

# INICIO ANDROID



# Orígenes de Android



2005



2007



S.D.K



2009



Google Play

# Características de Android



Plataforma abierta



Adaptable



Portable



Interface en XML



Siempre conectado



Servicios incorporados



Buena seguridad



Optimizado



Audio + Vídeo

# Software Necesario



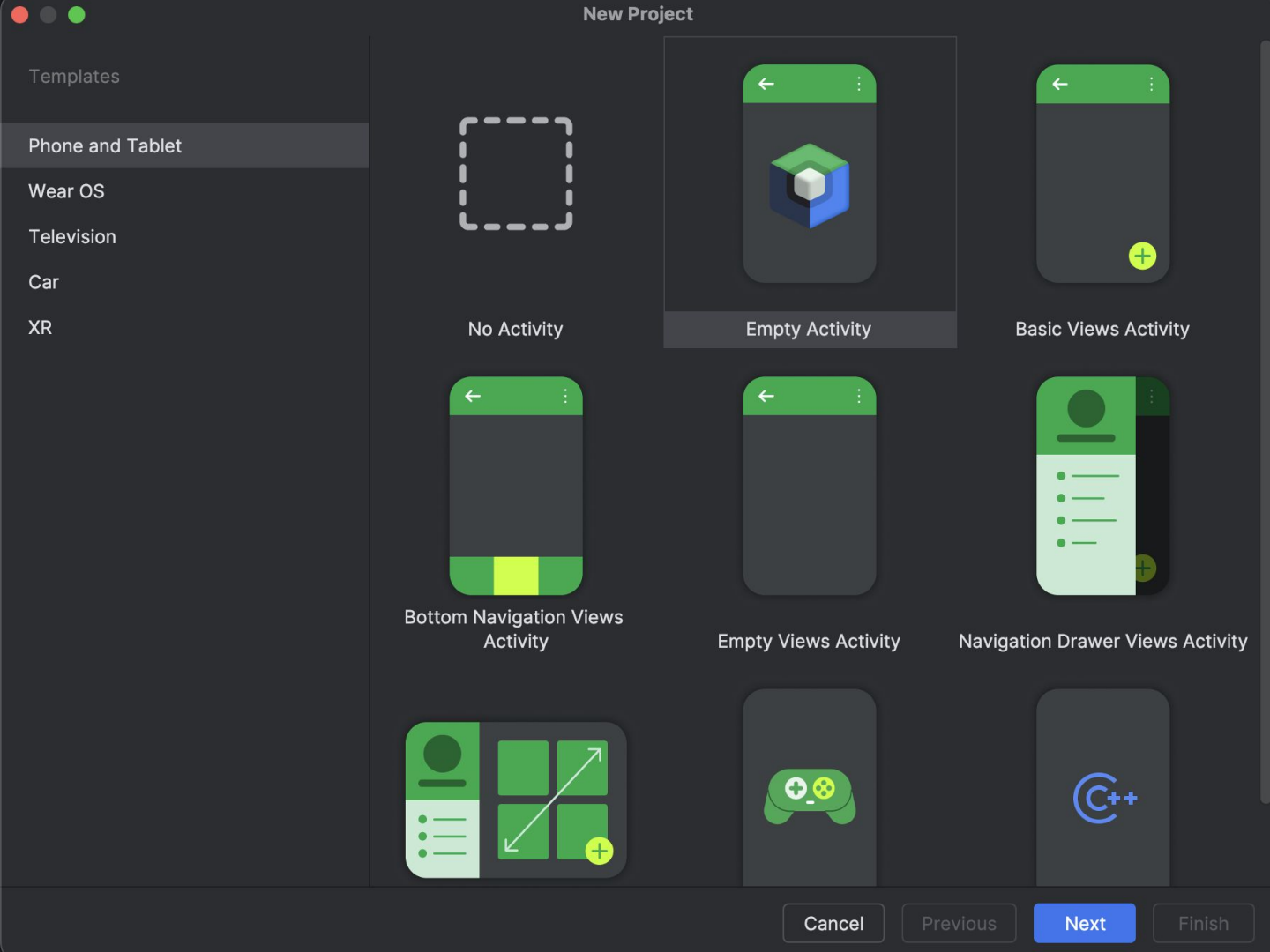
JDK

+



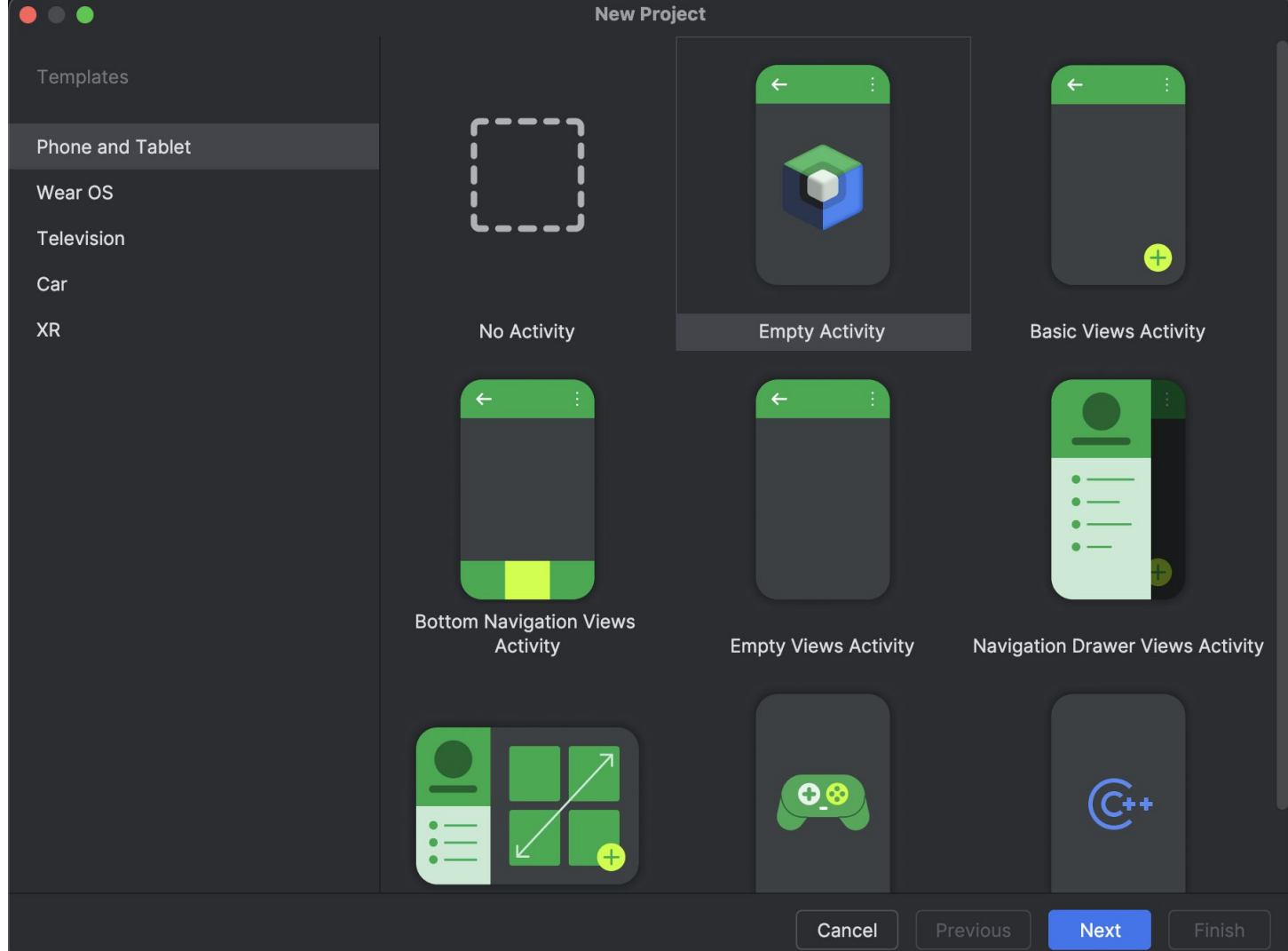
Android  
Studio

Android Studio



# Elección de la plantilla

**Tipo de dispositivo**



## Empty Activity

Create a new empty activity with Jetpack Compose

Name

Aplicación1

nombre

Package name

com.example.aplicacin1

Save location


/Users/edu/Desktop/PROFESORADO/Aplicacin1

ubicación

Minimum SDK

API 24 ("Nougat"; Android 7.0)

API

 Your app will run on approximately 98,6% of devices.  
[Help me choose](#)

Build configuration language ?

Kotlin DSL (build.gradle.kts) [Recommended]

Cancel

Previous

Next

Finish

# Árbol tipo Proyecto

The screenshot displays an IDE interface with a dark theme. On the left, the 'Project' view shows a hierarchical tree of the project 'Aplicación1'. The tree structure is as follows:

- Aplicación1 [.] ~/Desktop/PROFESORADO/Aplicación1
  - .gradle
  - .idea
  - app
    - src
      - androidTest
      - main
        - java
          - com
            - example
              - aplicación1
                - MainActivity.kt (selected)
  - res
  - AndroidManifest.xml
  - test
  - .gitignore
  - build.gradle.kts
