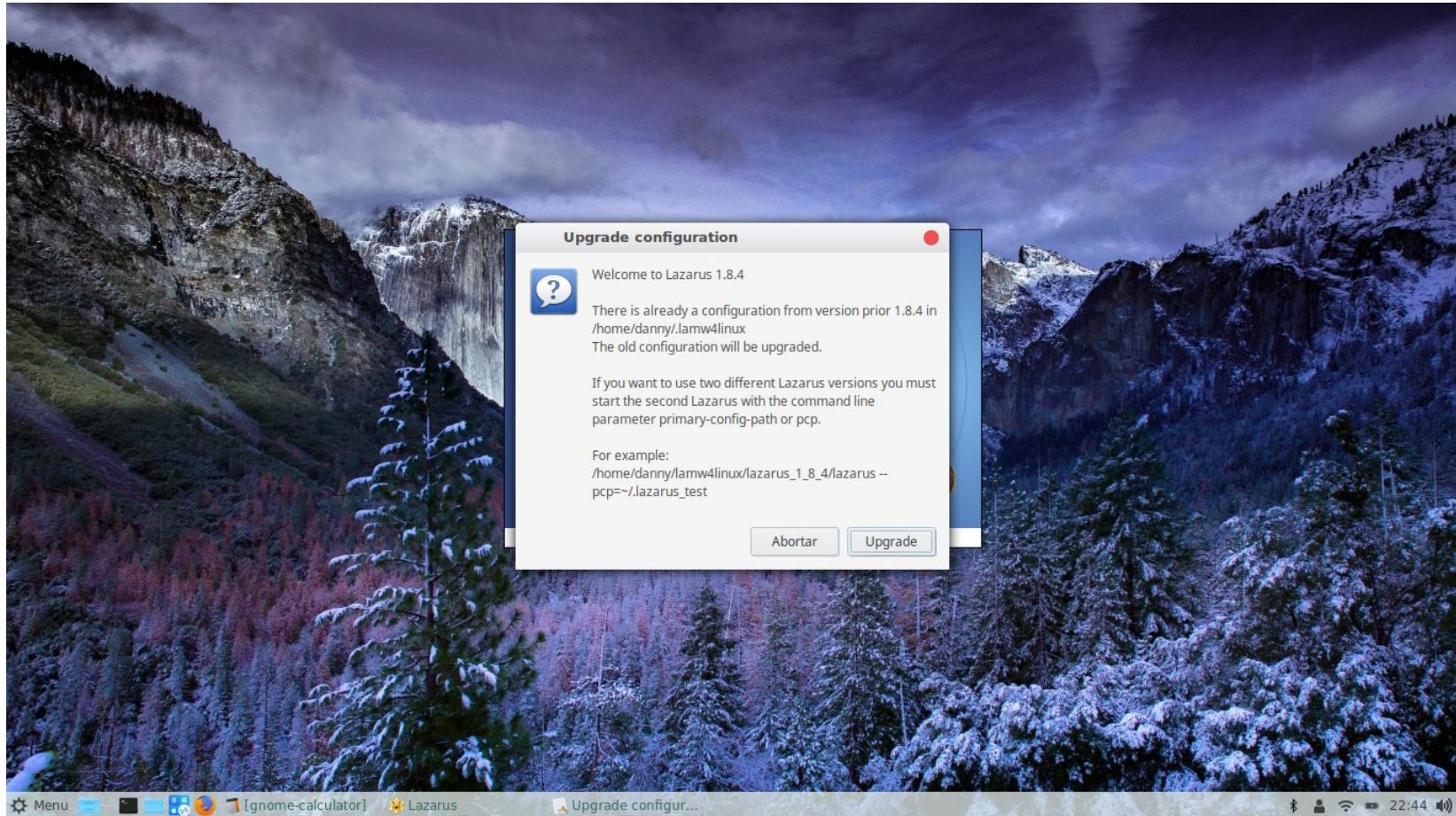


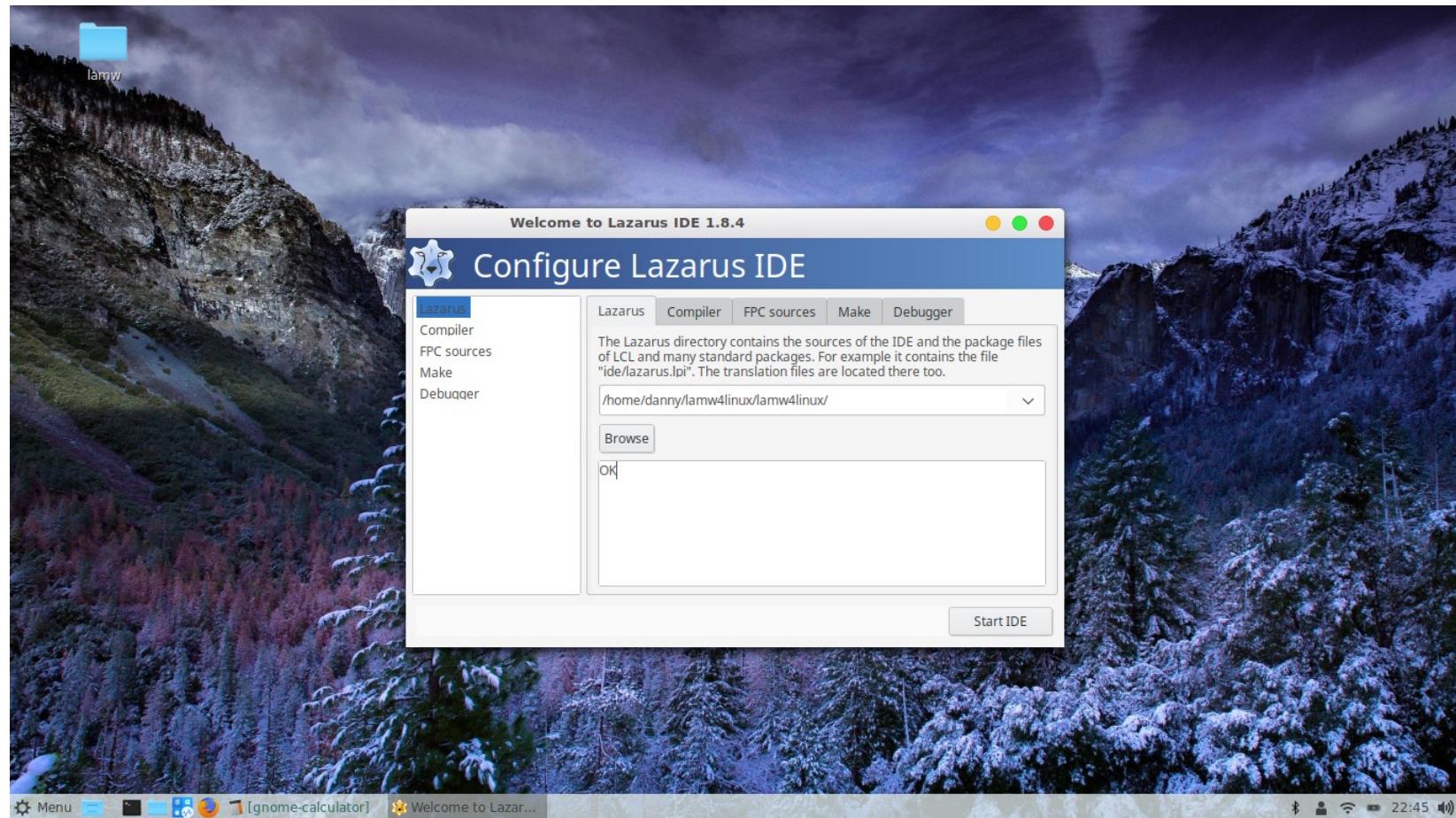
# Welcome to LAMW

- LAMW: Lazarus Android Module Wizard:
- You are now an android developer!
- See how easy it is to create an Android application with LAMW!

