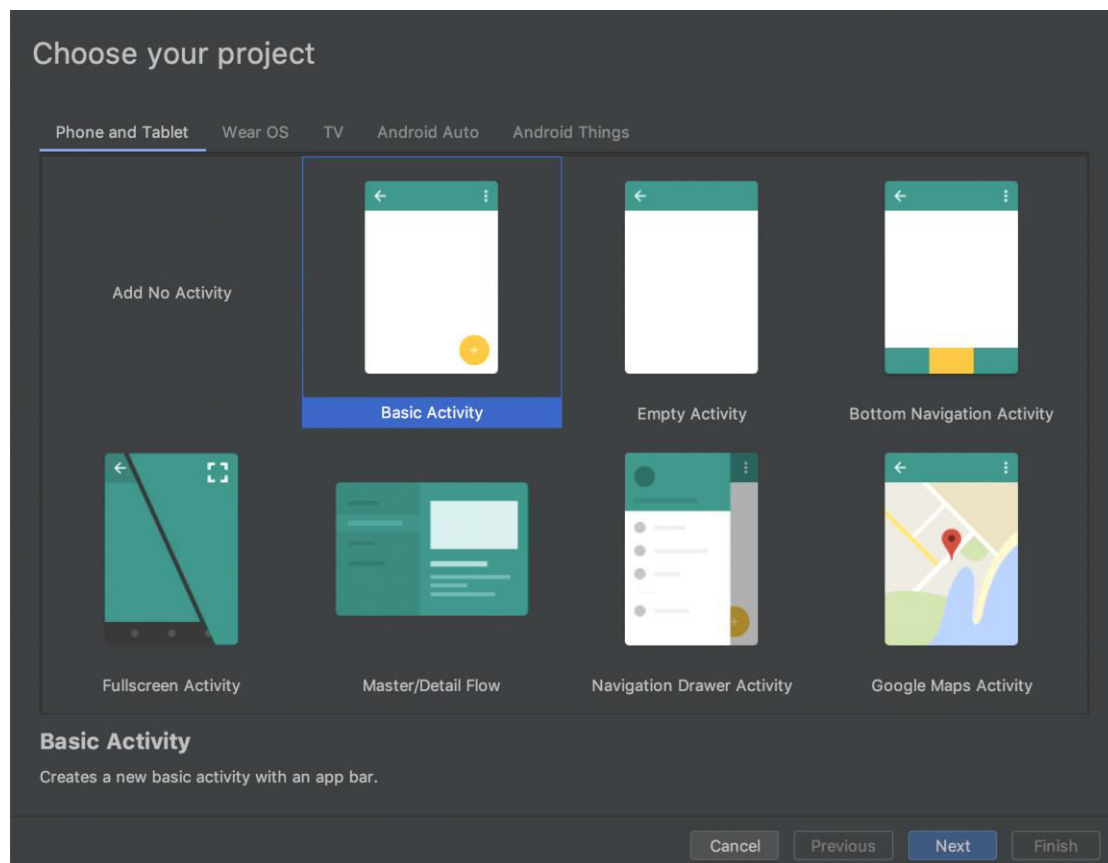


My first Android by Kotlin

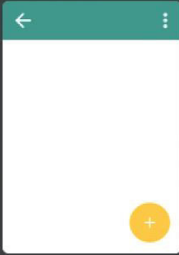
This is how to create your first Android app.

File --> New Project --> Empty Activity



- Name: My Application will be user created project name, when will be saved in that "Save location" - files
- Languages: "Kotlin" or "Java"
- Minimum API level: it's API Level is an integer value that uniquely identifies the framework API revision offered by a version of the Android platform. Affects program start-up, processes, performance and status.

Configure your project



Basic Activity

Creates a new basic activity with an app bar.

Name
My Application

Package name
com.example.myapplication

Save location
/Users/[redacted]/AndroidStudioProjects/MyApp

Language
Kotlin

Minimum API level
API 21: Android 5.0 (Lollipop)

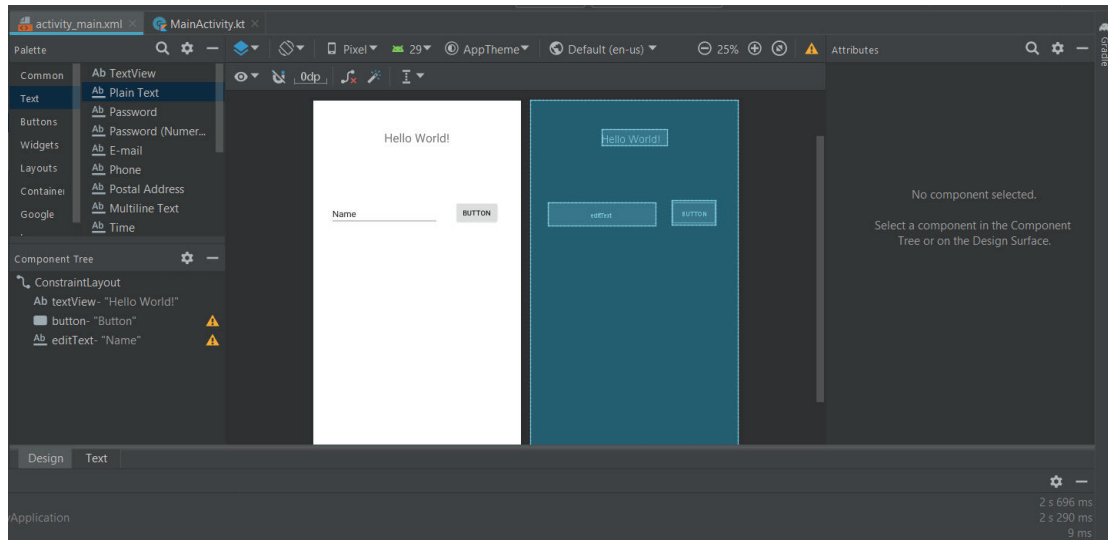
i Your app will run on approximately **85.0%** of devices.
[Help me choose](#)

☒ This project will support instant apps

☒ Use AndroidX artifacts

Cancel Previous Next Finish

- Wait for few seconds / minutes, when program will be open soon.. (takes times)
- This is the design .xml application window, as down lines you see it's on clicked by "Design"
- "Hello World" - it's by TextView choosed & id = "textView"
- Text writing it's near of button, name by "Plain Text" and id = "editText"
- Also button id = "button"



- Now this is the main program of Kotlin. Where we do actions for app.
- From begin that "textView" was "Hello World" right? Because i ran the "run the project" - as you can see that line near "Nexus SX API 24" it's a phone model
- After run the project, phone model will open few seconds / in minutes. That "Hello World" will be over write by "BUSTED!!"
- That plain where by "Name", it's for user can write something to there. And button will be take user written thing, will be over places textView.
- `button.setOnClickListener` - it's a read button code. As you will see that picture, i writed line "asd", it'll overwrite places textView.