  - proguard-rules.pro
- gradle
  - .gitignore
  - build.gradle.kts
  - gradle.properties
  - gradlew
  - gradlew.bat
  - local.properties
  - settings.gradle.kts
- External Libraries
- Scratches and Consoles

The main editor window shows the file 'MainActivity.kt' with the following Kotlin code:

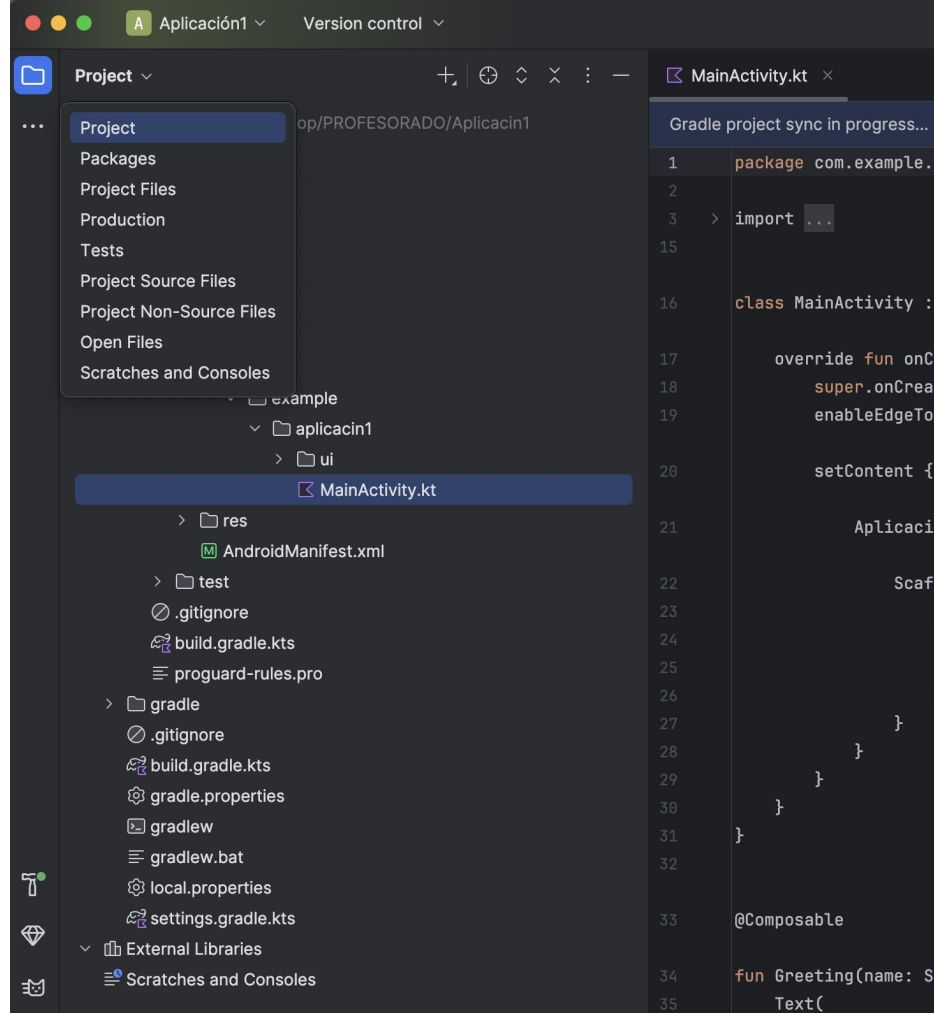
```
1 package com.example.aplicación1
2
3 import ...
4
15
16 class MainActivity : AppCompatActivity() {
17     override fun onCreate(savedInstanceState: Bundle?) {
18         super.onCreate(savedInstanceState)
19         enableEdgeToEdge()
20
21         setContent {
22             Aplicación1Theme {
23                 Scaffold(modifier = Modifier.fillMaxSize()
24                     {
25                     Greeting(
26                         name = "Android",
27                         modifier = Modifier.padding(inner
28                     )
29                 }
30             }
31         }
32     }
33 }
34
35 @Composable
36 fun Greeting(name: String, modifier: Modifier = Modifier) {
37     Text(
38         text = "Hello $name!",
39         modifier = modifier
40     )
41 }
```

The status bar at the bottom indicates the current file path: 'Aplicación1 > app > src > main > java > com > example > aplicación1 > MainActivity.kt'. It also shows the import status 'Importing \'Aplicación1\' Gradle Project', the zoom level '1:1', the layout 'LF', the encoding 'UTF-8', and the indentation '4 spaces'.