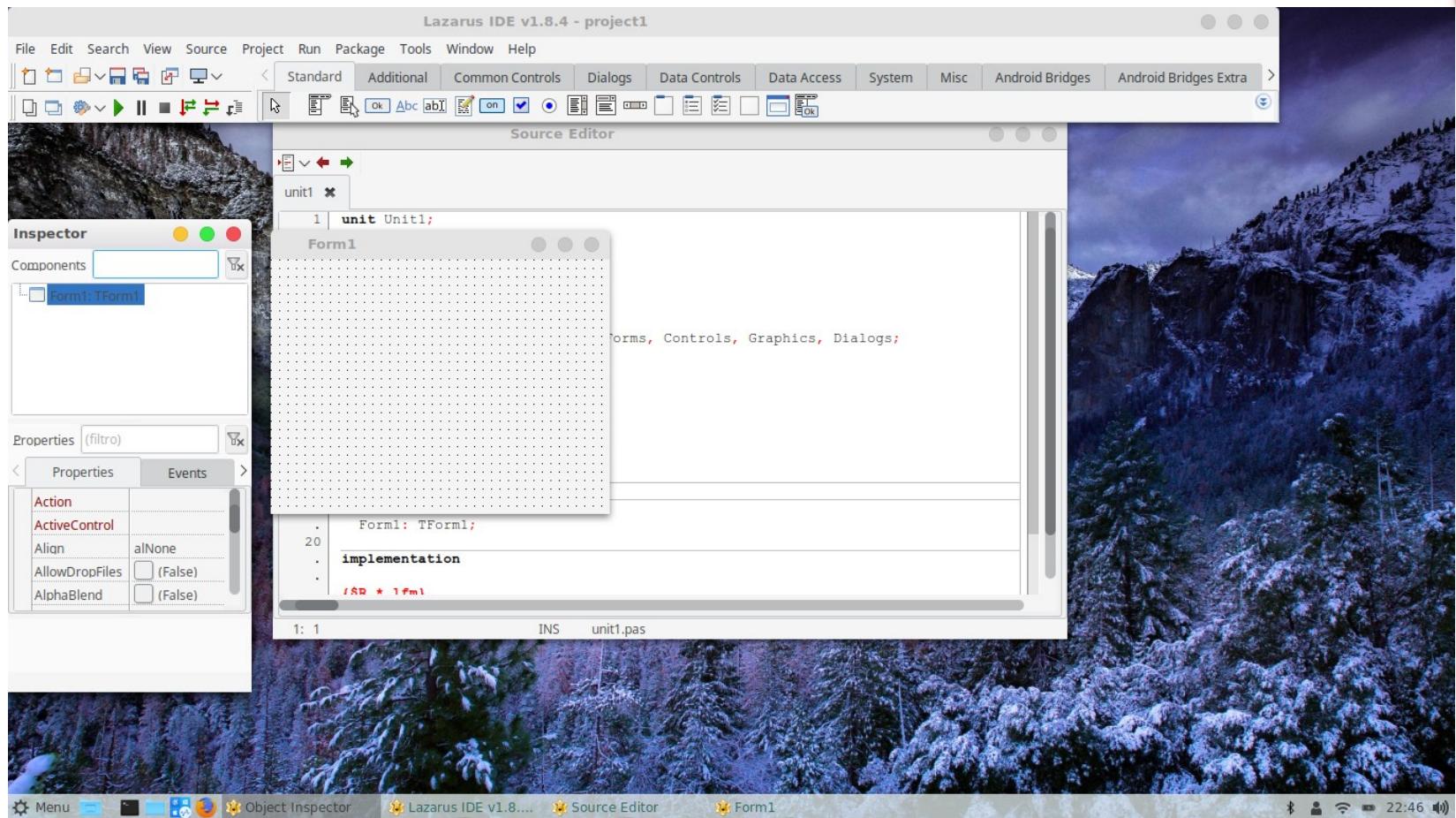
# First boot of Lazarus IDE



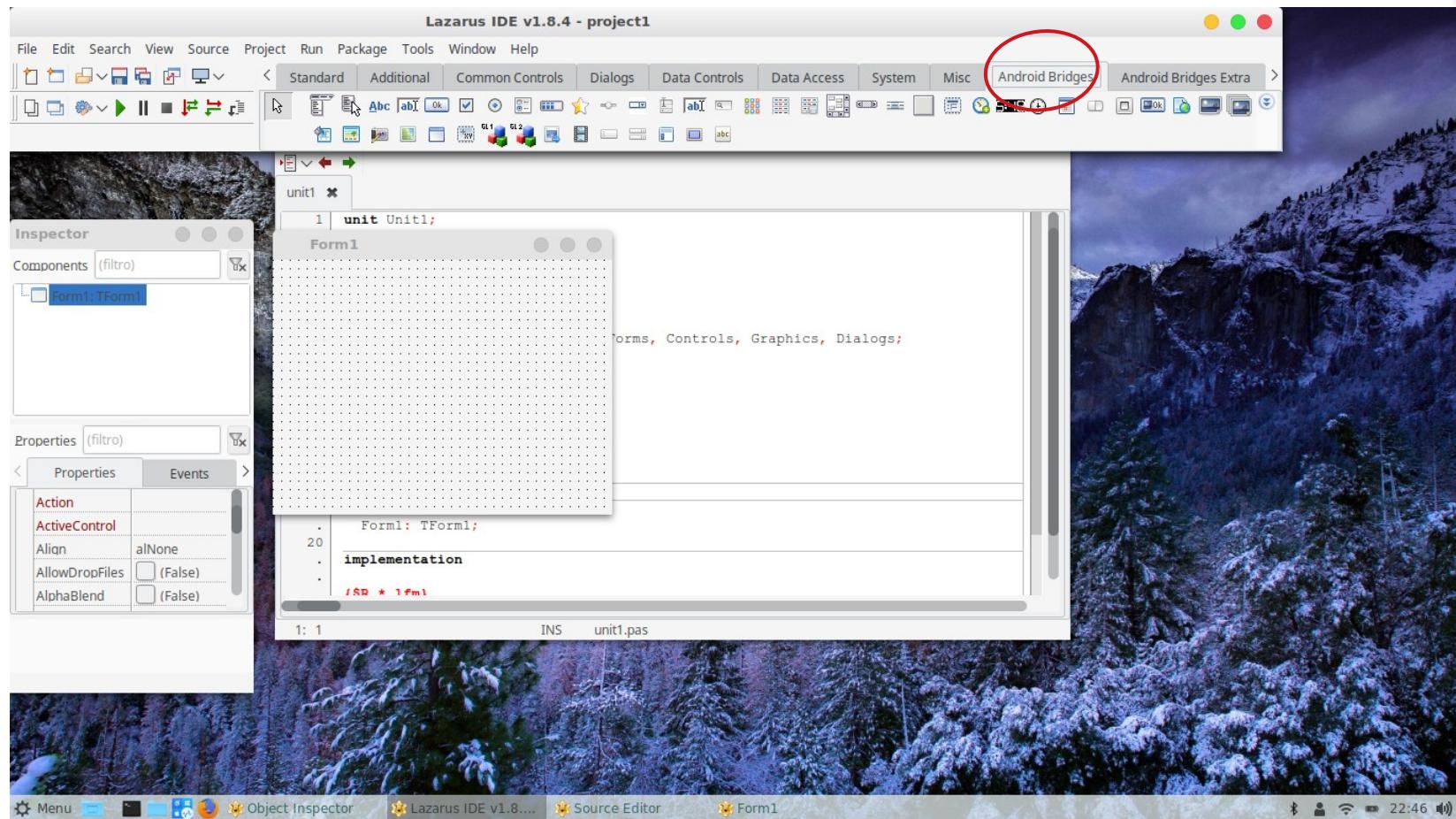
# Check options and click Start IDE



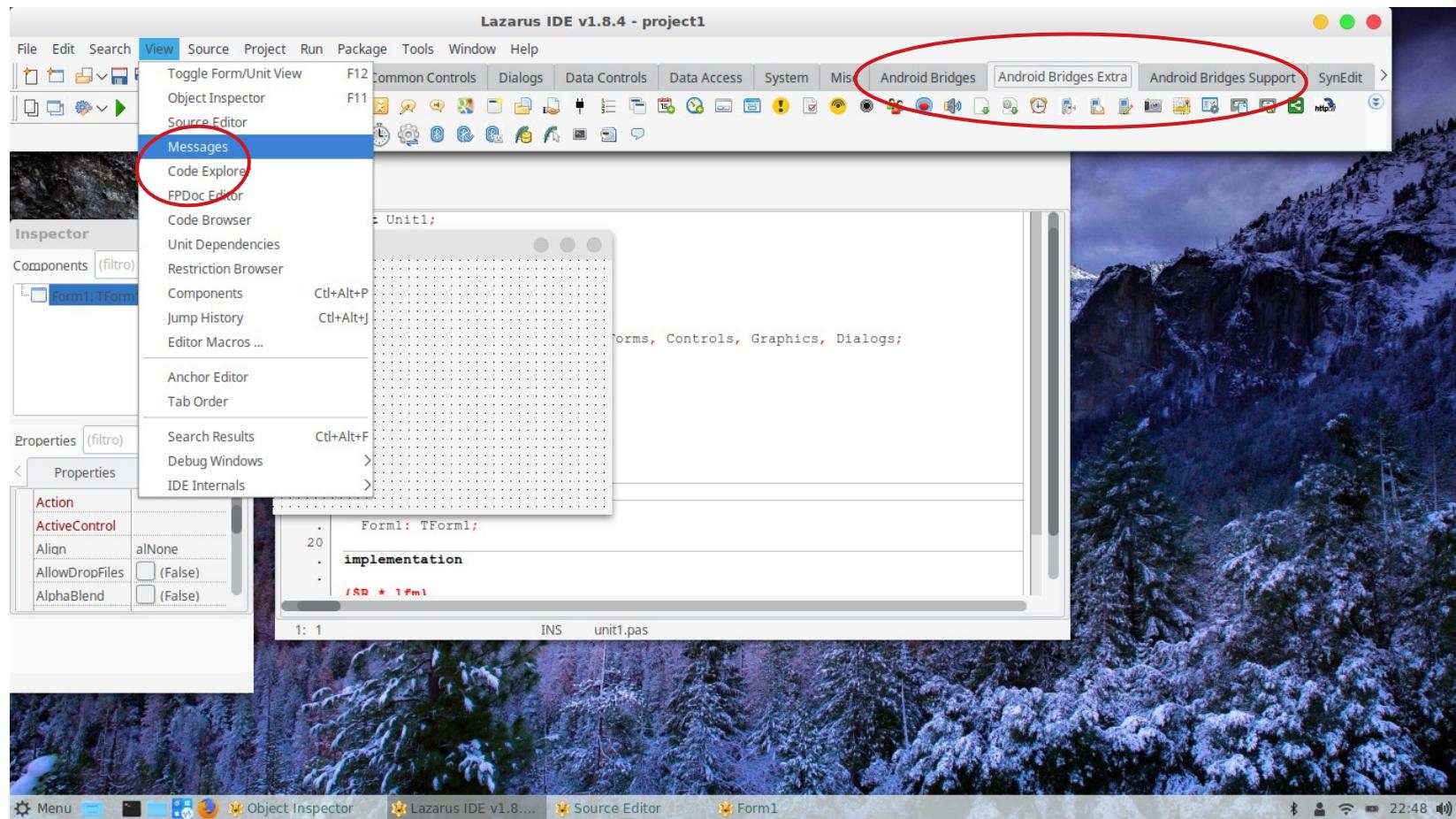
