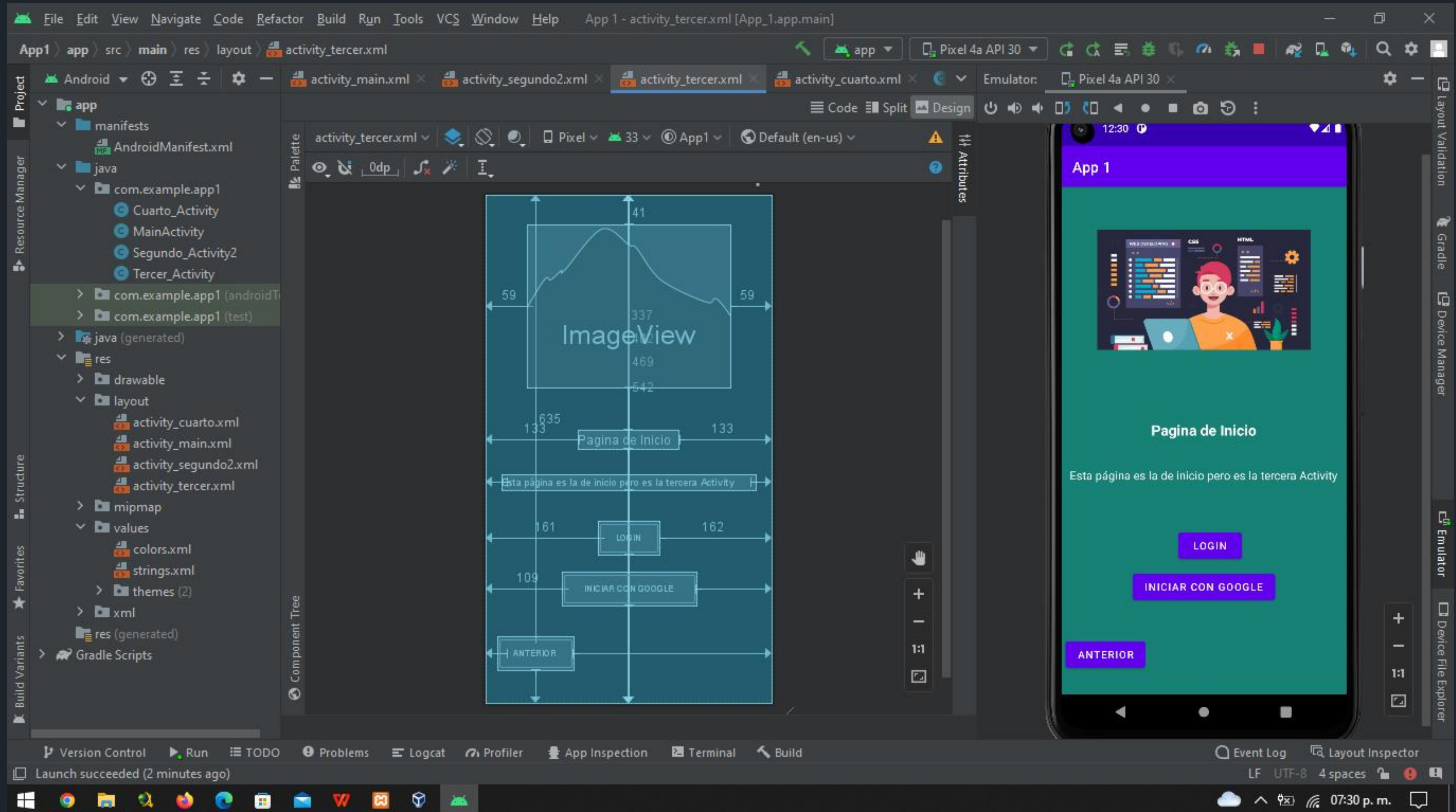
4. Código de los botones para ir a la siguiente y anterior activity

The screenshot displays the Android Studio IDE with the following components:

