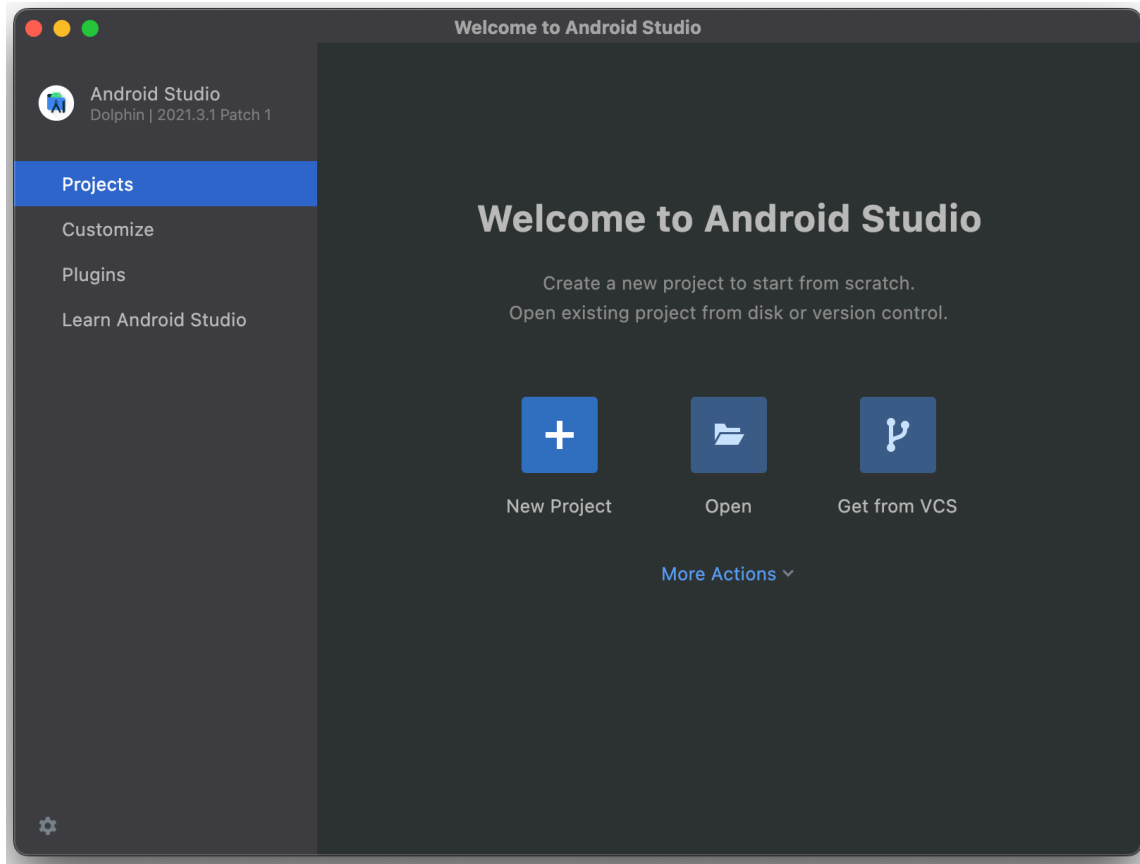
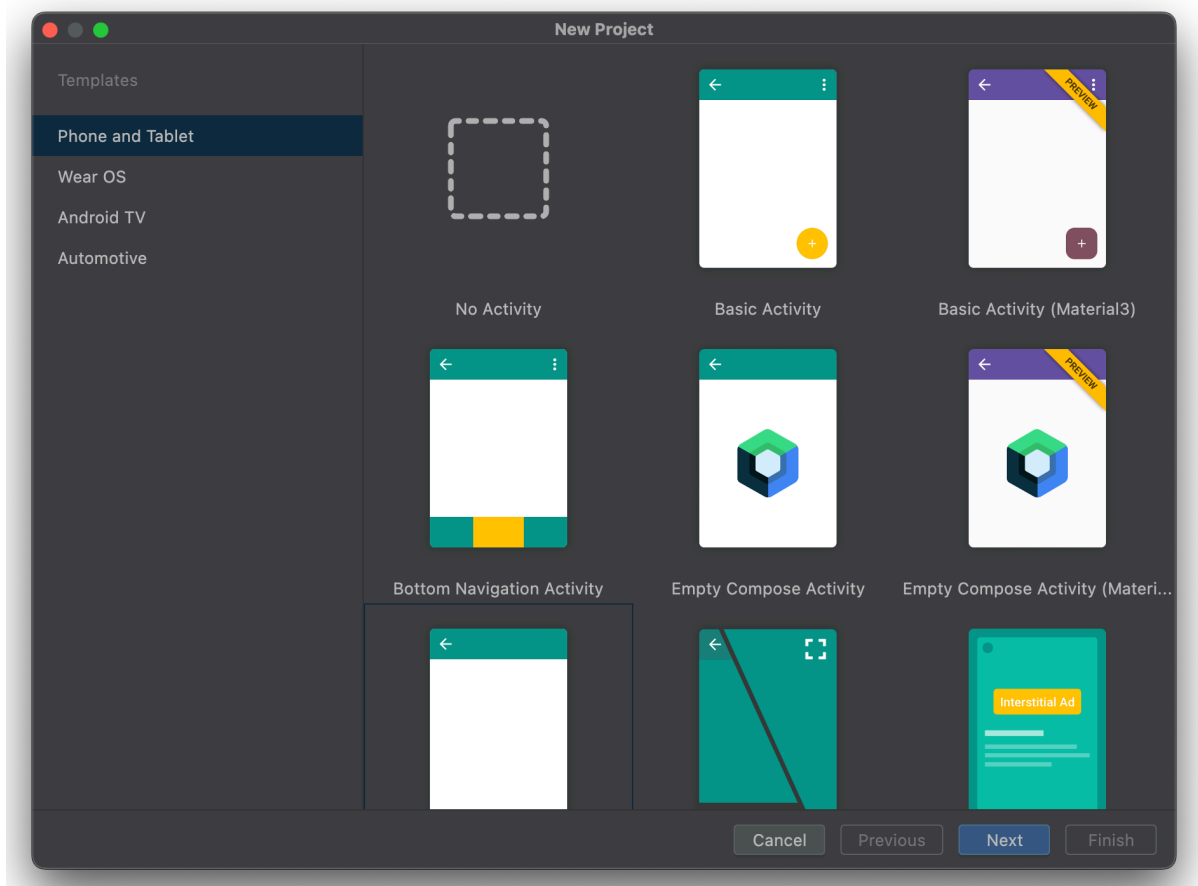


