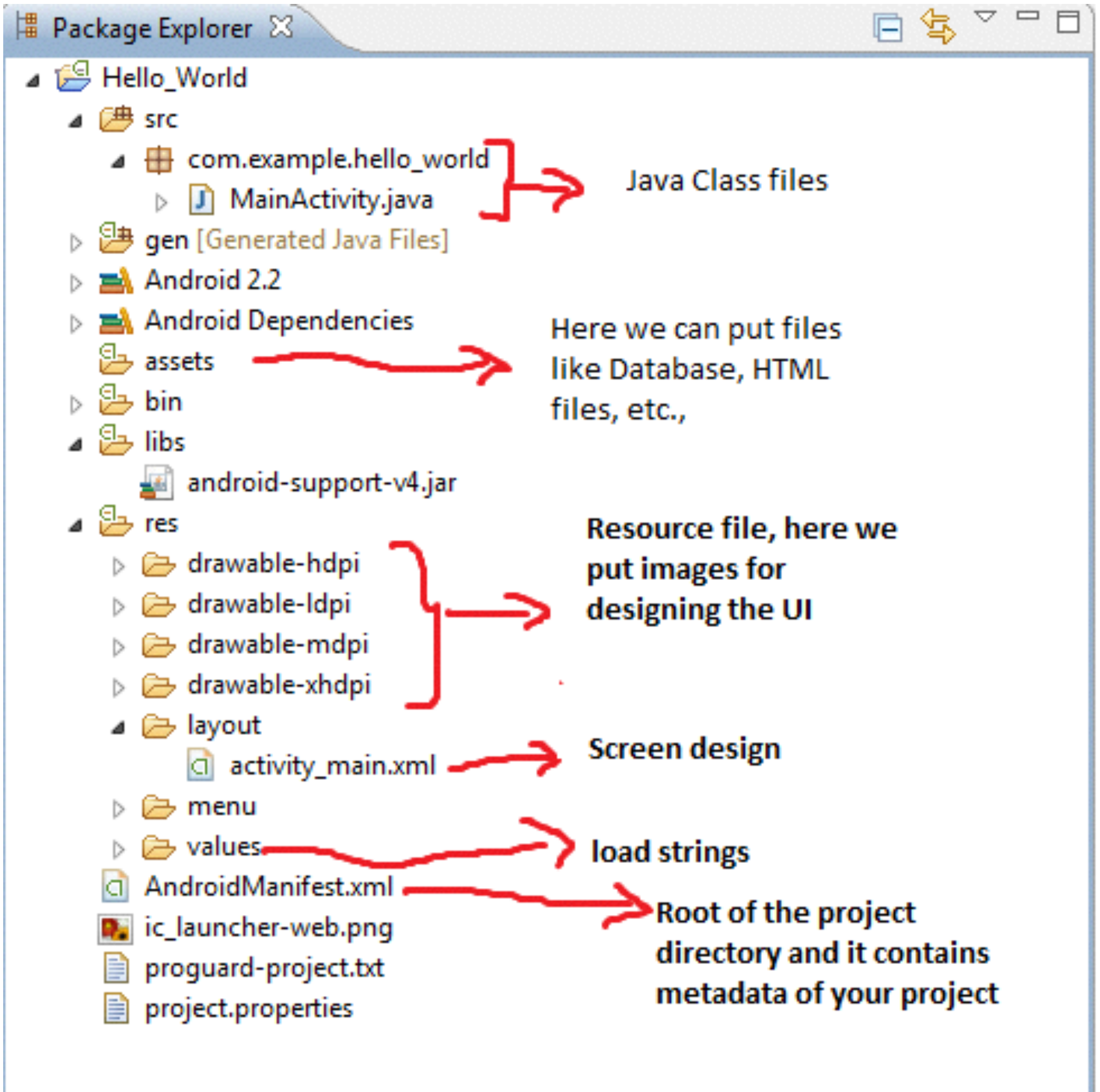
Android Tutorial

Android Project Structure



AndroidManifest structure

AndroidManifest.xml

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
      package="de.test.hello"
      android:versionCode="1"
      android:versionName="1.0">
    <application android:icon="@drawable/icon" android:label="@string/app_name">
        <activity android:name=".HelloWorkshopActivity"
