

Hello World Android Studio Project

This README provides a step-by-step guide to set up Android Studio, create a basic "Hello" project using Kotlin, and run it on an emulator or device.

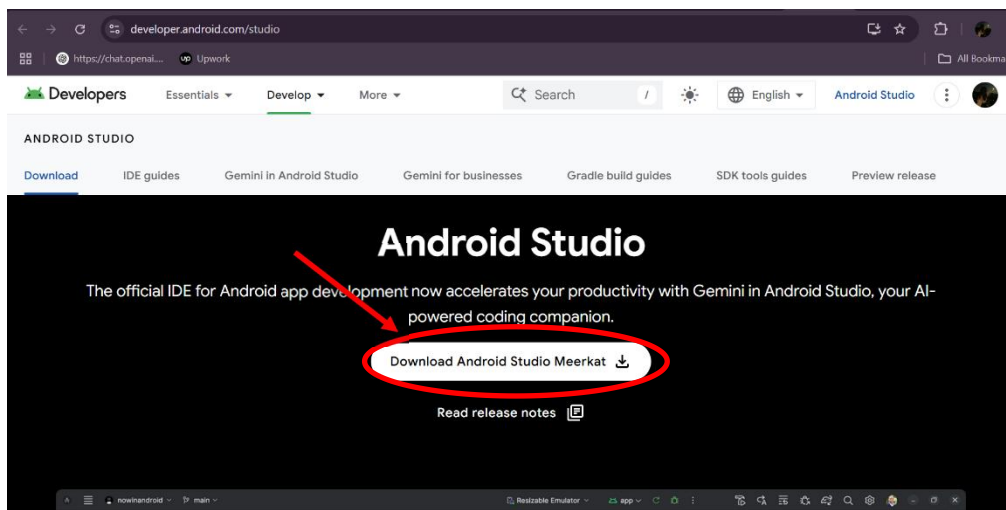
System Requirements

- A computer running Windows, macOS, or Linux.
- Internet connection for downloading Android Studio and dependencies.
- Minimum 8GB RAM (16GB recommended) and 10GB free disk space.

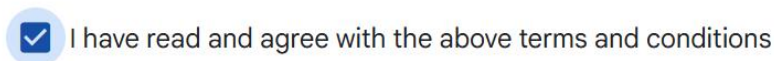
Step 1: Install Android Studio

1. Download Android Studio:

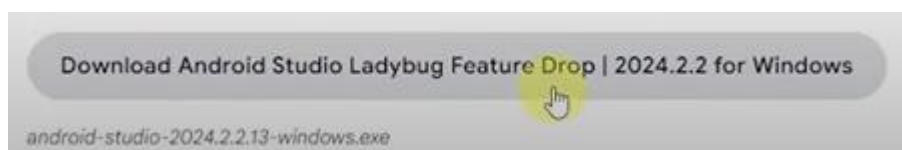
- Visit developer.android.com/studio.
- Download the latest version for your operating system.



- After clicking on download button, read and agree the terms and condition for successful download.



- Click on download button.

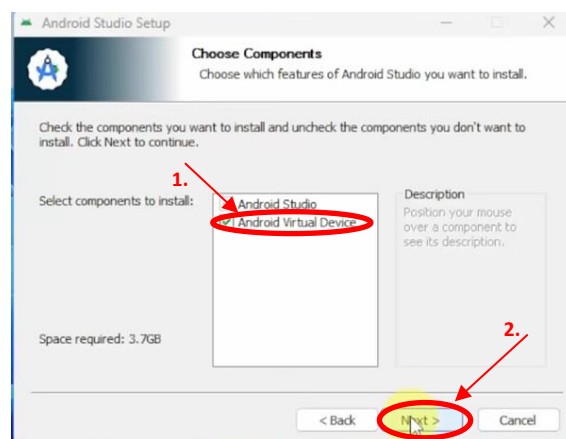


2. Install Android Studio:

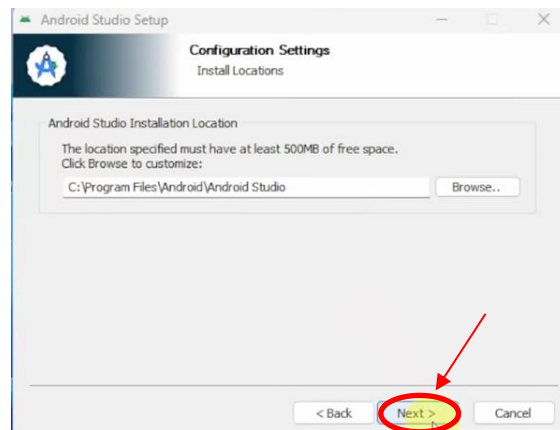
- Now open the directory where u download the setup and click on it.
- After this, click on next button.



