Android App Modification Lab Report

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Platform: Android Studio

How easy or difficult was it to set up and run the app?

- Setting up Android Studio and the emulator was time-consuming (approximately 45 minutes due to downloads and configuration), but the process was well-guided. Once the environment was ready, running the default "Hello World" app was straightforward with a single click. The emulator launched successfully, though initial load times were slow.

What features did you explore or change?
Features Explored and Modified

- **Background Color:** Changed the default white background to a light blue (#E3F2FD) by adding android:background="#E3F2FD" to the ConstraintLayout.
- **Text Content:** Replaced "Hello World!" with "Welcome to My Store!" in the TextView.
- **Button Addition:** Inserted a green "SHOP NOW" button using XML code, positioned at the bottom of the screen.
- **View Navigation:** Learned to switch between Design view (visual editor) and Code view (XML editor) to implement changes.

Did you face any challenges? If yes, what were they?
Challenges Faced

- **File Navigation:** Initially struggled to locate activity_main.xml within the project structure.
- **View Confusion:** Toggling between Design and Code views was confusing at first, as modifications in one view did not always reflect immediately in the other.
- **Layout Positioning:** Understanding ConstraintLayout constraints required trial and error to position elements correctly.
- **Emulator Performance:** The virtual device was slow to start, but functioned smoothly after initial setup.

Android UIs are built using XML, while logic is handled in Kotlin/Java. The emulator provides an accurate testing environment without needing physical hardware.Minor code adjustments can significantly alter an app's appearance and functionality. Mastering the layout system is essential for designing responsive and user-friendly interfaces.

Screenshots: