

Splash Screen Activity in Android

Objective:

Implement an Android application that includes a Splash Screen activity that is displayed when the app is launched.

Instructions:

1. Create a new Android project in Android Studio.
2. Modify the layout file "activity_splash.xml" to include a layout that represents the splash screen. This can be an ImageView, a logo, or any other visual element you desire.
3. Create a new class for the SplashActivity and set it as the main activity in the AndroidManifest.xml file.
4. In the SplashActivity class, initialize the necessary UI elements using findViewById().
5. Implement functionality for the Splash Screen:
 - a. Design the layout and appearance of the splash screen activity to your preference.
 - b. Optionally, you can add animations or transitions to enhance the visual effect.
 - c. Add a delay using a Handler or TimerTask to keep the splash screen visible for a certain duration (e.g., 2-3 seconds).
 - d. After the delay, start the main activity or navigate to the desired screen.
6. Run the application on an emulator or a physical device and verify that the Splash Screen activity is displayed when the app is launched, and it transitions to the main activity or the desired screen after the specified duration.

Additional Tasks (Optional):

1. Enhance the user interface of the splash screen by adding additional elements or animations.
2. Implement additional functionality during the splash screen, such as loading data or performing initialization tasks.
3. Add a progress indicator or loading animation to provide visual feedback to the user during the splash screen.

Note:

Include the codes written by you for this assignment in your submission document.

Remember to adhere to best practices, such as using proper naming conventions, adding comments when necessary, and organizing your code effectively.