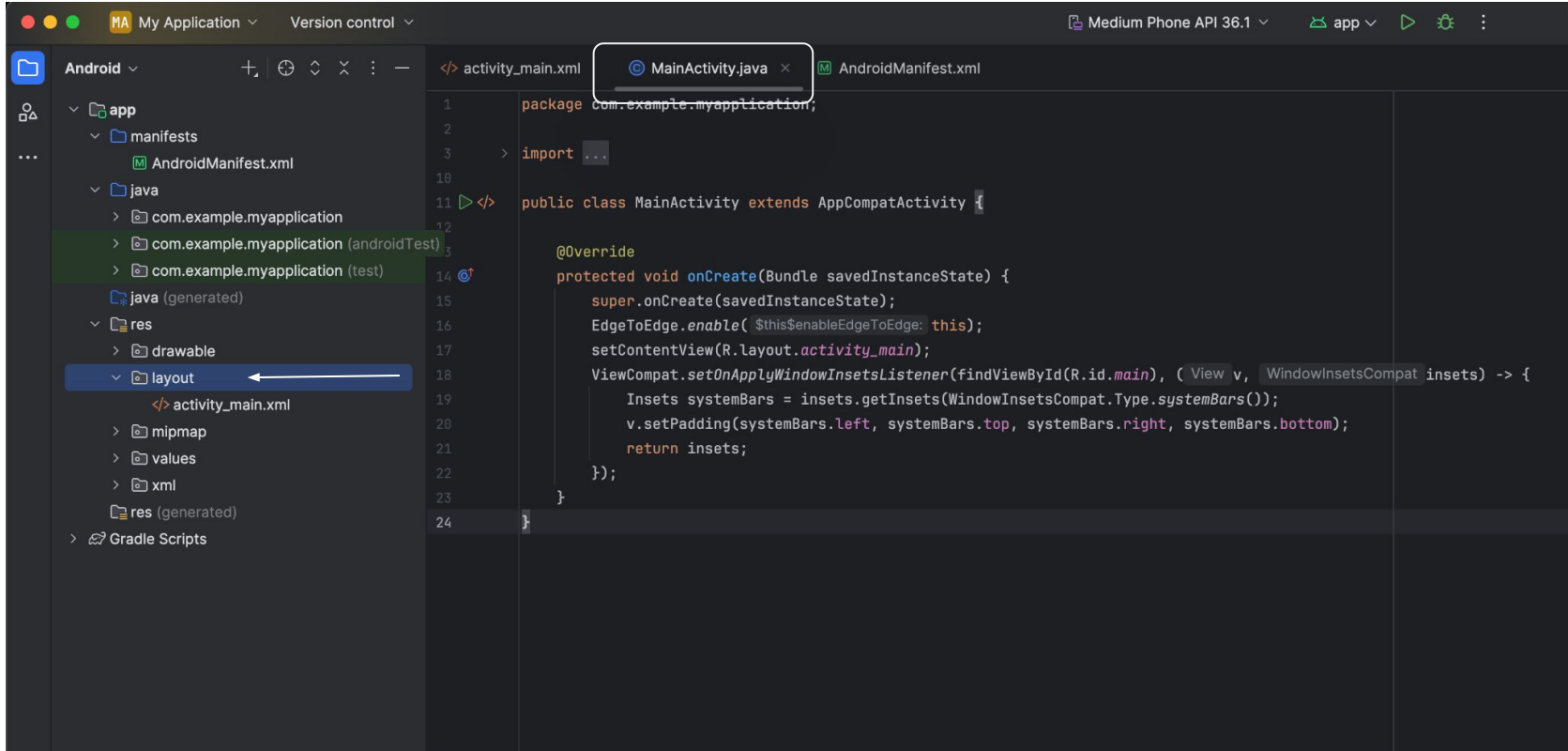


Un proyecto, varias apps...