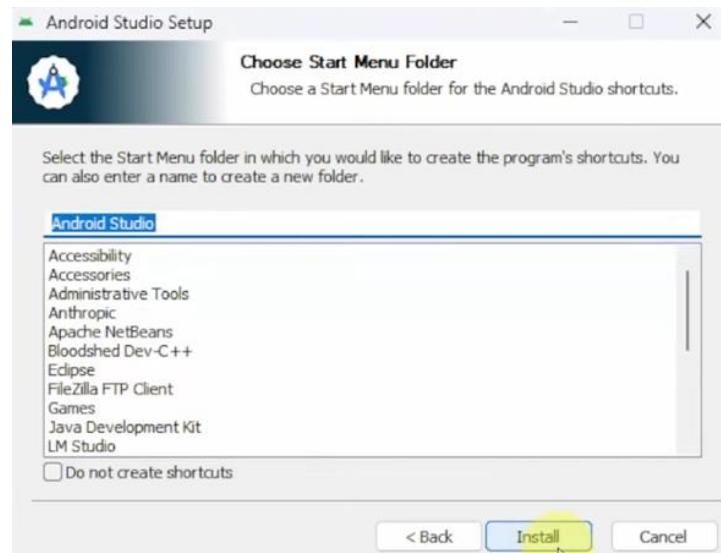
- Now choose the component of android virtual device and click on next button.



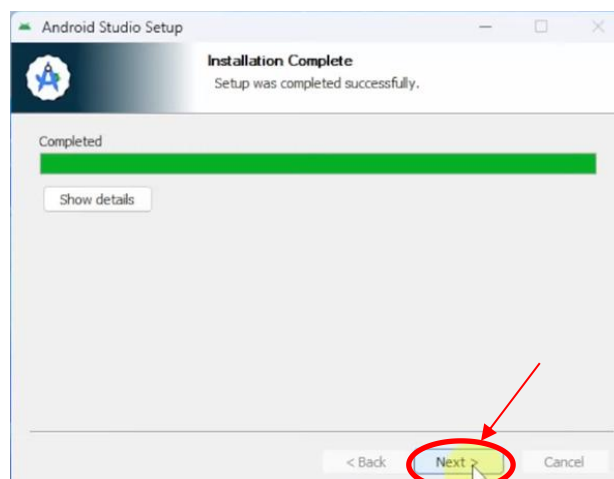
- Choose the location to install setup and click on next button.



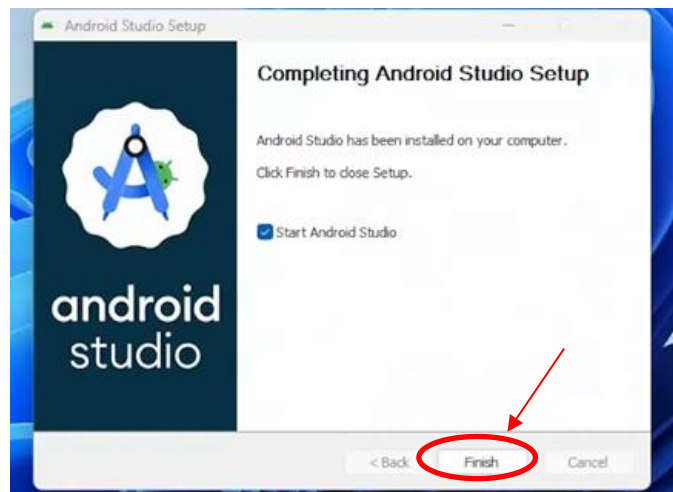
- Click on install button.



- After completing setup installation, click on next button.

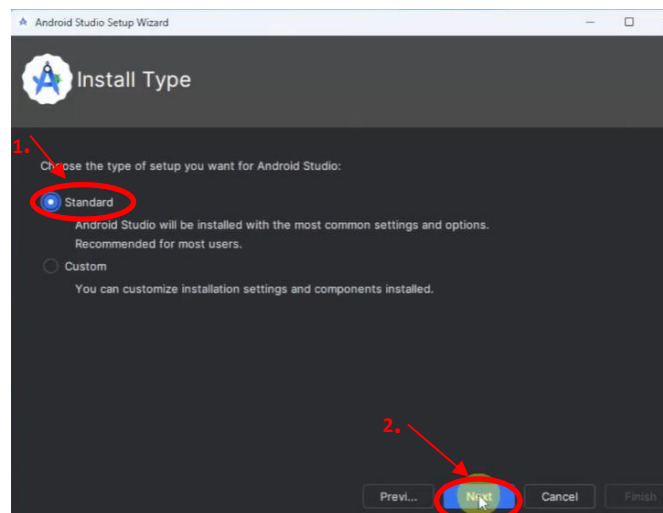


- Click on Finish button.

