Experiment Title- 1.2

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1. **Aim:** To design an android application to display Hello World

2. **Objective:**
   Android Studio is the official IDE (Integrated Development Environment) for Android app development and it is based on JetBrains' IntelliJ IDEA software

3. **System Requirements:**

   - Microsoft Windows 7/8/10(32 Bit or 64bit)
   - 4GB RAM minimum, 8GB RAM recommended(plus 1GB for the Android Emulator)
   - 2GB of available disk space minimum, 4GB recommended(500MB for IDE plus 1.5GB for Android SDK and emulator system image)
   - 1280 x 800 minimum screen resolution

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CODE:

Mainactivity.java

```java
package com.example.helloworldapplication;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;public class

MainActivity extends AppCompatActivity {

@Override

protected void onCreate(Bundle savedInstanceState)

{

        super.onCreate(savedInstanceState); setContentView(R.layout.activity_main);

}

}
```

The Layout File

```xml
<RelativeLayoutxmlns:android="http://schemas.android.com/apk/res/android"
xmlns:tools="http://schemas.android.com/tools" android:layout_width="match_parent"
android:layout_height="match_parent" >


<TextViewandroid:layout_width="wrap_content" android:layout_height="wrap_content"
android:layout_centerHorizontal="true" android:layout_centerVertical="true"
android:padding="@dimen/padding_medium" android:text="@string/hello_world" tools:context=".MainActivity" />
```

4. Steps to Install Android Studio:

I. The first step is to use Android Studio to construct a straightforward Android application. The screen that appears when you click the Android Studio icon is seen below.
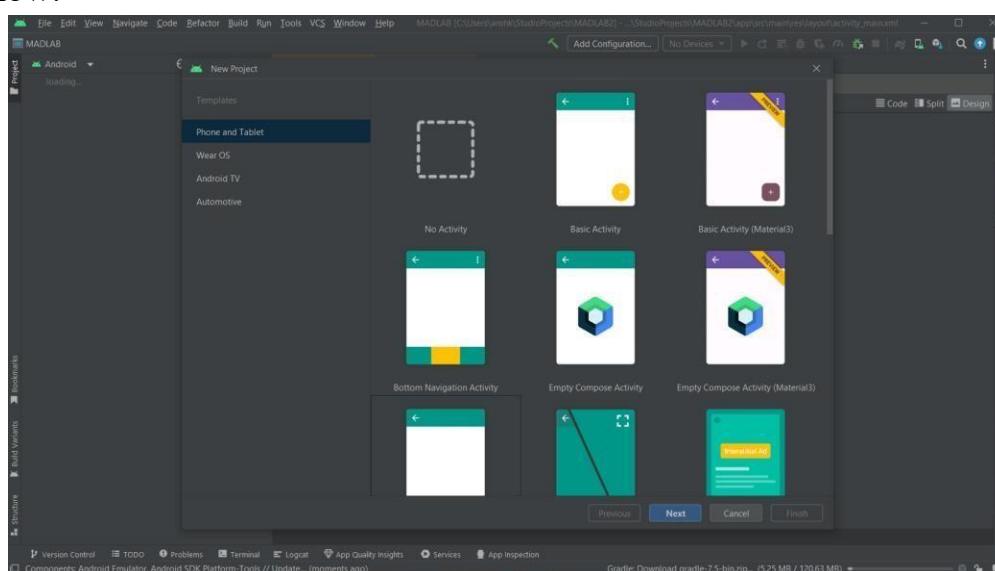