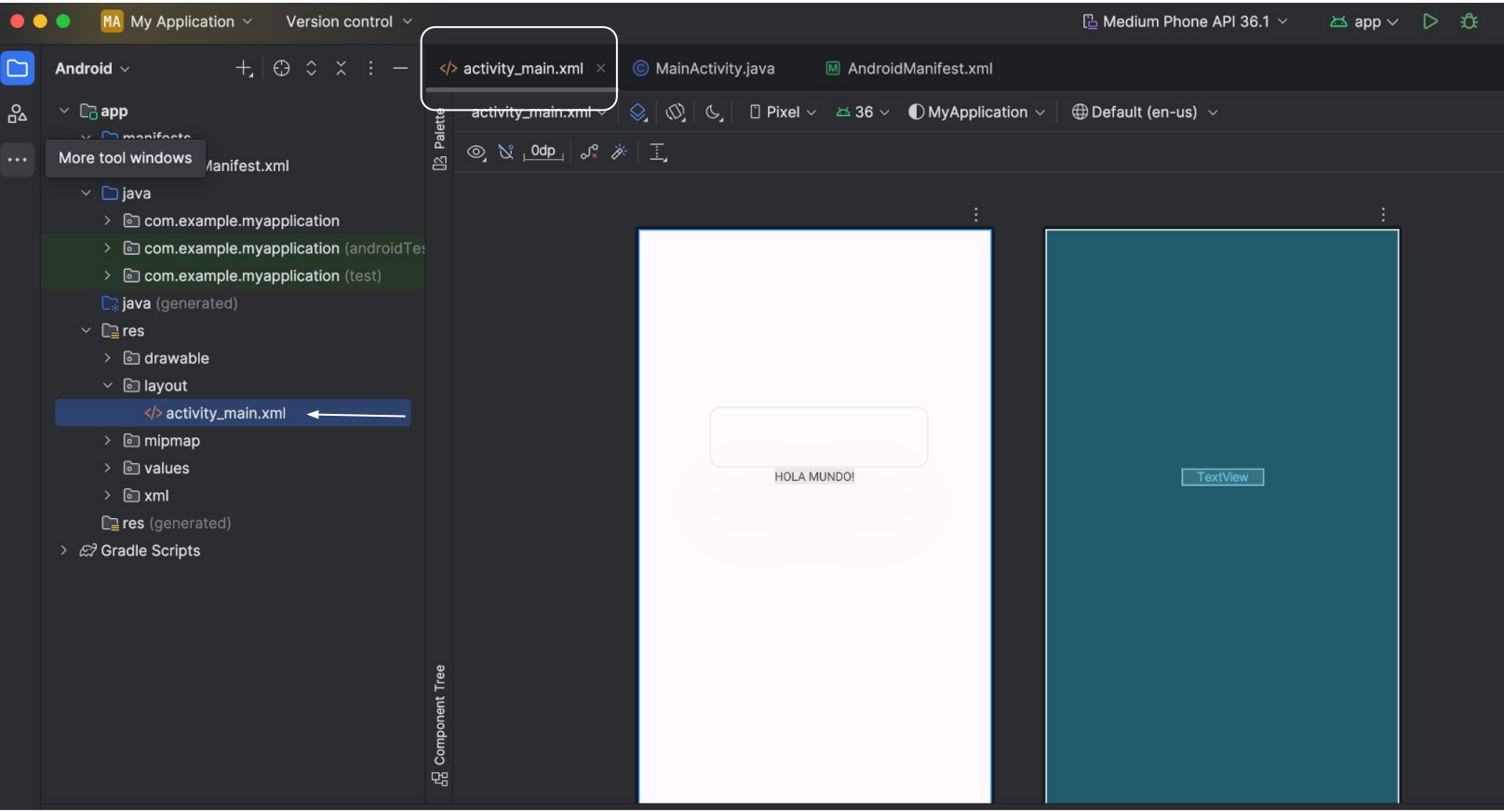
Para ver sólo nuestra app:  
MODO ANDROID  
(marcar app dentro del árbol o android en el desplegable)



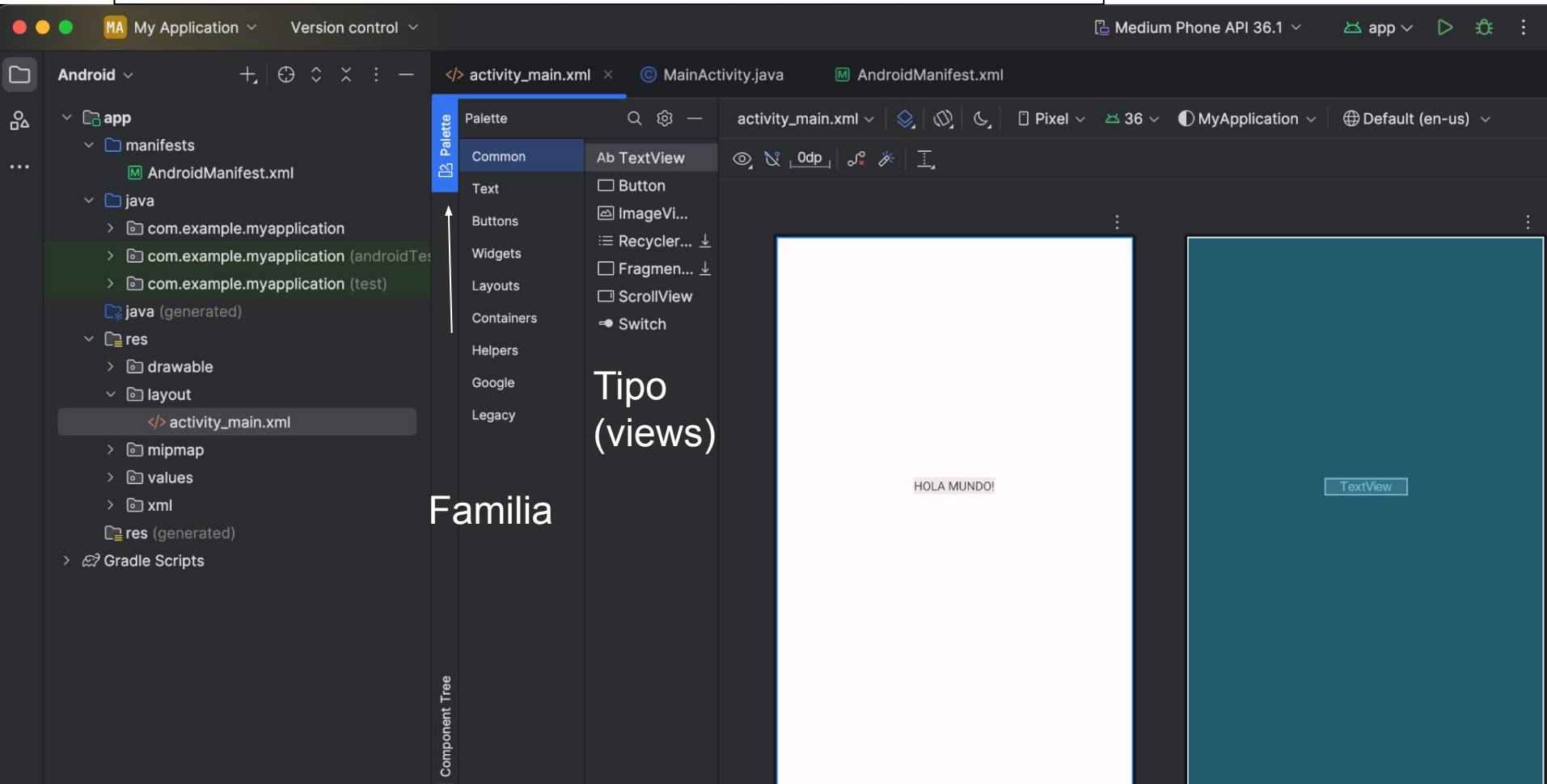
# MAIN ACTIVITY (LÓGICA)



