SETUP MOBILE APPLICATION ENVIRONMENT
CREATE AN ANDROID APPLICATION

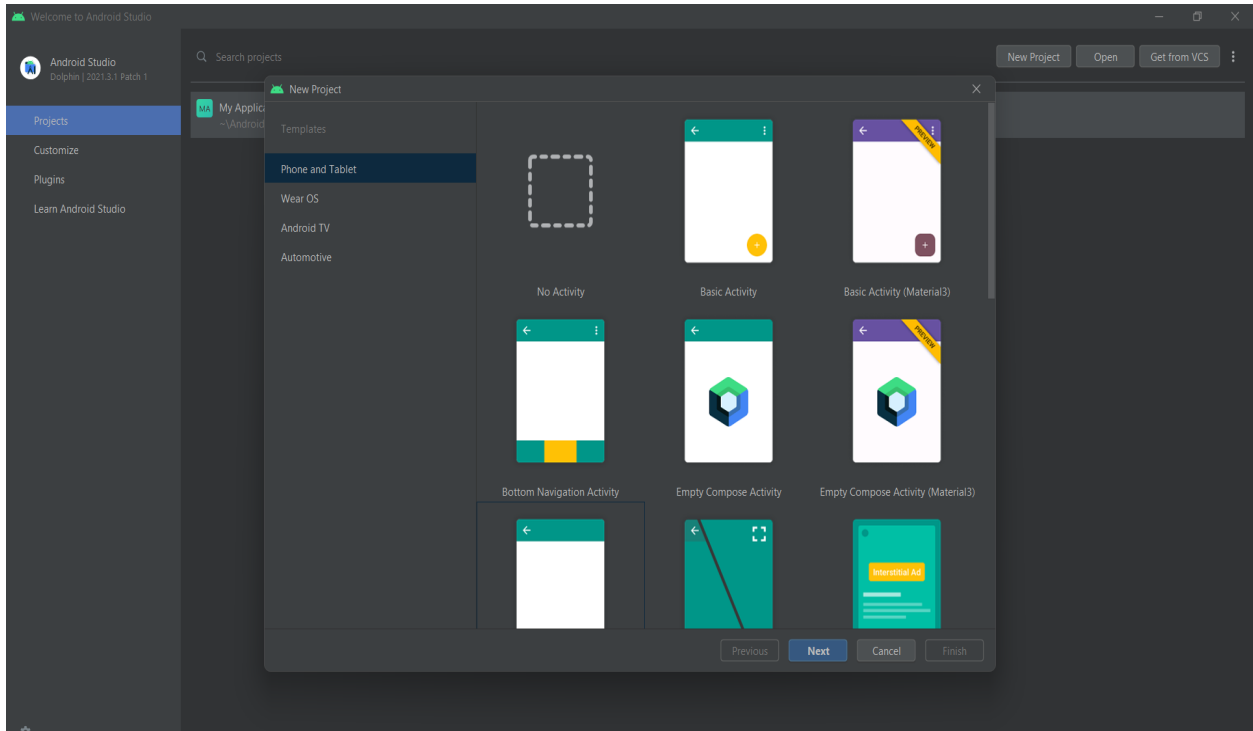| Date	10 November 2022
Team ID	PNT2022TMID35589
Project Name	Containment Zone Alerting Application

