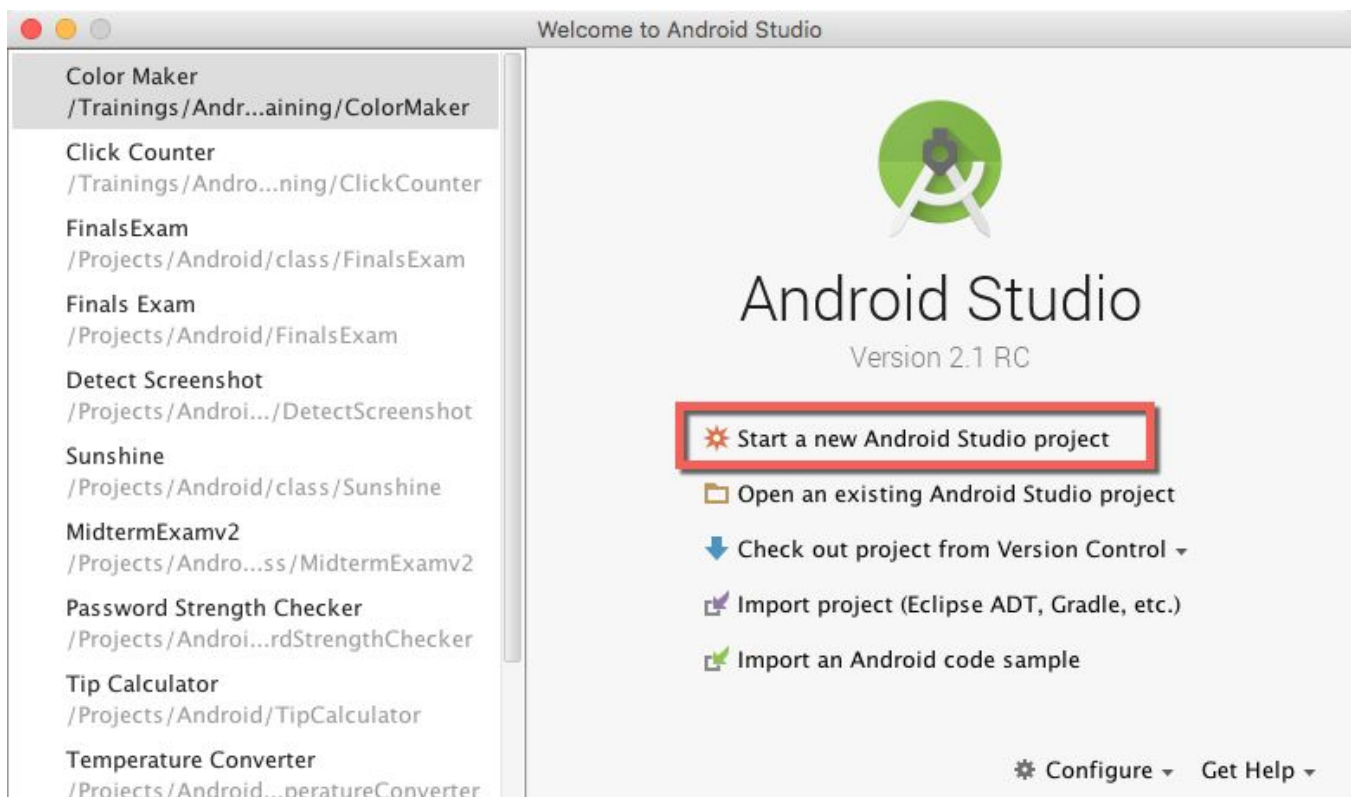


# Hello, World

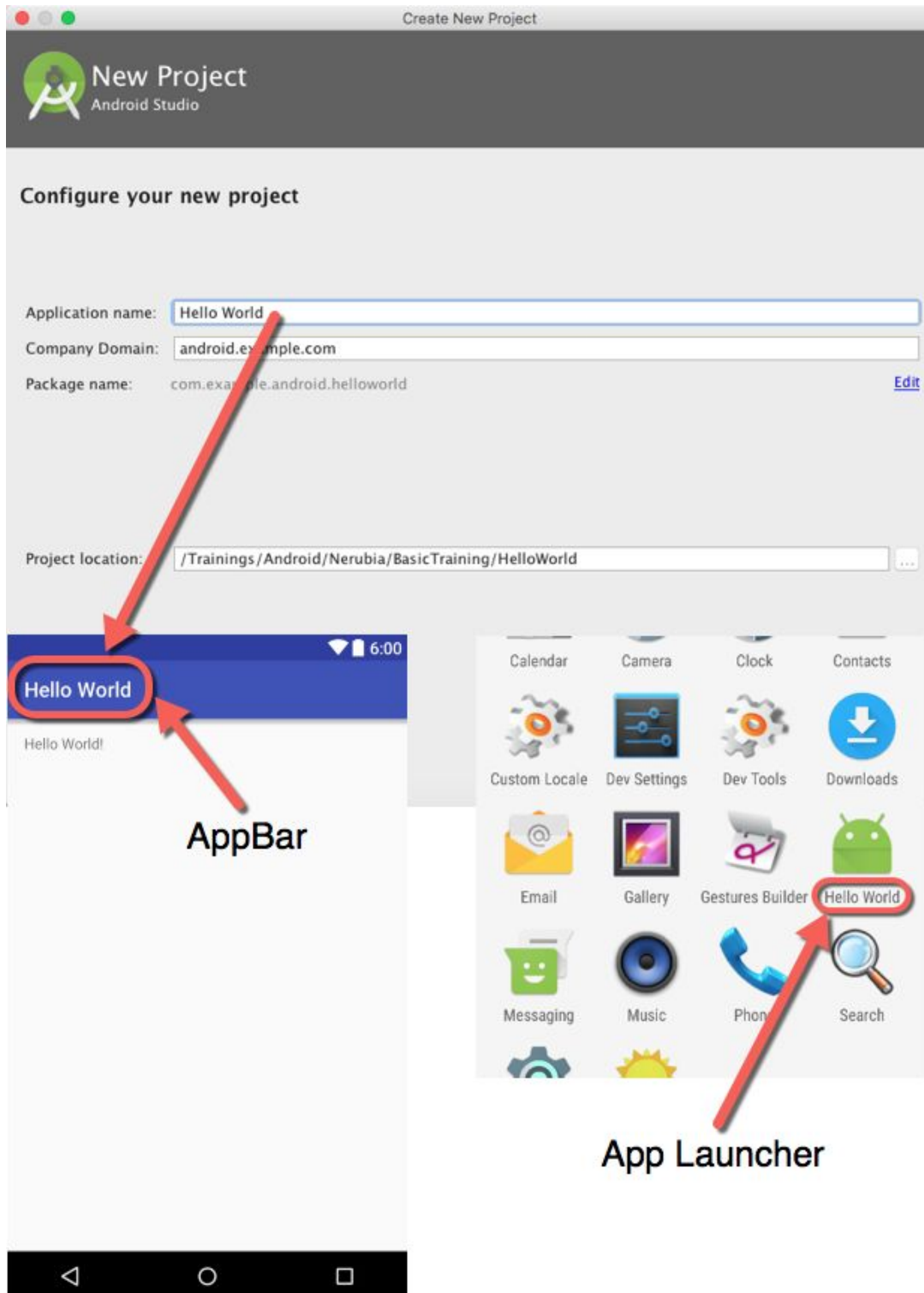
## 1) Welcome to Android Studio Screen

First, open Android Studio. You should see this window. Go ahead and click Start a new Android Studio project. An Android Studio Project typically means the code and files for one Android Application.