Figure 1

Start a new Android Studio project to begin developing your application. The name of the application, package details, and project location should be requested in a new installation frame:
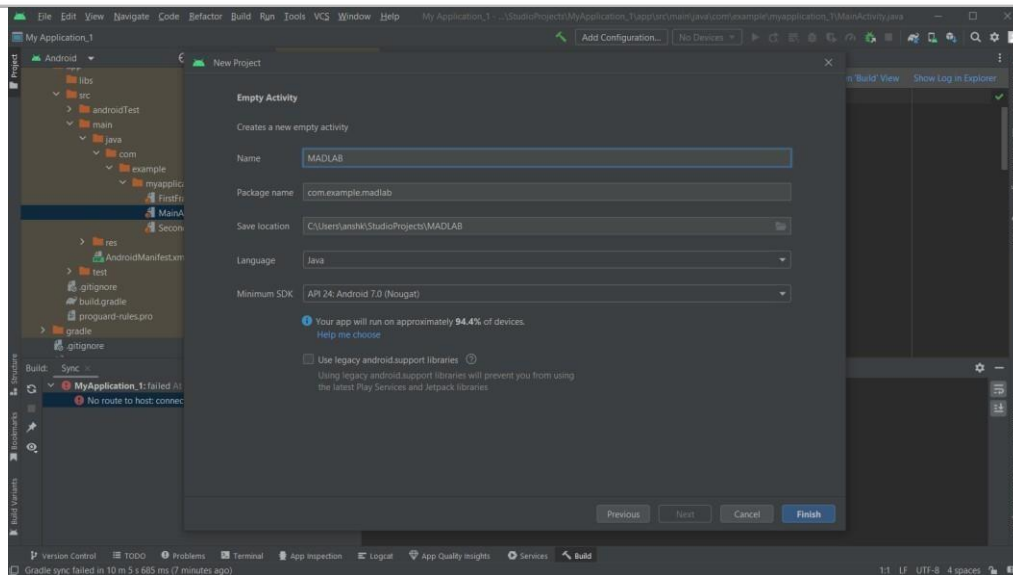
Figure 2

