

CodeLab First App Android

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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 **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.