1. Create an Android application that shows “Welcome to Android” and run it on the emulator.

MainActivity.kt

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| **package** com.example.myapplication  **import** androidx.appcompat.app.AppCompatActivity **import** android.os.Bundle  **class** MainActivity : AppCompatActivity() {  **override fun** onCreate(savedInstanceState: Bundle?) {  **super**.onCreate(savedInstanceState)  setContentView(R.layout.activity\_main)  } } |

Activity\_main.xml

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| --- |
| *<?***xml version="1.0" encoding="utf-8"***?>* <**androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"  xmlns:app="http://schemas.android.com/apk/res-auto"  xmlns:tools="http://schemas.android.com/tools"  android:layout\_width="match\_parent"  android:layout\_height="match\_parent"  tools:context=".MainActivity"**>   <**TextView  android:layout\_width="wrap\_content"  android:layout\_height="wrap\_content"  android:text="Welcome android.This is praveen kumar"   app:layout\_constraintBottom\_toBottomOf="parent"  app:layout\_constraintLeft\_toLeftOf="parent"  app:layout\_constraintRight\_toRightOf="parent"  app:layout\_constraintTop\_toTopOf="parent"** />  </**androidx.constraintlayout.widget.ConstraintLayout**> |

Output:

