CS-360 Mobile Architect & Programming

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3-2 Assignment: Android Studio Introduction

A screenshot of a cell phone

Description automatically generated

Figure 1: Screenshot of 3-2 Assignment running in Android Studio

**Challenges**

While working, the most difficult task I had was trying to determine the best padding for each object. In my personal work, I’ve been working with HTML and CSS, and I’ve dealt a lot with padding of items; this assignment was no different.

I have had a lot of fun using Android Studio! It is a very smart and easy-to-use development editor. I’ve used many text editors and I’ve got a few favorites, but this is a nice editor. There are features like *generate* that are helpful while developing. I am interested in continuing to work in Android Studio after this class, I plan on developing mobile apps for both Android and iOS, so this is an incredible introduction to that development process! I appreciate the use of Java, for the assignments so far.

For the assignment, I do believe I achieved what was asked. I was partially confused when it came to the Label of the Plain Text and TextView. Again, I believe I achieved what was needed, but I could be incorrect.

* Name the button’s text as "Say Hello".
* Remove all text from the TextView.
* Label the ID of the button as “buttonSayHello”.
* Label the Plain Text as “nameText”.
* Label the TextView as “textGreeting”.