- Project Structure:** The left sidebar shows the project hierarchy for 'App1'. The 'java' directory contains 'com.example.app1', which includes 'Cuarto_Activity', 'MainActivity', 'Segundo_Activity2', and 'Tercer_Activity'. The 'res' directory contains 'layout' (with 'activity_cuarto.xml', 'activity_main.xml', 'activity_segundo2.xml', and 'activity_tercer.xml'), 'mipmap', 'values' (with 'colors.xml', 'strings.xml', and 'themes (2)'), 'xml', and 'res (generated)'. The 'Build Variants' section shows 'Gradle Scripts'.
- Code Editor:** The main editor displays the code for 'Segundo_Activity2.java'. The code is as follows:

```
1 package com.example.app1;
2
3 import ...
4
5 public class Segundo_Activity2 extends AppCompatActivity {
6
7     @Override
8     protected void onCreate(Bundle savedInstanceState) {
9         super.onCreate(savedInstanceState);
10        setContentView(R.layout.activity_segundo2);
11    }
12
13    //metodo btn anterior
14    public void Primer (View view) {
15        Intent primer = new Intent( packageContext: this, MainActivity.class);
16        startActivity(primer);
17    }
18
19    //metodo btn siguiente
20    public void Tercer (View view) {
21        Intent tercer = new Intent( packageContext: this, Tercer_Activity.class);
22        startActivity(tercer);
23    }
24 }
```
- Emulator:** The right sidebar shows a preview of the app running on a 'Pixel 4a API 30' emulator. The app's interface is titled 'App 1' and 'INTERESES'. It features a green background with a white header. The content is organized into sections: 'Gustos:' (with a list: 'Ver Series', 'Futbol', 'Escuchar música'), 'Habilidades tecnológicas' (with a list: 'HTML', 'CSS', 'JAVASCRIPT', 'NODEJS', 'MYSQL', 'PHP', 'BOOTSTRAP'), and 'Nivel de ingles: 40%'. There are two buttons at the bottom: 'ANTERIOR' and 'SIGUIENTE'.
- Bottom Bar:** The bottom bar contains various toolbars and status information. The left side includes 'Version Control', 'Run', 'TODO', 'Problems', 'Logcat', 'Profiler', 'App Inspection', 'Terminal', and 'Build'. The right side includes 'Event Log', 'Layout Inspector', and a status bar showing '22:1', 'LF', 'UTF-8', '4 spaces', and a battery icon. The system clock shows '07:31 p. m.'.

5. Tercer activity



6. Código de los botones de la tercer activity

The screenshot displays the Android Studio interface. The main editor shows the `Tercer_Activity.java` file with the following code:

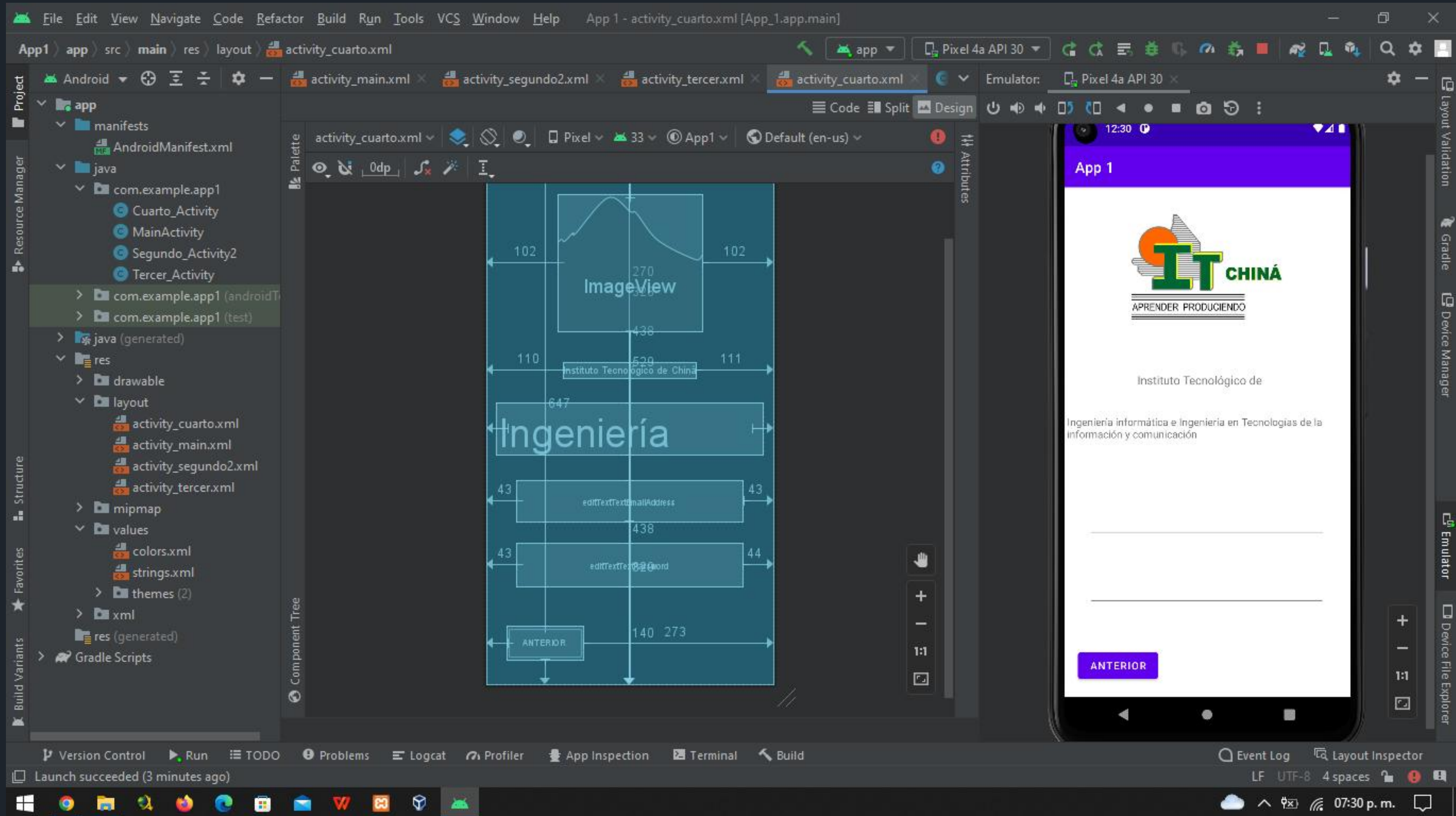
```
1 package com.example.app1;
2
3 import ...
4
5 public class Tercer_Activity extends AppCompatActivity {
6
7     @Override
8     protected void onCreate(Bundle savedInstanceState) {
9         super.onCreate(savedInstanceState);
10        setContentView(R.layout.activity_tercer);
11    }
12
13    //metodo btn anterior
14    public void Segundo (View view) {
15        Intent segundo = new Intent( packageContext: this, Segundo_Activity2.c
16        startActivity(segundo);
17    }
18
19    //metodo btn despues
20    public void Cuarto (View view) {
21        Intent cuarto = new Intent( packageContext: this, Cuarto_Activity.clas
22        startActivity(cuarto);
23    }
24 }
```