the Hello World Project Details configuration By configuring the project's name, location, and API version, we'll complete its creation.
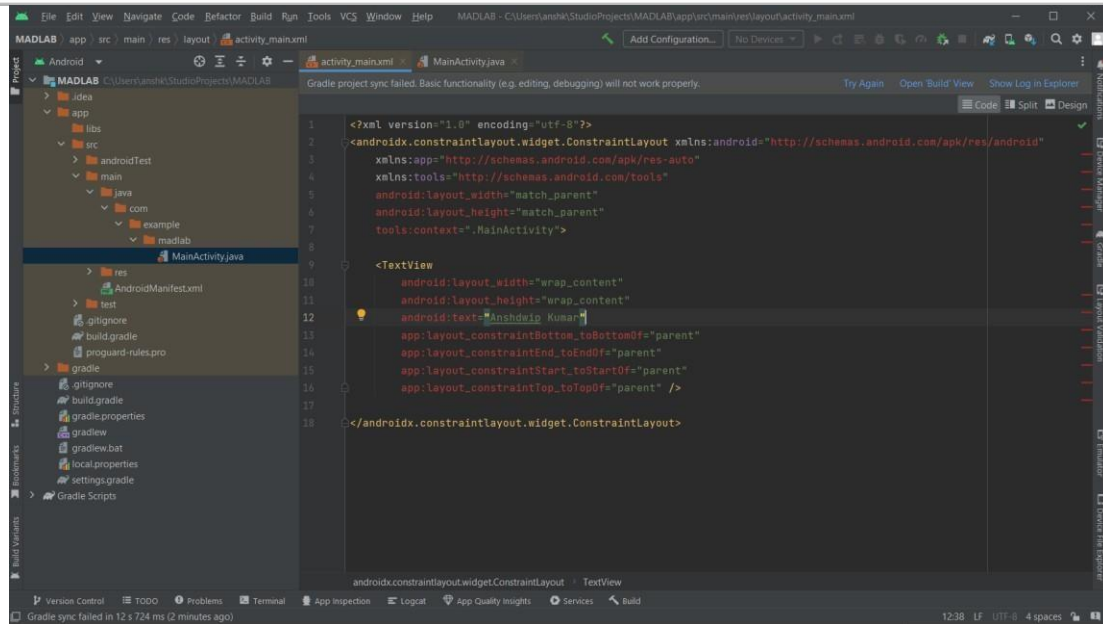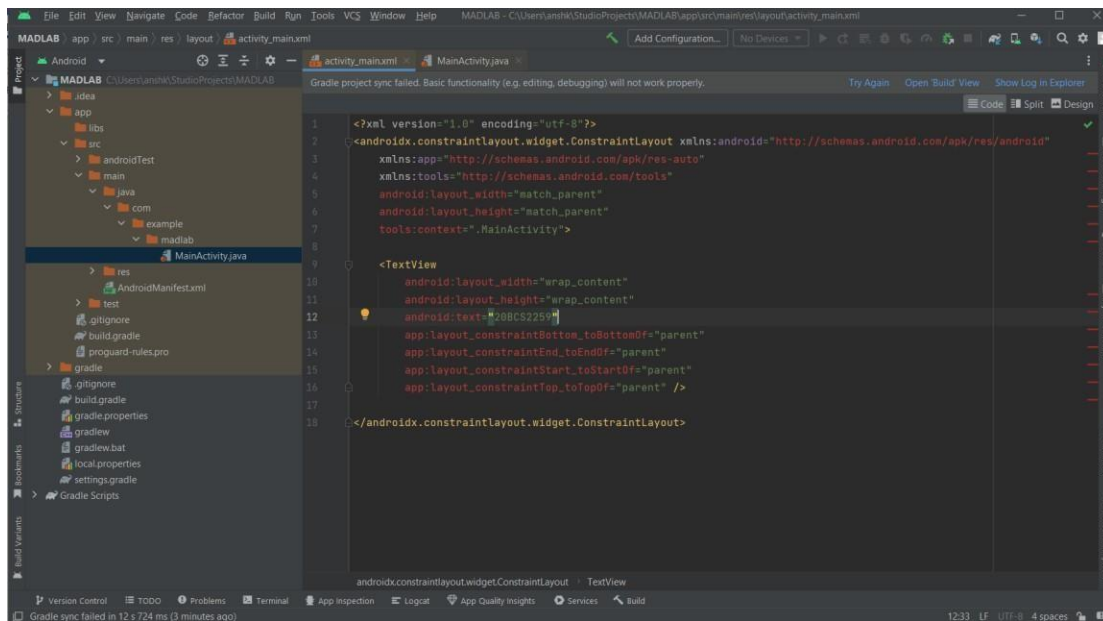
Figure 3

