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UNIVERSITY INSTITUTE OF ENGINEERING

Department of Computer Science & Engineering

Subject Name: Mobile Application Development

Subject Code: 20CSP_356

Submitted to:

Natasha Sharma
(e13355)

Submitted by:

Name: Sujit Kumar Sahoo
UID: 20BCS9626
Section: 20BCS-DM-608
Group: A

INDEX

Ex. No	List of Experiments	Conduct (MM: 12)	Viva (MM: 10)	Record (MM: 8)	Total (MM: 30)	Remarks/Signature
1.1	Installation and configuration of Android Studio.					
1.2	Create a “Hello World” Application.					
1.3	Create an Android-based application using widgets.					
2.1	Create an application that takes the name from a text box and shows hello message along with the name entered in text box, when the user clicks the OK button.					
2.2	Create an Android App using various controls such.					
2.3	Create an Android-based application and use intent					
2.4	Create an Android application using Fragments.					
3.1	Implement building blocks for Android Application					
3.2	Design the Android application using menus and act.					
3.3	Create an Android application for user registration.					

Experiment 1.1

Student Name: Sujit Kumar Sahoo

Branch: BE CSE

Semester: 6th

Date of Performance: 18.02.2023

Subject Name: Mobile Application Development

UID: 20BCS9626

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Aim:

Installation and Configuration of Android Studio.

Objective:

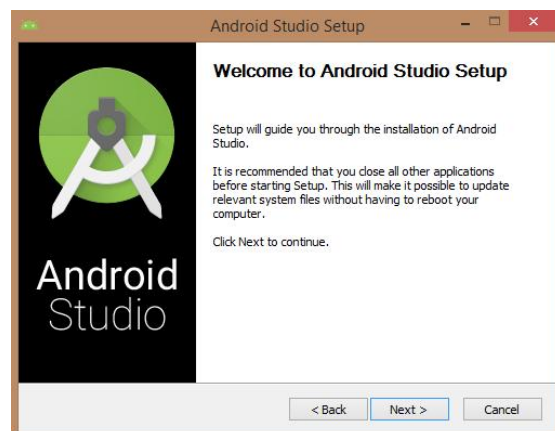
1. To study about system requirements to install and setup Android Studio.
2. To understand how to run applications on Android Studio.

System Requirements:

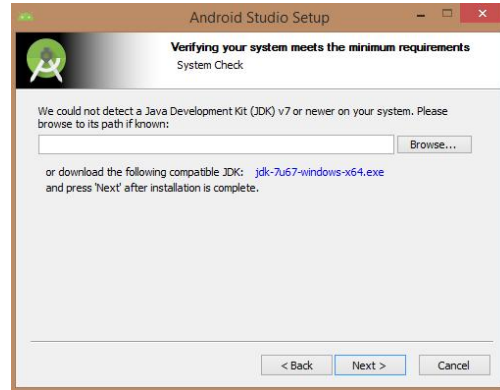
1. Java JDK5 or later version.
2. Java Runtime Environment (JRE) 6.
3. Android Studio.

Setup Android Studio:

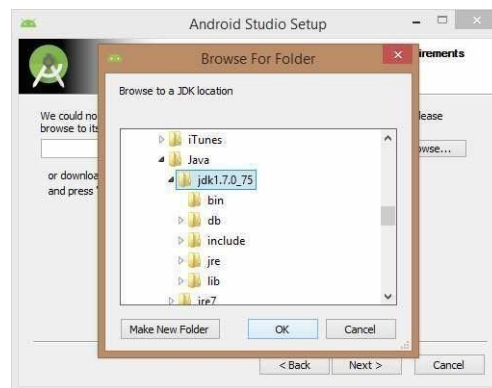
1. Download android-studio-bundle-143.3101438-windows.exe.
2. Install Java JDK.
3. Launch Android Studio.



