**Name : Khadija Naveed**

**Roll No. : Mcsf19a031**

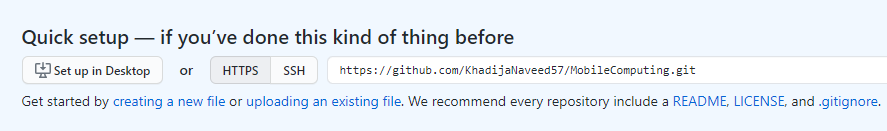
**Github:**

1. Install **“Git”.**
2. I work on “Git Bash” instead of **“Git Command”.**
3. First of all I create an account on github and then a repository to check that how it works.

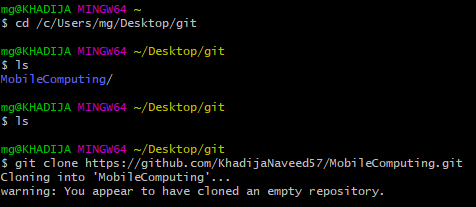
Here is the link to my repository on github:

[**https://github.com/KhadijaNaveed57/MobileComputing.git**](https://github.com/KhadijaNaveed57/MobileComputing.git)

Here is the screenshot of the link:

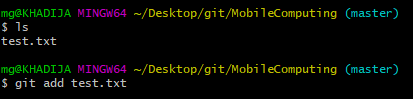


1. Now I create a folder in my computer with name git and create a clone of my central repository in this folder using the command.

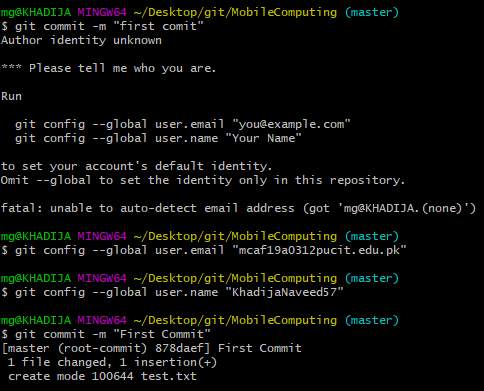


Cloned repository has been created.

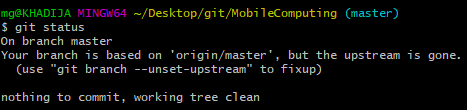
1. Now I save a random file in this folder and add using add command.



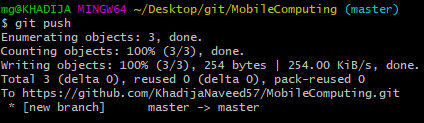
1. I commit this file after some configuration.



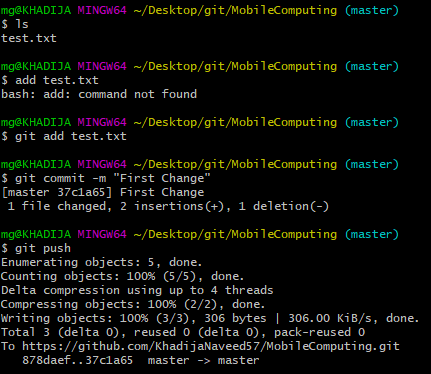
1. We can also check the status of the repository using the command.



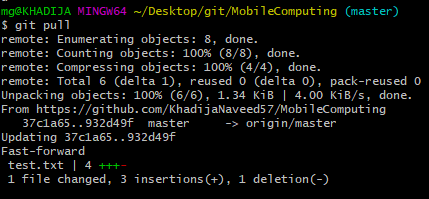
1. Now push the file in the central repository.



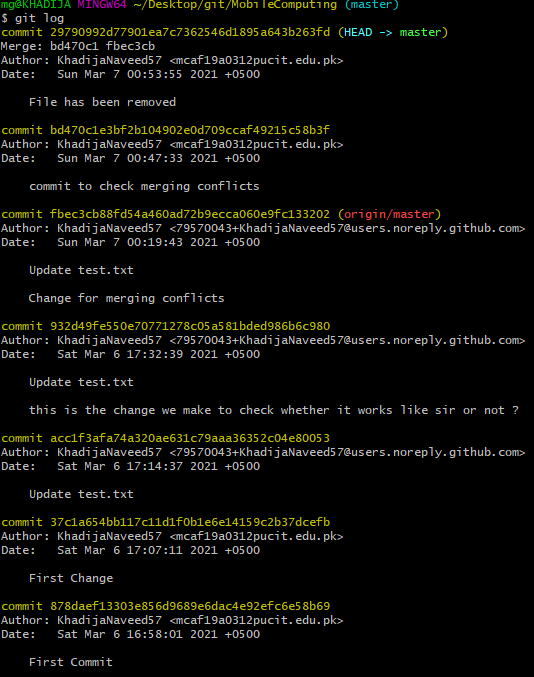
1. After applying some changes in the file we apply the same procedure to update the file in the central repository.



