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ASSIGNMENT NO.1

1. Introduction

Install the Android SDK and developer tools and build a test project to confirm that those tools are properly installed and configured.
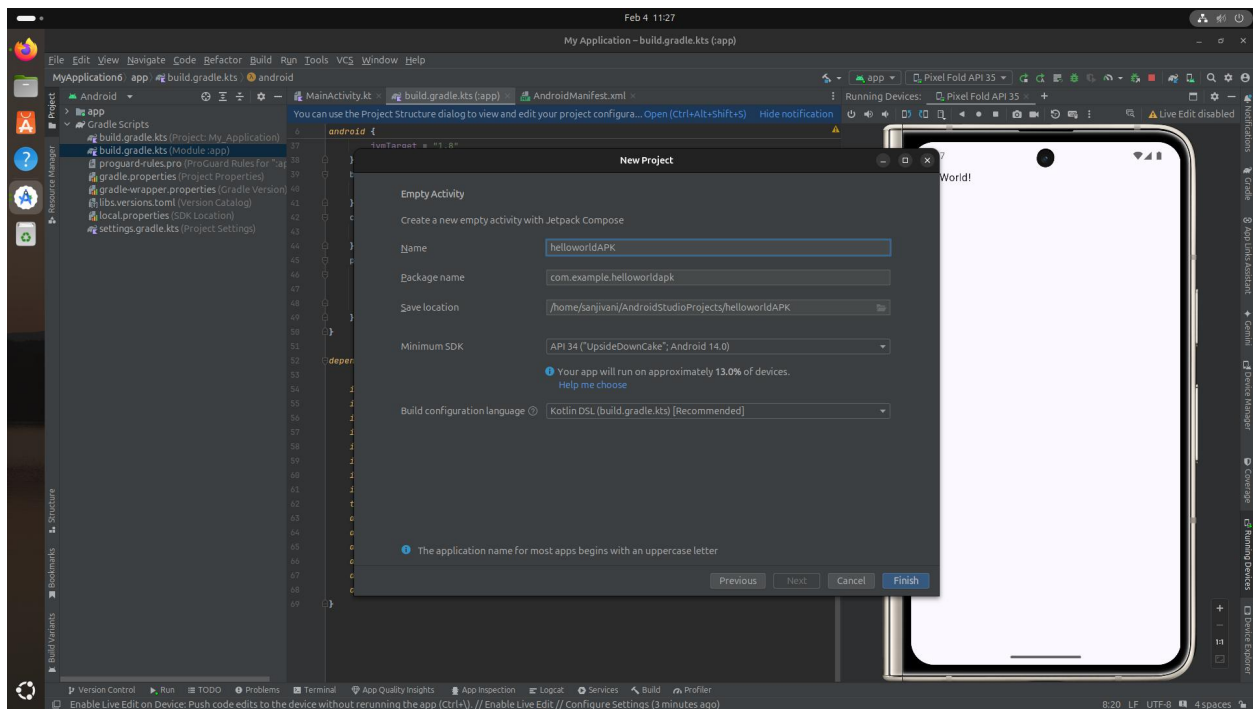
2. Tools & Technologies Used

- Android Studio
- Kotlin
- Emulator (pixel 9 pro XL API 35)

- Version:android 15

3. Procedure & Steps

Step 1: Create a New Project (p1 hello world)