Android Studio Basics



select empty activity



New Project

Empty Activity

Creates a new empty activity

Name

Basic App

Package name

com.example.basicapp

Save location

/Users/yashdhasmana/Desktop

Language

Kotlin

Minimum SDK

API 21: Android 5.0 (Lollipop)

ⓘ

Your app will run on approximately 98.8% of devices.

[Help me choose](#)

☐

Use legacy android.support libraries ⓘ

Using legacy android.support libraries will prevent you from using the latest Play Services and Jetpack libraries

⚠

'Desktop' already exists at the specified project location and it is not empty.

Cancel

Previous

Next

Finish

New Project

Completing Requested Actions

SDK Path: /Users/yashdhasmana/Library/Android/sdk

Packages to install: - Android SDK Platform 32 (platforms;android-32)

Preparing "Install Android SDK Platform 32 (revision: 1)".
Downloading https://dl.google.com/android/repository/platform-32_r01.zip
"Install Android SDK Platform 32 (revision: 1)" ready.
Installing Android SDK Platform 32 in /Users/yashdhasmana/Library/Android/sdk/platforms/android-32
"Install Android SDK Platform 32 (revision: 1)" complete.
"Install Android SDK Platform 32 (revision: 1)" finished.

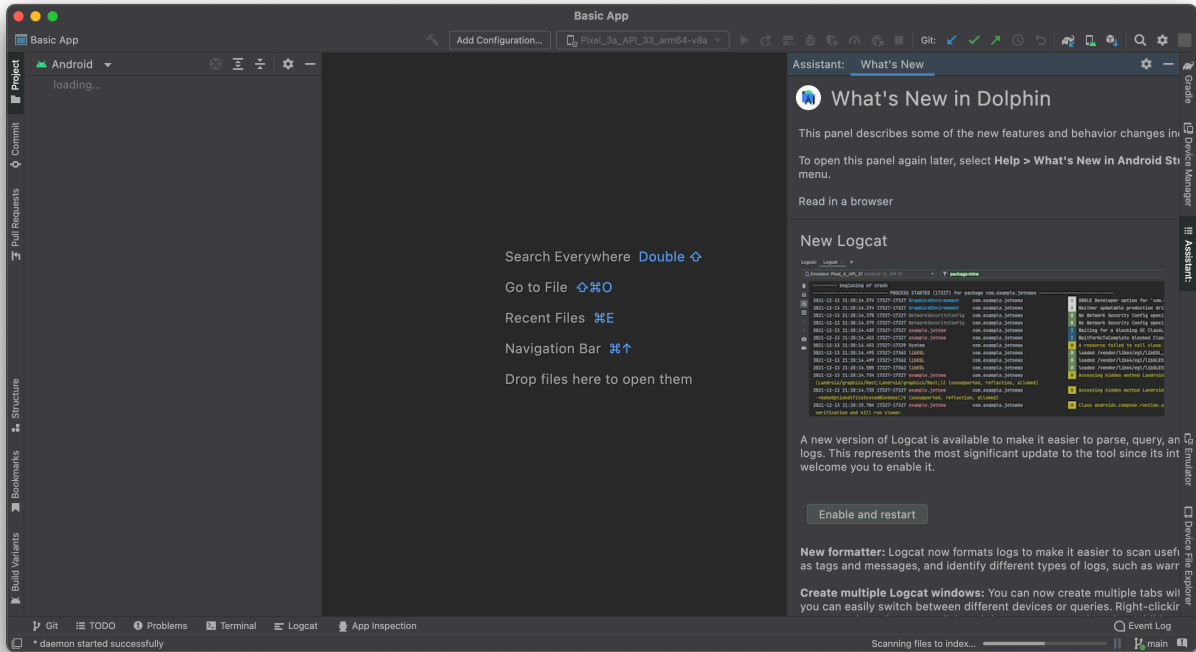
Done

Cancel

Previous

Next

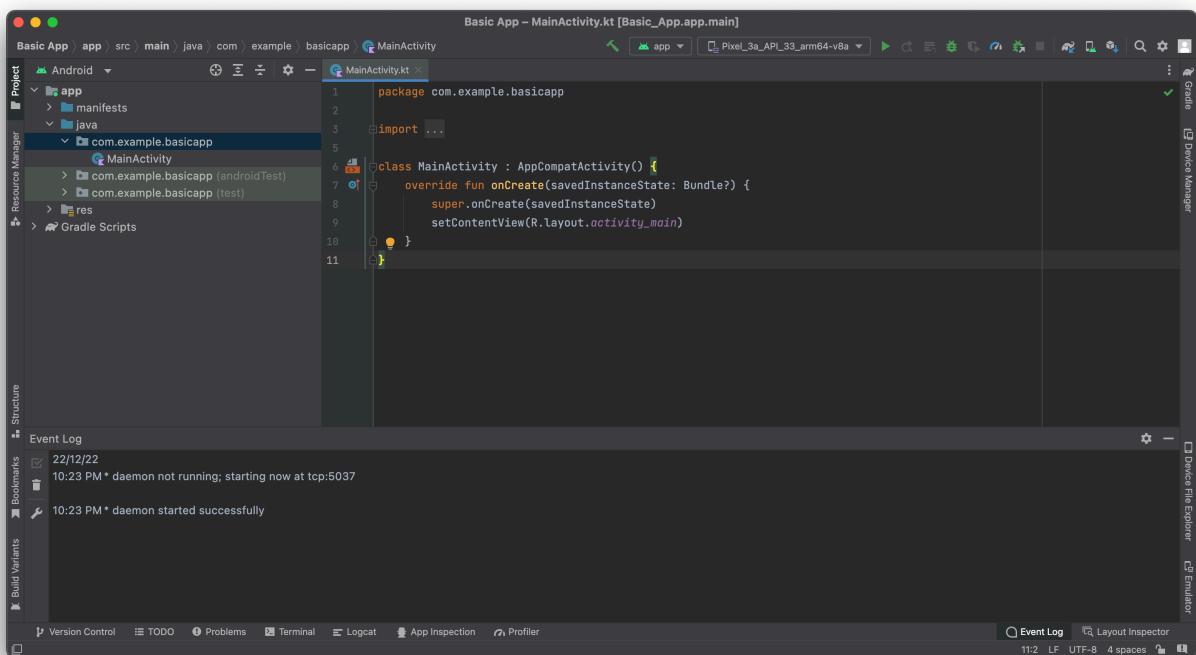
Finish



After this it will take sometime and download all the dependencies and prepare the environment

Gradle - a build tool

Basic layout of any project



MainActivity.kt

- Kotlin file in which we describe how will stuff work in our app
- Ex - describe how a button click will work

activity_main.xml (/res/layout/)

- What all things we want to put in our app
- Like texts, buttons etc. (Widgets)
- Drag and drop widgets

drawable folder (/res/drawable/)

- Images are put in this folder

mipmap folder (/res/mipmap/)

- Contains launcher icons

values folder (/res/values/)

- Contains a bunch of .xml files
- Used to store values for resources that are used in our app
- Ex - strings, colours, dimensions etc.
- This is used so that if for example in the future your app wants to support more languages than just one, you can simply create a new xml file for that language and it will be updated all over the app instead of doing it manually for every feature / widget.