Running Hello World as A java application

When I went to go create my java program in an IDE that can take java code and display it as an app. I had no prior knowledge to this attempt at figuring out how to use java code to interact with phone applications. The first thing I decided to do was a quick google search to find different IDE’s that can do such a thing. At first, I was thinking of different ways I could try to get this application on my phone. However, after doing a quick search I found that it would be quite difficult to properly incorporate a full java code into an application that could still be run on IOS. This is because IOS has restrictions that do not allow users to download any application they please.

After finding a ton of different information on different IDE’s and different ways you could approach importing java code into a phone application. Finally, I decided to use Android Studio, an IDE provided by Android, now this is slightly and issue since I do not have any Android phone to run this on. However, luckily the program also comes with an emulator for all different kinds of Android phones.

Now on first inspection it seems to be straightforward, you use the java code to build the main environment by calling different build options from xml files. This helps the code run directly from the java code to reference the Koitlin. Doing this I was able to figure out how to properly add a startup window into the program that will run as soon as the program is started. This will bring them to a directed page from the java code to display, “Hello World” in the center of the page as well as the header.

A screenshot of a computer

Description automatically generated

The main thing to note when creating your project folder is to set the language inside of Android Studio to be in java. This doesn’t set every folder and file to java but only the folders that are building and supplying the code to run the environment.

Once I completed the “Hello World” program I began to try and figure out the import of my Pokémon program. I began running into difficulties as to import all my different folders and file into this new build system began to create issues, I couldn’t figure out in our time frame how to fix. I ran into issues like creating an interaction terminal for users to input the values to properly interact with my currently functional Pokémon game. However, using this I can recognize how you are able to import java code and use this program to alter that code to import it to a phone application.