How to use Android Studio to create app

If someone has no experience in building app in Android Studio, then there are basic concepts are important to know before start working on your first Android app.

1. Apps provide multiple entry points: Android apps contain more than one component. Each component can be invoked separately. For example, the user interface is provided by the activity component of the app. The main activity is that when the user taps the app icon. Then it can take the user straight into a different activity from other places, such as, from a notification or from a different app. The other component allows the programmer for the app to perform background tasks without a use interface. It is similar to broadcast receivers and services.
2. Apps adapt to different devices: Android allows the programmer to provide different resources for different devices. As an example, the programmer can create different layouts for different screen sizes. Then the system can determine what layout to use based on the size of the screen for the current used device. If any of programmer’s app’s features need specific hardware, such as a camera, the programmer can query whether the device has hardware at runtime and then disable the corresponding features if not. The programmer can also set some features as required in the app.

My source of this topic is this website:

https://developer.android.com/training/basics/firstapp