



UNIVERSITI MALAYSIA TERENGGANU

FACULTY OF OCEAN ENGINEERING TECHNOLOGY & INFORMATICS

SEMESTER 1 2023/2024

NATIVE MOBILE PROGRAMMING

CSM 3123

LAB 1 REPORT

PREPARED FOR:

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PREPARED BY:

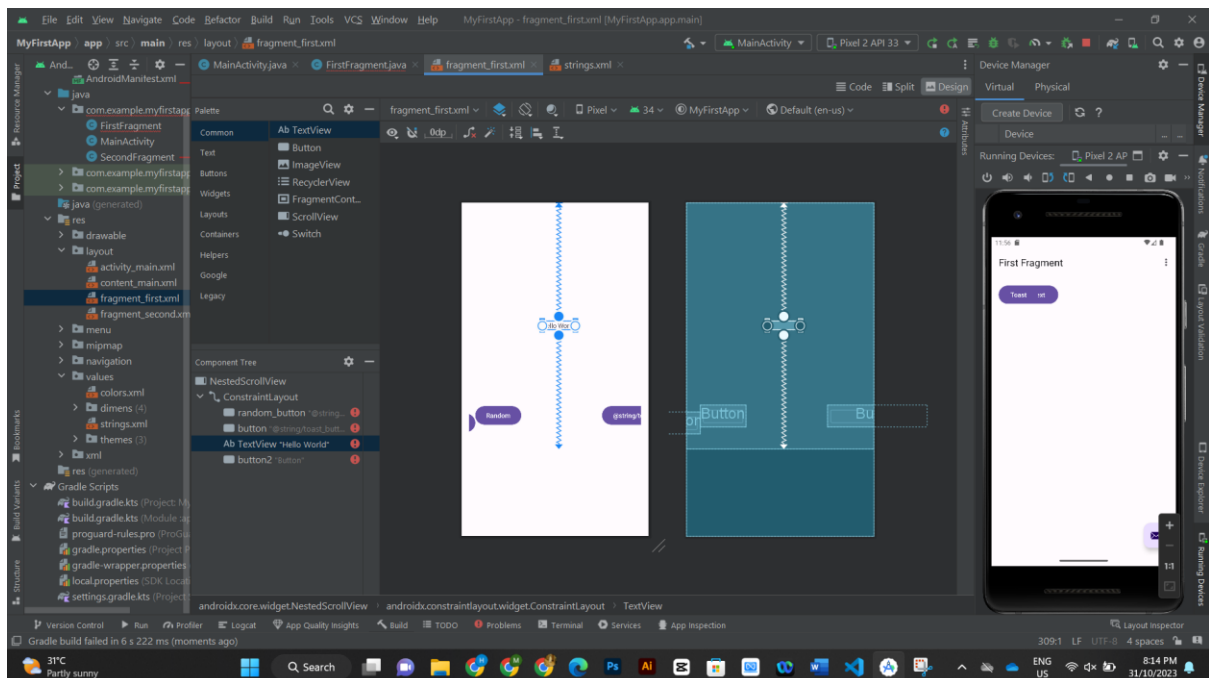
MOHAMAD HAZIM BIN MOHD SHAKRI (S61770)

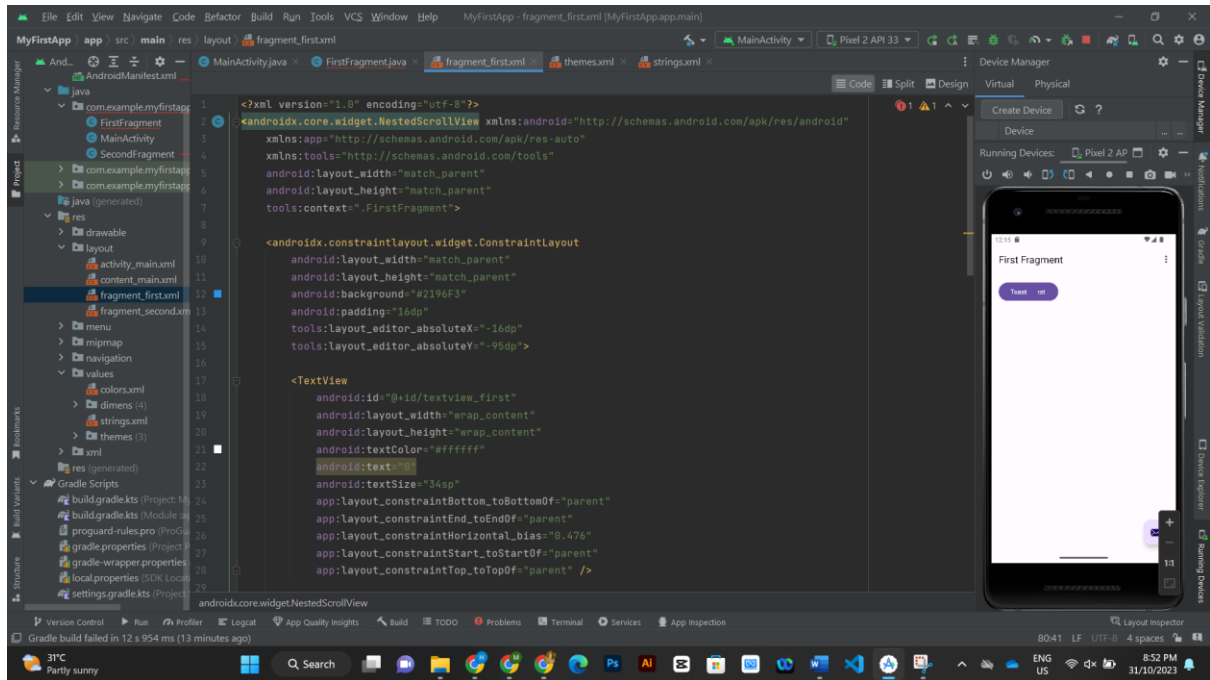
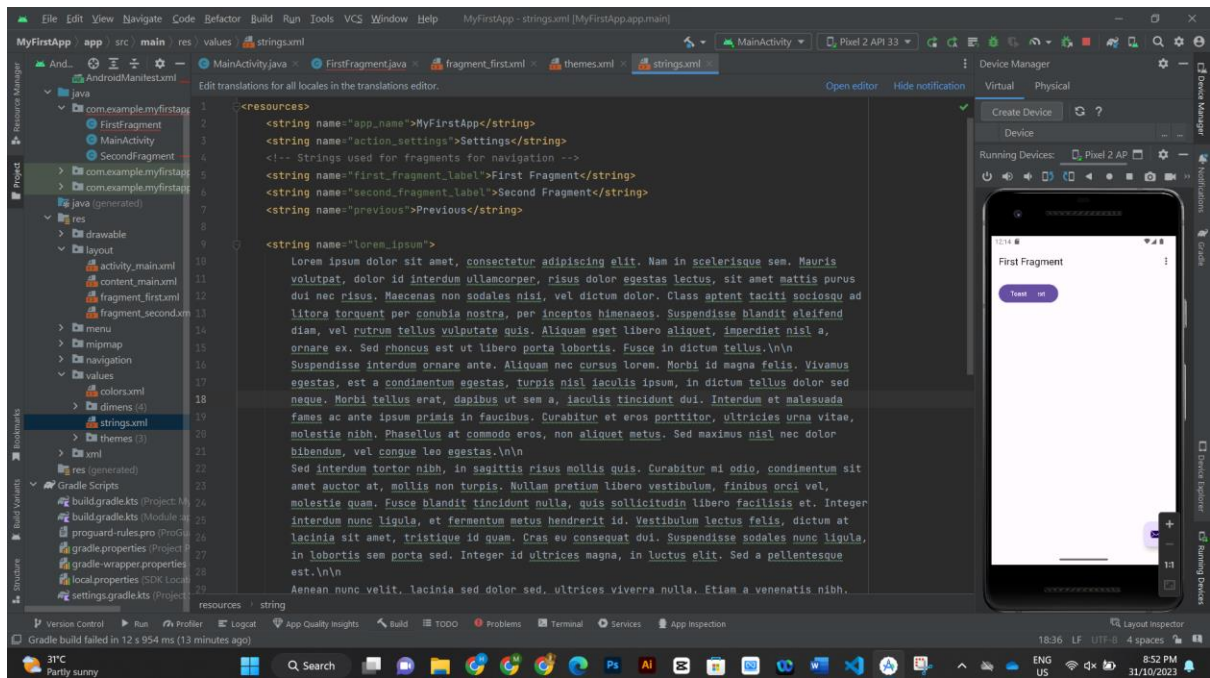
1. Setup your github
Follow this [link](#) for instructions

- i. State the link for your github for current project

<https://github.com/HazimShakri7/Demo>

2. Create your First Android App by the instructions in this [link](#).





3. Define the following keywords according to Android Studio Development Environment

- a. Views
- b. Toast
- c. Fragment
- d. Intent
- e. Resources
- f. Layout

a. Views:

Views are the basic building blocks of the user interface (UI) in an Android app. They are UI components such as buttons, text fields, images, and more. Views are responsible for rendering and interacting with the user, and they are typically defined in XML layout files.

b. Toast:

A Toast is a small popup message that appears on the screen for a short period of time to provide brief information or feedback to the user. It is often used for displaying simple notifications or messages in an unobtrusive manner.

c. Fragment:

Fragments are modular, reusable components that represent a portion of a user interface or behaviour within an activity. They are commonly used to create more flexible and responsive UIs, especially for devices with different screen sizes and orientations. Fragments can be combined to build complex UIs.

d. Intent:

An Intent is an object used for communication between different components of an Android application or between different Android applications. It is used to request an action or to convey information, such as launching a new activity, broadcasting an event, or starting a service.

e. Resources:

Resources in Android refer to assets such as XML files, images, strings, layouts, and other data that are stored in the "res" directory of an Android project. These resources are separated from code and can be accessed using resource identifiers. They allow for easy localization, theming, and adaptation of an app to different devices.

f. Layout:

A Layout in Android refers to the structure and arrangement of UI components (Views) within an activity or fragment. Layouts can be defined using XML files or programmatically in Java/Kotlin. They control the positioning and sizing of Views on the screen, ensuring a well-organized and visually appealing user interface.