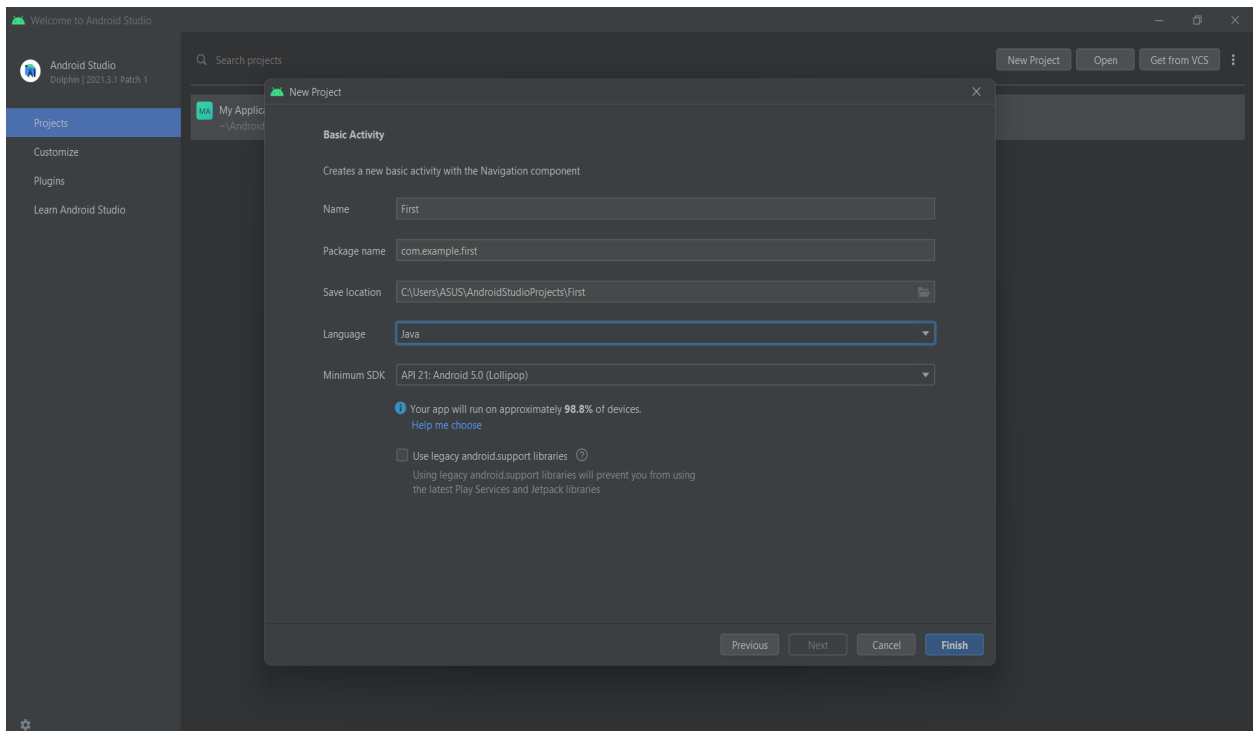STEP 1: Open Android Application.
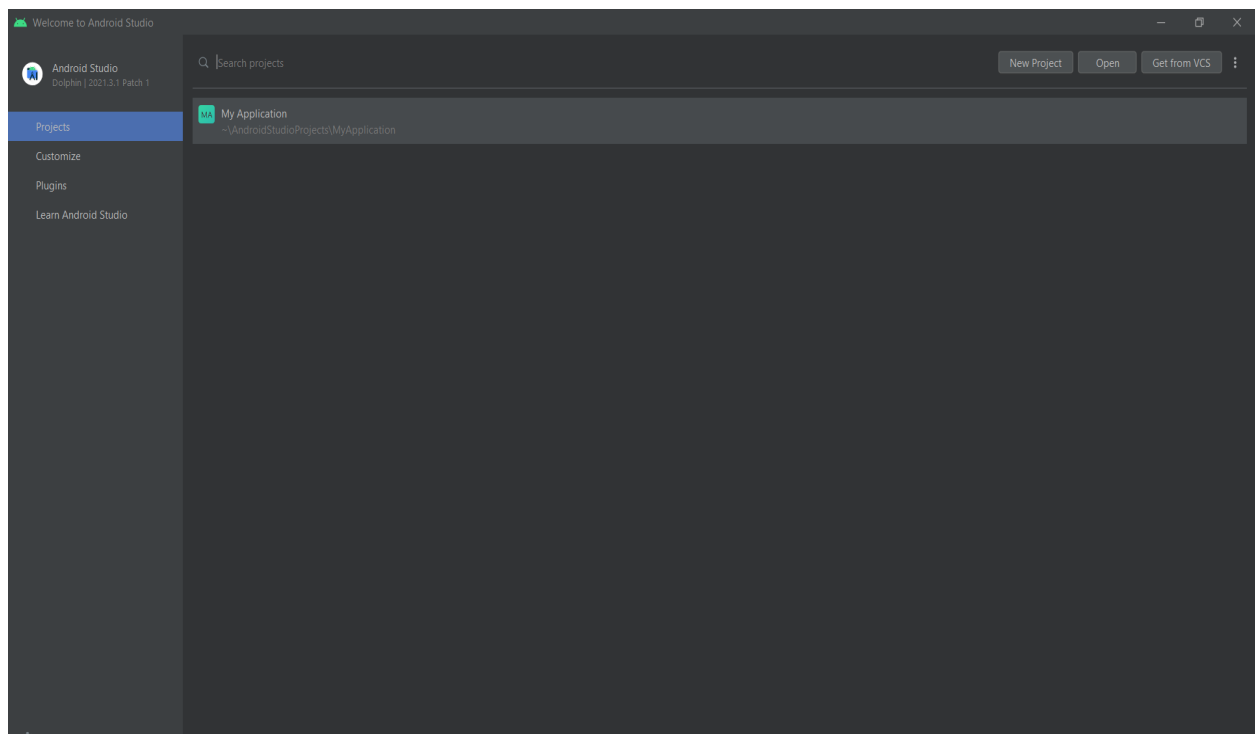
STEP 2: Start a New Android Studio Project.

STEP 3: Select Basic Activity.

STEP 4: Give name as first and language as java.

STEP 5: Click finish.

First) app) src) main) java) com) example) first) MainActivity.java

Add Configuration...   Pixel_3a_API_33_x86_64

MainActivity.java

Gradle project sync in progress...

```java
package com.example.first;

import ...

public class MainActivity extends AppCompatActivity {

    private AppBarConfiguration appBarConfiguration;
    private ActivityMainBinding binding;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);

        binding = ActivityMainBinding.inflate(getLayoutInflater());
        setContentView(binding.getRoot());

        setSupportActionBar(binding.toolbar);

        NavController navController = Navigation.findNavController(this, R.id.nav_host_fragment_content_main);
        appBarConfiguration = new AppBarConfiguration.Builder(navController.getGraph()).build();
        NavigationUI.setupActionBarWithNavController(this, navController, appBarConfiguration);

        binding.fab.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                Snackbar.make(view, "Replace with your own action", Snackbar.LENGTH_LONG)
                        .setAction("Action", null).show();
            }
        });
    }
```

Version Control   TODO   Problems   Terminal   Logcat   App Inspection   Build

Event Log

Gradle sync started (moments ago)   Gradle: Build model...   1:1   LF   UTF-8   4 spaces