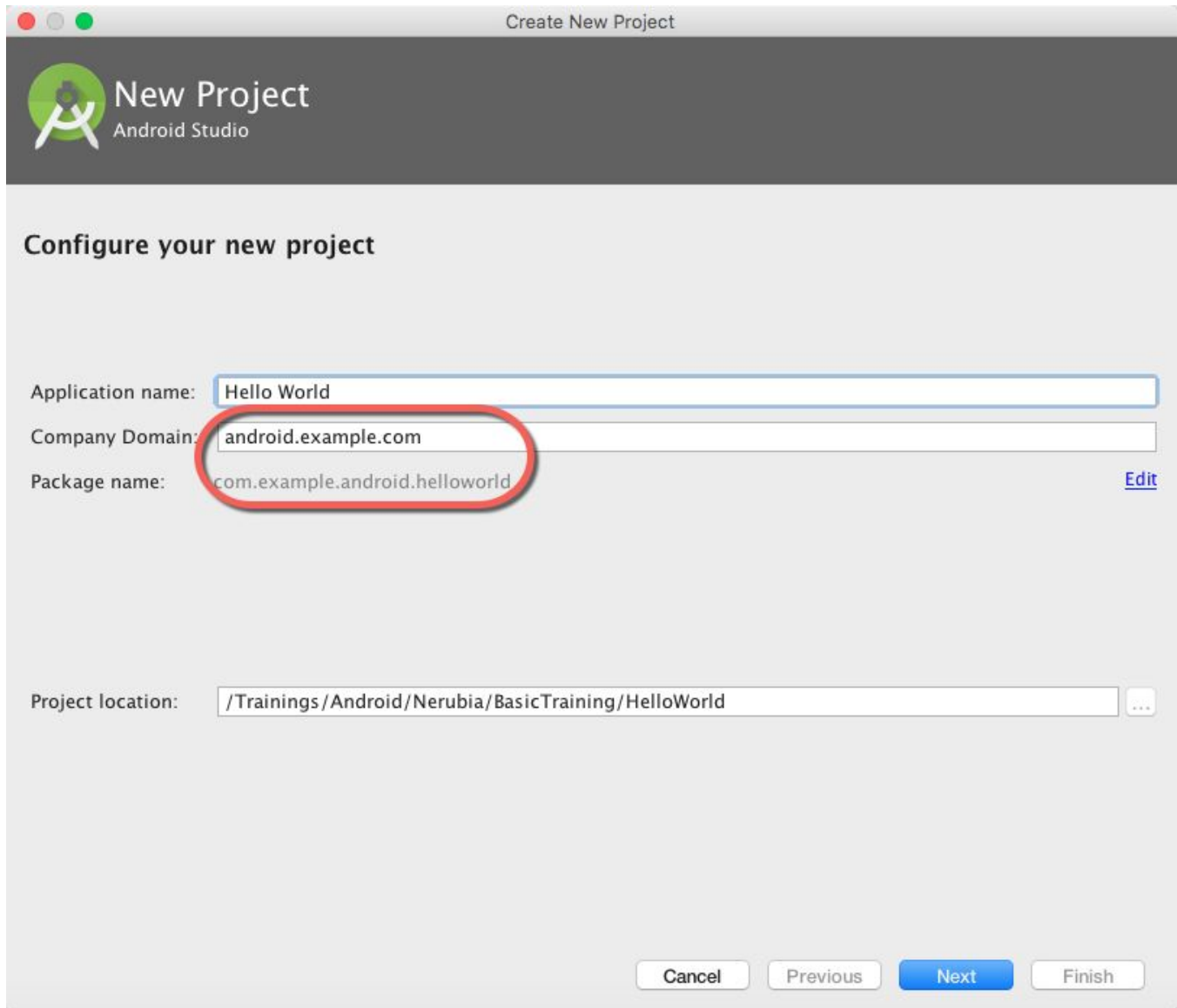


## 2) New Project Screen

Here we see a few options we get to choose.