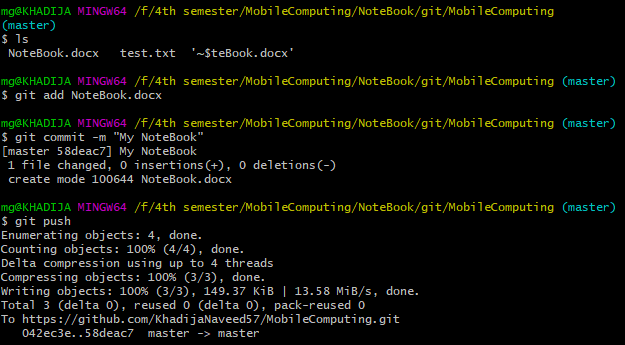
1. If we want to change in the central repository, we apply changings and use pull command to pull that changed file in our local repository.



1. If we apply changings in the local repository and the central repository at the same time there may occur the merging conflict. We should remove that conflict first and then save the changings according to our need.
2. We can use the git log commands to get the detail about the commits.



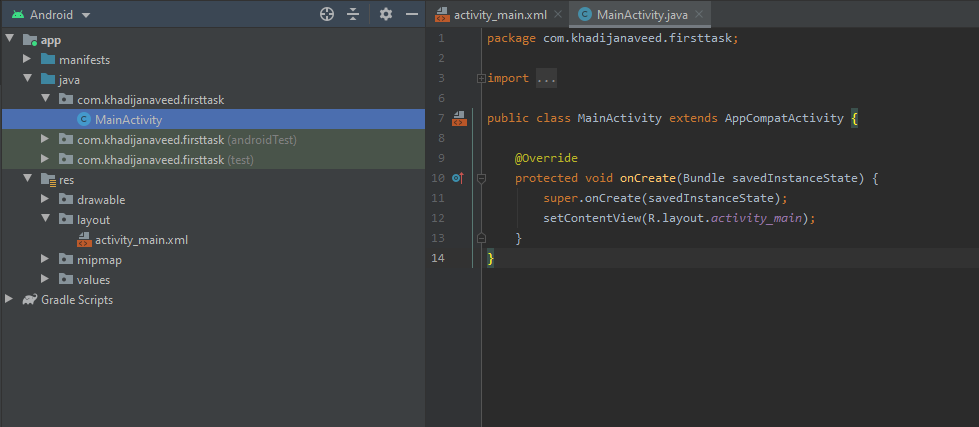
1. Now I’m applying the same procedure to save this file in the folder and then upload that file in the central repository and this fill will work like my notebook.