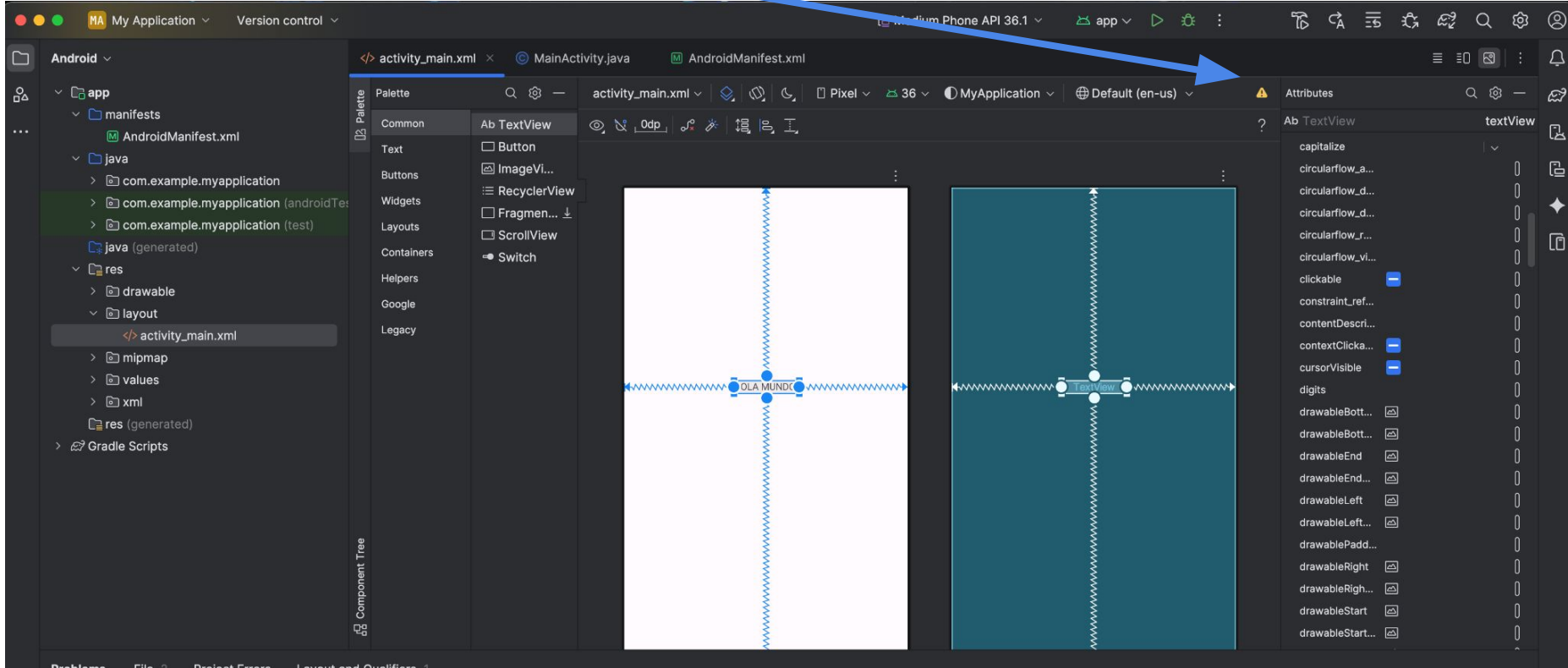
# activity\_main (GRÁFICA)



