Rohan Patel

**Eclipse Tutorial: Create an App with a Button**

Step 1: Open Eclipse

Step 2: Click on New in the toolbar, and click on Android Application Project

Step 3: Name the Android Application ButtonApp, set the minimum required SDK to Gingerbread 2.3.3 and click Next.

Step 4: Click Next. Click Next again. Click Next again. Now click on Finish

Step 5: On the left, navigate to the res folder, and then the layout folder. Click on fragment\_main.xml and then click on the fragment\_main.xml on the bottom tab above the debug window.

Step 6: In the xml file, change the “RelativeLayout” to “LinearLayout”.

Step 7: Add the following code to the xml file under the code for the TextView.

<Button

android:id=*"@+id/firstButton"*

android:layout\_width=*"wrap\_content"*

android:layout\_height=*"wrap\_content"*

android:text=*"Our First Button"*

/>

Step 8: Now that you have added the button in the xml file, go to the src folder, then the com.example.buttonapp. Click on MainActivity.java. At the top, add implements OnClickListener.

The class header should look like this:

**public** **class** MainActivity **extends** ActionBarActivity **implements** OnClickListener

Step 9: In the onCreate method, add the following code:

View firstButton= findViewById(R.id.firstButton);

firstButton.setOnClickListener(**this**);

Macintosh HD:Users:rohanpatel:Desktop:Screen Shot 2014-06-23 at 8.26.51 PM.pngStep 10: At this point, save the files by clicking on the icon in the top left corner. The icon looks like this.

Step 11: Now create a new method called onClick. It should look like this

Public void onClick(View v)

{

switch(v.getId())

{  
case R.id.firstButton

{

Intent i= new Intent(this, MainActivity.class);

startActivity(i);

break;

}

}

}

Step 12: In the setContentView(R.layout.*activity\_main*), change to setContentView(R.layout.fragment\_main)

Step 13: That’s It! Run the program.