

# Lesson 1: Build your First App

## Activity and Layout

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### Activity

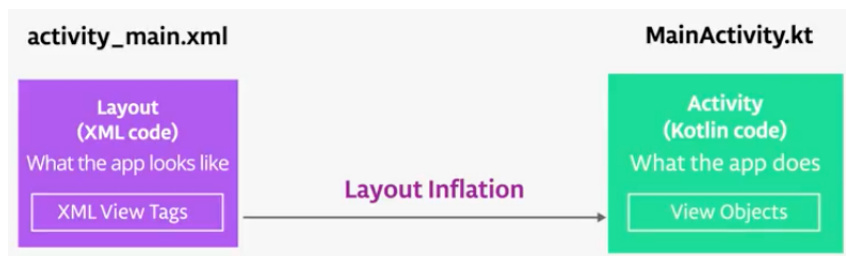
Core android class which is responsible for drawing an app user interface and receiving input events.

When your app launches, it launches a specific activity. This is the activity that was declared in the manifest with the correct intent filter tagged.

### Layout

Activities have a associated layout file. Layout files are XML files that express what the app actually looks like.

The activity and layout are connected by a process known as layout inflation. This process is triggered when the activity starts.



## Introduction to Gradle

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### Controls:

- What devices run your app
- Compile to executable
- Dependency management
- App signing for google play
- Automated tests

## **APK**

Executable format for distributing Android applications.

## **Types of Gradle Files**

- `build.gradle(Project)`: For project wide build settings
- `build.gradle(Module:app)`: For each module of your project

## **Module**

A folder with the source files and resources for a discrete piece of functionality in your app.

## **Build.gradle**

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## **Repository**

Remote server where external code is downloaded from.

## **Dependencies**

External code, such as libraries, that a project depends on.