

Introductie Android Studio

Apps ontwikkelen voor het Android Platform

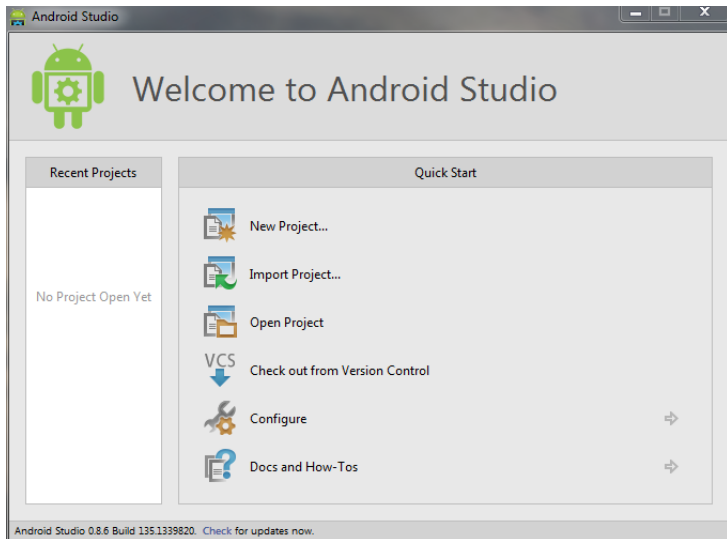
Versie: 26 oktober 2014

Waarom Android Studio?

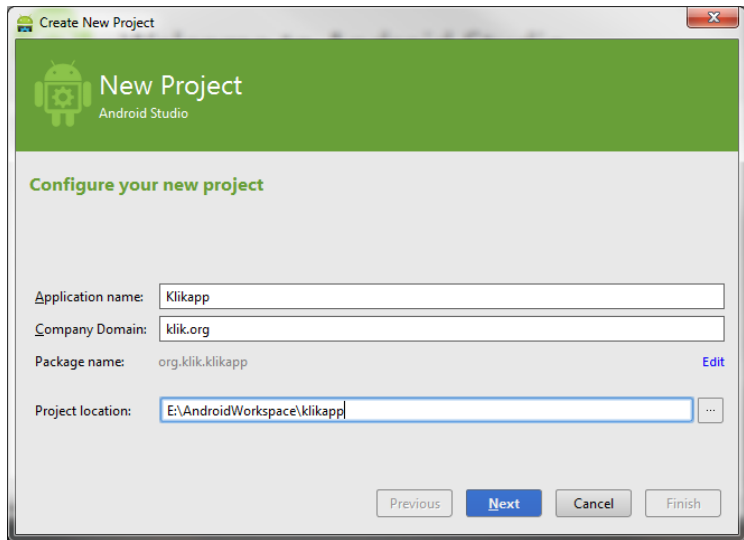
Alles wat je nodig hebt in één pakket

- Project management
- Code editor
- Layout viewer
- Android Emulator


Een nieuw project maken



Een nieuw project maken



Create New Project

 **New Project**
Android Studio

Configure your new project

Application name:


Company Domain:

Package name: [Edit](#)

Project location: ...

Android versie kiezen

Create New Project

 **New Project**
Android Studio

Select the form factors your app will run on

Different platforms require separate SDKs

☒ **Phone and Tablet**

Minimum SDK: **API 19: Android 4.4 (KitKat)**

Lower API levels target more devices, but have fewer features available. By targeting API 19 and later, your app will run on approximately 13.6% of the devices that are active on the Google Play Store. [Help me choose.](#)

☐ **TV (Not Installed)**

Minimum SDK:

☐ **Wear**

Minimum SDK: **API 20: Android 4.4 (KitKat Wear)**

☐ **Glass (Not Installed)**

Minimum SDK:

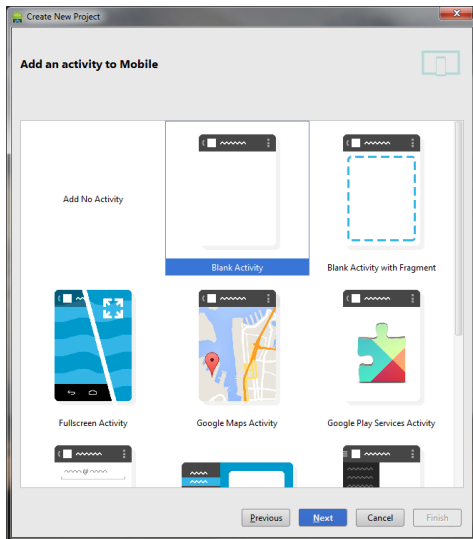
[Previous](#) **Next** [Cancel](#) [Finish](#)

Android versie kiezen

API LEVEL		CUMULATIVE DISTRIBUTION
2.2	Froyo 8	99,1%
2.3	Gingerbread 10	84,2%
4.0	Ice Cream Sandwich 15	71,9%
4.1	Jelly Bean 16	42,9%
4.2	Jelly Bean 17	23,8%
4.3	Jelly Bean 18	13,5%
4.4	KitKat 19	

Figuur: 29 september 2014

Start Activity (index pagina)




Gegevens invullen van de activity

Create New Project

Choose options for your new file

Creates a new blank activity with an action bar.



Blank Activity

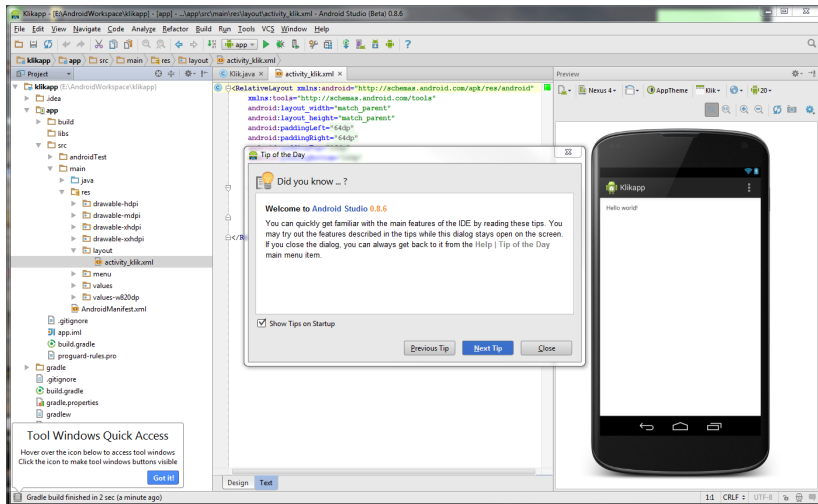
Activity Name:

Layout Name:

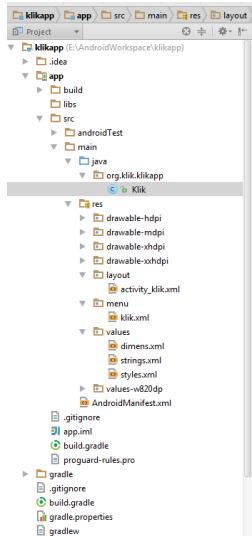
Title:

The name of the activity class to create

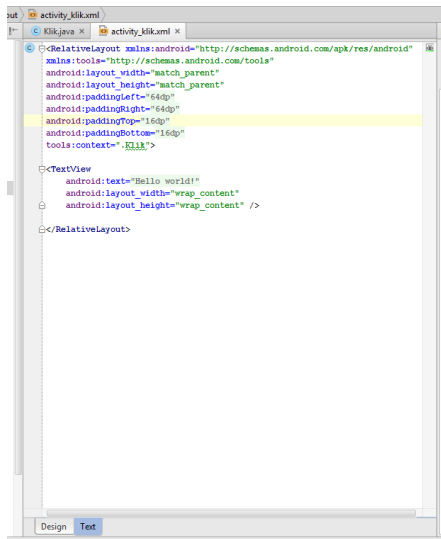
Het hoofdscherm



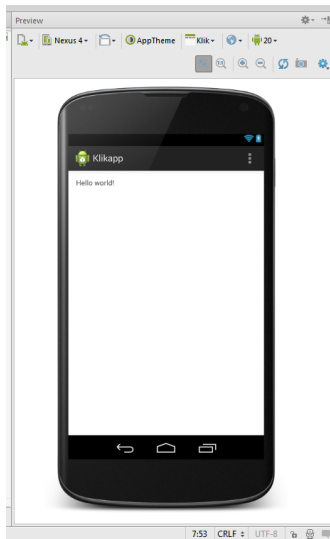
Mappen structuur - links



Code editor - midden

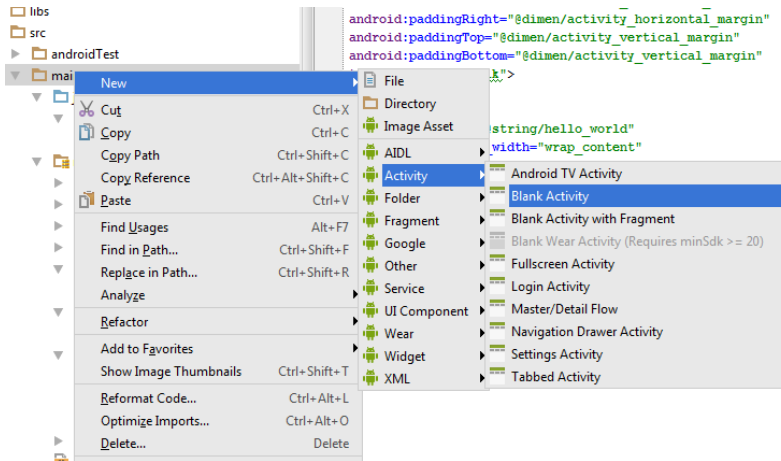


Live layout - rechts

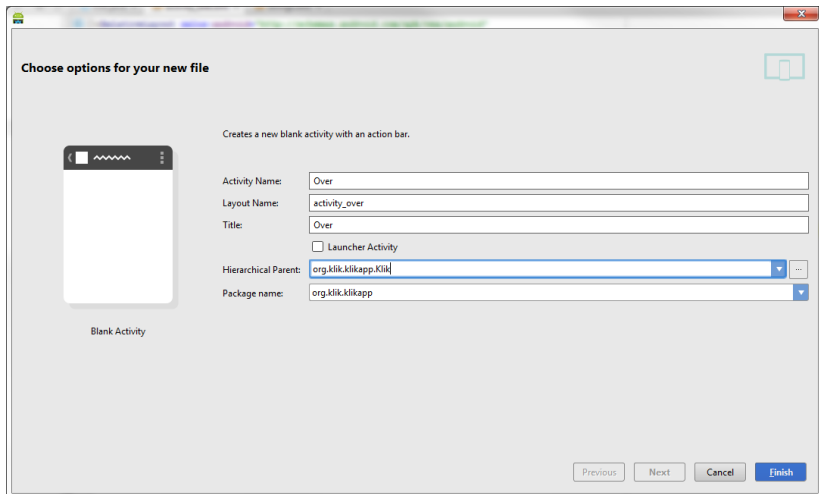


Een nieuwe activiteit maken

Een nieuwe activiteit maken



Een nieuwe activiteit maken



Choose options for your new file

Creates a new blank activity with an action bar.

Blank Activity

Activity Name:

Layout Name:

Title:

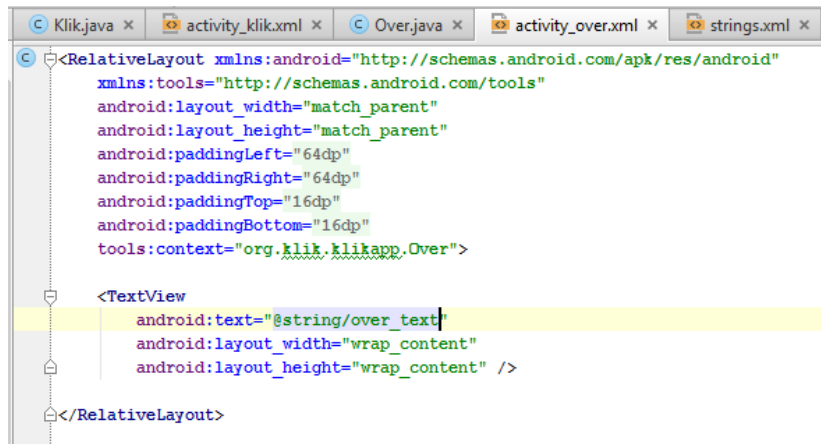
☐ Launcher Activity

Hierarchical Parent:

Package name:

Previous Next Cancel Finish

Tekst aanpassen



The screenshot shows the Android Studio interface with several tabs at the top: 'Klik.java', 'activity_klik.xml', 'Over.java', 'activity_over.xml', and 'strings.xml'. The 'activity_over.xml' tab is active, displaying the following XML code:

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingLeft="64dp"
    android:paddingRight="64dp"
    android:paddingTop="16dp"
    android:paddingBottom="16dp"
    tools:context="org.klik.klikapp.Over">

    <TextView
        android:text="@string/over_text"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content" />

</RelativeLayout>
```

The line `android:text="@string/over_text"` is highlighted in yellow. On the left side of the editor, there is a vertical toolbar with icons for collapsing and expanding the XML structure.

Tekst aanpassen



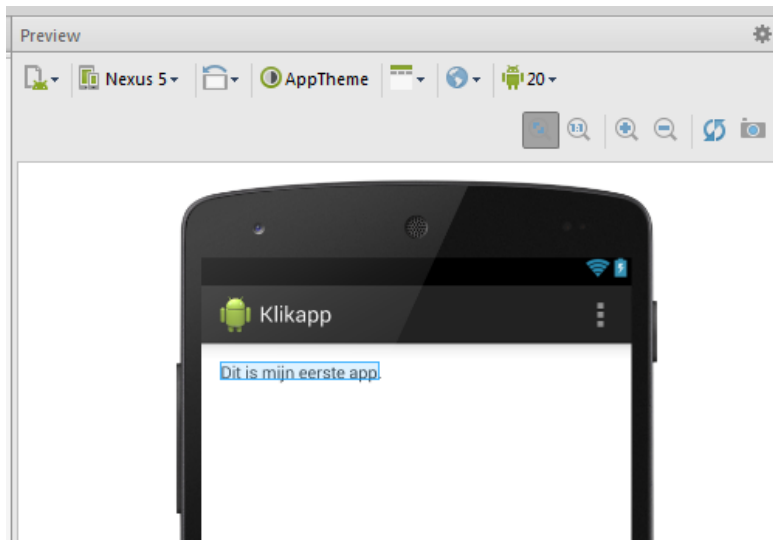
The screenshot shows an IDE window with five tabs: 'Klik.java', 'activity_klik.xml', 'Over.java', 'activity_over.xml', and 'strings.xml'. The 'strings.xml' tab is active, displaying the following XML code:

```
<?xml version="1.0" encoding="utf-8"?>
<resources>

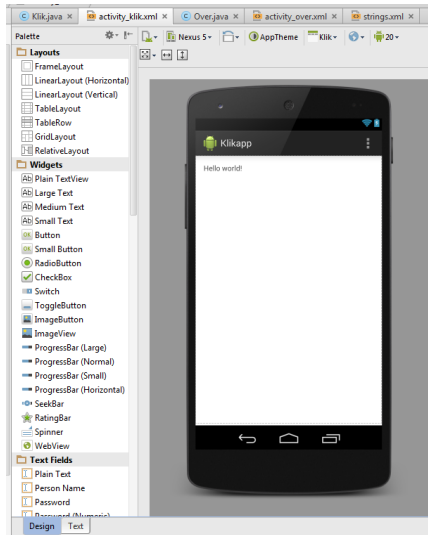
    <string name="app_name">Klikapp</string>
    <string name="hello_world">Hello world!</string>
    <string name="action_settings">Settings</string>
    <string name="title_activity_over">Over</string>
    <string name="over_text">Dit is mijn eerste app.</string>
</resources>
```

The line containing the 'over_text' string is highlighted in yellow. The text 'Dit is mijn eerste app.' is underlined, and a cursor is positioned at the end of the string.

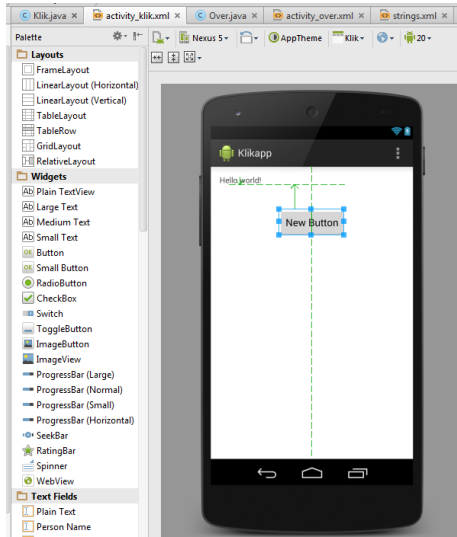
Tekst aanpassen



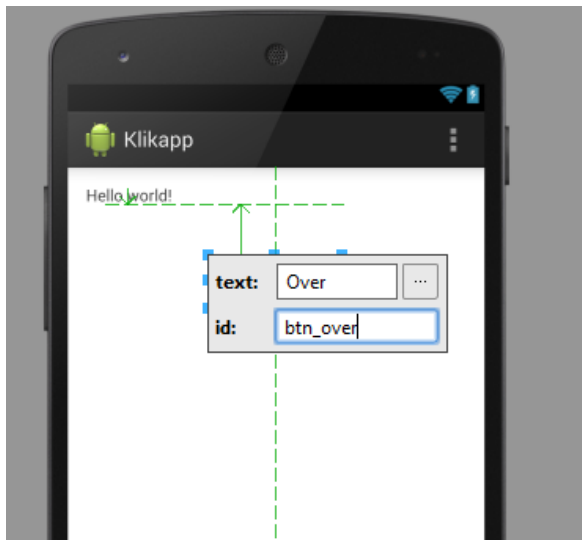
Een knop toevoegen



Een knop toevoegen via design



Een knop toevoegen de knop een naam en tekst geven



De knop tekst op de de juiste plaats zetten



```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    android:paddingBottom="@dimen/activity_vertical_margin"
    tools:context=".Klik">

    <TextView
        android:text="@string/hello_world"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:id="@+id/textView2" />

    <Button
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Over"
        android:id="@+id/btn_over"
        android:layout_below="@+id/textView2"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="43dp" />

</RelativeLayout>
```

De knop tekst op de de juiste plaats zetten



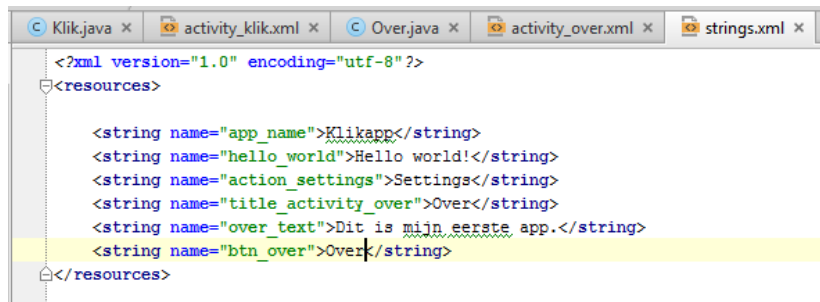
```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/
xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    android:paddingBottom="@dimen/activity_vertical_margin"
    tools:context=".Klik">

    <TextView
        android:text="@string/hello_world"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:id="@+id/textView2" />

    <Button
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="@string/btn_over"
        android:id="@+id/btn_over"
        android:layout_below="@+id/textView2"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="43dp" />

