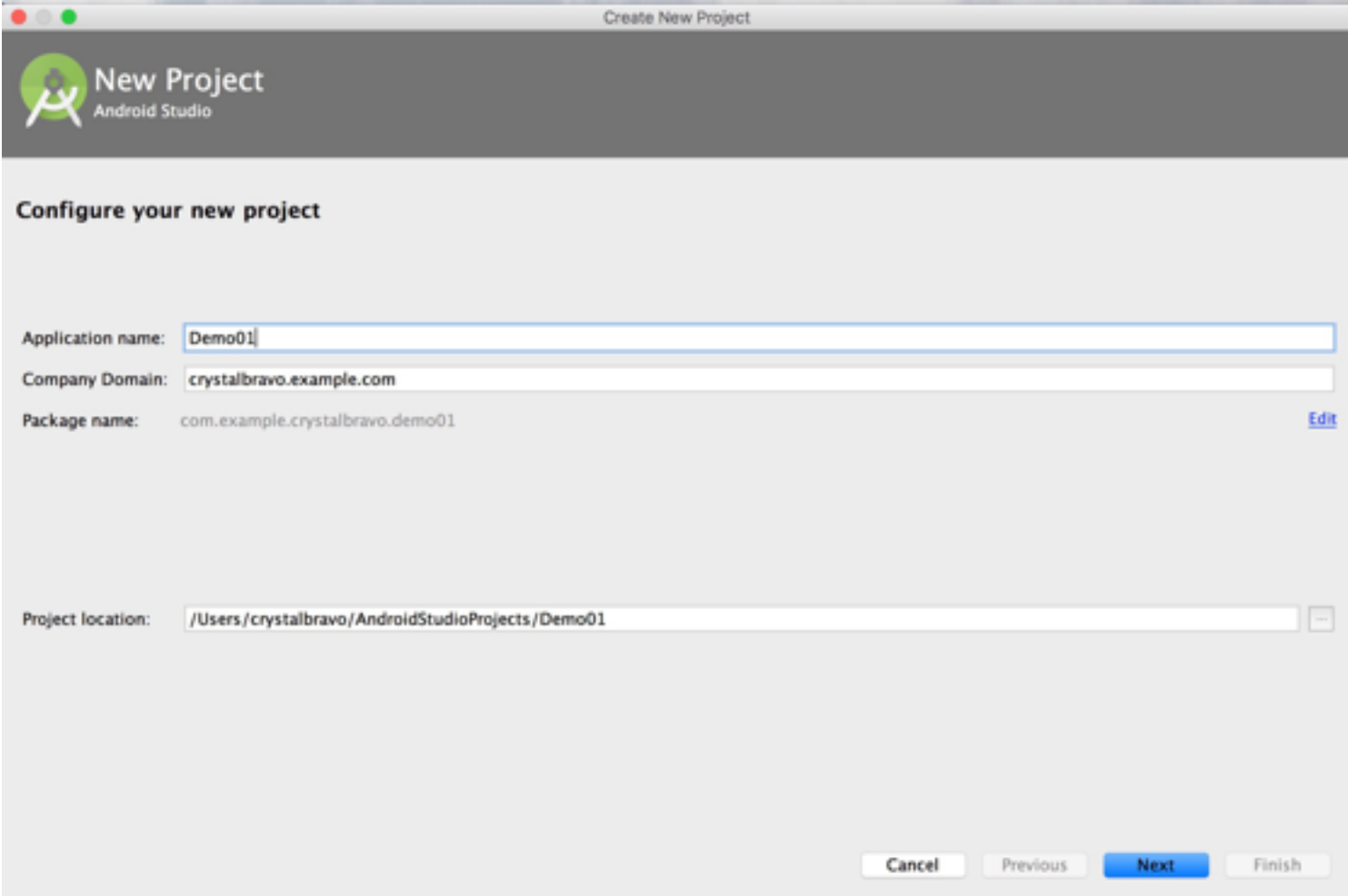



Android 專案程式基本結構

New Project - Set App Name



Create New Project