- Open Android Studio and create a new project.
- Select an second page Empty activity.
- Select the programming language (Kotlin).
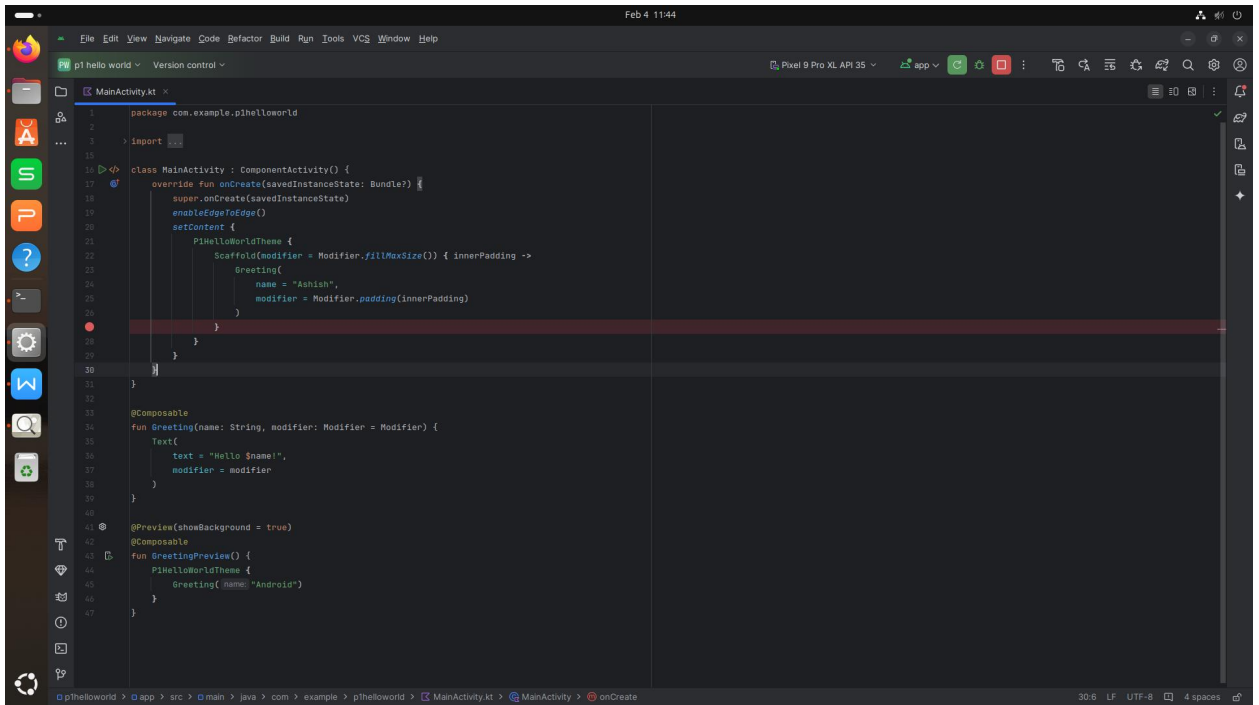
Screenshot:

Step 3: Writing the Code

- Open MainActivity.kt.
- In code change name.

