## MEET\_2016-17\_AP\_Android

Android App Development Advanced project guide for MEET 2016-2017

We will be following the Udacity course at https://www.udacity.com/course/new-android-fundamentals--ud851. Go ahead and create an account on Udacity and check out the material.

Clone Repo

Nerd Ranch Guide. Install epub reader.

### **Installing Android SDK**

Begin by downloading Android Studio from https://developer.android.com/studio/index.html. and then follow the installation instructions in https://developer.android.com/studio/install.html to install the SDK.

Note: You will need to install some packages first. On Ubuntu, run sudo apt-get install libc6:i386 libncurses5:i386 libstdc++6:i386 lib32z1 libbz2-1.0:i386 in the terminal.

### **Getting Started**

The first few lectures (under first lesson Create Project Sunshine) in the course are just basic overview and an introduction to Git. Feel free to skip ahead to *Creating our First project*. You should go through the material up to lecture 9 *Running your Code*.

Objective: By the end of this section, you should have a simple app running on your emulator

#### Views and Layouts

Exercise Update layout : Either through Design or Text Start watching the following lectures

- Lecture 12 Activities, Packages, and Layouts
- Lecture 14 Android Layouts Primer
- Lecture 19 Visual Layout Editor

Now you should be able to complete the five Exercises in this section. The final two (Update Sunshine layout and Add Scrolling Weather) are the more important ones. Make sure to test your apps on the emulator.

Exercise Scrolling Weather: Use dummy list of data. Get reference to the *TextView* in *onCreate*. Loop through data, and add each entry to text view with

blank lines in between. After the final exercise, you should be able to scroll through a list of your dummy data.

Objective: By the end of this section, you should be able to manipulate the basic View elements

## Listeners and Toasts

Our first app

## Dynamic Views (Model-View-Controller

Nerd Ranch Guide Chapter 3 up to Updating the Controller View

# Logging and Debugging

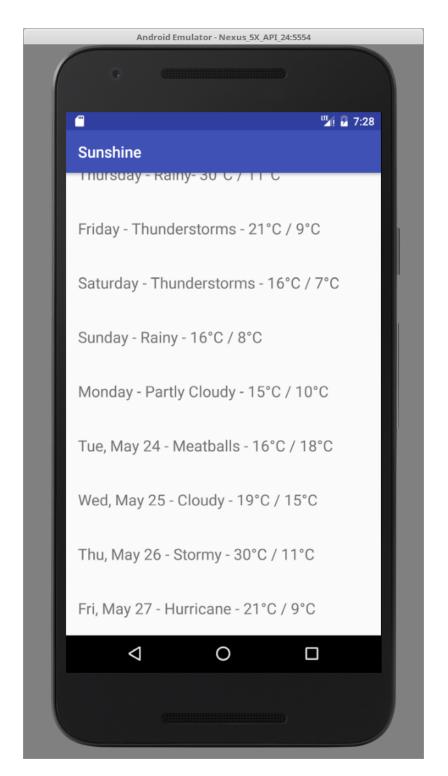


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