**Application Name** is the name of the application we'll see in the App Bar at the top of our app, as well as shown in the All Apps screen on the device. Using the default is fine (examples were made with a Hello World app, but for our purposes the naming doesn't matter).



The screenshot shows the 'Create New Project' dialog in Android Studio. The dialog has a title bar with the text 'Create New Project'. Below the title bar is a header with the Android Studio logo and the text 'New Project Android Studio'. The main content area is titled 'Configure your new project'. It contains four input fields: 'Application name' with the value 'Hello World', 'Company Domain' with the value 'android.example.com', 'Package name' with the value 'com.example.android.helloworld', and 'Project location' with the value '/Trainings/Android/Nerubia/BasicTraining/HelloWorld'. The 'Company Domain' and 'Package name' fields are highlighted with red circles. There is an 'Edit' link next to the 'Package name' field. At the bottom of the dialog are four buttons: 'Cancel', 'Previous', 'Next' (highlighted in blue), and 'Finish'.

Next is **company domain**. Since we're practicing together right now, use the domain **android.example.com**, which should be what is automatically shown. If you look below, you'll see that it generates the package name `com.example.android.helloworld`, which is combination of the reverse of the domain and your app name.

### 3) Target Android Devices

Next you will see this screen:

Create New Project

## Target Android Devices

Select the form factors your app will run on

Different platforms may require separate SDKs

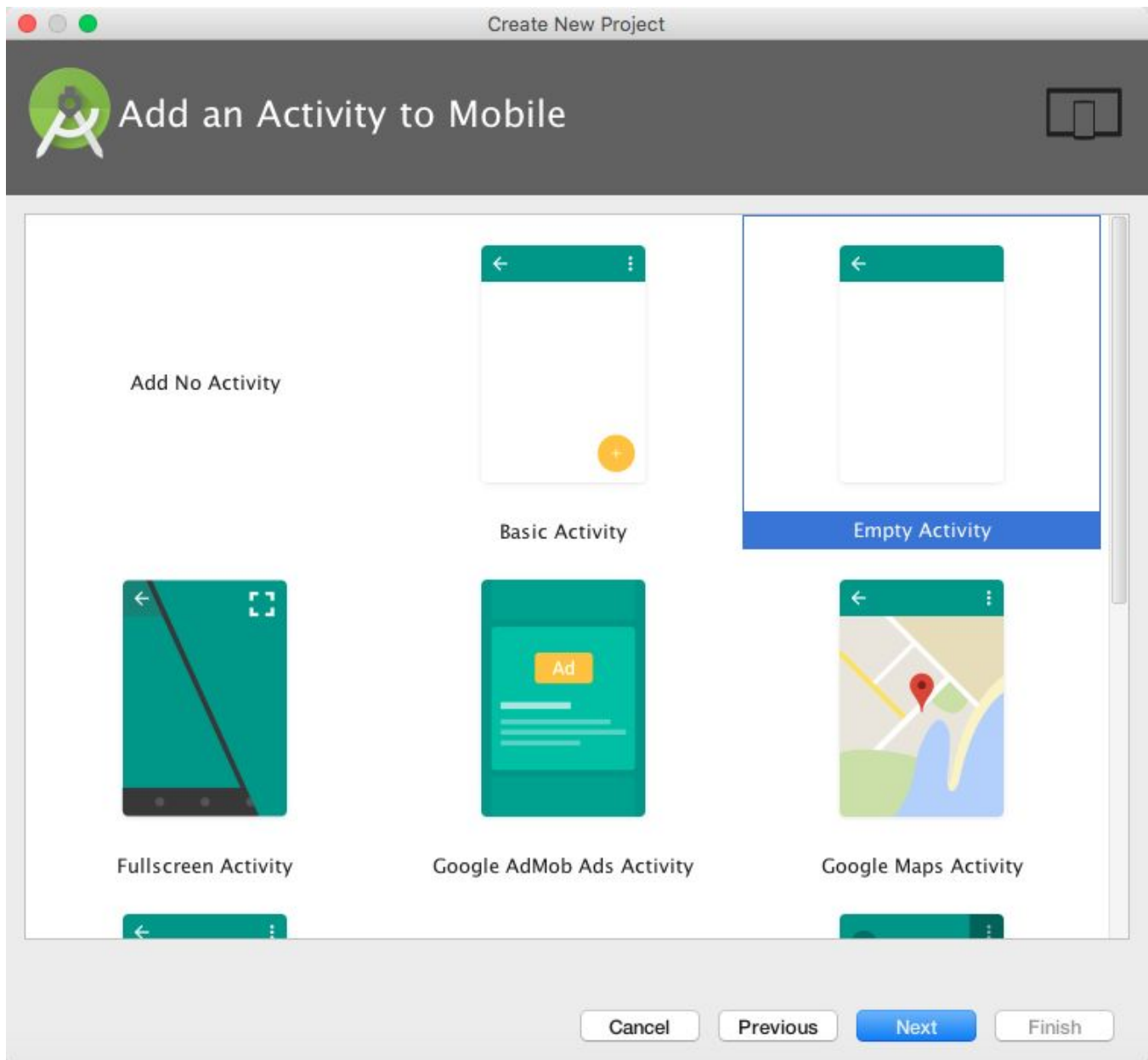
- ☒ Phone and Tablet
  - Minimum SDK: API 16: Android 4.1 (Jelly Bean)
  - Lower API levels target more devices, but have fewer features available.  
By targeting API 16 and later, your app will run on approximately **94.8%** of the devices that are active on the Google Play Store.  
[Help me choose](#)
- ☐ Wear
  - Minimum SDK: API 21: Android 5.0 (Lollipop)
- ☐ TV
  - Minimum SDK: API 21: Android 5.0 (Lollipop)
- ☐ Android Auto
- ☐ Glass
  - Minimum SDK: Glass Development Kit Preview (API 19)