# Default lazarus design window



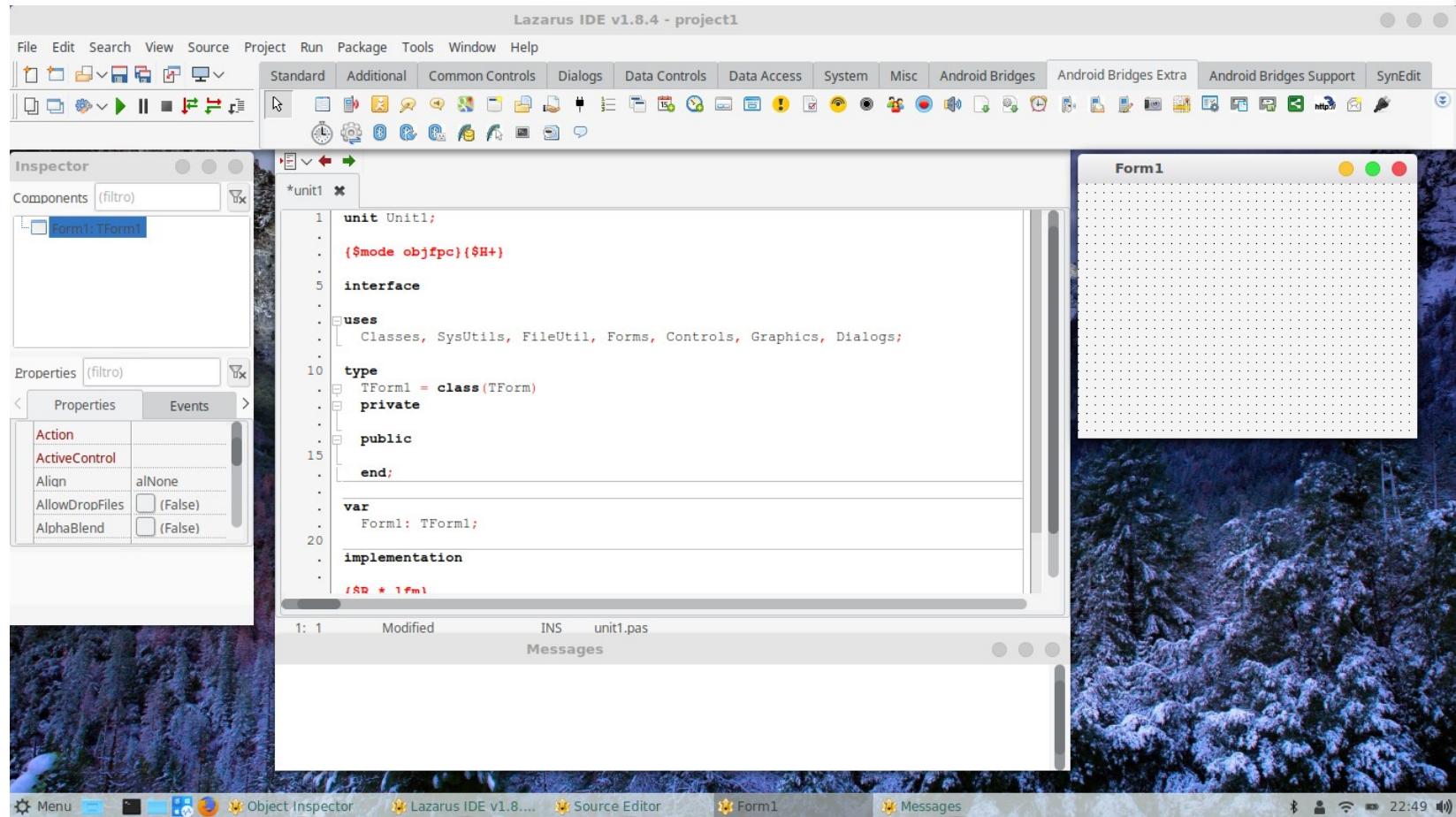
# LAMW adds tabs in the lazurus taskbar:



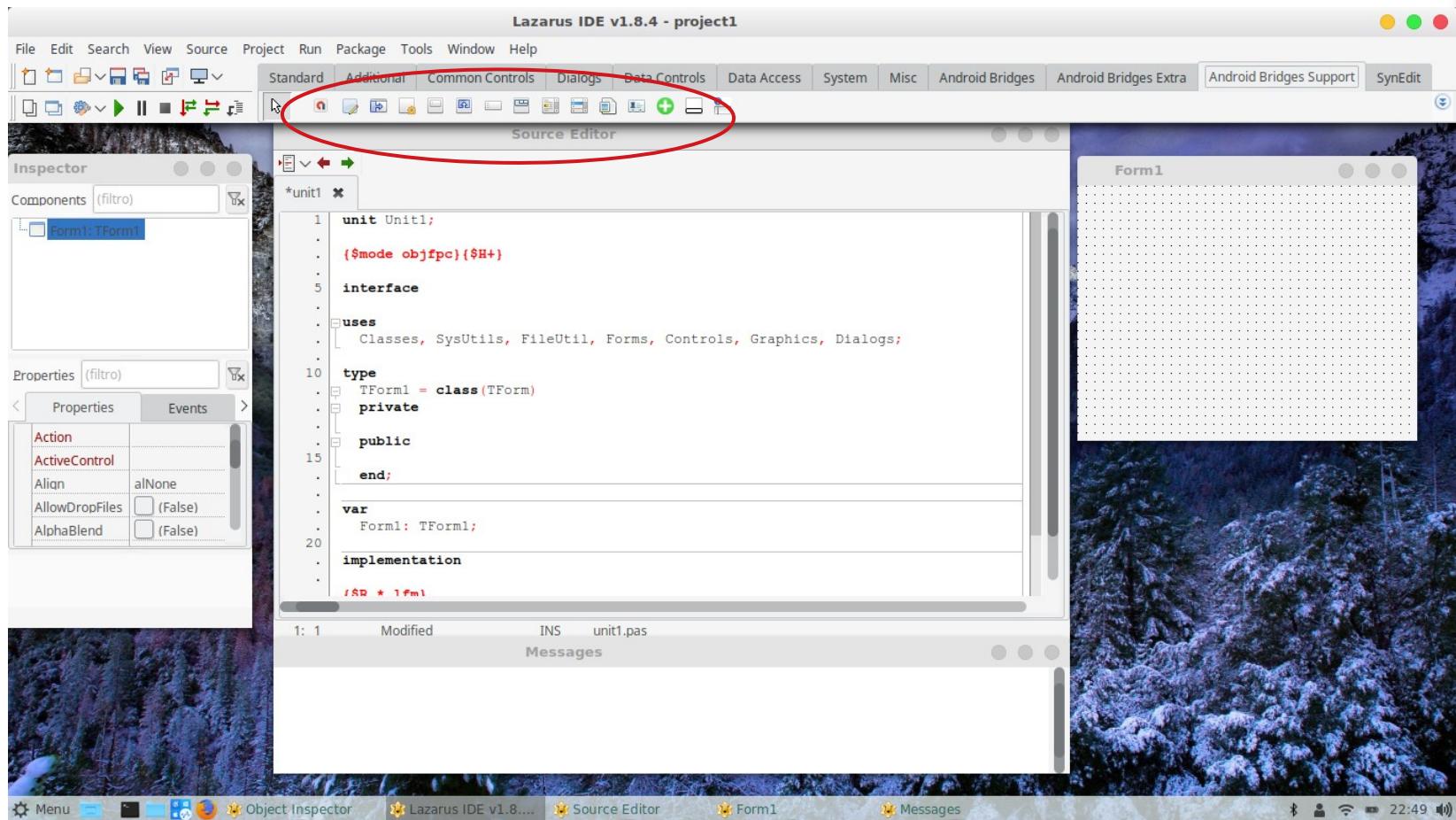
# Enable Message Display Highlights of the LAMW guides