The left sidebar shows the Project and Resource Manager tabs. The Project tab displays the file structure of the app, including the `src/main/java/com/example/app1` directory containing `Cuarto_Activity`, `MainActivity`, `Segundo_Activity2`, and `Tercer_Activity`. The Resource Manager tab shows the layout files, including `activity_tercer.xml`.

The right sidebar shows the Emulator tab, displaying a preview of the app's UI on a Pixel 4a API 30 device. The UI features a green background with a header "App 1" and a sub-header "Pagina de Inicio". Below the sub-header, there is a text description: "Esta página es la de Inicio pero es la tercera Activity". At the bottom, there are three buttons: "ANTERIOR", "LOGIN", and "INICIAR CON GOOGLE".

The bottom status bar shows the time as 07:31 p.m. and the battery level as 21:6.

7. cuarto activity



8. Código del btn para regresar a la anterior activity

The screenshot displays the Android Studio IDE with the following components:

- Project Explorer (Left):** Shows the project structure for 'App1'. The 'java' folder contains 'com.example.app1', which includes 'Cuarto_Activity', 'MainActivity', 'Segundo_Activity2', and 'Tercer_Activity'. The 'res' folder contains 'drawable', 'layout' (with 'activity_cuarto.xml', 'activity_main.xml', 'activity_segundo2.xml', and 'activity_tercer.xml'), 'mipmap', 'values' (with 'colors.xml' and 'strings.xml'), 'themes (2)', and 'xml'.
- Code Editor (Center):** Displays the code for 'Cuarto_Activity.java'. The code is as follows:

```
1 package com.example.app1;
2
3 import ...
4
5 public class Cuarto_Activity extends AppCompatActivity {
6
7     @Override
8     protected void onCreate(Bundle savedInstanceState) {
9         super.onCreate(savedInstanceState);
10        setContentView(R.layout.activity_cuarto);
11    }
12
13    //metodo btn antes
14    public void Tercer (View view) {
15        Intent tercer = new Intent( packageContext: this, Tercer_Activity.class);
16        startActivity(tercer);
17    }
18 }
```
- Emulator (Right):** Shows a preview of the app running on a Pixel 4a API 30. The app interface has a purple header with 'App 1'. Below it is a logo with 'IT CHINA' and 'APRENDER PRODUCIENDO'. The text 'Instituto Tecnológico de' is followed by 'Ingeniería informática e Ingeniería en Tecnologías de la información y comunicación'. At the bottom, there is a purple button labeled 'ANTERIOR'.
- Bottom Bar:** Contains tabs for 'Version Control', 'Run', 'TODO', 'Problems', 'Logcat', 'Profiler', 'App Inspection', 'Terminal', and 'Build'. The 'Run' tab is active, showing 'Launch succeeded (3 minutes ago)'. The system tray at the bottom right shows the time as 07:31 p.m.