

Mobile Technologies and Programming – exercise 1

1. Introduction to the Android Studio.
2. Create a project in Android Studio environment.
3. Project structure:
 - source code
 - resources
 - manifest
4. Activity class.
5. Create "Hello World" application containing two views:

- TextView

```
<TextView
    android:text="Hello World!"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content" />
```

- ImageView

```
<ImageView
    android:id="@+id/imageView1"
    android:layout_width="100px"
    android:layout_height="100px"
    android:layout_marginTop="250px"
    android:src="@drawable/phone" />
```

6. Define activity, which is started after clicking on the button „Start new activity”. This activity should include component ListView with items:
 - create button and call event "onClick" (in 2 ways)
 - create “ListView” component and get it from view
 - create adapter
 - set adapter to the list

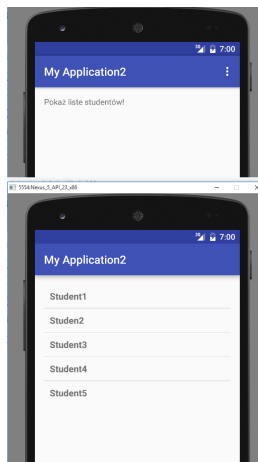


Fig. 1.