# Enabled Messages



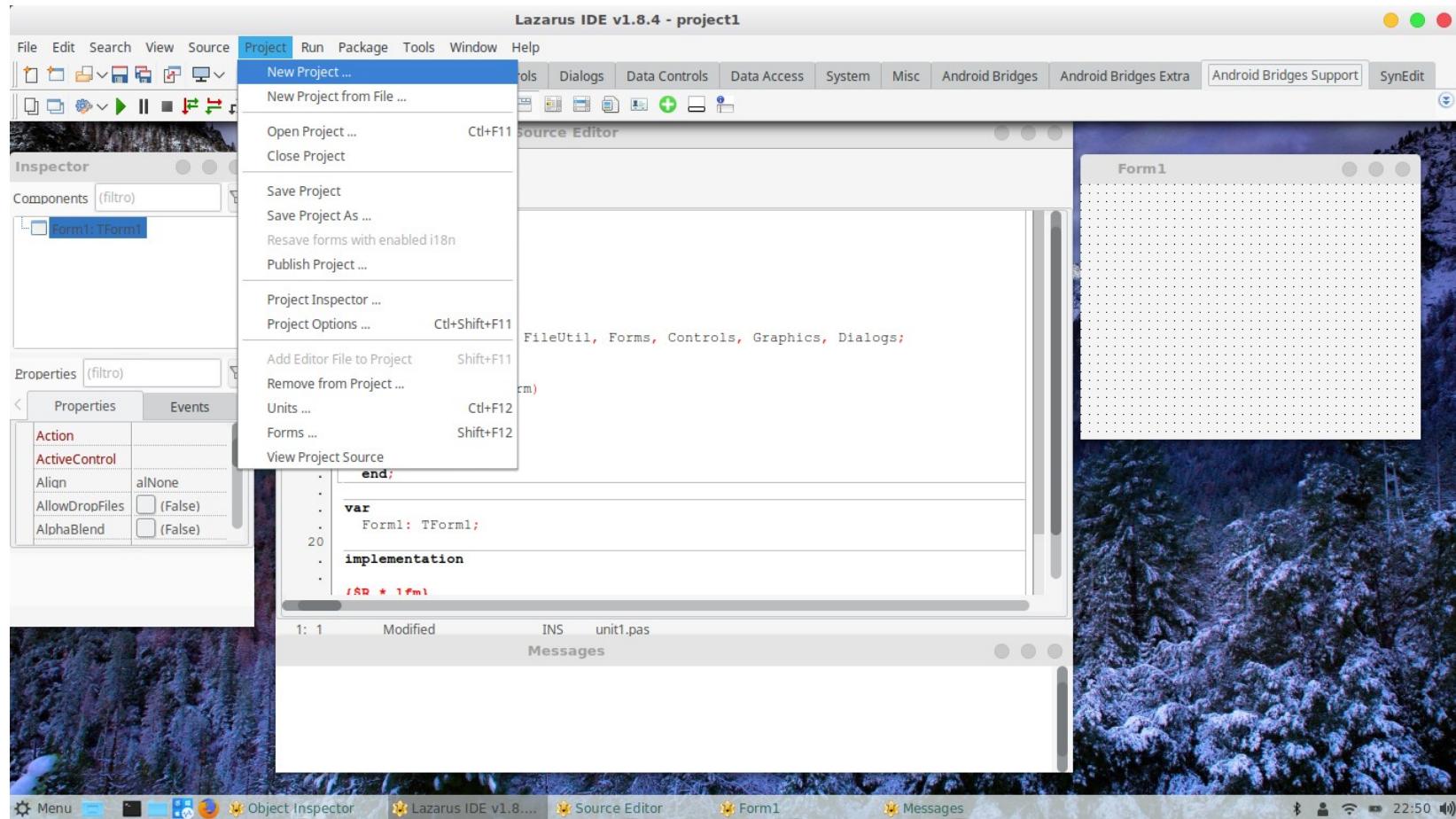
# Showing bridges support components



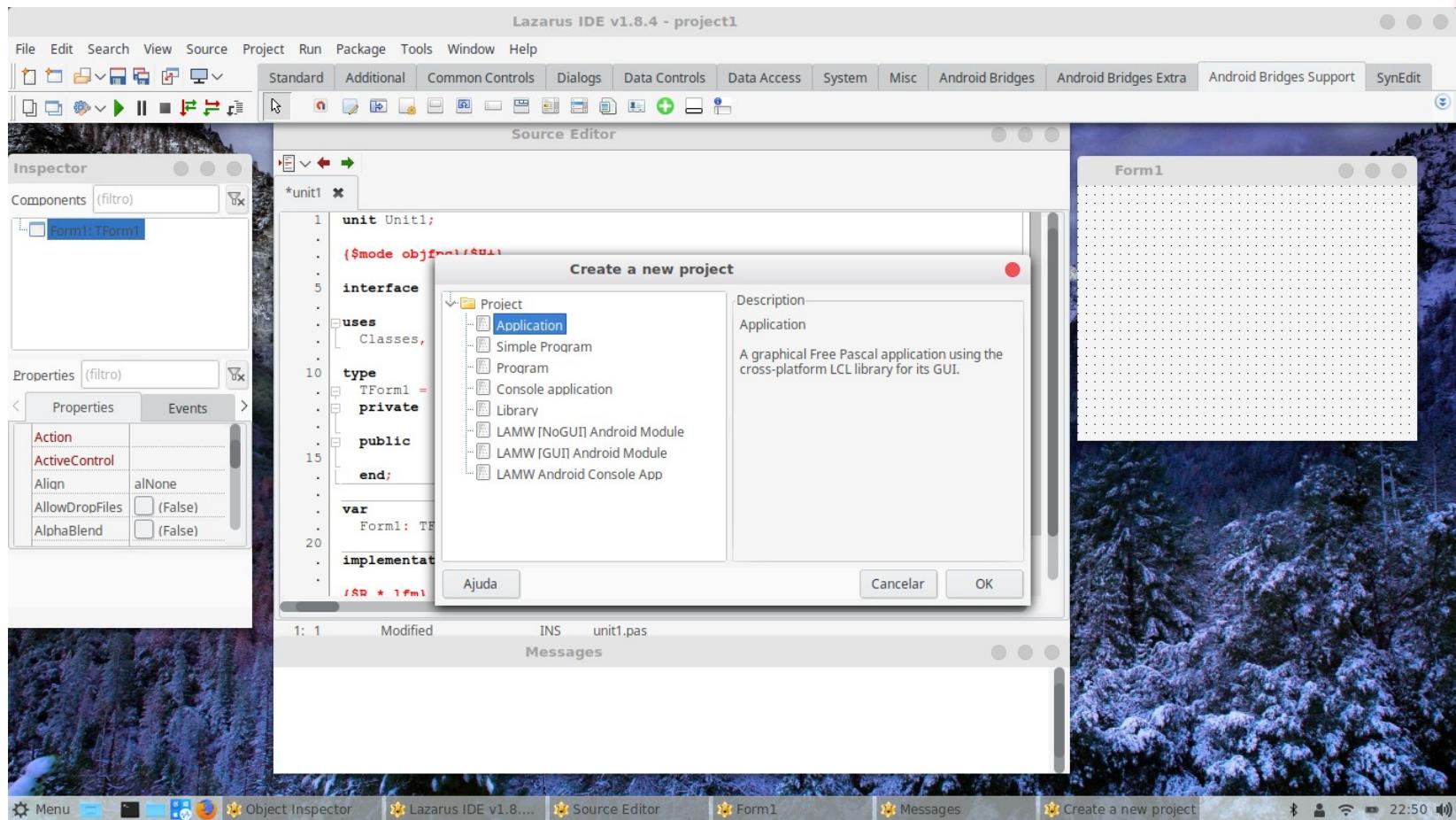


# LAMW First Design Creation Guide

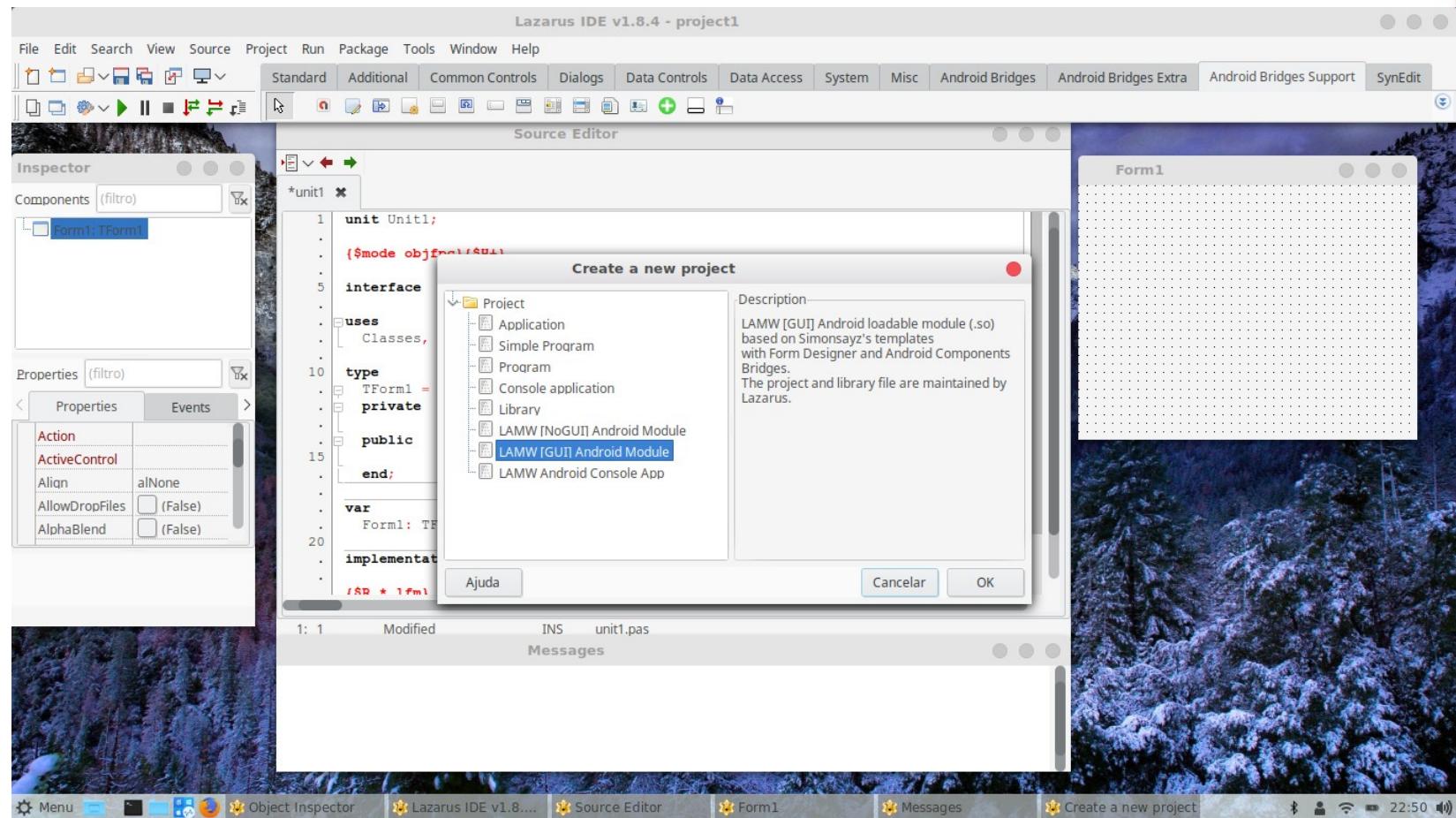