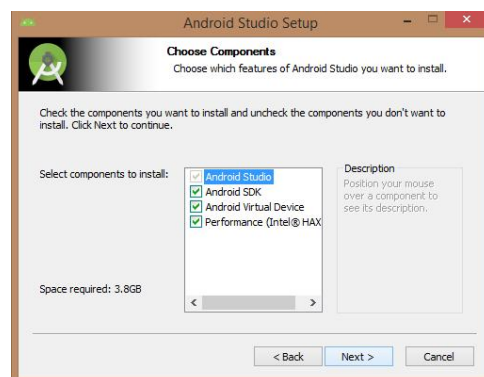
4. Mention JDK7 path or later version in androidstudio installer.



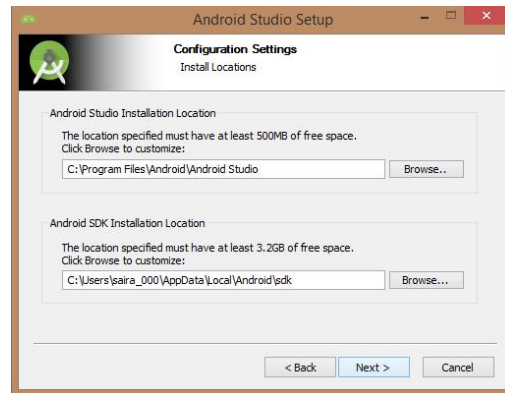
5. Initiating JDK to android SDK.



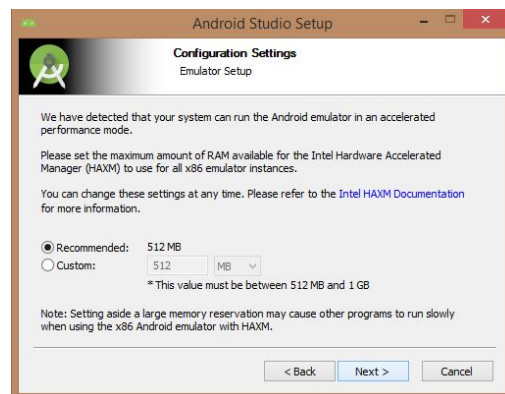
6. Check the components which are required to create the applications.



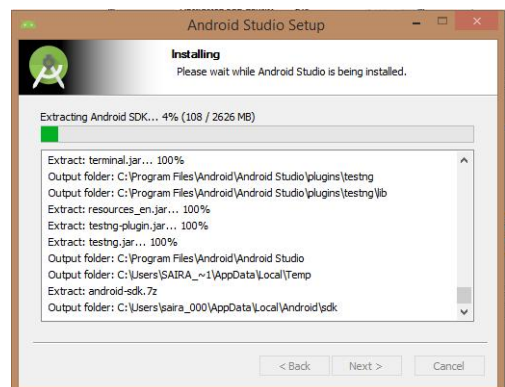
7. Specify the location of local machine path for Android studio and Android SDK.



8. Specify the ram space for Android emulator by default it would take 512MB of local machine RAM.



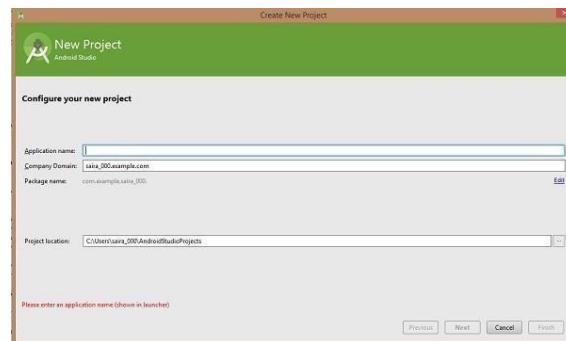
9. At final stage, it would extract SDK packages into our local machine, it would take a while time to finish the task and would take 2626MB of Hard disk space.



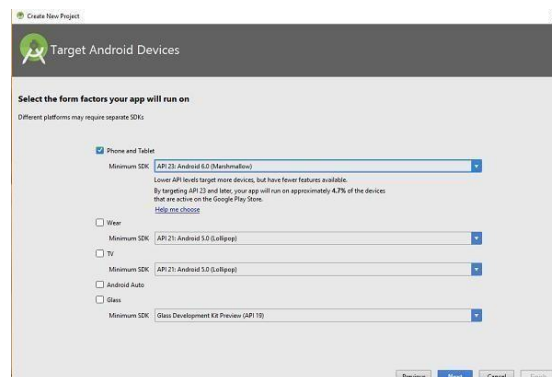
10. After done all the steps Android Studio will be opened.



11. Start your application development by calling start a new android studio project. in a new installation frame should ask Application name, package information and location of the project.



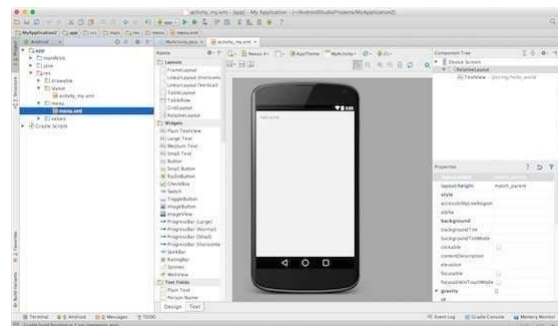
12. After entered application name, it going to be called select the form factors your application runson, here need to specify Minimum SDK, API23: Android 6.0(Mashmallow)



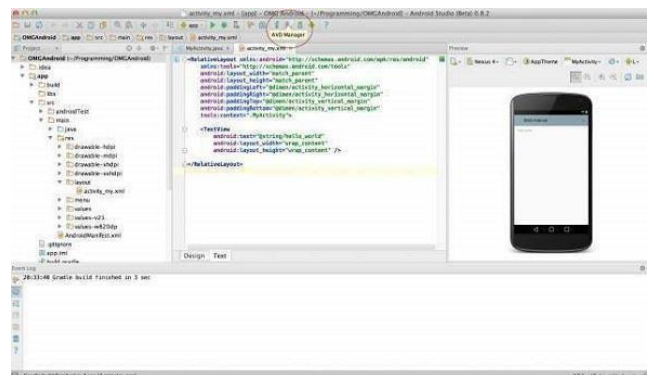
13. The next level of installation should contain selecting the activity to mobile, it specifies the default layout for Applications.



14. At the final stage it going to be open development tool to write the application code.

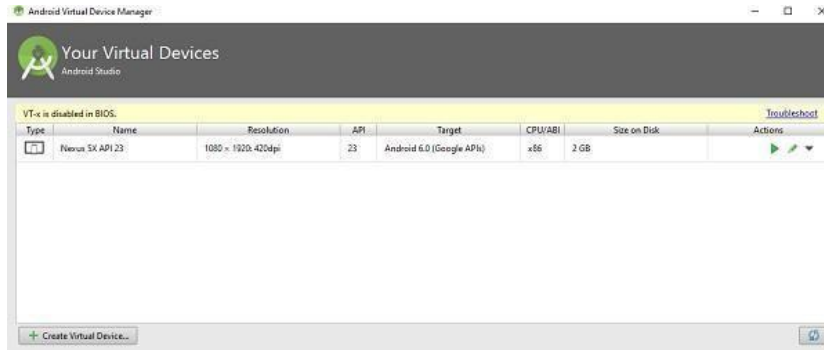


15. Create Android Virtual Device. To test your Android applications, you will need a virtual Android device. So before we start writing our code, let us create an Android virtual device. Launch Android AVD Manager ClickingAVD_Manager icon.



16. After Click on a virtual device icon, it going to be shown by default virtual devices which are present on your SDK, or else need to create a virtual

device by clicking Create new Virtual device button.



If your AVD is created successfully it means your environment is ready for Android application development.