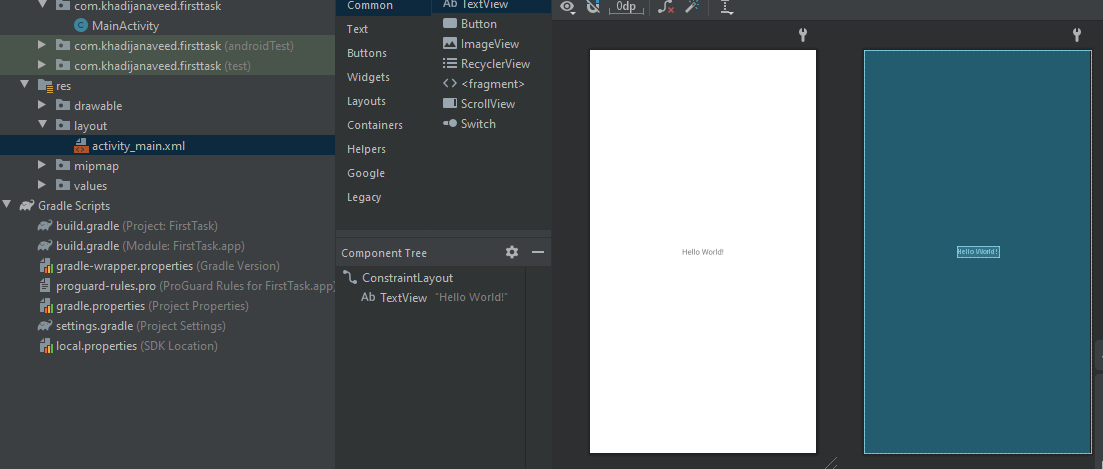
**Android Studio:**

**Lecture no. 4:**

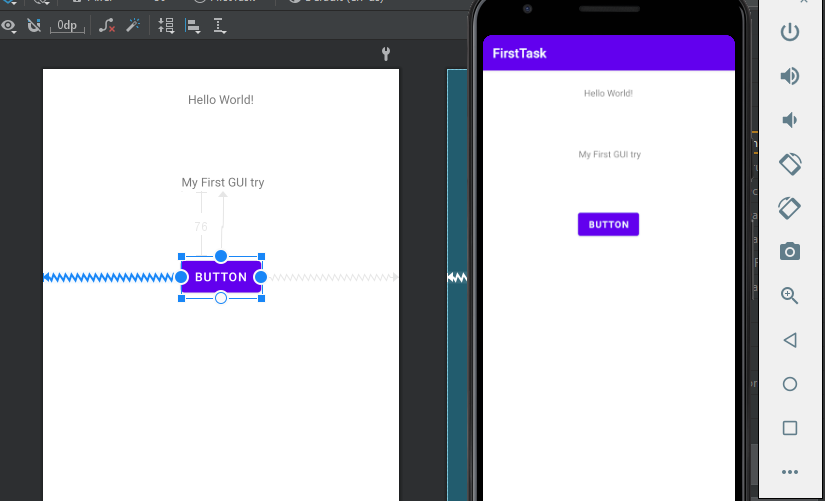
1. Install “Android Studio”.
2. Start a project in android studio.
3. Blank project like as follows:



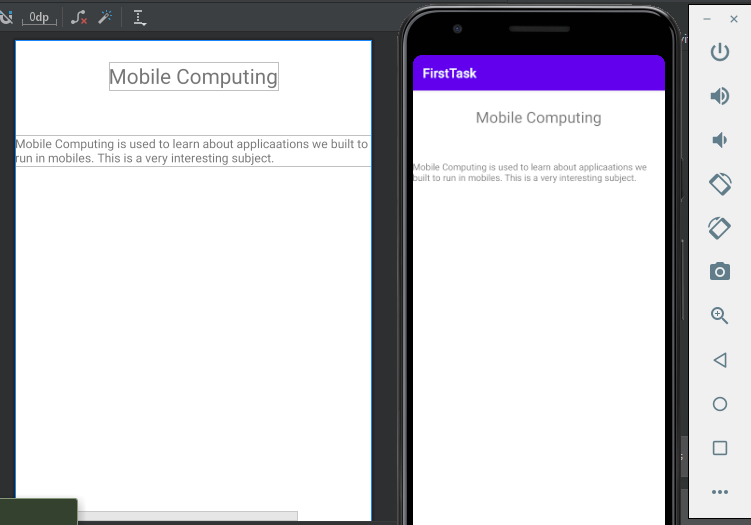
1. We can also write TODO. These are just like comments but TODO’s of the complete project shown in the file where ever we are.
2. Gradle Scripts-> build.gradle … This is the place where we can find all the information related to our project or application.
3. We can access Graphical user interface res->layout->activity\_main.xml



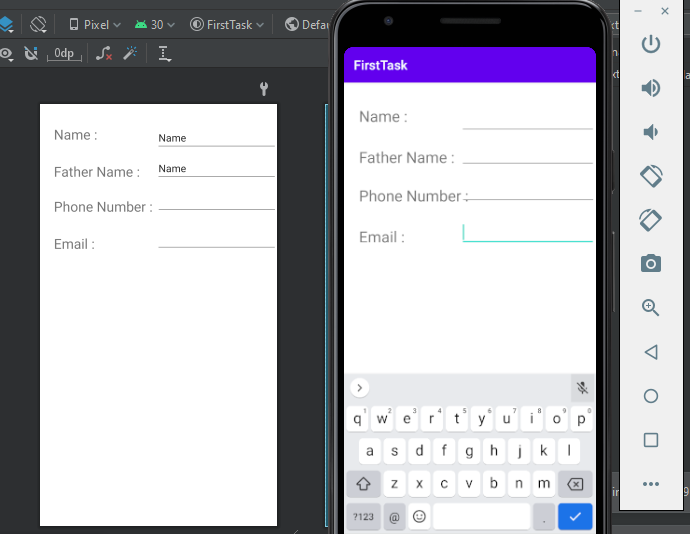
1. My First try to create a GUI. Here is the GUI interface and I’m gonna write code in another file in the same repository.