# Create a new LAMW Project



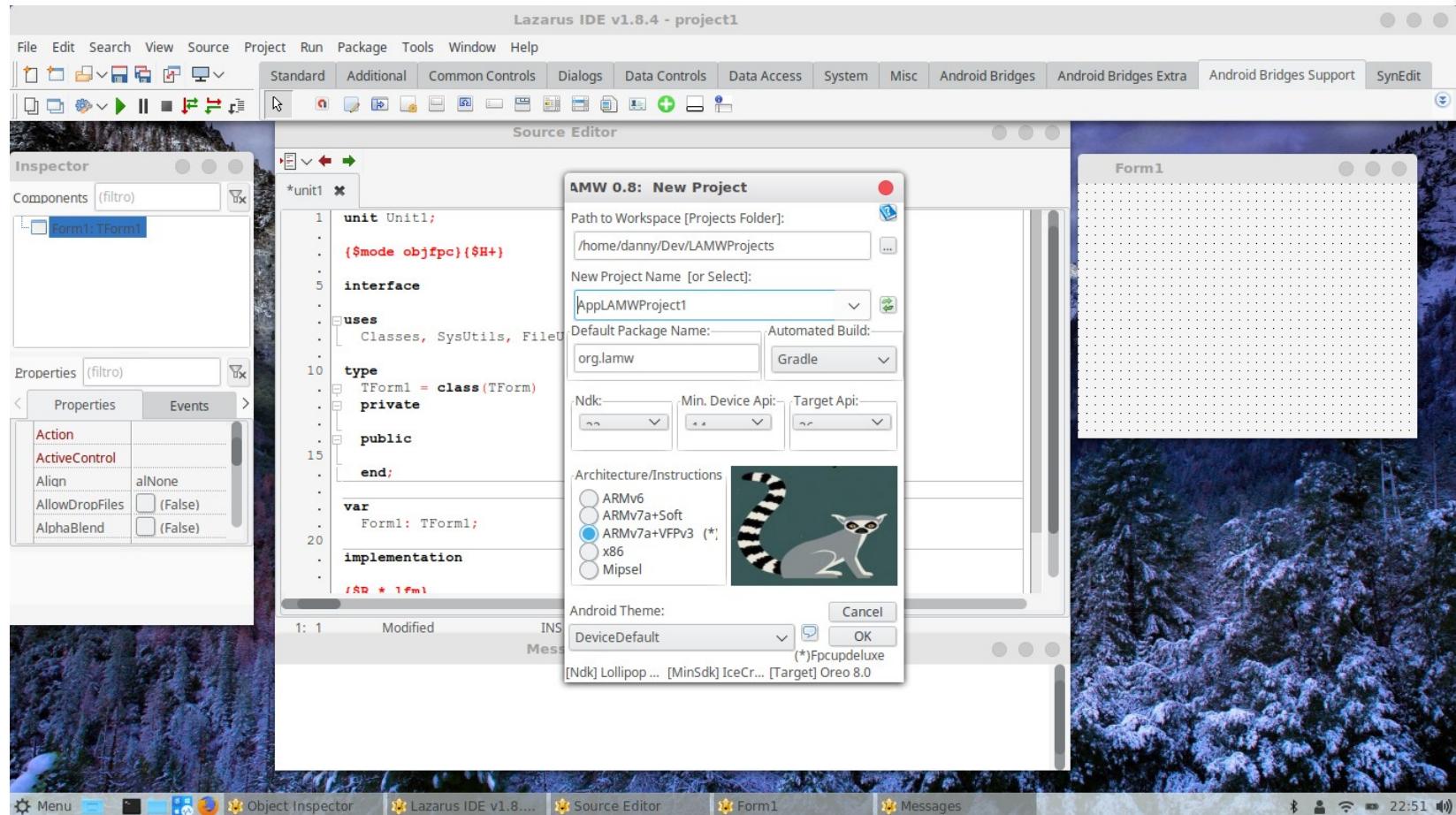
# New project creation screen



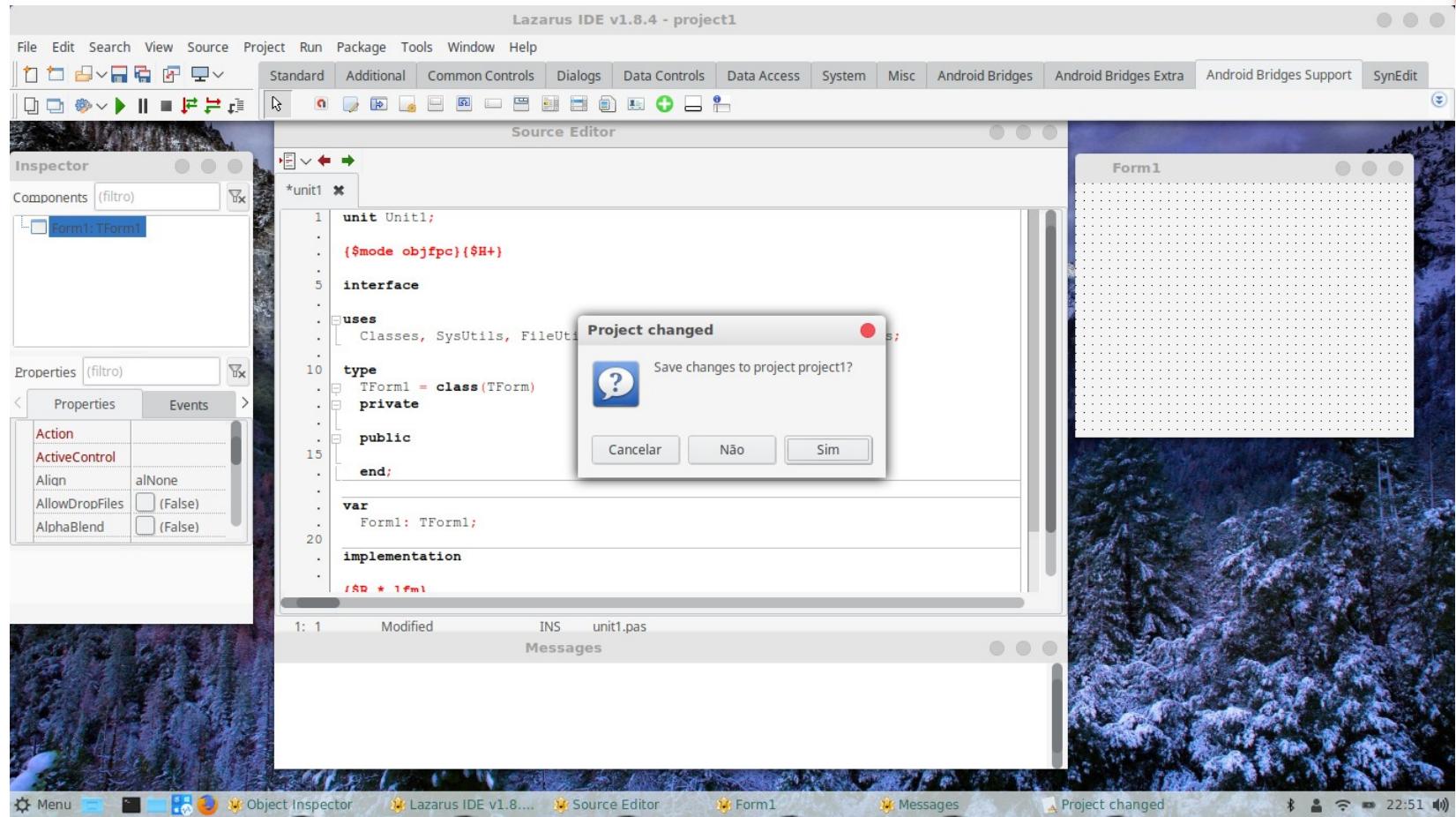
# Choose LAMW GUI Android Module



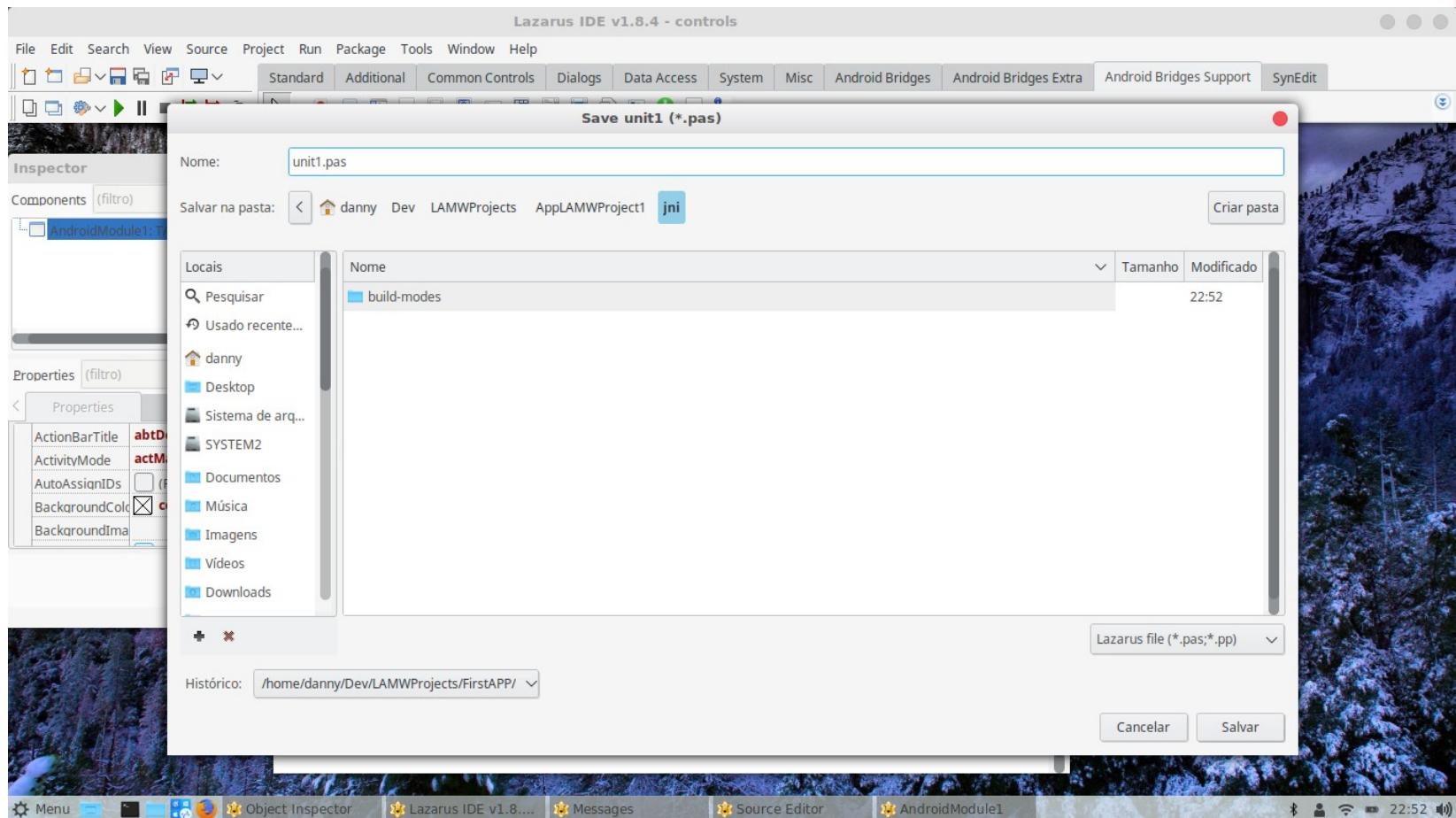