                  android:label="@string/app_name">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>

    </application>
    <uses-sdk android:minSdkVersion="4" />

</manifest>
```

Base package name

Numeric version code, increase with new version

Version name displayed in Market

Reference to icon in drawable-xxx folders

Reference to app_name in strings.xml

Main activity's class name

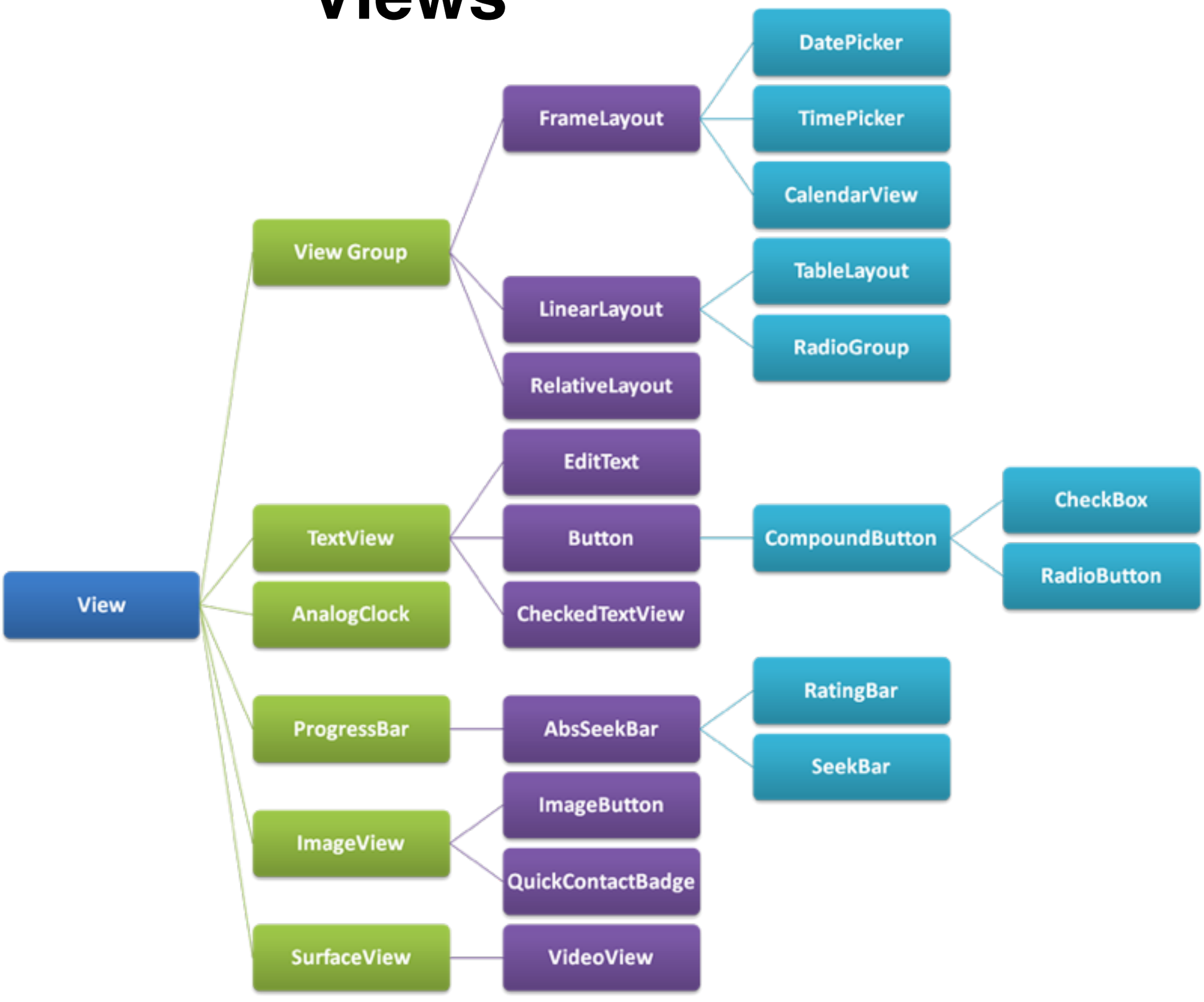