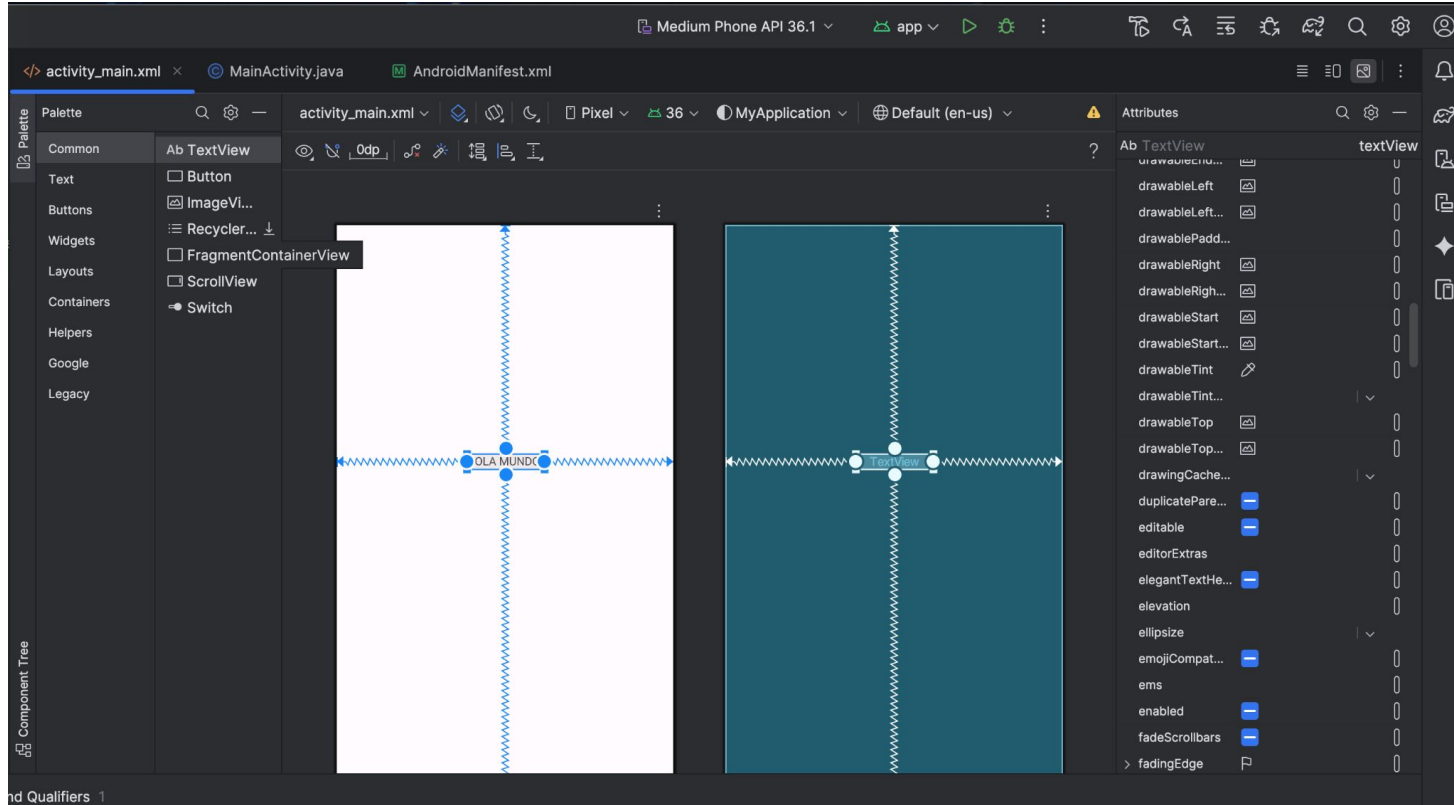
# PALETA DE COMPONENTES



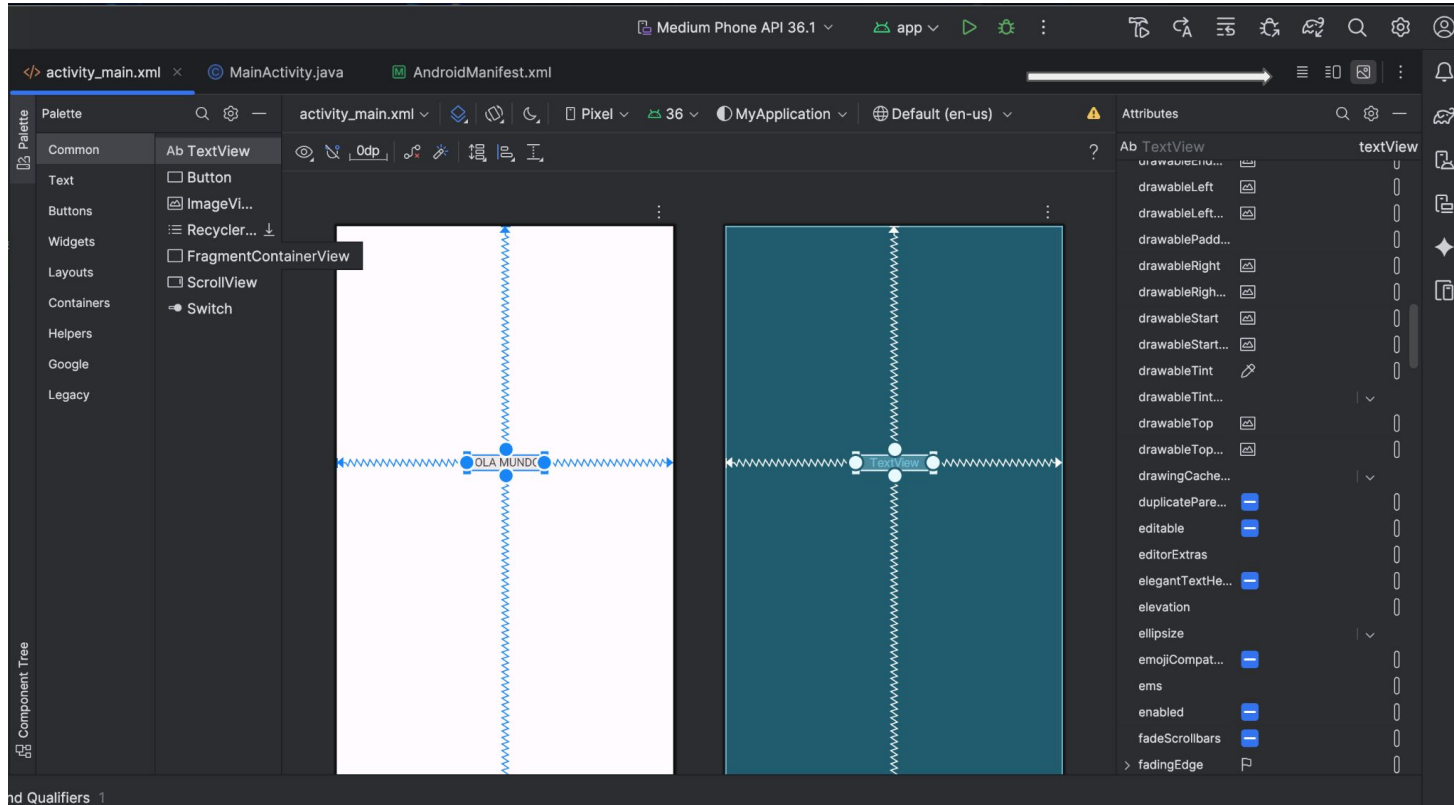
# Atributos



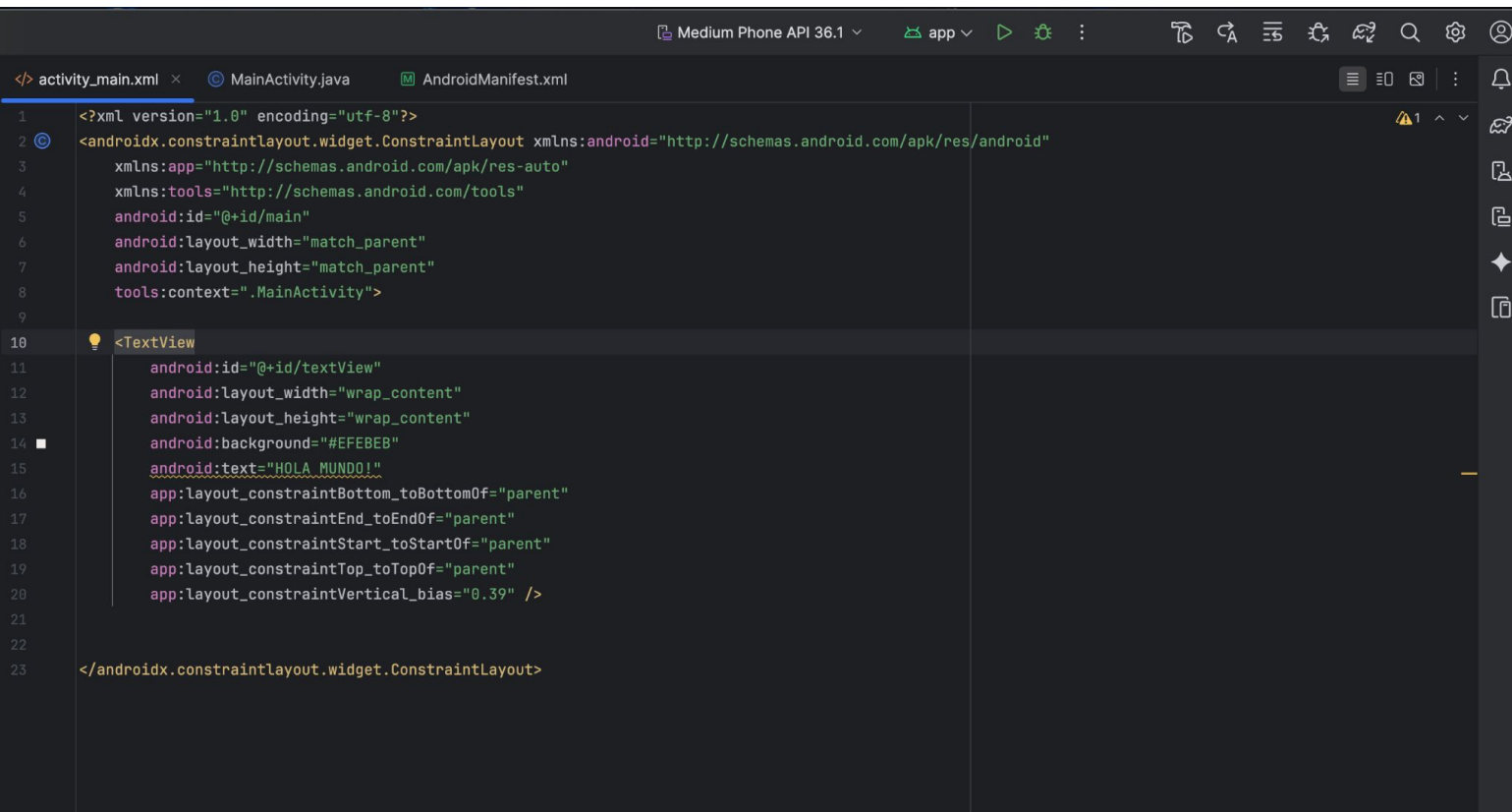
# XML...??