 **New Project**
Android Studio

Configure your new project

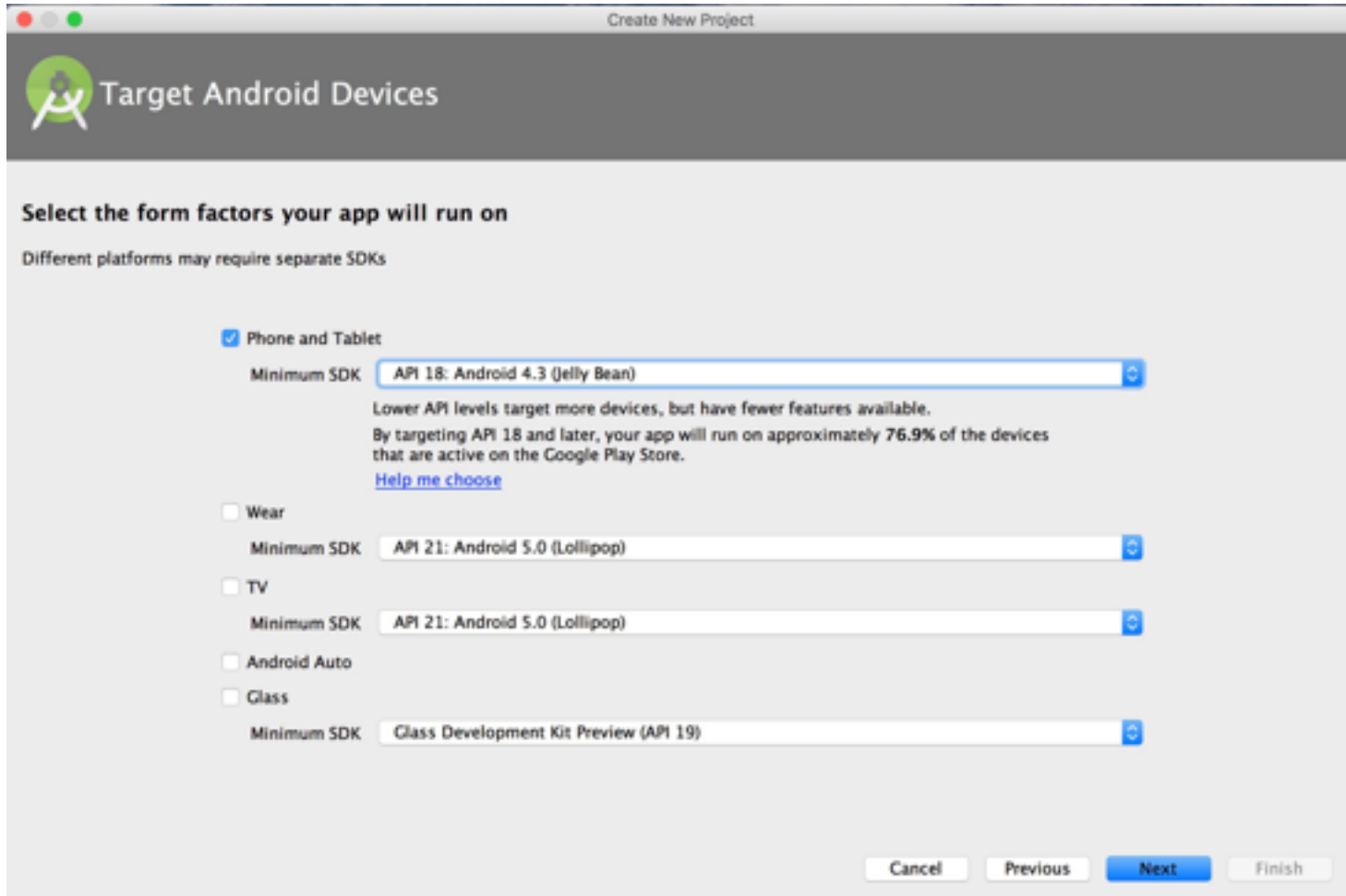
Application name:

Company Domain:


Package name: [Edit](#)

Project location:

New Project - Set Target Devices



Create New Project

 Target Android Devices

Select the form factors your app will run on

Different platforms may require separate SDKs

☒ Phone and Tablet

Minimum SDK

Lower API levels target more devices, but have fewer features available.
By targeting API 18 and later, your app will run on approximately 76.9% of the devices that are active on the Google Play Store.
[Help me choose](#)

☐ Wear

Minimum SDK

☐ TV

Minimum SDK

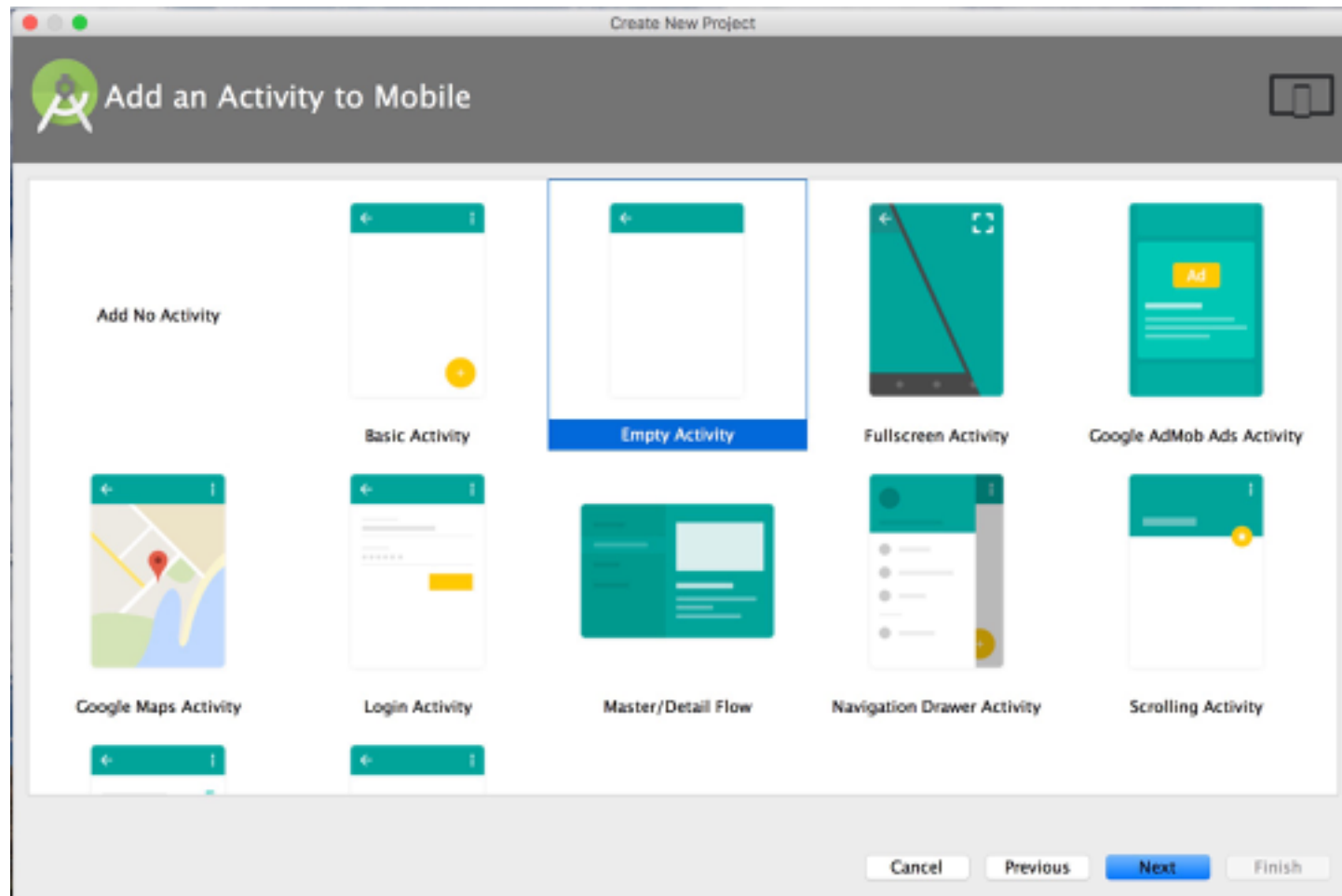
☐ Android Auto

☐ Glass

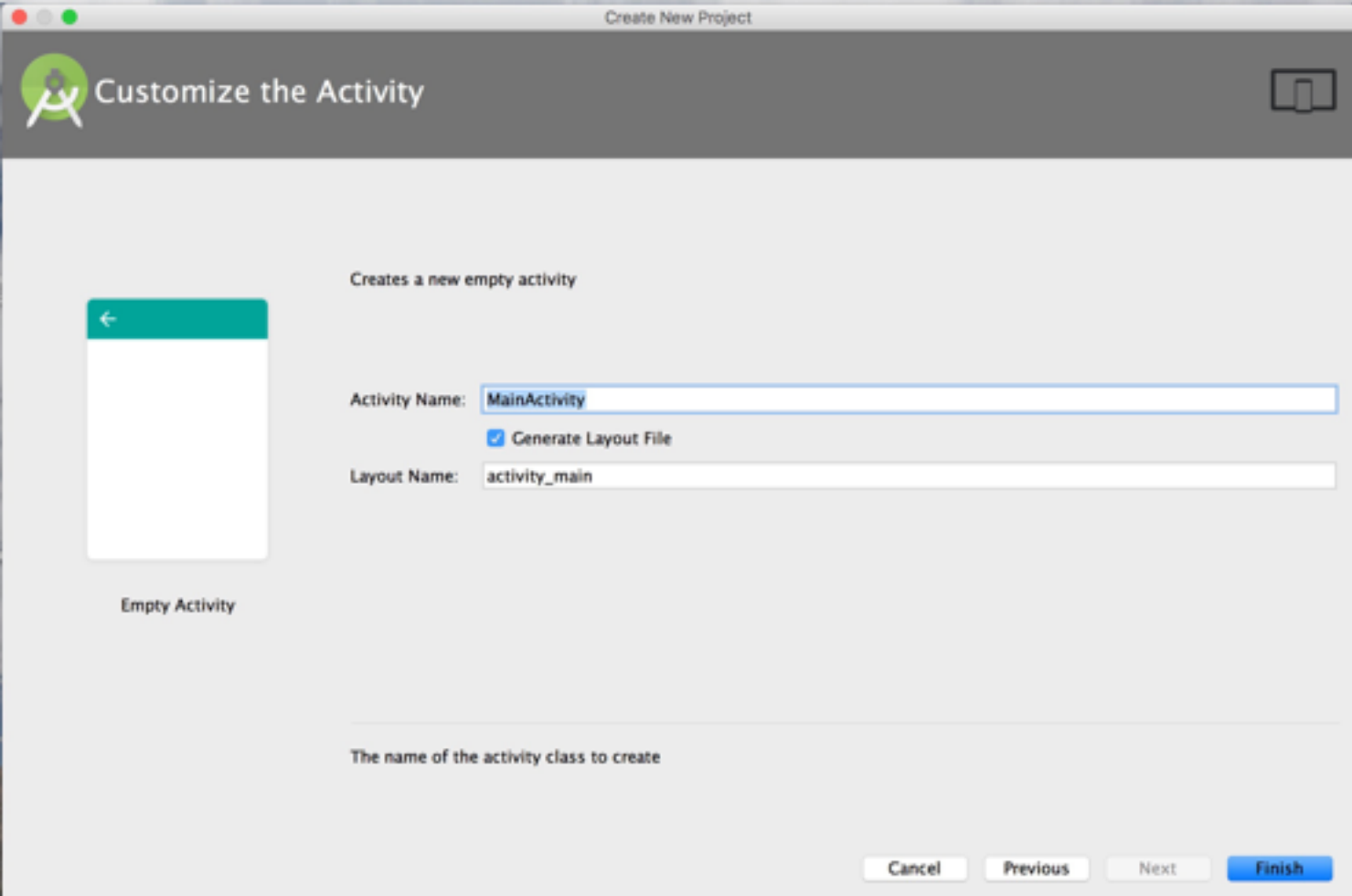
Minimum SDK

Cancel Previous **Next** Finish

New Project - Add Main Activity



New Project - Set Activity Name



Create New Project

Customize the Activity

Creates a new empty activity

Activity Name: MainActivity

☒ Generate Layout File

Layout Name: activity_main

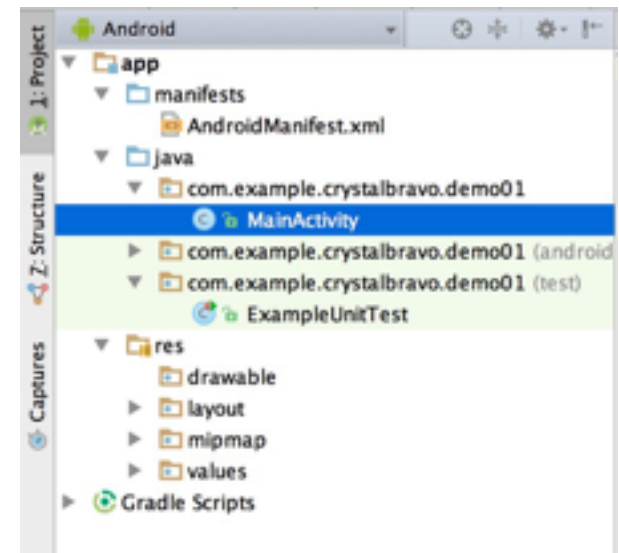
Empty Activity

The name of the activity class to create

Cancel Previous Next Finish

Android 專案程式基本結構

- AndroidManifest.xml (專案設定檔案)
- Resource Files (資源檔案)
- Java Program (程式)



AndroidManifest.xml (專案設定檔案)