</RelativeLayout>
```

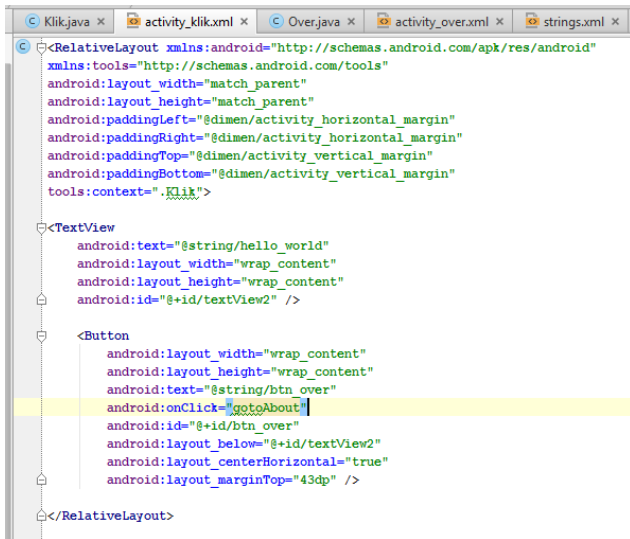
De knop tekst op de de juiste plaats zetten



```
<?xml version="1.0" encoding="utf-8"?>
<resources>

    <string name="app_name">Klikapp</string>
    <string name="hello_world">Hello world!</string>
    <string name="action_settings">Settings</string>
    <string name="title_activity_over">Over</string>
    <string name="over_text">Dit is mijn eerste app.</string>
    <string name="btn_over">Over</string>
</resources>
```


Een actie aan de knop toevoegen



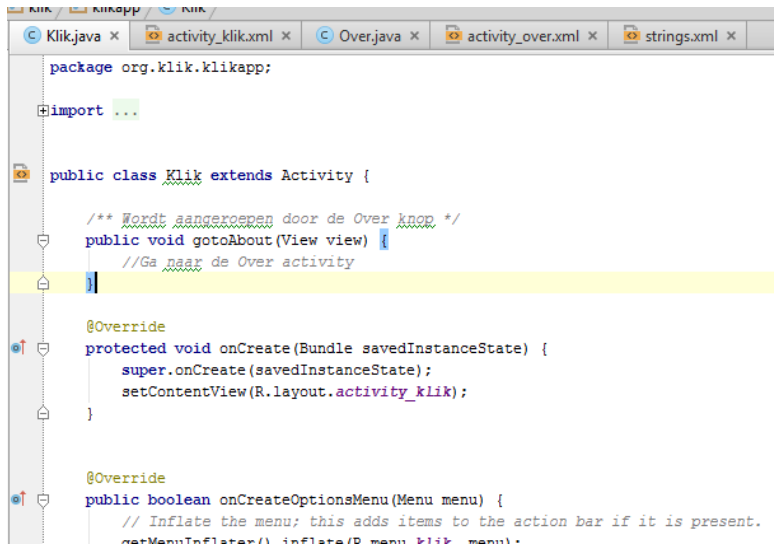
```
C Klik.java x activity_klik.xml x Over.java x activity_over.xml x strings.xml x
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    android:paddingBottom="@dimen/activity_vertical_margin"
    tools:context=".Klik">

    <TextView
        android:text="@string/hello_world"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:id="@+id/textView2" />

    <Button
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="@string/btn_over"
        android:onClick="gotoAbout"
        android:id="@+id/btn_over"
        android:layout_below="@+id/textView2"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="43dp" />

</RelativeLayout>
```

Een actie aan de knop toevoegen



```
package org.klik.klikapp;

import ...

public class Klik extends Activity {

    /** Wordt aangeroepen door de Over knop */
    public void gotoAbout(View view) {
        //Ga naar de Over activity
    }

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_klik);
    }

    @Override
    public boolean onCreateOptionsMenu(Menu menu) {
        // Inflate the menu; this adds items to the action bar if it is present.
        getMenuInflater().inflate(R.menu.klik_menu,

```

Een Intent aan de actie koppelen

Bestand: *Klik.java*

```
/** Wordt aangeroepen door de Over knop */  
public void gotoAbout(View view) {  
    // Maak een intent aan  
    Intent intent = new Intent(this, Over.class);  
}
```

De andere activiteit starten

Bestand: *Klik.java*

```
/** Wordt aangeroepen door de Over knop */  
public void gotoAbout(View view) {  
    // Maak een intent aan  
    Intent intent = new Intent(this, Over.class);  
    // Ga naar de Over activity  
    startActivity(intent);  
}
```