# XML...??



# Parte gráfica XML



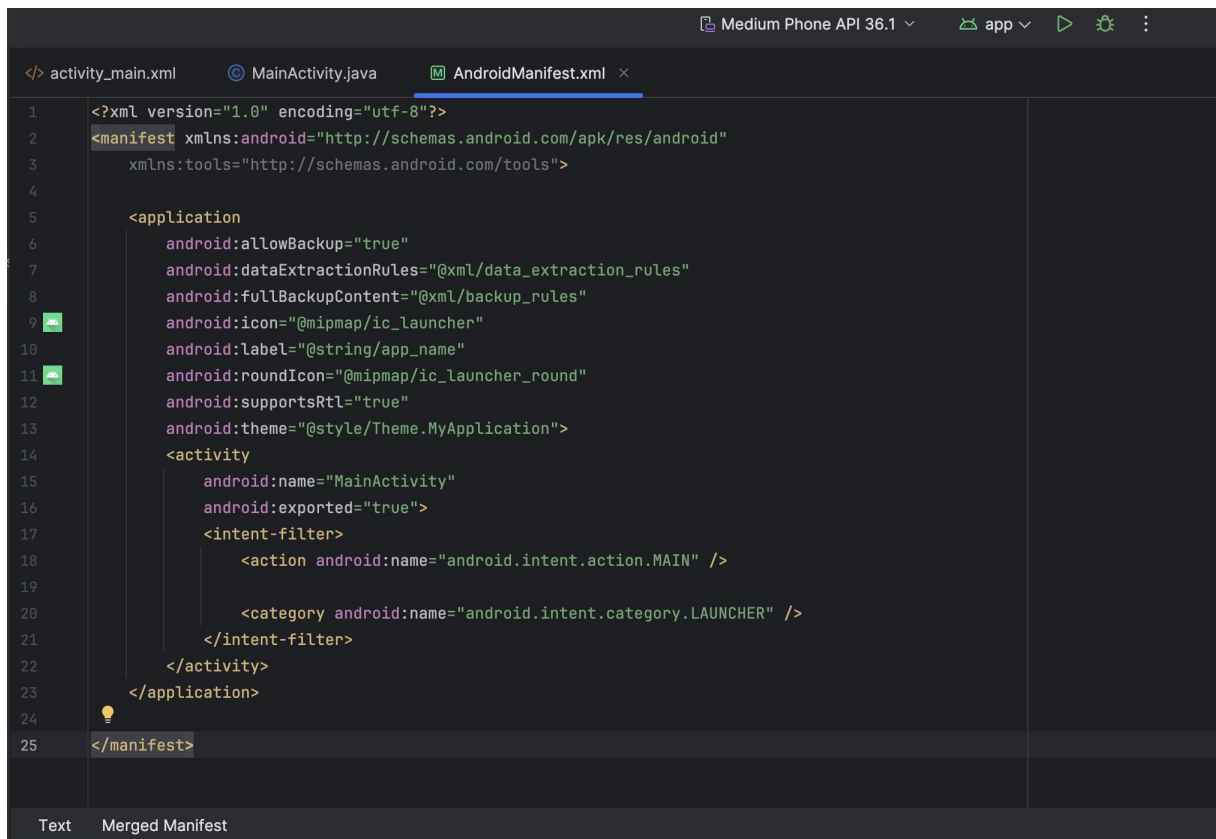
The screenshot shows the Android Studio IDE with the 'activity\_main.xml' file open. The code defines a ConstraintLayout containing a TextView. The TextView has a yellow squiggly line under the text 'HOLA MUNDO!', indicating a warning or error. The IDE interface includes a top toolbar with various icons, a tab bar at the top showing 'activity\_main.xml', 'MainActivity.java', and 'AndroidManifest.xml', and a right sidebar with icons for layout, resources, and other tools.