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.firstcalling" android:versionCode="1"
    android:versionName="1.0" >
    <uses-sdk android:minSdkVersion="15" />
    <application android:icon="@drawable/ic_launcher"
        android:label="@string/app_name" >
        <activity android:name=".AFirstCallingActivity"
            android:label="@string/app_name" >
        </activity> </application></manifest>
```

package : 儲存於手機程式名稱(必須是唯一)

android:icon : 桌面圖式

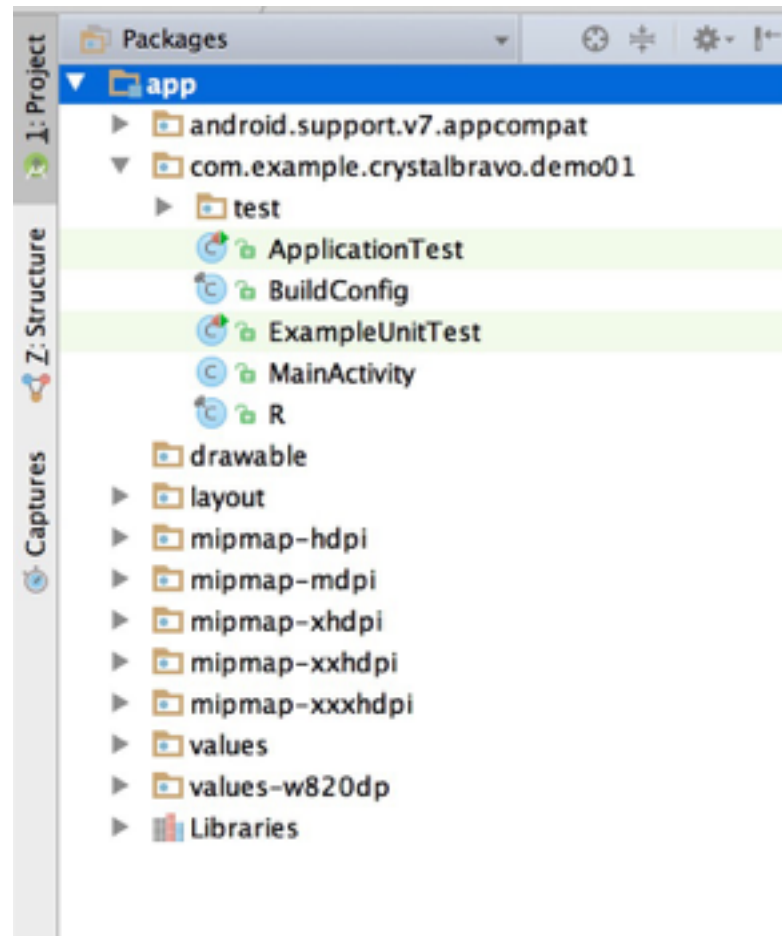
android:name : 執行之 java 程式名稱

android:label : 桌面圖式下方顯示的程式名稱

Resource Files (資源檔案)

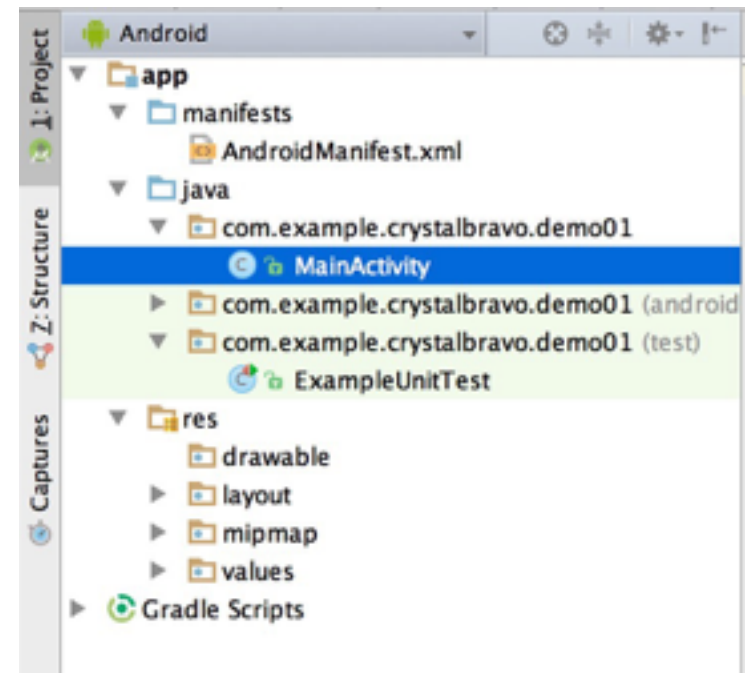
- main.xml : 程式畫面
- strings.xml : 字串常數
- drawable-xxx / mipmap-xxx : 圖片檔
- 每個資源都會由系統編譯儲存於 gen\R.java
- 每個資源都會由系統提供一個編號
- 檔案名稱必須使用英文小寫字，不可以是數字開頭～

Resource Files (資源檔案)



Java Program (主程式)

- 儲存於 java 資料夾下
- 必須是Activity子孫類別
- 實作 onCreate 方法



Lab

- 修改桌面圖式
- 修改圖示下方程式名稱

