1. **Create a New Android Project**:
   * Open Android Studio.
   * Click on "Start a new Android Studio project".
   * Choose an appropriate project template (e.g., "Empty Activity") and click "Next".
   * Enter the details for your new project (e.g., name, package name, etc.) and click "Finish".
2. **Add Resources**:
   * Inside the **res** directory of your project, create subdirectories for each type of resource (**drawable**, **values**, etc.).
   * Place the provided resources in their respective directories:
     + **colors.xml** inside **res/values/**
     + **strings.xml** inside **res/values/**
     + **icon.png** inside **res/drawable/**
     + **dimens.xml** inside **res/values/**
     + **image.png** inside **res/drawable/**

**Modify Color Theme**:

* Open **res/values/styles.xml**.
* Modify the **AppTheme** to use the provided colors. For example

<style name="AppTheme" parent="Theme.AppCompat.Light.DarkActionBar">

<!-- Customize your theme here -->

<item name="colorPrimary">@color/primary</item>

<item name="colorPrimaryDark">@color/primaryDark</item>

<item name="colorAccent">@color/accent</item>

</style>

1. **Use String Resource**:
   * Open your layout XML files or Java/Kotlin code where you want to use the string resource.
   * Replace hard-coded strings with **@string/your\_string\_name**. For example:

Xml

<TextView

android:id="@+id/textView"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:text="@string/app\_name" />

1. **Set Drawable Resource**:
   * Open your layout XML files where you want to use the drawable resource.
   * Set the drawable resource to ImageView using **@drawable/your\_drawable\_name**. For example:
   * <ImageView
   * android:id="@+id/imageView"
   * android:layout\_width="wrap\_content"
   * android:layout\_height="wrap\_content"
   * android:src="@drawable/icon" />

xml

Copy code

1. **Apply Dimension Resource**:
   * Open your layout XML files or Java/Kotlin code where you want to apply dimension resources.
   * Use the dimension resource by referencing it with **@dimen/your\_dimension\_name**. For example:

xml

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<TextView

android:id="@+id/textView"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:padding="@dimen/padding\_medium" />

< />

1. **Set Image Resource**:
   * Open your layout XML files where you want to use the image resource.
   * Set the image resource to ImageView using **@drawable/your\_image\_name**. For example:

xml

Copy code

<ImageView

android:id="@+id/imageView"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:src="@drawable/image" />

<**Run Your Application**:

* + After making all the necessary changes, run your application on an emulator or a physical device to see the changes reflected.

Mainactivity.kt

import android.os.Bundle

import androidx.appcompat.app.AppCompatActivity

class MainActivity : AppCompatActivity() {

override fun onCreate(savedInstanceState: Bundle?) {

super.onCreate(savedInstanceState)

setContentView(R.layout.activity\_main)

// Example code to use resources

val message = getString(R.string.app\_name)

val color = getColor(R.color.primaryColor)

val dimension = resources.getDimension(R.dimen.textSize)

val drawable = getDrawable(R.drawable.my\_image)

}

}