# LAMW Project Customization Screen 0.8



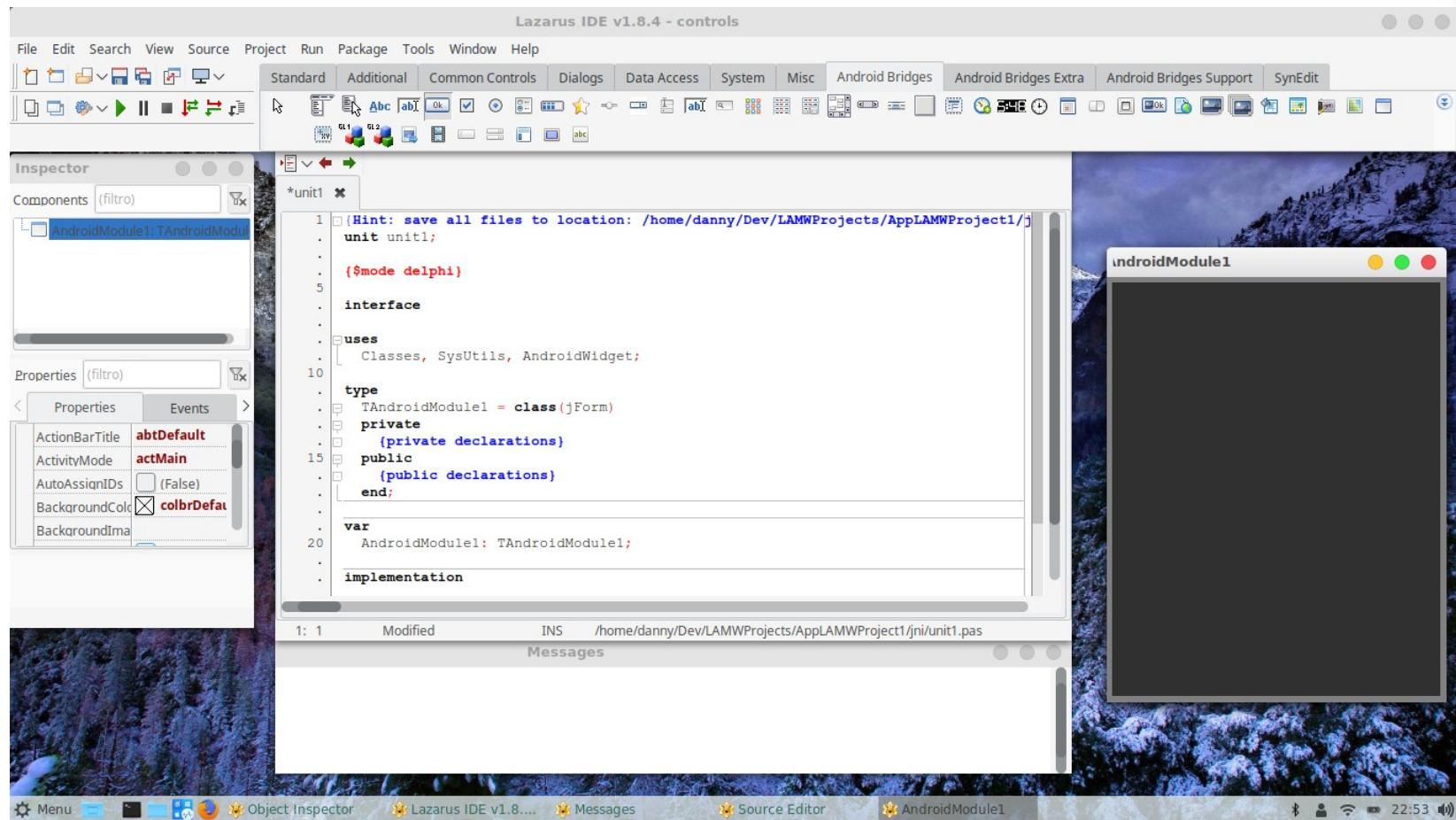
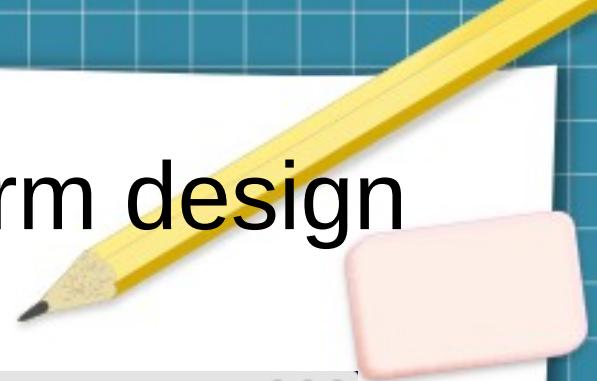
# Answer the dialog box, whether or not you want to save the default project (application)



