CodeLab First App Android

Simone Salvatore La Milia

October 22, 2023

1 Description

This initial exercise involved creating a screen for an android app developed with jetpack compose in the kotlin language. After reading understood the basics of this programming language and the development environment (Android Studio) you are asked to import the initial project into your machine and modify it by inserting images, text and personal data.

The link used for theoretical learning is Unidad 1: Tu primera app para Android

2 Realization

Taking advantage of the information in the guide, three icons were made corresponding to the GitHub account, phone number, and email. The icons are images inserted into the screen along with the reference text. A larger image corresponding to the Android logo is arranged in the center of the screen with two text boxes with a hypothetical screen name and personal information.

3   Problems

No major problems occurred during the course of this first exercise. After a bit of trial and error with component placement and text and image sizes, any desired conformation can be freely created.
The operating system used on my machine for the development of this app is Linux Ubuntu 22.04, and no compatibility problems with the Android-Studio software have arisen.

4   Code

The application code is divided into various folders and files. you can view and download the .zip file by accessing my GitHub repository by clicking here.
Preview was leveraged so that changes on the app could be checked in real time, avoiding the need to restart the app from the virtual device