1. Here is the interface of my Second GUI and I’m gonna write code in another file in the same repository.



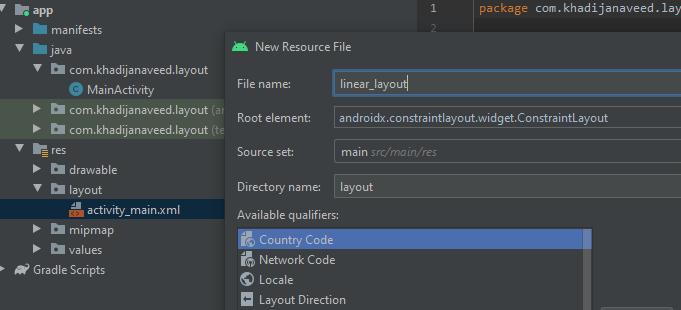
1. Here is the interface of my Third GUI and I’m gonna write code in another file in the same repository.



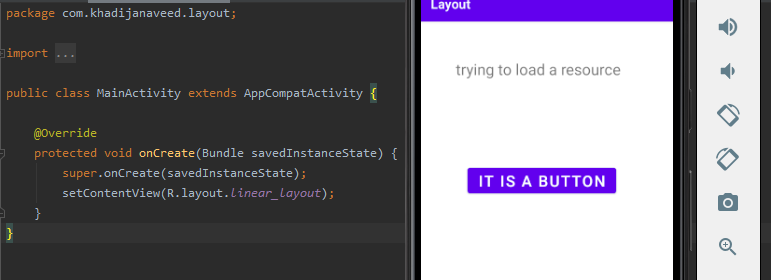
**Lecture no. 5:**

**Layout:**

1. Here we are going to learn about Layout. I create a new project and we’ll add a new layout recsource file from res->layout->new->layout resource file and name it as linear\_layout

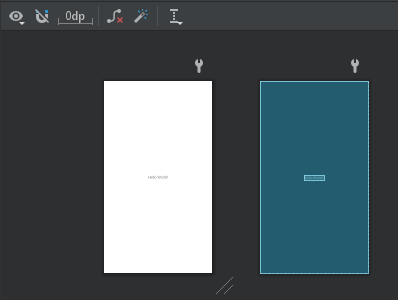


1. Now add some button or textview in the design view and will load this resource (We inform in main\_activity.java that what or where is our main point, setContentView will declare that which view we are going to set.). So to change the view we do the code as shown below. Here is the result too.



**Layout Parameters:**

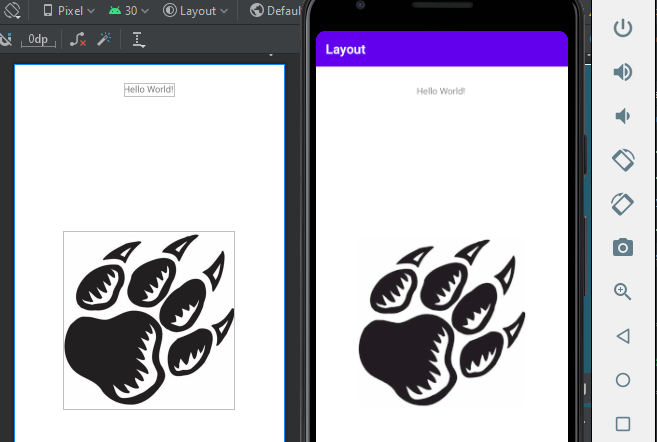
1. **Implementation ‘androidx.constraintlayout:constraintlayout:2.0.4’** this dependency would be changed in our project.
2. We can clear all constraints using the following cross symbol.



**Image:**

Now I’ll set an image in the design view.

1. First of all copy any image and paste in the drawable and then drag imageview in the GUI view and then click on project and then desired picture. Here I tried once.



1. We can convert a linear\_layout into a constraint\_layout
2. Till now we have done everything using design view but now we’ll write a code against our design.
3. We can create an instance of button by writing the following code

**Button button = findViewById(R.id.button4);**

**TextView textview = findViewById(R.id.textview3);**

1. For such coding purpose we need to import ;

android.widget.Button;

android.widget.TextView;