

APP DEVELOPMENT

IN ANDROID STUDIO



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LAB 3: COMPONENTS

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1 Activities

We have already used an activity without going into too much detail what it is. An activity is a single screen unit (usually full screen) with an user interface. We have so far worked with a single activity but an Android app can have multiple activities. It breaks the app up into section with different purpose and UI for example a menu in an email app could be an activity while composing an email might be another, opened from the menu.

One activity serves as a launcher activity. It is our starting point when running the app (opposed to a C++ main function) and from there on we can start navigating to other activities if any. Every app must have a launcher activity. All activities must be declared in our app's manifest ¹ and the launcher activity is also determined there.

Each activity uses a layout file that defines their UI at least partially (some of it may be done dynamically in Java). In the `onCreate` function we have been setting

2 Fractions

3 Services

4 Assignment

¹Android Studio does this automatically when an activity is created