- In this code labs we are learning about the basic stuff but in Kotlin
- Here we remember than Activity is a single, focused thing that the user can do. Every app must have at least one activity as its entry point.
- We make sure about the package and where we want to save the project, and male SURE to select Kotlin and Select the Use AndroidX artifacts checkbox
- They explain us than inside the app folder are four subfolders: manifests, java, generatedJava, and res.
- The files in Kotlin use "**.kt**" extension and a **K** icon
- They show us than the **res** folder holds resources. Resources in Android are static content used in your apps. Resources include images, text strings, screen layouts, styles, and values such as hexadecimal colors or standard dimensions.
- They explain us than the manifests folder contains files that provide essential information about your app to the Android system.
- They explain **Gradle Scripts folder** who is a build automation system that uses a domain-specific language to describe the app's project structure, configuration, and dependencies.
    - Here we have **build.gradle(Project: HelloWorld)** who is the file who contains the configuration options that are common to all the modules that make up your project. Every Android Studio project contains a single, top-level Gradle build file. This file defines the Gradle repositories and dependencies that are common to all modules in the project.
    - Also we have **build.gradle(Module:app)** this is the file who allows you to configure build settings for each module. (The HelloWorld app has only one module, the module for the app itself.) This build.gradle file is the one you most often edit when changing app-level build configurations. For example, you edit this build.gradle file when you change the SDK level that your app supports, or when you declare new dependencies in the dependencies section.
- They Explain us how to use the AVM and how to run our app in the AVM and in the Physical device
-