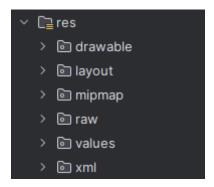
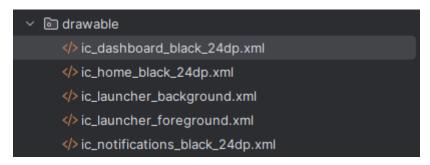
Практическая работа 1.

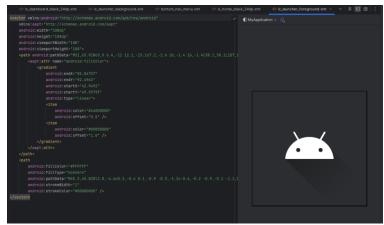
Папка res.

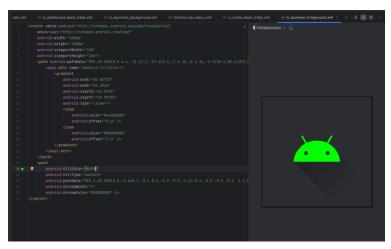
Задание 1.



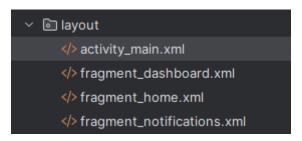
drawable. В ней хранятся все графические файлы и иконки.

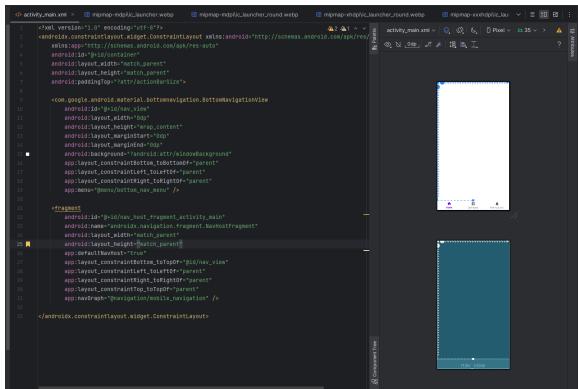


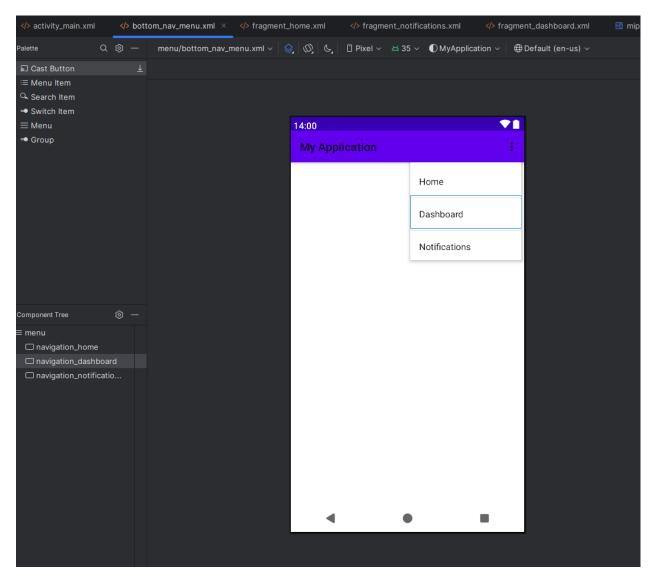




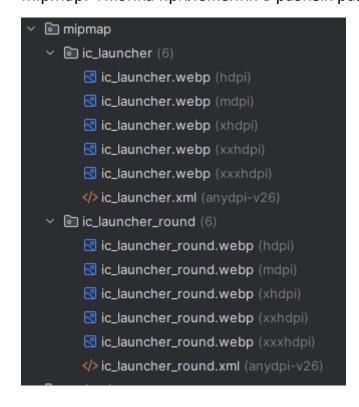
layout. Разметка интерфейса приложения

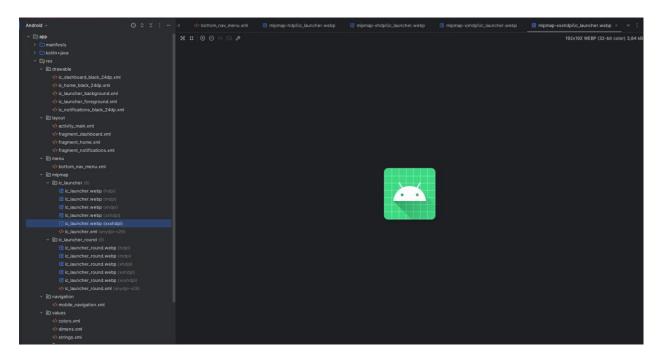




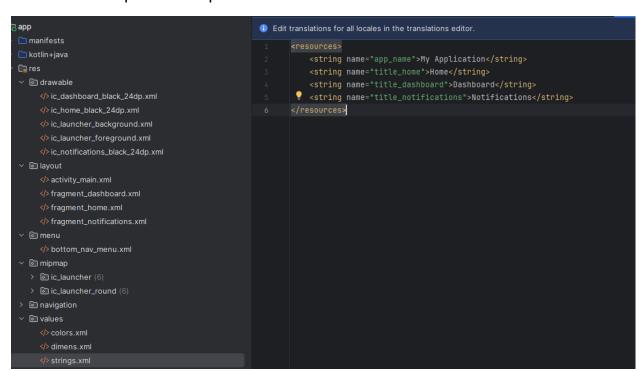


тіртар. Иконка приложения в разных разрешениях





values. В ней хранятся переменные



Задание 2

activity_main.xml

```
Android ~
                                                                                               <?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.Constraintlayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
   🕞 арр
                                                                                                     android:id="@+id/container
                                                                                                     android:layout_height="match_parent"
android:paddingTop="?attr/actionBarSize">
         odrawable
                                                                                                           android:id="@+id/nav_view"
android:layout_width="0dp"
              ⟨⇒ ic_notifications_black_24dp.xml
                                                                                                           android:layout_marginStart="0dp'
android:layout_marginEnd="0dp"

✓ 
iii layout

                                                                                                           android:background="?android:attr/windowBackground"
app:layout_constraintBottom_toBottomOf="parent"
                                                                                                           android:name="androidx.navigation.fragment.NavHostFragment"
android:layout_width="match_parent"
                  R ic launcher.webp (mdpi)

☑ ic_launcher.webp (xhdpi)

                                                                                                           app:layout_constraintTop_toTopOf="parent"
app:navGraph="@navigation/mobile_navigation" />
                  ic_launcher_round.webp (hdpi)

☑ ic_launcher_round.webp (mdpi)

                   ic_launcher_round.xml (anydpi-v26)
          navigation
```

Создаем TextView и редактируем его.

