

# Building your first app with Kodular

Welcome to Kodular!

In this tutorial, you will learn to create your first app with Kodular.

If you have any queries or doubts, feel free reach out to us on the [community](#).

## The first steps


1. Navigate to [Kodular Creator](#). You will be presented with a *Login* screen. Login to continue.
2. Then after that you will be taken to the *Projects* screen. A *Project* is nothing but an app.
3. Click on **+ New Project** button to create a **Project**.
4. You can enter any name you want. In this tutorial, we will name the app **HelloKodular**.  
Click **Next**. The *project* will be created and you will be taken to the *Designer* page of your project.
5. For testing your app while developing, please see [Live Development](#).

### Tip

At this point, we recommend going through the [Understanding Kodular](#) page to get an overview of developing apps in Kodular.

## The User Interface of Kodular Creator

First, let us walk thorough the Designer UI of Kodular Creator.



The above shown screen is called **Designer**.

From this page, you can add/delete **Components** and modify their properties.

1. On the left side of your page, numbered **1** is the **Components Palette** or simply **Palette**. This consists of various components grouped under different categories.  
When you need to add a component, you can click on the component on the **Palette**, hold it and drag it onto the **Viewer** area of the **Designer** page.
2. On the right side, you have the **Components Hierarchy** and the **Designer Properties Panel** (which is visible when you select a *component*).  
The **Components Hierarchy** shows the visible components added into the current **project**.  
The **Designer Properties Panel** will be visible when clicking on a component and displays the properties of that component.
3. In the middle is the **Viewer** which gives a mocked up view of the app as seen on a real device. To add a component to the **project**, drag the component from the **Palette** and drop it inside the **Viewer**.  
Below the **Viewer**, the **Non-visible Components Panel** is present, which shows all the **Non-Visible Components** added to the current **project**.
4. At the top of the page, various menus and options are present.

## Building the app

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Now that we are familiar with the interface, we can get to work and create a simple app, with a **Button** which shows the text "Hello World".

**Step 1** Find the **Button** component from the **Palette** under the **User Interface** category. Click on it, and drag it onto the **Viewer**, while keeping the mouse button clicked down. This is how you add a component to the project.

**Step 2** Now click on the *Button1* displayed on the *Components Hierarchy*. By default, this is how the components are named, you can rename them if needed. The *Properties Panel* for the Button should be visible now.

**Step 3** Now, find the **Text** property in that panel and change that to **Hello World!** .

If you have connected your companion and testing using it, then now the change should be reflected on the device.

**Step 4** Now, you can select **Export** menu from the top menubar to build your project into an APK, which can be installed in an Android device.

**Step 5** Once the APK is built, the APK will either be downloaded onto your computer, or the barcode to the link will be shown based on the option you chose.

You can transfer the APK onto the Android device and you can install your own app on the device!

✓ Yay!

That's it! You have successfully built your first app with *Kodular*.

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