**Android Studio Introduction**

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CS 360 – Mobile Architect & Programming

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The following are screenshots of a new Android Studio project that has been created from an empty activity. The challenges I had while completing the assignment were starting from scratch and not knowing for sure how I should layout the TextView, EditView, or Button. I started out using a LinearLayout and started having some trouble with the layout itself, so I went back to a constraint layout. From there, I was able to get the items arranged and complete the tasks that were asked of us. Another issue I had, which I have been experiencing since the beginning of week two was that whenever I would try to run a new project, I kept getting an error that said “An issue was found when checking AAR metadata:” and continued with a suggested fix. It took me quite a while to figure out how to fix this, and to do so I had to go to the build.grade.kts (Module :app) file and change the compileSdk from 33 to 34 and then sync it. Once I did this problem went away and I was able to run my application. Also, one other thing that was challenging for me was not having a more strict set of directions for how we should lay these items out. It reminded me of the importance of gathering as much information as possible during the requirements-gathering phase of the software development life cycle.

The following screenshots have been provided that show the Layout Editor showing the activity\_main.xml which contains the activity\_main layout and the three required objects with the necessary modifications having been made.

Picture 1: TextView is selected

A screenshot of a computer

Description automatically generated

Picture 2: EditText is selected

A screenshot of a computer

Description automatically generated

Picture 3: Button is selected

A screenshot of a computer

Description automatically generated