Main activity's label (at the top of the screen)

Intent filter to define that this activity can be launched from the launch menu

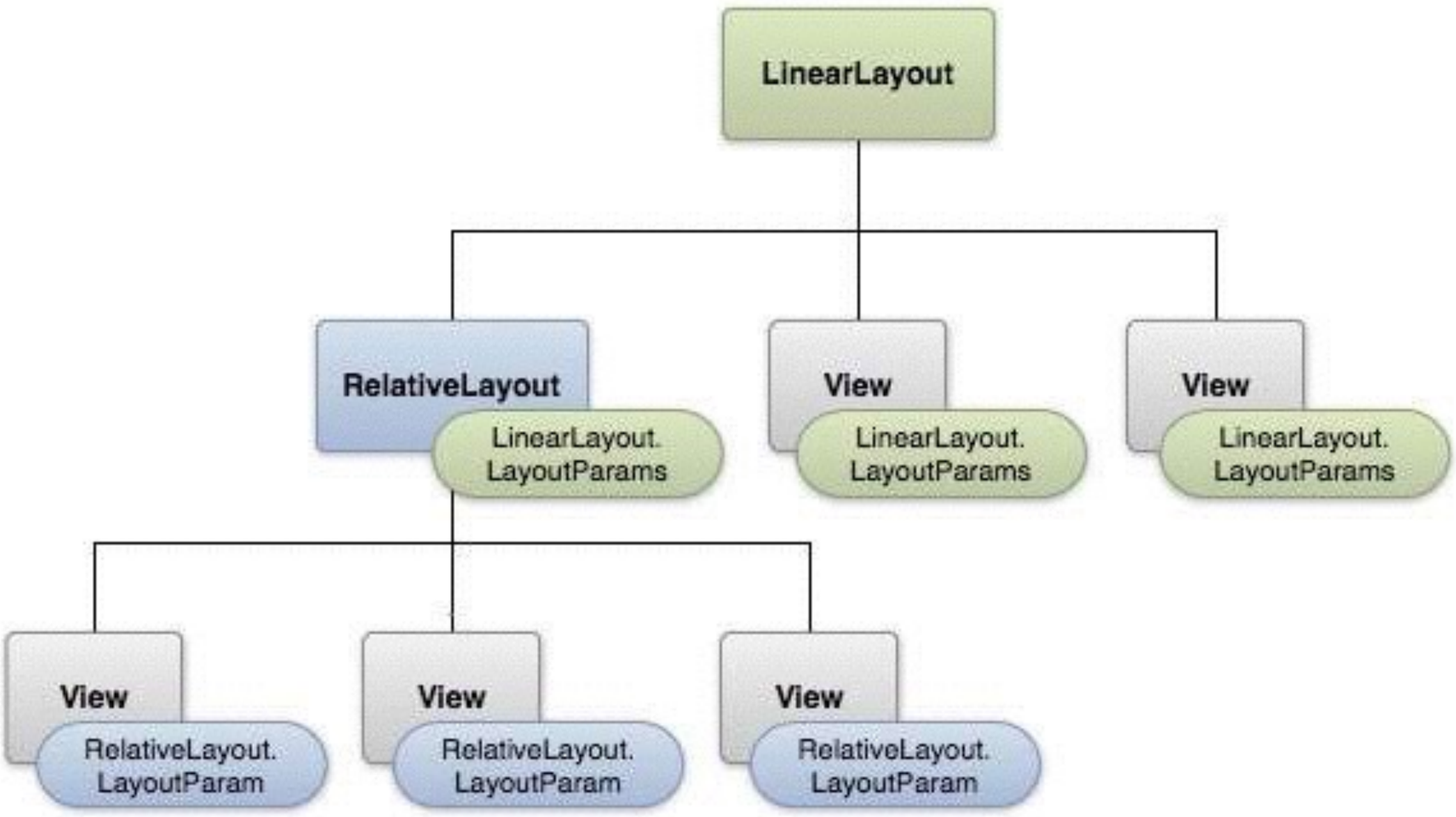
Activity in brief

An Android app contains one or more **activities**. An Android activity is a screen, similar to windows in a desktop application. Inside an activity you can have **GUI components**. The GUI components are instances of **View or ViewGroup** subclasses.

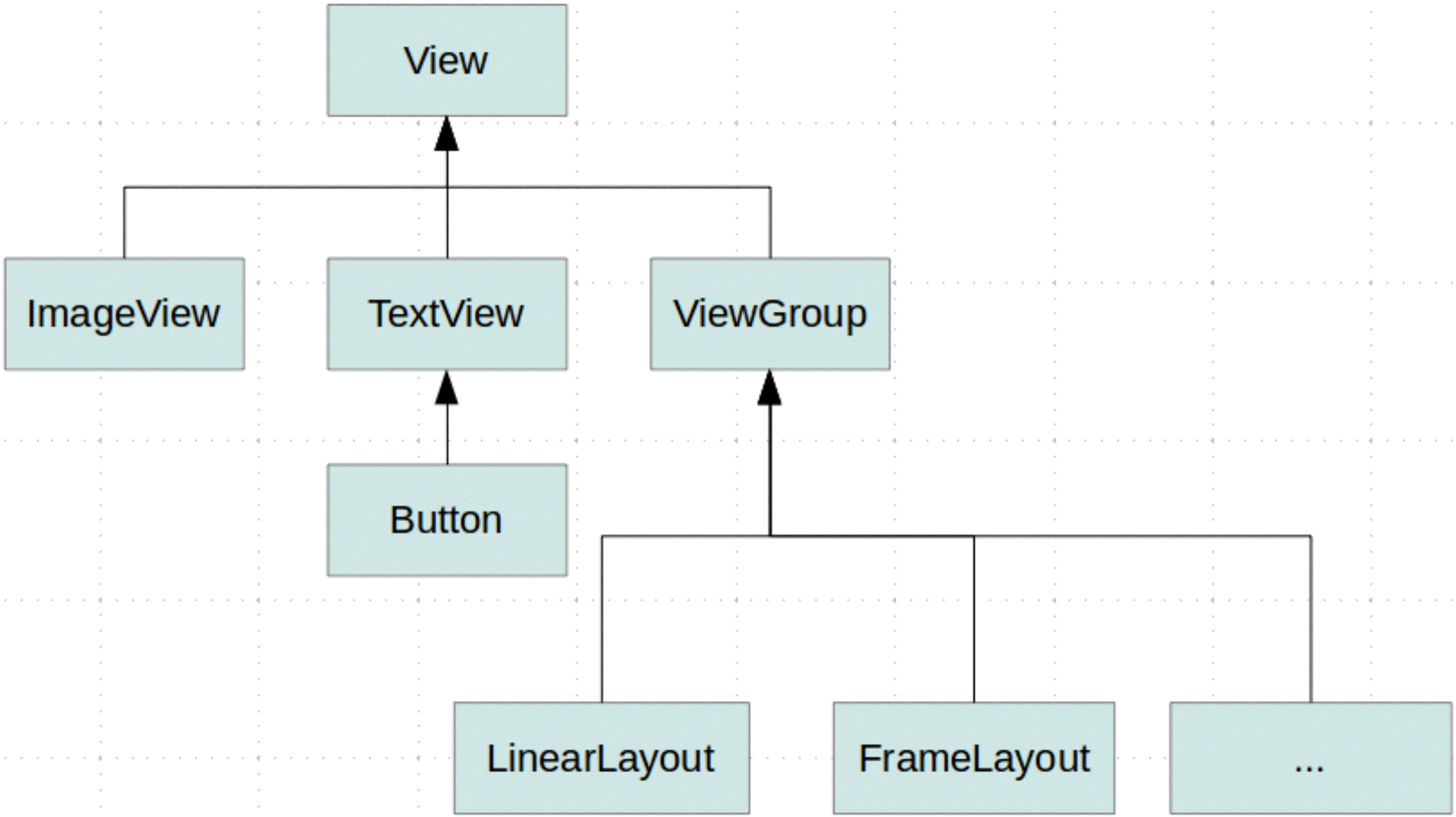
Views


View Group
View
FrameLayout
DatePicker
TimePicker
CalendarView
LinearLayout
TableLayout
RadioGroup
RelativeLayout
TextView
EditText
Button
CompoundButton
CheckBox
RadioButton
CheckedTextView
AnalogClock
ProgressBar
AbsSeekBar
RatingBar
SeekBar
ImageView
ImageButton
QuickContactBadge
SurfaceView
VideoView

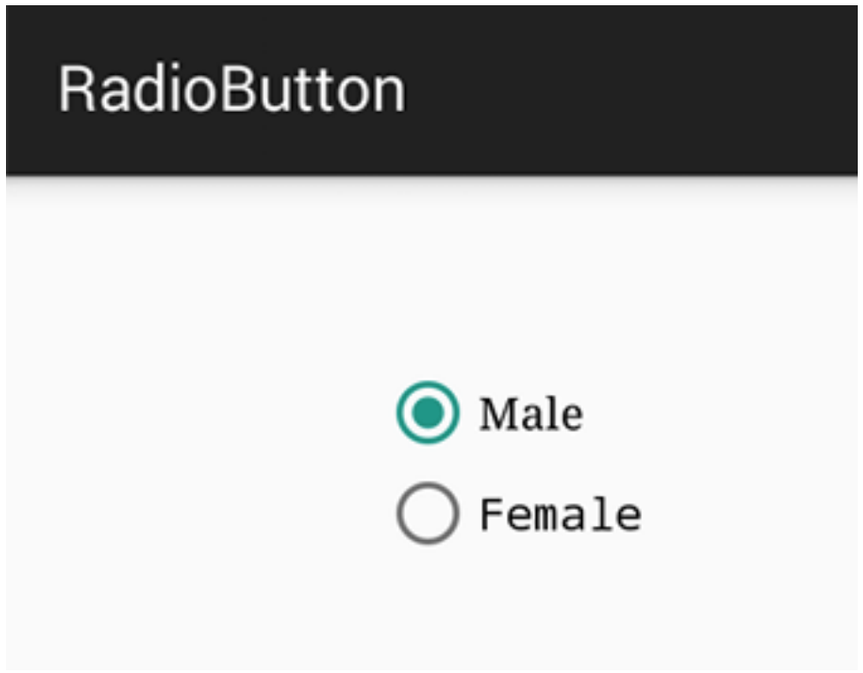
View Structure

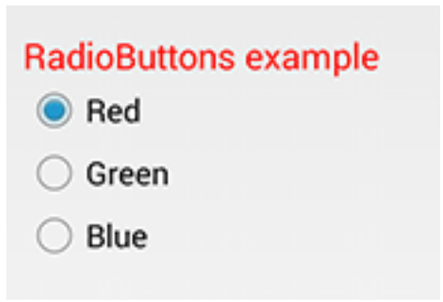


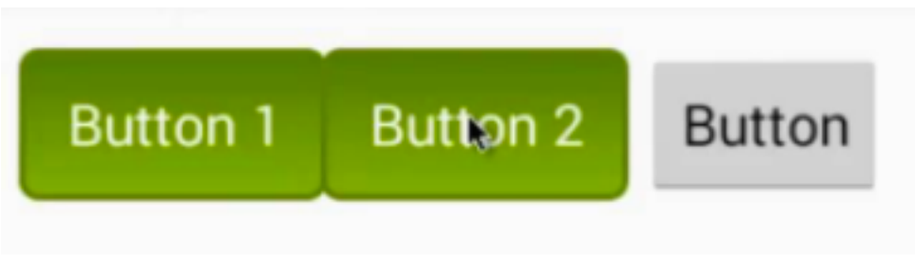
View Structure

