A Customizable Snack Ordering and Delivery App

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Creating a New Project in Android Studio

1. Open Android Studio

❖ Launch Android Studio. If you're opening it for the first time, it may take a few moments to initialize.

2. Start a New Project

❖ On the Welcome Screen, click "Start a new Android Studio project".
❖ If you have an existing project open, go to File > New > New Project.

3. Choose a Template

❖ Android Studio will prompt you to choose a project template. You can choose from various options, like:
❖ Empty Activity (for a blank app).
❖ Basic Activity (with a toolbar and floating action button).
❖ Navigation Drawer Activity (with a side navigation menu).
❖ Fullscreen Activity (for apps that use the whole screen).

Choose "Empty Activity" for a simple start.

4. Configure Your Project

❖ Name: Enter your app's name (e.g., "MyFirstApp").
❖ Package Name: A unique identifier (usually in reverse domain format, like `com.example.myfirstapp`).
❖ Save Location: Choose a location on your computer to store the project.
❖ Language: Choose between Java or Kotlin. (Kotlin is now the preferred language for Android development.)
❖ Minimum API Level: Select the lowest version of Android your app will support. Android Studio recommends an API level based on your target audience.

5. Finish

❖ Click Finish to create your project. Android Studio will generate the necessary files and open your new project.

6. Start Coding

❖ After the project is created, you'll see:
❖ MainActivity.java/Kotlin: The main entry point for your app.
❖ activity_main.xml: The layout file for the main activity (UI design).

You can now edit the code and design for your new Android app.

7. Run Your App

❖ To test your app, you can either:
❖ Use an Android Emulator by creating a virtual device (AVD).
❖ Connect an Android device via USB and enable developer mode.

Click the green Run button (a play icon) in the top toolbar to build and run your app

Screenshrot: