These are just some notes that I wrote as I did the Hello Android tutorial exercise posted on Moodle. They may answer questions you have as you do this exercise.

Sample Code

This is no longer available, but you don’t need it to do this exercise

New Solution – Xamarin Studio

* The New Project Template dialog has changed. Now, in the tree on the left, you should choose Android > App.

Solution Components

* The Activity that is created by the template is now called MainActivity, not Activity1.

Launching the Emulator

* Instead of choosing the device or emulator to run the app on in the *Select Device* dialog, you will choose the device or emulator from the drop-down list to the right of the run button in the IDE.

Creating the User Interface with Code

* Since you are defing the button in C# code, you should remove the Button definitions from main.axml.
* You should also remove all the code inside of OnCreate except the call to the base class.

Creating String Resources

* Before you add the new string resources, delete the existing string element named “hello”. Leave the string named “app\_name”.

Resource IDs

* Note that the code in the second block of code in this secton, on lines 7-12 is not needed to display the UI elements. It is only there so that we can do something when we click the button. The FindViewById method doesn’t create a UI element, it just gets us a reference to an existing element (created in axml) so that we can do something with it in C# code.

Setting Application Icons

* The letters after the hyphen on drawable, like drawable-*hdpi*, designate different screen sizes. You can read about the meaning of each of these screen size designations in this article: [Supporting Multiple Screens](http://developer.android.com/guide/practices/screens_support.html) on the Android Developers website.
* If you want to see the effect of using only one size of icon, the one in the drawable folder, then try deploying your app to a device with a screen that has a higher pixel density a (7” or 10” Nexus tablet, or an emulator for a 7” or 10” virtual device). After deploying your app, take a look at all the applications on the device and you will see that the icon for your application is smaller than all the rest. Now go back to Xamarin Studio and add all the drawable folders with icons for the other screen sizes, drawable-ldpi, etc. On your Android device, delete the app you previously deployed and now redeploy your app. You will see that the size of the icon matches the others on the device, regardless of the pixel density of the device.