

ANDROID PRACTICUM PART 1.2: GETTING TO WORK

ANDROID HELLO WORLD

Ok, all the tools are in place so let's get started with a Hello World.
Luckily Google has create a nice Hello World tutorial.

Start here

- <http://developer.android.com/training/basics/firstapp/index.html>

Continue with this (Create a Project with Command Line Tools is optional)

- <http://developer.android.com/training/basics/firstapp/creating-project.html>

When finished continue with this (If you don't have a device, just use the emulator):

- <http://developer.android.com/training/basics/firstapp/running-app.html>

Finally go here:

- <http://developer.android.com/training/basics/firstapp/starting-activity.html>

When you are done, make sure that the project is added to your repository.

PLAYING WITH LAYOUT

Ok, the hello world is done. But the UI is a bit empty.

- Create a new Android project. A good name would be: Android_components
- Open the activity_main.xml layout using the Graphical Layout view.

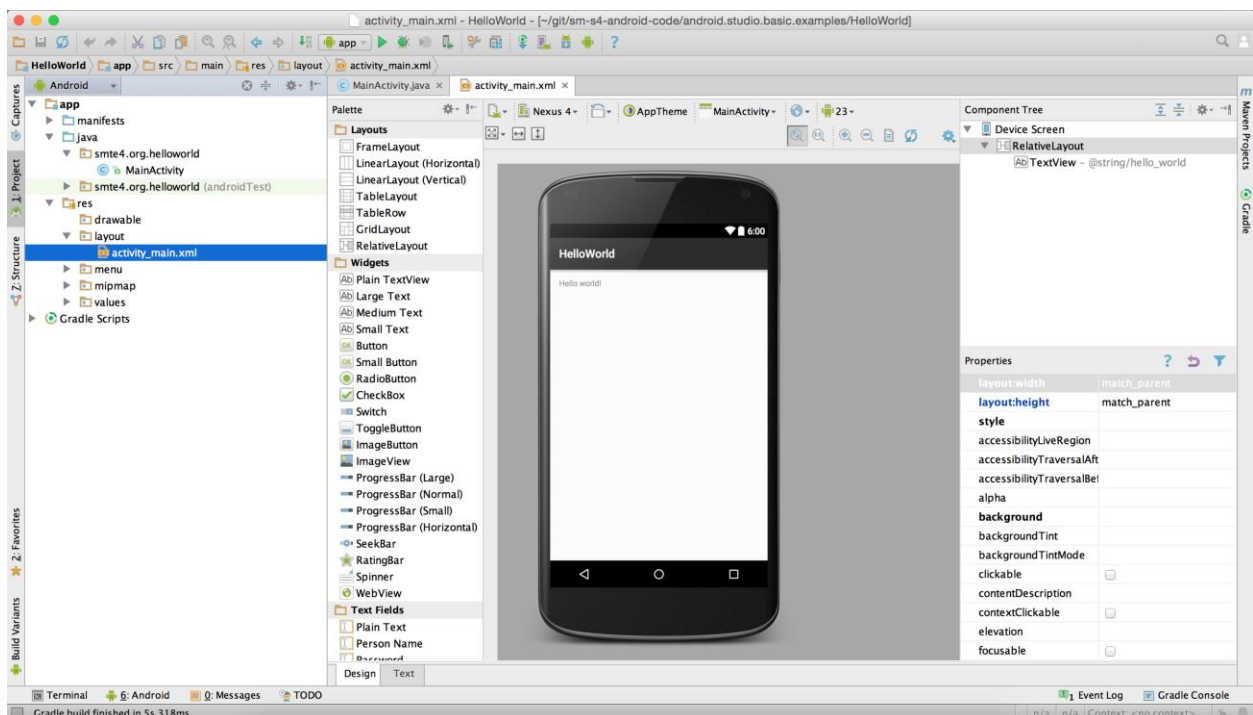
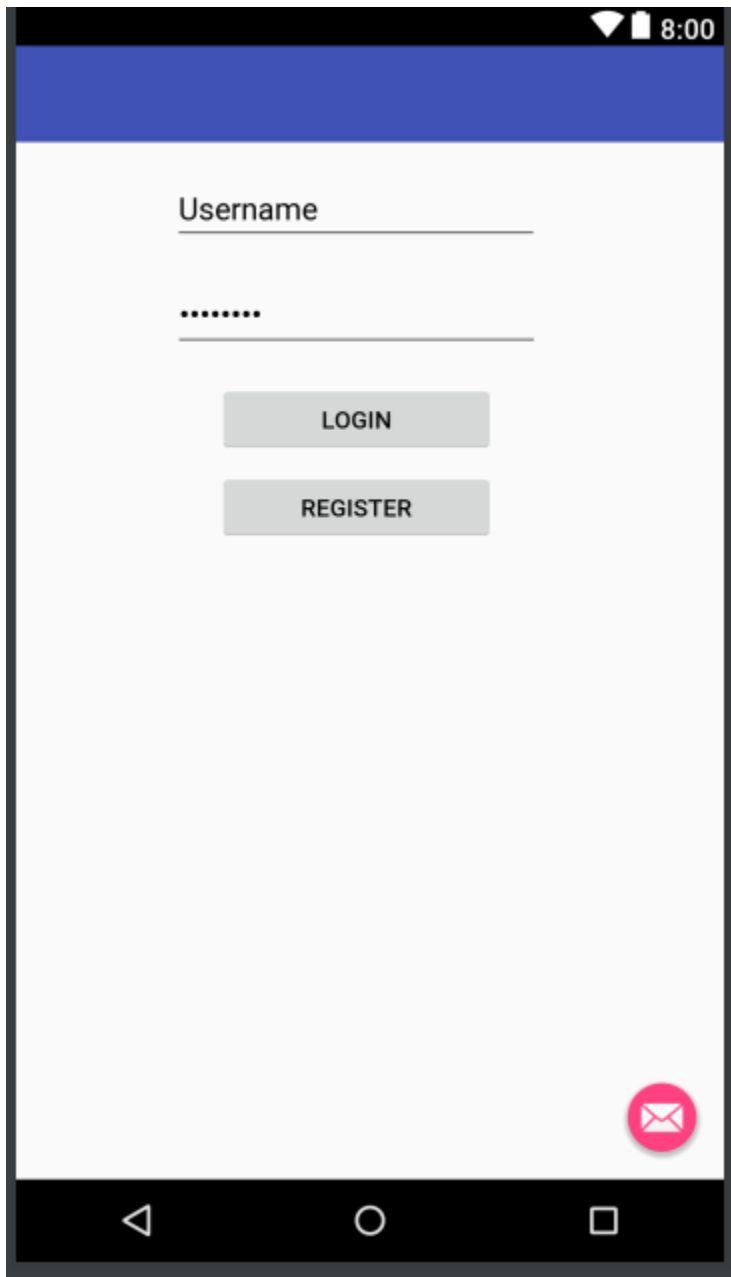


Fig 1: Example of adding an activity using Android Studio.

- Add a number of different components on the view (At least 4)



Make a screenshot from the end result, and paste it here.

Now go to developer.android.com and find the official documentation for the UI components you've found, and paste the URL's below.

Links:

<https://developer.android.com/reference/android/widget/Button.html>

<https://developer.android.com/training/keyboard-input/style.html>

<https://developer.android.com/reference/android/widget/TextView.html>

TO CONCLUDE

Make sure that this document is uploaded within your repository.