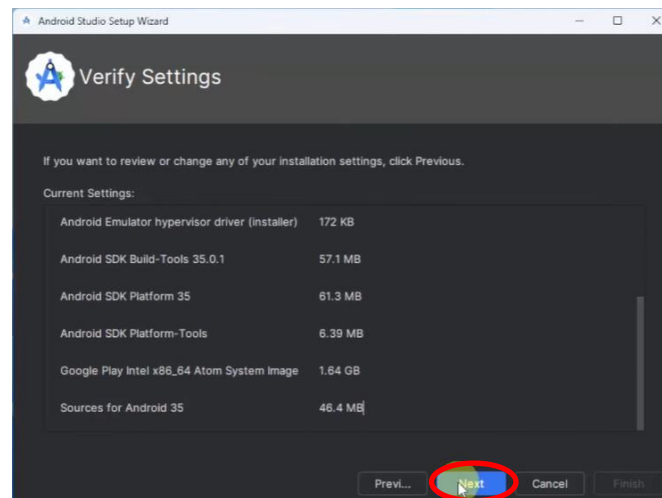


3. Set up Android SDK:

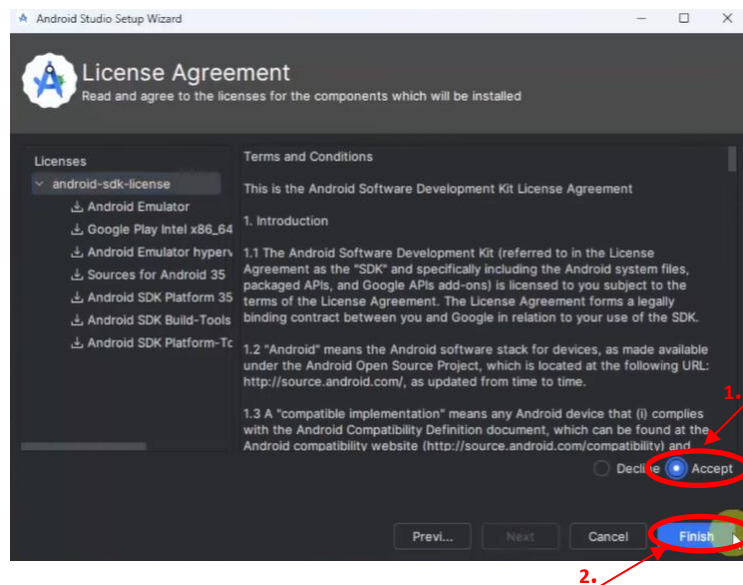
- Run the installer and follow the setup wizard.
- Choose the type of setup, I preferred standard here to choose it and click on next button.



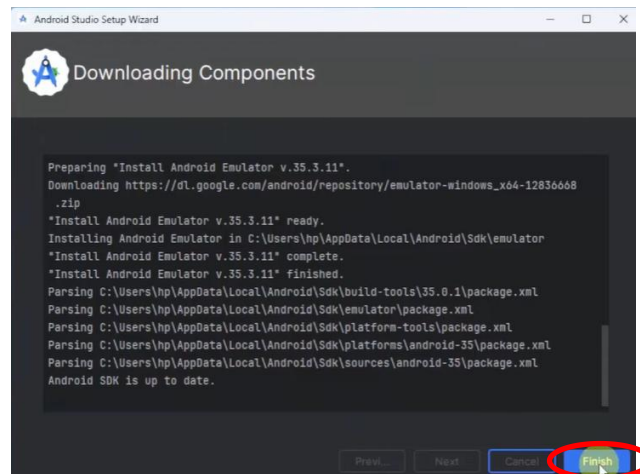
- Click on next button.



- Read and accept the license agreement and click on finish button.