Figure 4

We go in the design option and check the text written in the codes which will be displayedfurther.
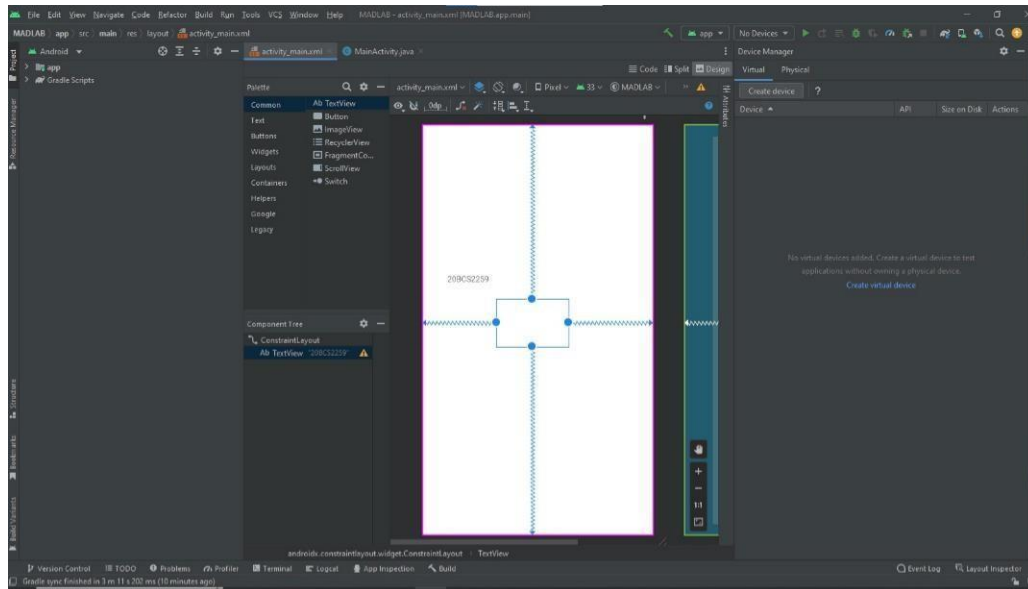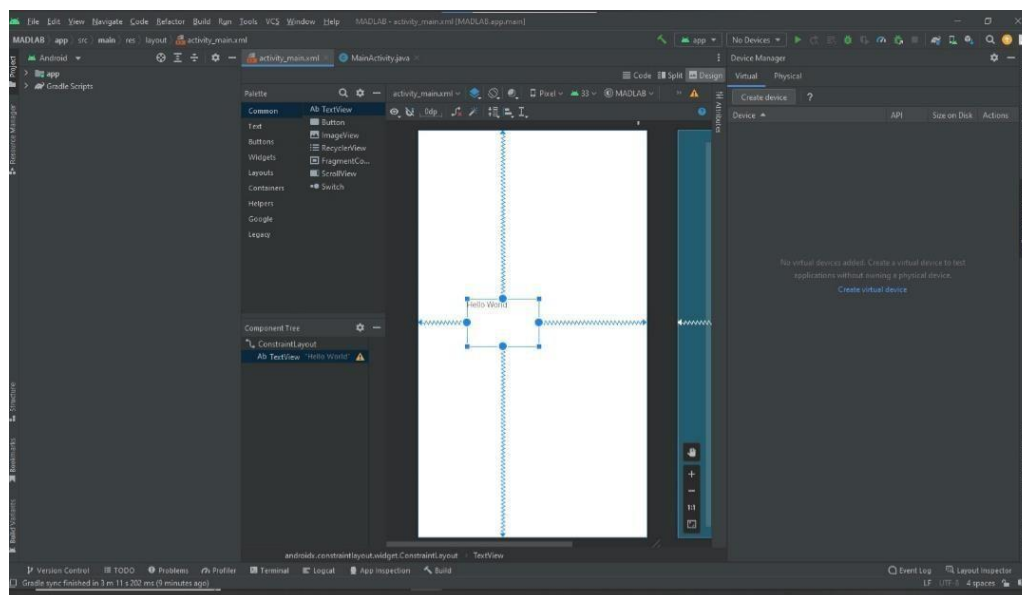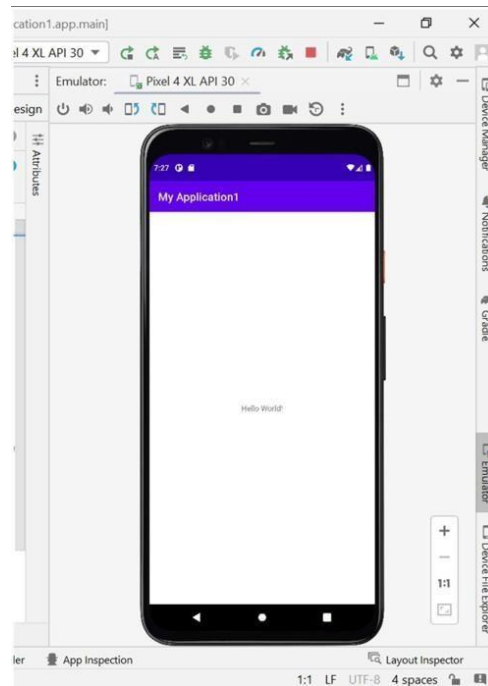

Figure 5

Figure 6

Figure 7

5. Learning outcomes (What I have learnt):

1) I learnt how to write and display text on my android phone.