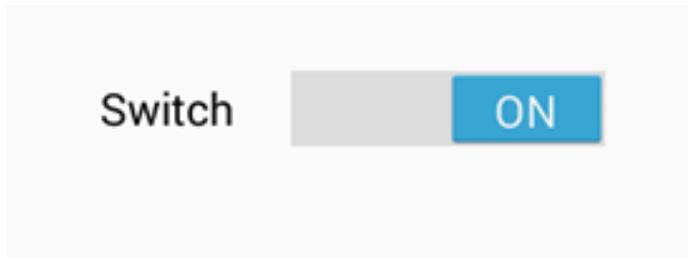


View Example

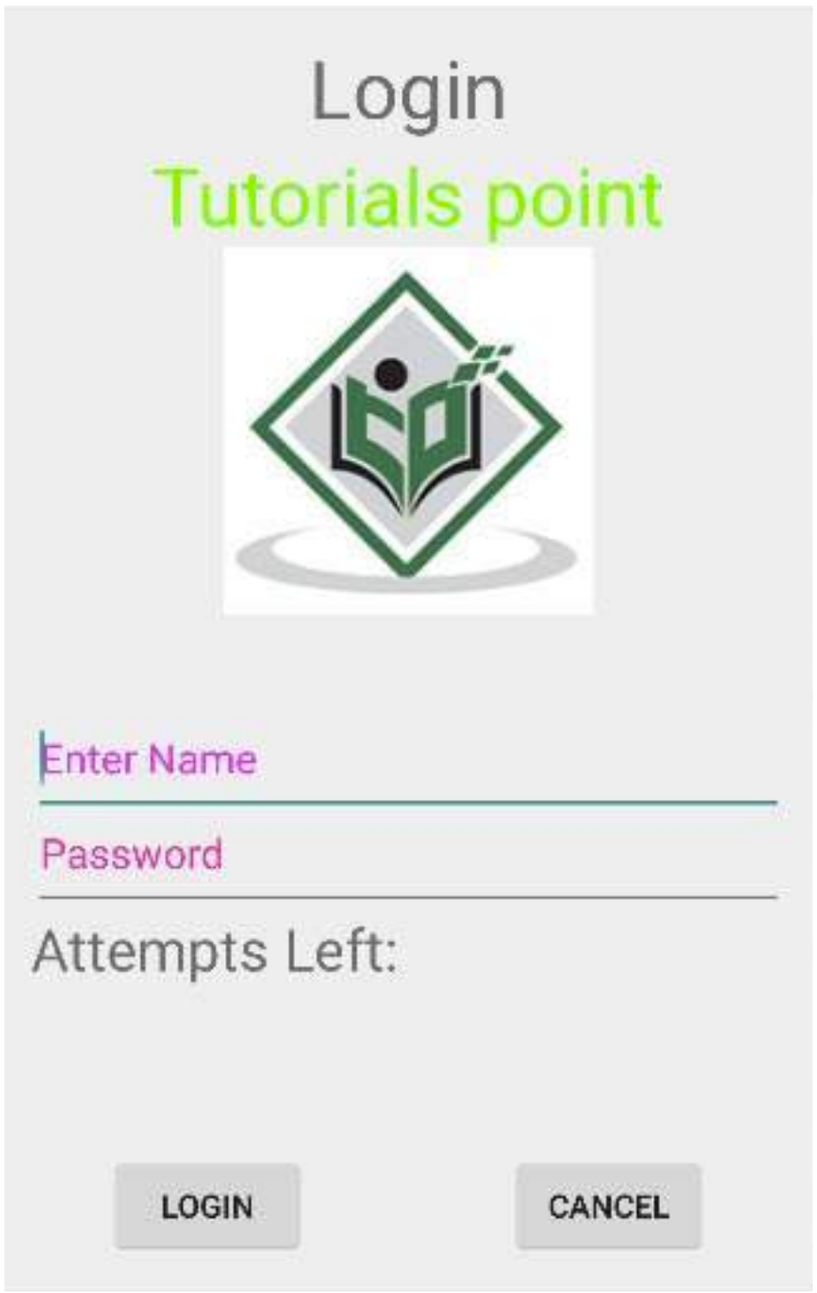
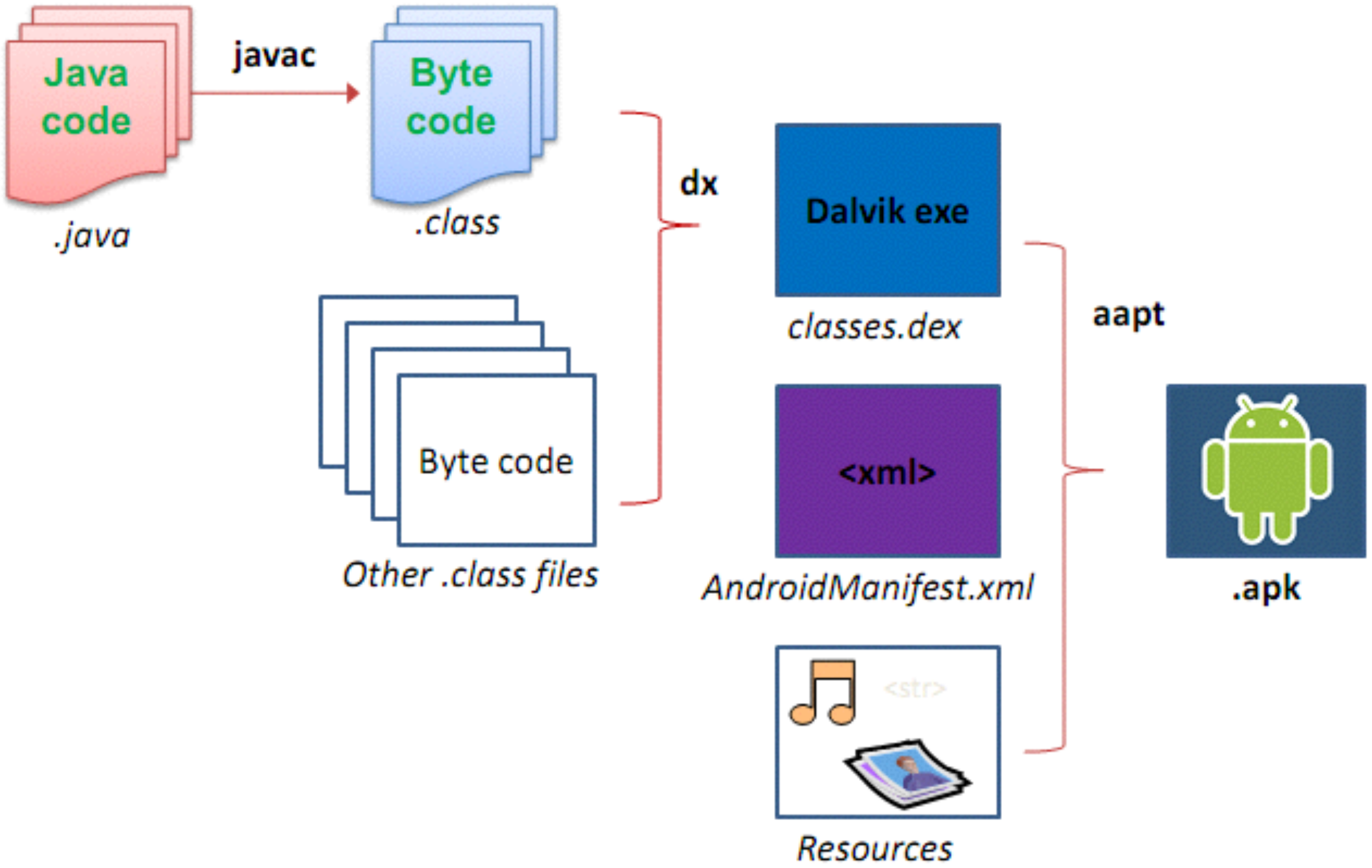








Layout Example



Apk Structure