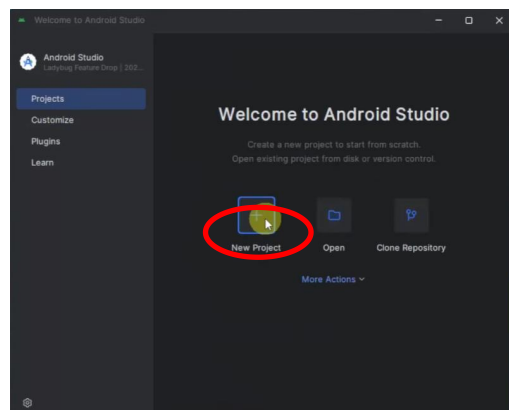


- After downloading components, click on finish button.



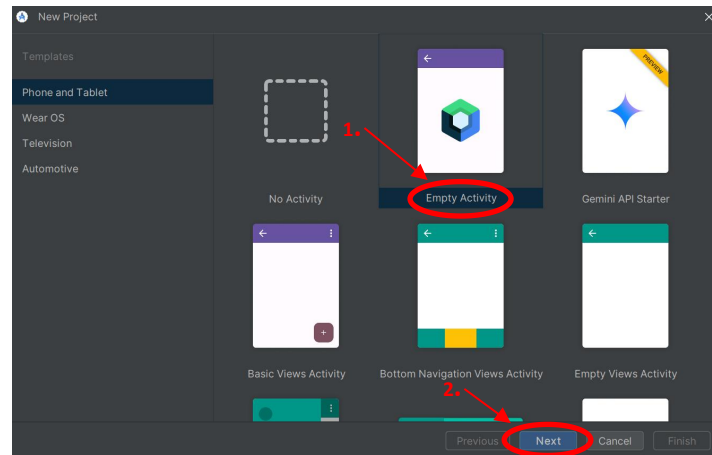
Step 2: Create a New Project

1. Launch Android Studio and select New Project.



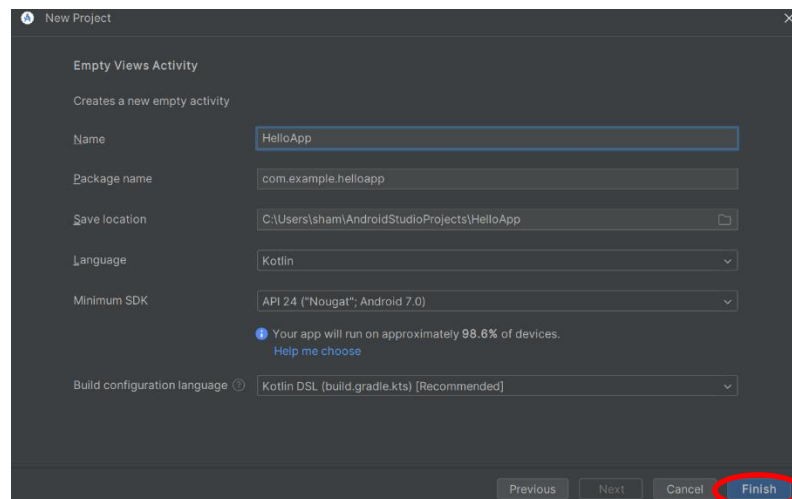
2. Choose Project Template:

- Select Empty Activity and Click Next.



3. Configure the Project:

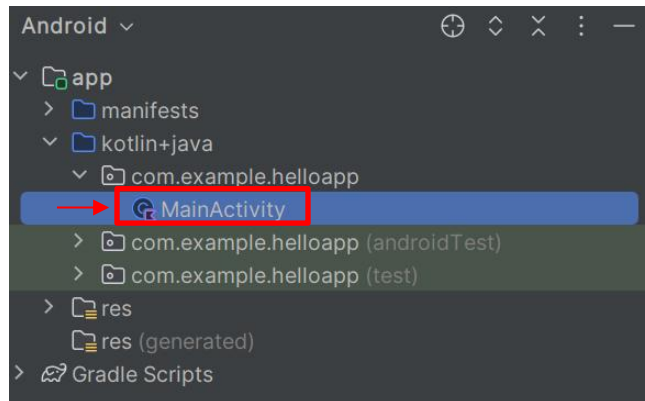
- **Name:** HelloApp
- **Package name:** com.example.helloapp
- **Save location:** Choose a directory.
- **Language:** Select Kotlin.
- **Minimum API:** Choose API 24 or higher for broad compatibility.
- Click Finish.



Step 3: Write the Hello World Code

1. Open the Main Activity:

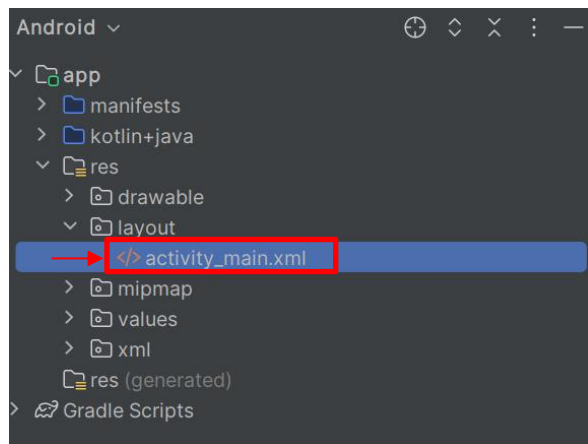
- Navigate to `app > java > com.example.hellouserapp > MainActivity.java`.



2. Edit **MainActivity.java** with the provided source code.

3. Update the Layout:

- Open `app > res > layout > activity_main.xml`.



- Edit **activity_main.xml** with the provided source code.

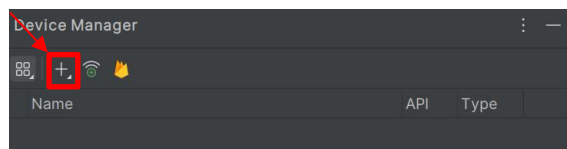
Step 4: Set Up an Emulator or Device

1. Emulator Setup:

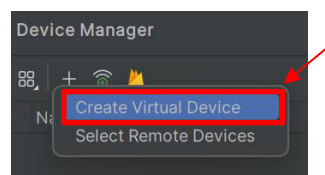
- Go to Device Manager on the right side of ide.



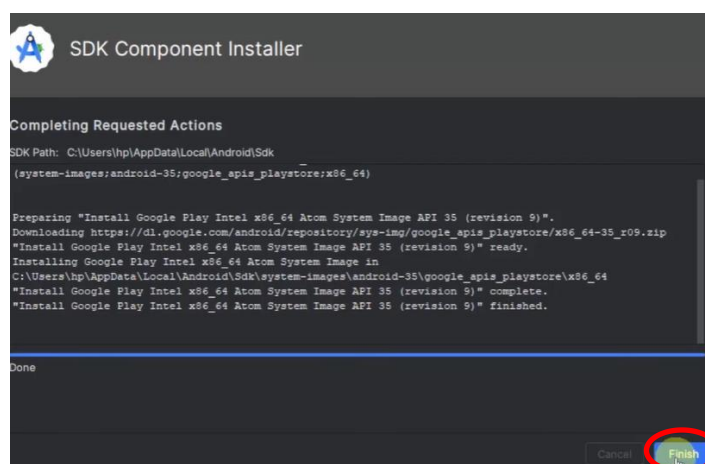
- Click on + sign to add a new device.



- Click Create Virtual Device.



- Select a device (e.g., Pixel 6), choose a system image (e.g., Android 14), and download it if needed.
- Click Finish to create the AVD.



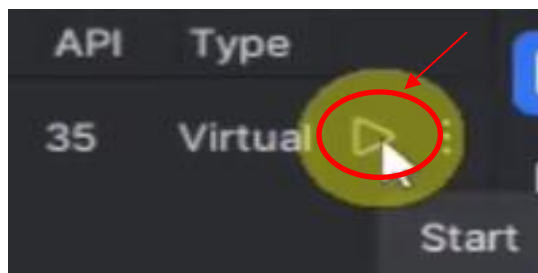
2. Physical Device (Optional):

- Enable Developer Options on your Android device (Settings > About Phone > Tap Build Number 7 times).
- Enable USB Debugging in Developer Options.
- Connect the device via USB and allow debugging when prompted.

Step 5: Run the Project

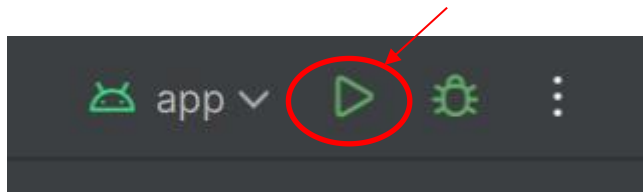
1. Select Device:

- In Android Studio, select your emulator or connected device from the device dropdown menu.



2. Run the App:

- Click the Run button (green play icon) or press Shift + F10.



- Wait for the emulator to boot or the app to install on the device.

3. Verify Output:

- The app should display "Hello, World!" in the center of the screen.

12:48 95% 76%

Hello to Kotlin World app!



