



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

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EXPERIMENT 1.2

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Branch: CSE

Semester: 6th

Subject Name: MAD LAB

UID: 20BCS1682

Section/Group: DM-701/A

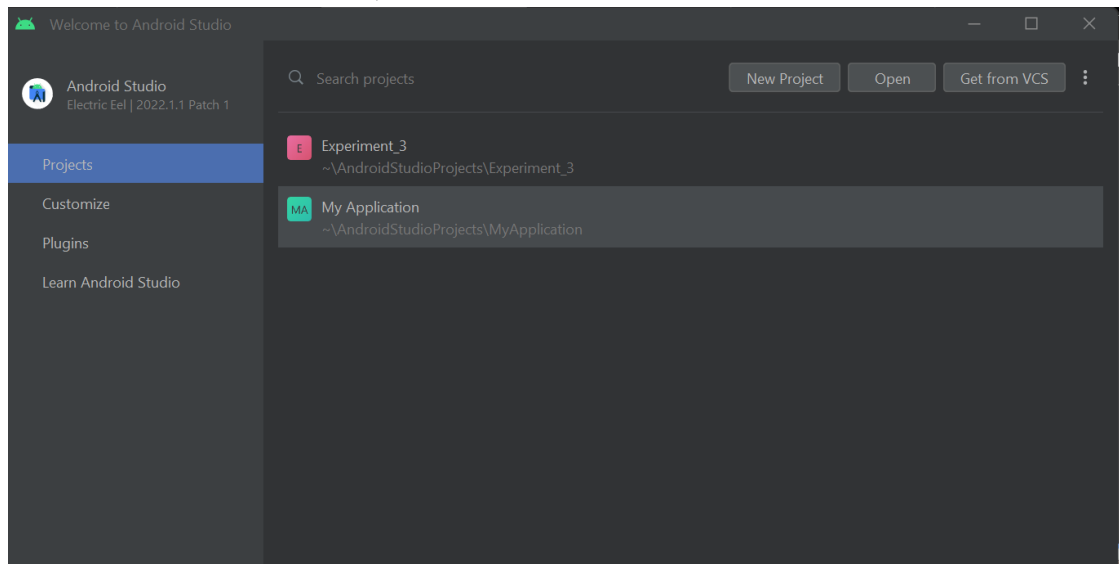
Date of Performance:

Subject Code: 20CSP-356

- 1. Aim:** To design an android application to display Hello World
- 2. Objective:** Understanding and analyse the specific requirements, possibilities and challenges when developing for a mobile application context.
- 3. Steps:**

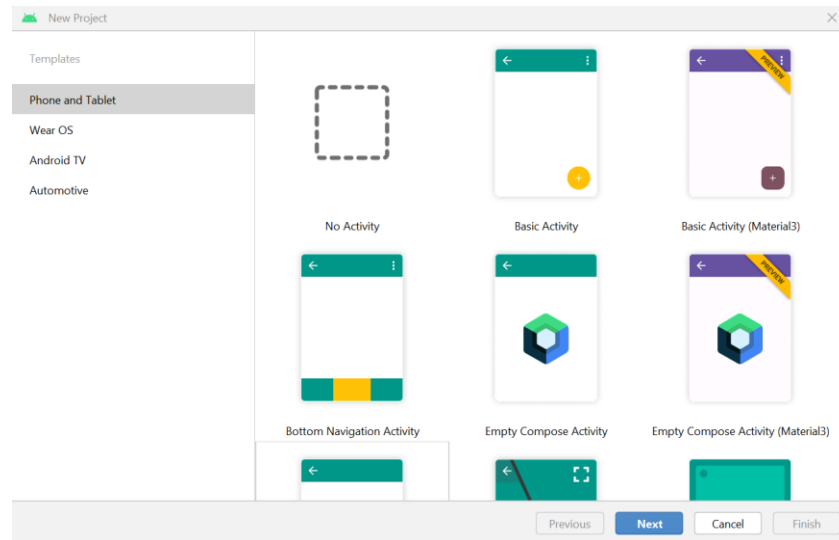
3.1

First step is to create a simple Android Application using Android studio. When you click on Android studio icon, it will show screen as shown below



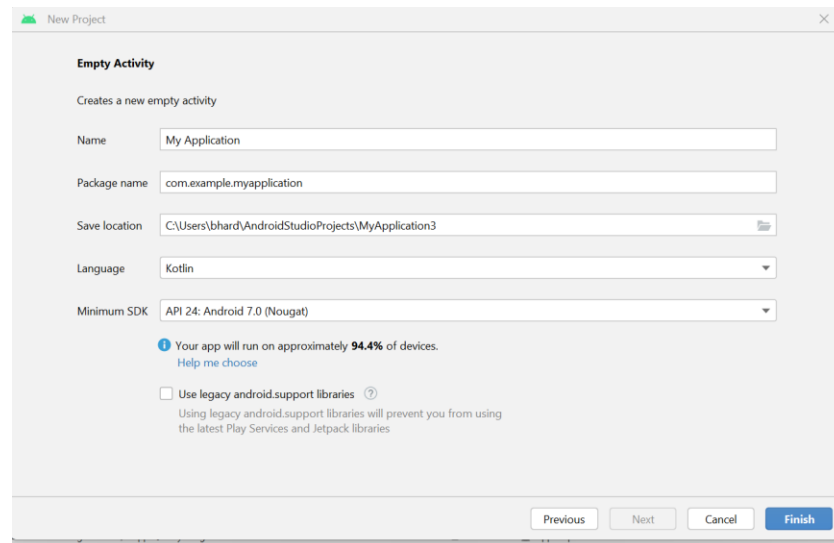
3.2

You can start your application development by calling start a new android studio project. in a new installation frame should ask Application name, package information and location of the project.



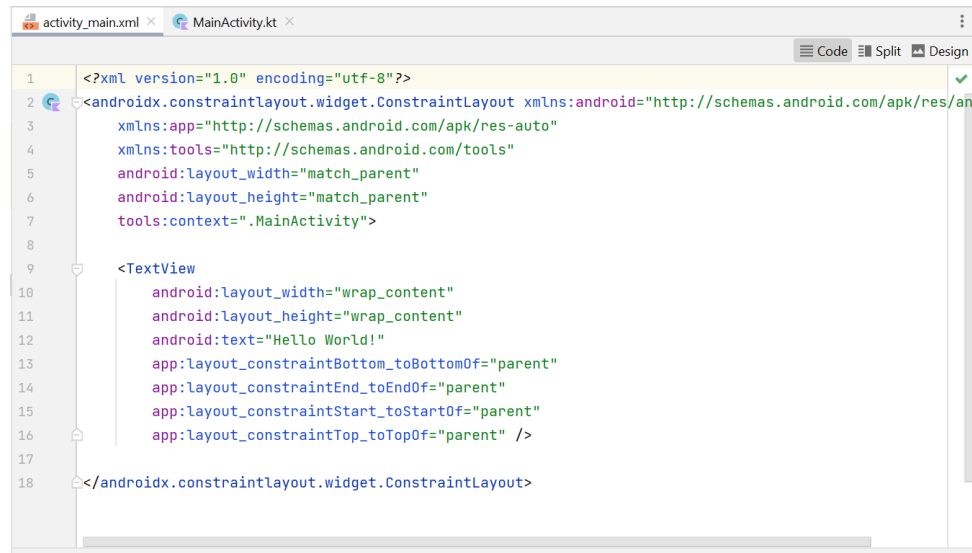
3.3

Configure the Hello World Project Details We'll finish creating the project by configuring some details about its name, location, and the API version it



Code:

For printing hello world



```
1 <?xml version="1.0" encoding="utf-8"?>
2 <androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"
3     xmlns:app="http://schemas.android.com/apk/res-auto"
4     xmlns:tools="http://schemas.android.com/tools"
5     android:layout_width="match_parent"
6     android:layout_height="match_parent"
7     tools:context=".MainActivity">
8
9     <TextView
10         android:layout_width="wrap_content"
11         android:layout_height="wrap_content"
12         android:text="Hello World!"
13         app:layout_constraintBottom_toBottomOf="parent"
14         app:layout_constraintEnd_toEndOf="parent"
15         app:layout_constraintStart_toStartOf="parent"
16         app:layout_constraintTop_toTopOf="parent" />
17
18 </androidx.constraintlayout.widget.ConstraintLayout>
```

3.4

Running app on Phone:

- Connect your Phone to Computer: Plug in your device to your computer with a USB cable.
- Enable USB Debugging: The next step is to enable USB debugging so your phone can interact with your computer in a developer mode.

3.5

Running your App

Now, we can launch apps from Android Studio onto our device:

- Select one of your projects and click "Run" from the toolbar.
- In the "Choose Device" window that appears, select the "Choose a running device" radio button, select the device, and click OK.



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Output:

