Getting Started:

Hello fellow developer. I’m glad you’re developing this now because this fitness app was a pain to development using Android Studio. You too will feel the pain because you will only need Android Studio and Google Sheets to maintain/expand the app.

To get the core software running, install Android Studio from Google’s website. Once installed, download or clone a copy of the project using Github, Gitkraken or your favorite Git GUI. Import the project into your Android Studio using the “import the file as a Gradle, Eclipse IDE” option. You should not import the project as an Android Studio project because We will not have included a build file (compiled code by your computer that tells Android Studio how to treat your app).

If you need to include a systemwide Android Studio SDK, specify Android SDK 26 or 27. If it doesn’t ask, you can specify the SDK version by clicking an icon with a blue downwards arrow in the top right of the Android Studio window.

Once imported, the project should show up on the left side of your screen in Android Studio. Under the Project Tab, there should be a tab called “app” and “Gradle Scripts”.

**Overview of the File Structure:**

**Gradle Scripts:** This contains all the files that ensures system-wide compatibility. Specifically, this folder contains all back-end files that ensures a phone or Android Studio can run your project.

**Essential Subfolders for Gradle**

**build.gradle (Module:App):** This contains all the files that specify external requirements to run your app. This includes specific android version softwares needed to run and external

\*Do not mess with other files unless absolutely sure. Any improper modifications will break your project

**App:** In general, this will contain all of the files that contain your Java/Kotlin classes, layout design of the app and the resources (e.g images) to be referenced by your app

To be extended….

**Overview of the App**

Each app upon launching will initialize and launch a class (which are called Activities in android development).

Generally you will see elements of this project structure across each class:

**…extends AppCompatActivity**

This is a base class that in general can be called for inheritance

onCreate

This initializes the current page by taking the current state of the app as an argument and by setting a layout

setContentView(R.layout.activity\_main);

The actual layout file is “activity\_main” which is the name of the xml file located in the file res > layout > activity\_main.

The activity that will start first upon the app’s launch is “Main Activity”.