Cancel Previous Next Finish

Only select **Phone and Tablet** since we're not making an app for TV or Wear. For **Minimum SDK** choose the deliciously named **API 16: Android 4.1 (Jelly Bean)**. If you're wondering about SDK naming, check out the [wikipedia article on Android Version History](#).

## 4) Add an activity to Mobile

Here we are given a bunch of starting applications we can choose from, depending on what we're trying to make. Go ahead and choose **Empty Activity**. It's the simplest one that still gives you some default files to start with.



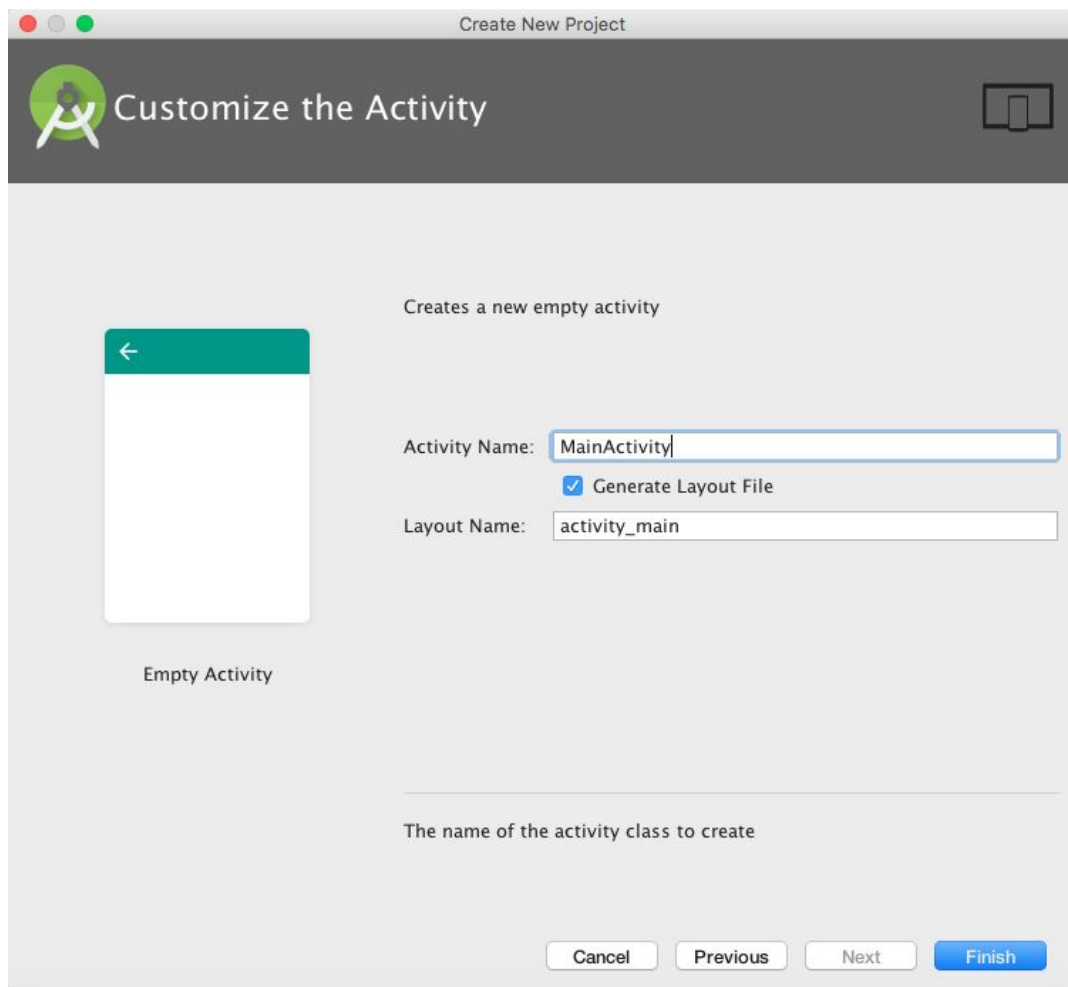
## 5) Choose option for your new file

Finally we have some names for different files that make up our app. As you'll soon see, an application is defined in picture files, sound files, xml files, java files and more; there are a lot of files that work together to make your application.

We'll talk about this all in the future. For now, take a look at the layout name. You've been working on XML layout files, so this is the name of the file we'll be editing, remember it.

**Use the defaults** which should be:

- Activity Name: **MainActivity**
- Layout Name: **activity\_main**



The screenshot shows the 'Customize the Activity' dialog box in Android Studio. The title bar says 'Create New Project'. The dialog has a dark header with the Android logo and the text 'Customize the Activity'. Below the header, there's a description: 'Creates a new empty activity'. On the left, there's a preview of an 'Empty Activity' with a green header bar and a white body. On the right, there are two text input fields: 'Activity Name' with the value 'MainActivity' and 'Layout Name' with the value 'activity\_main'. Between these fields is a checkbox labeled 'Generate Layout File' which is checked. At the bottom, there's a section titled 'The name of the activity class to create' which is currently empty. At the very bottom, there are four buttons: 'Cancel', 'Previous', 'Next', and 'Finish'.

Depending on your computer speed it might take a minute to set up your project. Go ahead and get some tea or do a stretch.

## Running into Errors?

Don't panic! Lots of students have had issues with downloading Android Studio so you are not alone.

To help you can try:

- Checking out this [Troubleshooting Document](#).
- Copy your exact error and google it. 9 times out of 10, someone has run into the same problem and posted a solution about it. You can try adding "Android Studio" to the search if just searching for the error doesn't get Android Studio specific help.