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">
    <TextView
        android:id="@+id/textView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:background="#EFEFEB"
        android:text="HOLA MUNDO!"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:layout_constraintVertical_bias="0.39" />
</androidx.constraintlayout.widget.ConstraintLayout>
```



# AndroidManifest

archivo de configuración principal de una aplicación Android, un documento XML que describe los metadatos esenciales de la app,



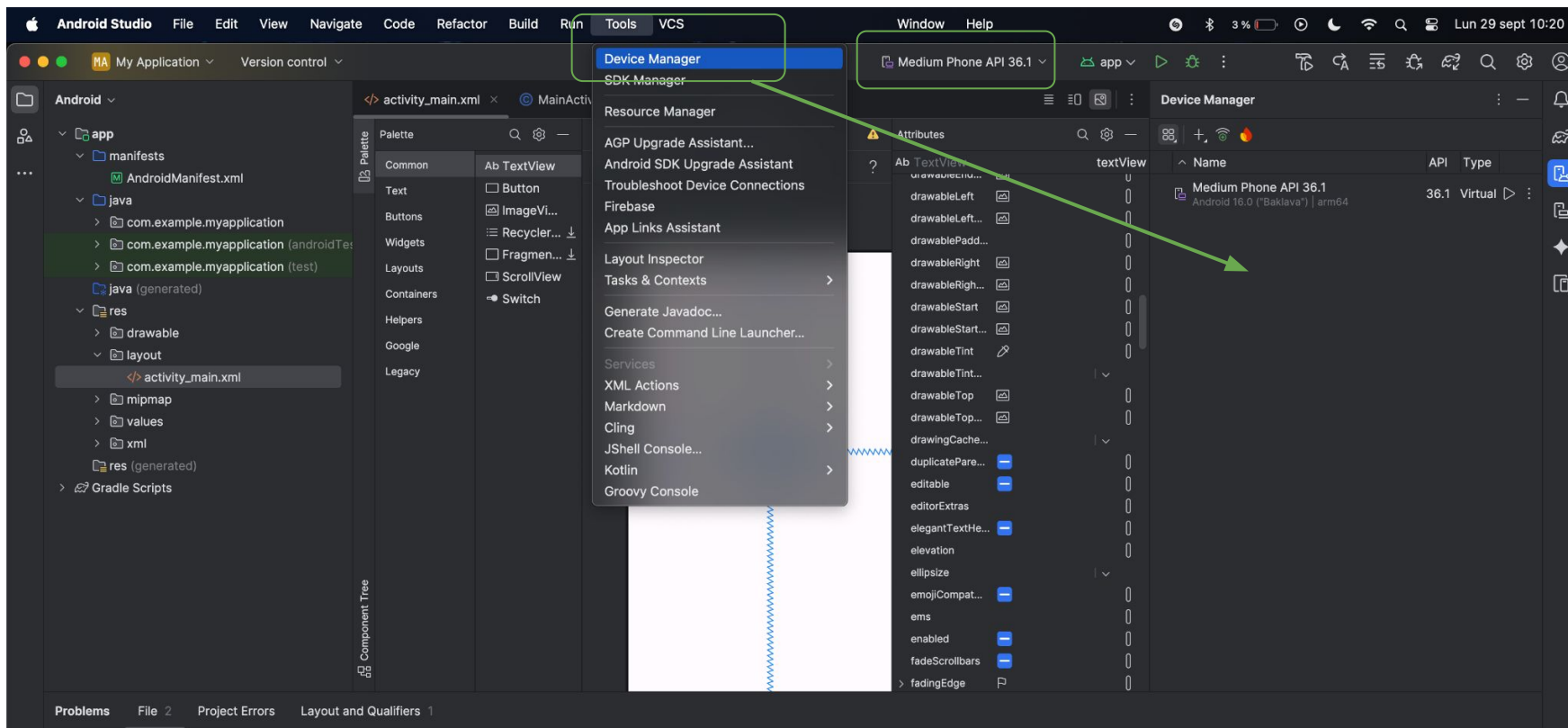
```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools">

    <application
        android:allowBackup="true"
        android:dataExtractionRules="@xml/data_extraction_rules"
        android:fullBackupContent="@xml/backup_rules"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportsRtl="true"
        android:theme="@style/Theme.MyApplication">
        <activity
            android:name="MainActivity"
            android:exported="true">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

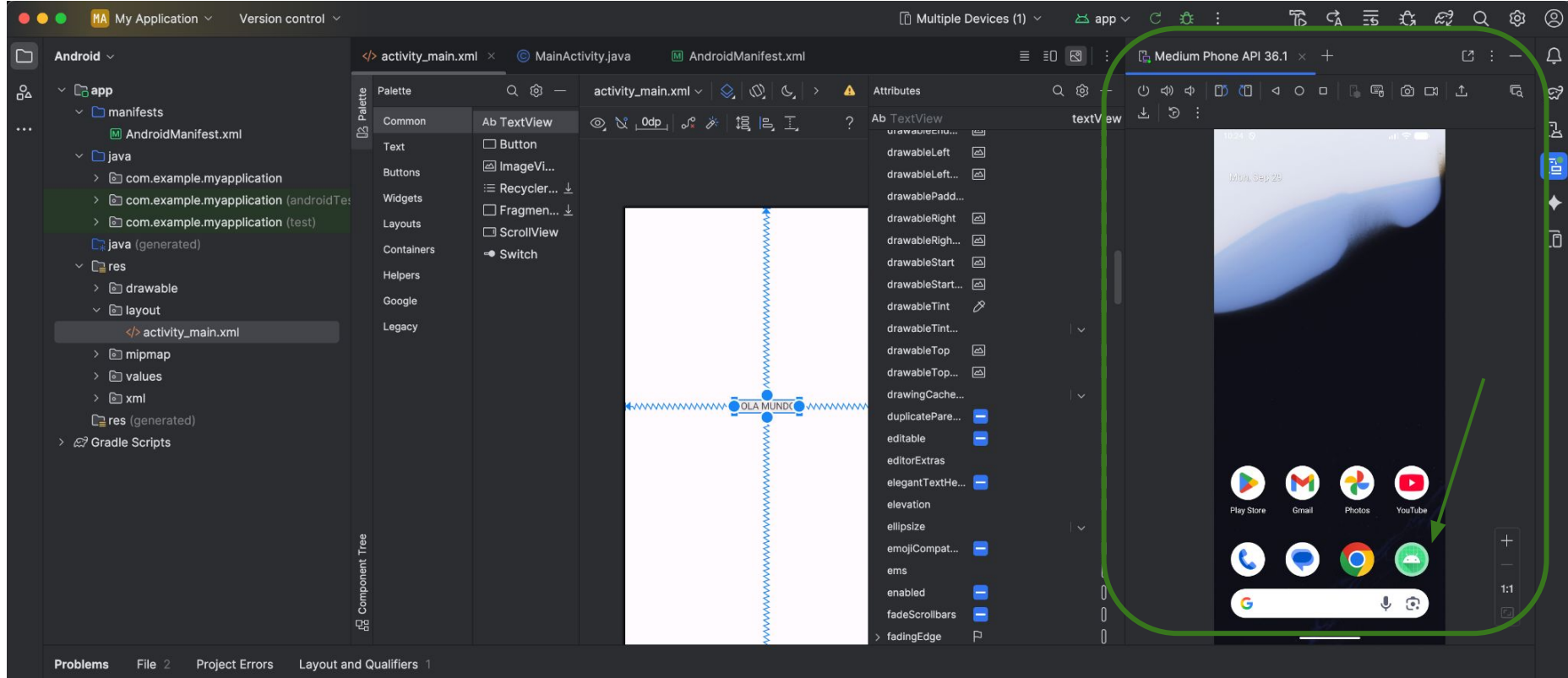
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>
</manifest>
```

Text Merged Manifest

# SIMULADOR



# SIMULADOR



# SIMULADOR