kotlin

```kotlin
class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        enableEdgeToEdge()
        setContent {
            P1HelloWorldTheme {
                Scaffold(modifier = Modifier.fillMaxSize()) { innerPadding ->
                    Greeting(
                        name = "Ashish",
                        modifier = Modifier.padding(innerPadding)
                    )
                }
            }
        }
    }
}
```
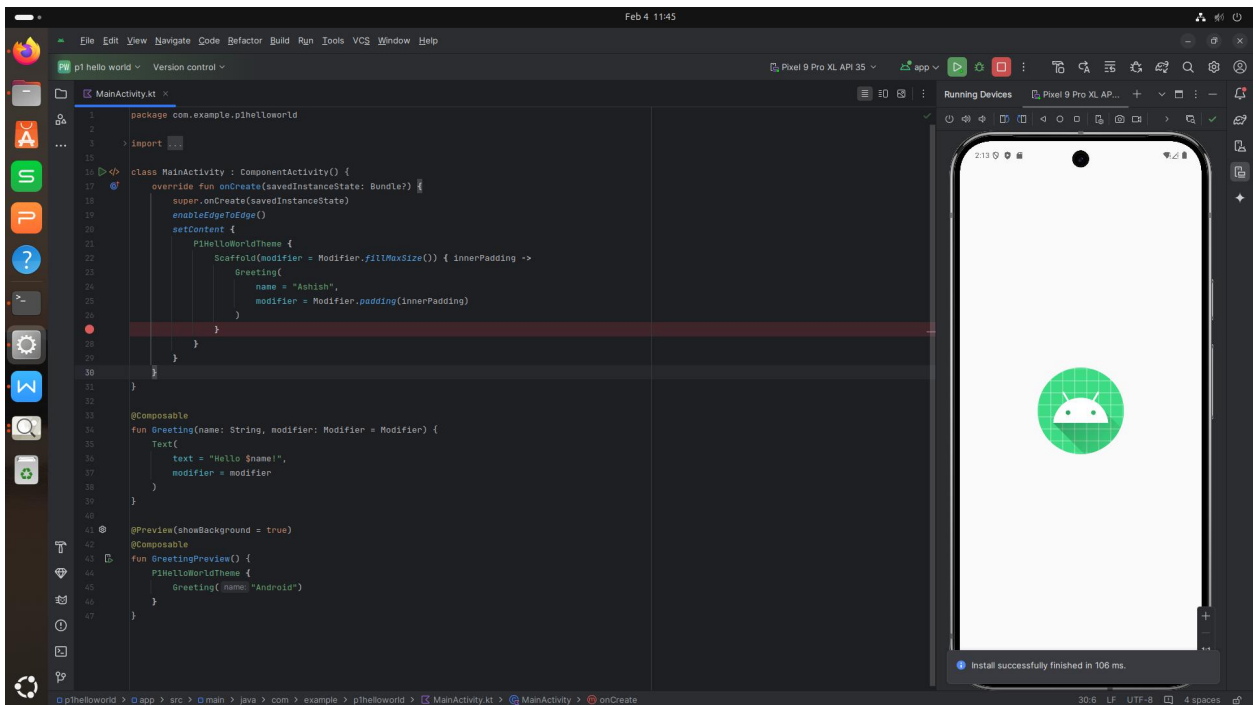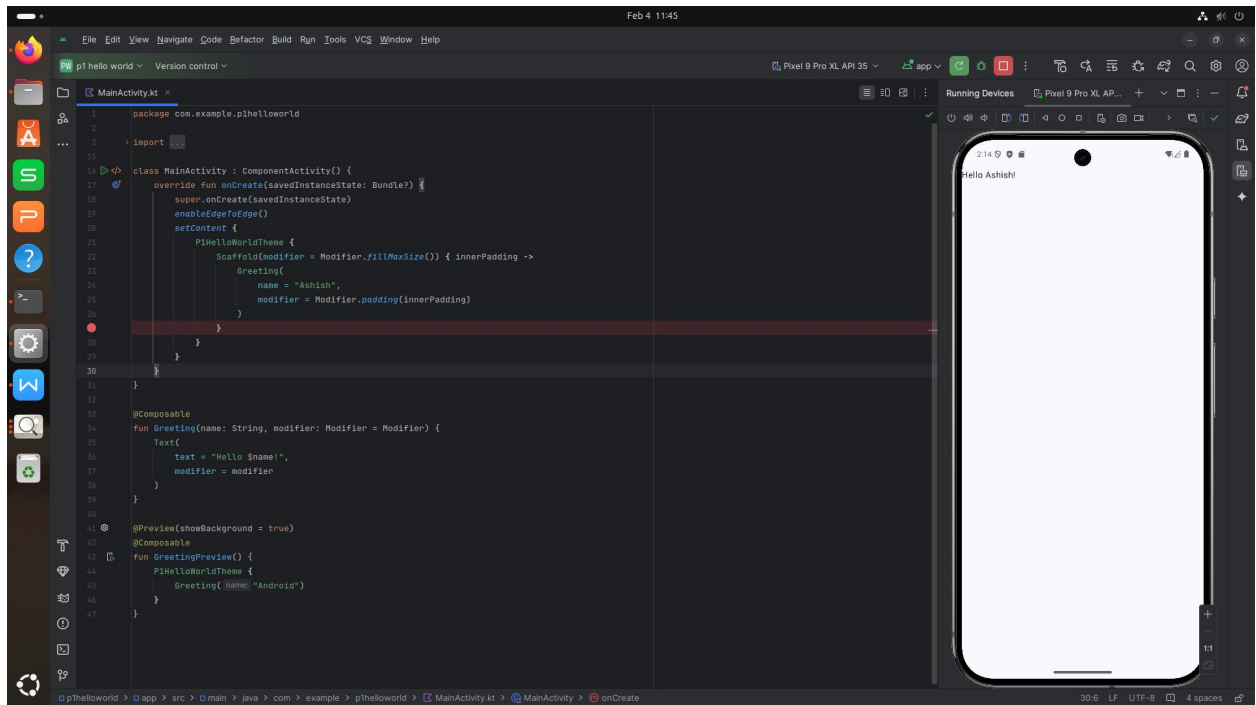
Screenshot:

Step 4: Running the Application on Emulator

click on the **Run** button in Android Studio.

● Select the emulator and launch the app.

Screenshot:

Step 5: Testing & Output

- Test different functionalities of the app.

- Error shown android 34 that changes as 35
- Capture the output results.
- **Screenshot:**

4. Conclusion

This assignment helped me successfully set up the Android SDK and Android Studio, and create a simple "Hello World" app using Kotlin. I learned how to configure a project, modify the code, and test the app on an emulator. Challenges included troubleshooting SDK(like android 34 - 35) and emulator setup, which I resolved through documentation and adjustments. Overall, this task improved my understanding of Android development and troubleshooting in the setup process.