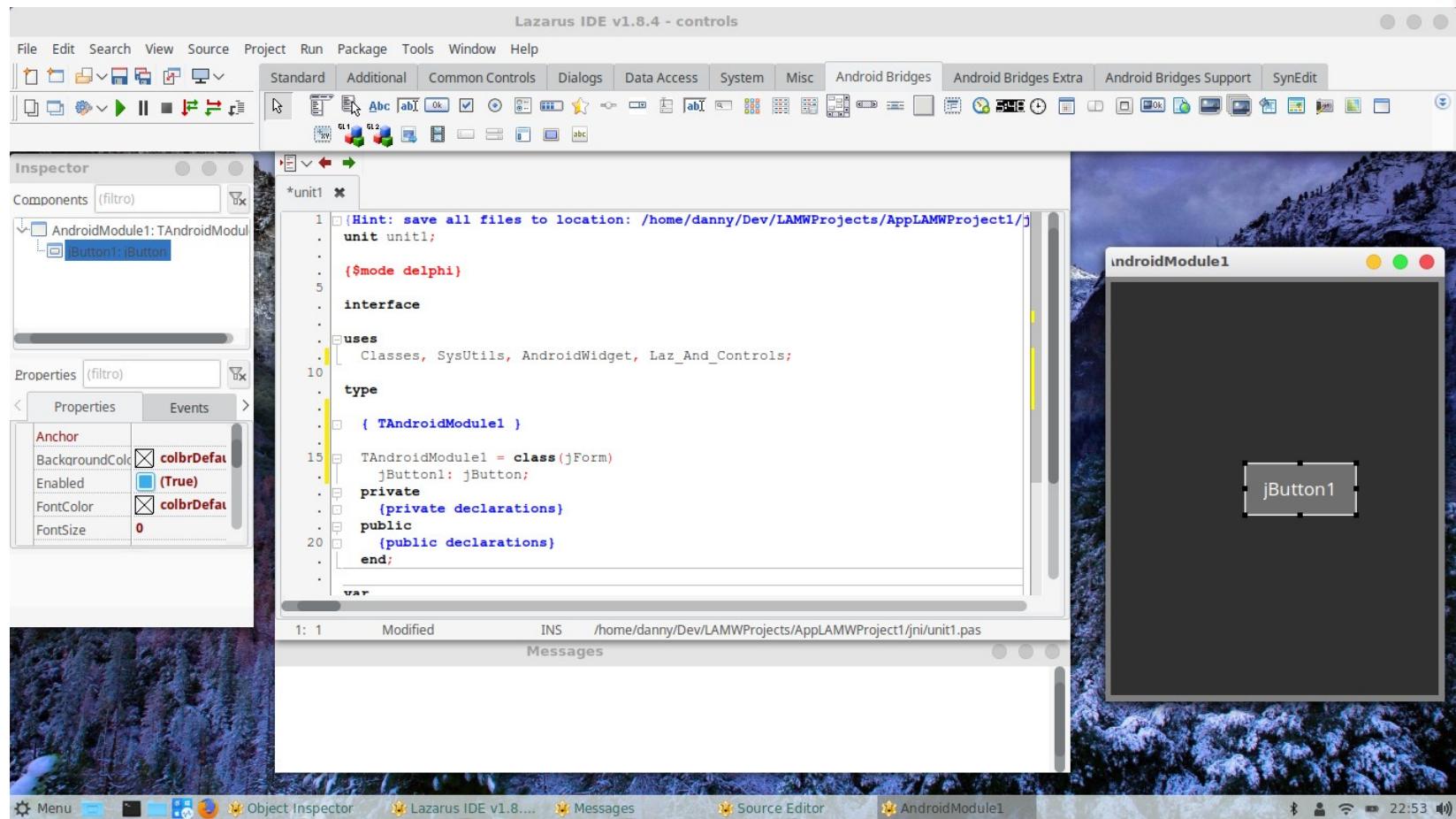
# Saving the LAMW project



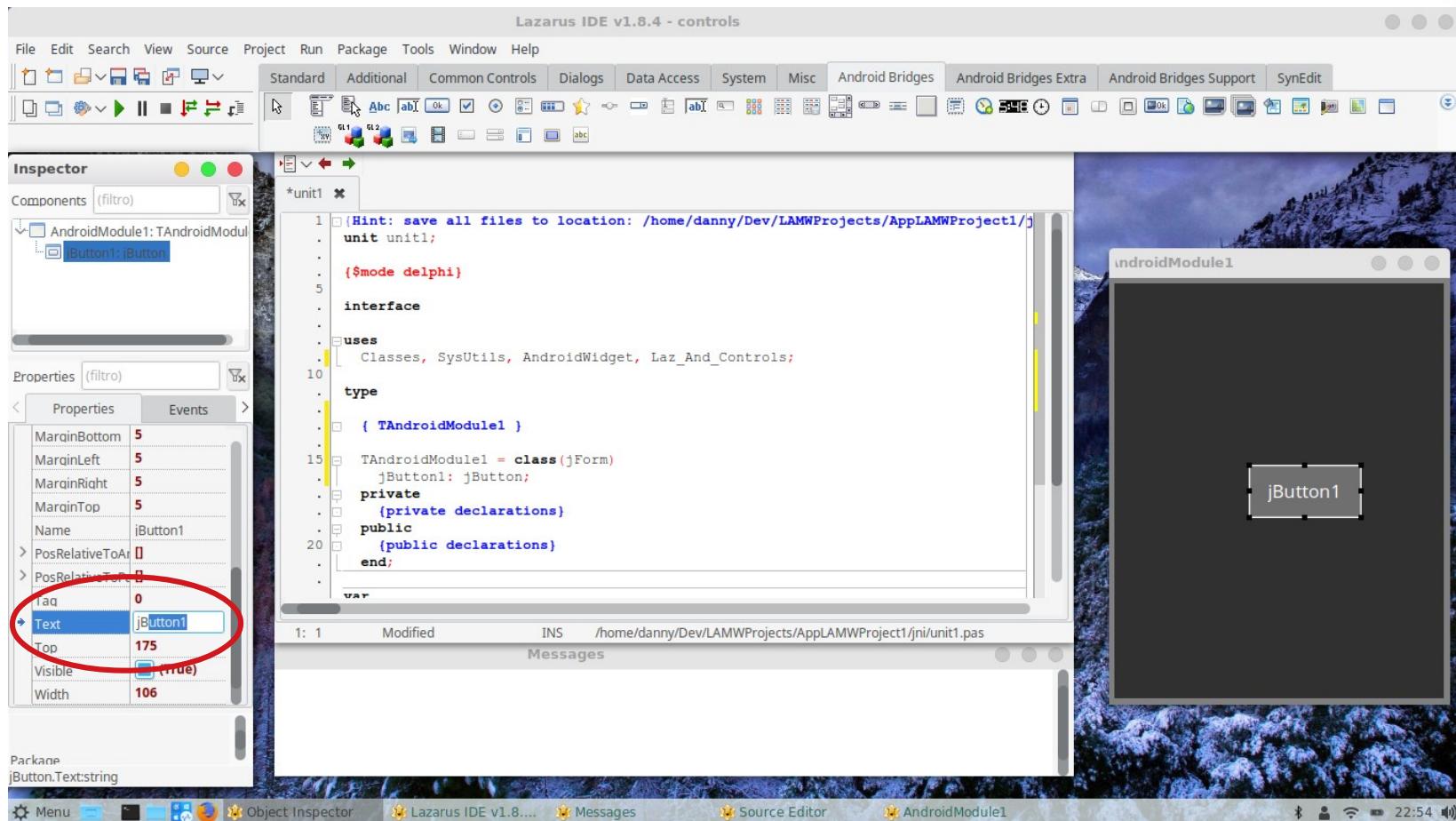
# Standard LAMW design with form design



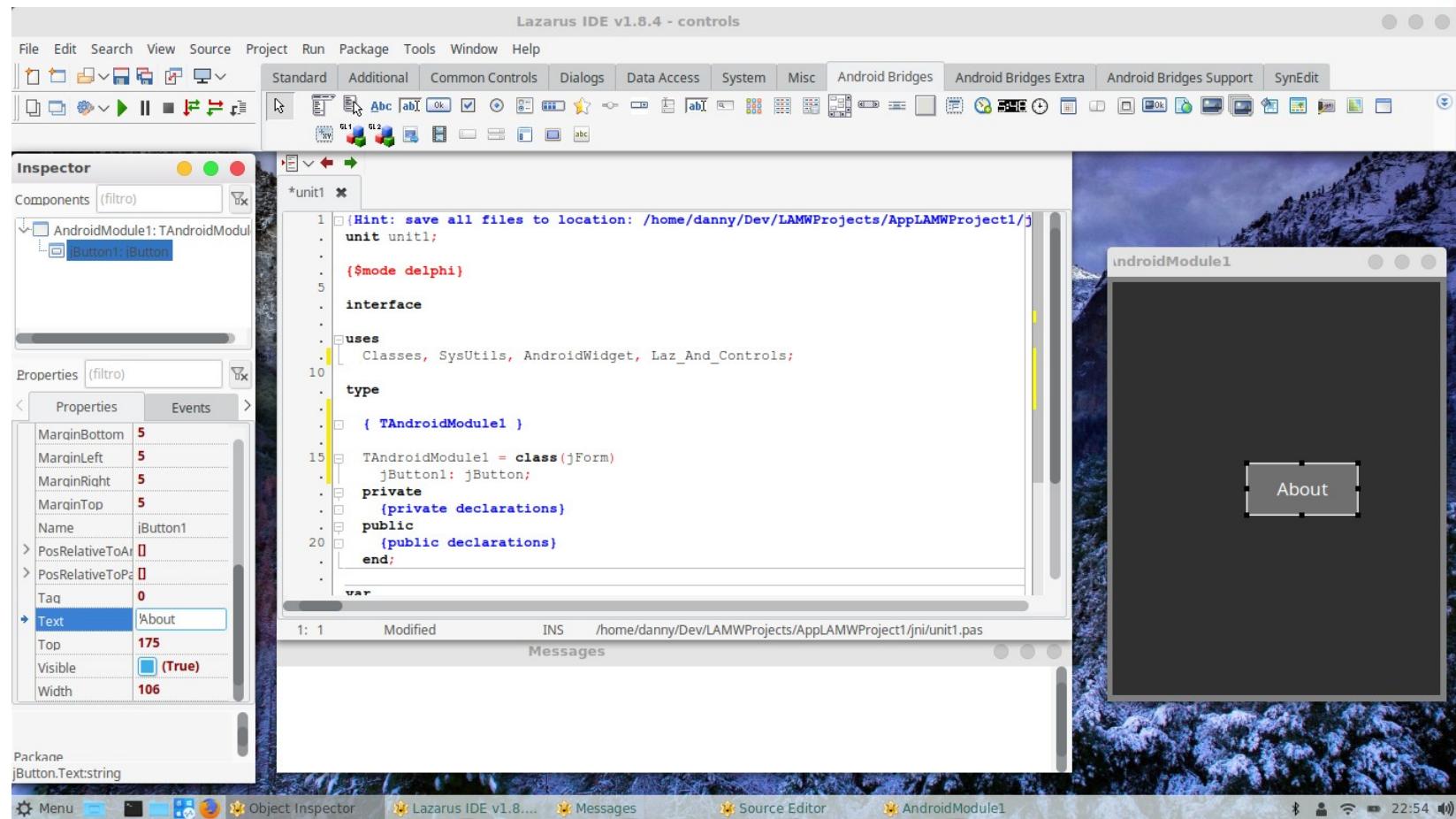
# Adding a jbutton



# Renaming button caption



# Renaming caption from 'button' to 'About'



# caption of 'jbutton' button renamed to 'About'



Lazarus IDE v1.8.4 - controls

File Edit Search View Source Project Run Package Tools Window Help

Standard Additional Common Controls Dialogs Data Access System Misc Android Bridges Android Bridges Extra Android Bridges Support SynEdit

Source Editor

#unit1

```
private
  (private declarations)
public
  (public declarations)
end;

var
  AndroidModule1: TAndroidModule;

implementation

{$R *.lfm}

{ TAndroidModule }

procedure TAndroidModule1.jButton1Click(Sender: TObject);
begin
end;
end.
```

36: 3 Modified INS /home/danny/Dev/LAMWProjects/AppLAMWProject1/jni/unit1.pas Messages

Inspector Components (filtro)

Properties (filtro)

Properties	Events
MarginBottom 5	
MarginLeft 5	
MarginRight 5	
MarginTop 5	
Name iButton1	
PosRelativeToAr 0	
PosRelativeToPa 0	
Tag 0	
Text About	
Top 175	
Visible True	
Width 106	

Parkane jButton1.Text:string

Object Inspector Lazarus IDE v1.8.... Messages Source Editor AndroidModule1

22:55

The screenshot shows the Lazarus IDE interface. In the Source Editor, there is a Pascal unit named #unit1. The code defines a private section with declarations, a public section with declarations, and an implementation section. It includes a resource file reference {\$R \*.lfm} and a procedure TAndroidModule1.jButton1Click. The Inspector panel shows a component tree with AndroidModule1 and a button named iButton1 selected. The Properties panel displays various button properties like Margin, Name, PosRelative, Tag, Text, Top, Visible, and Width. The Text property is explicitly set to "About". The preview window on the right shows a dark application window with a single button labeled "About".

# Double-click About to access the OnClick event method



A red oval highlights the following code snippet, which defines an event handler for a button click:

```
private
  {private declarations}
public
  {public declarations}
end;

var
  AndroidModule1: TAndroidModule1;

implementation

{$R *.lfm}

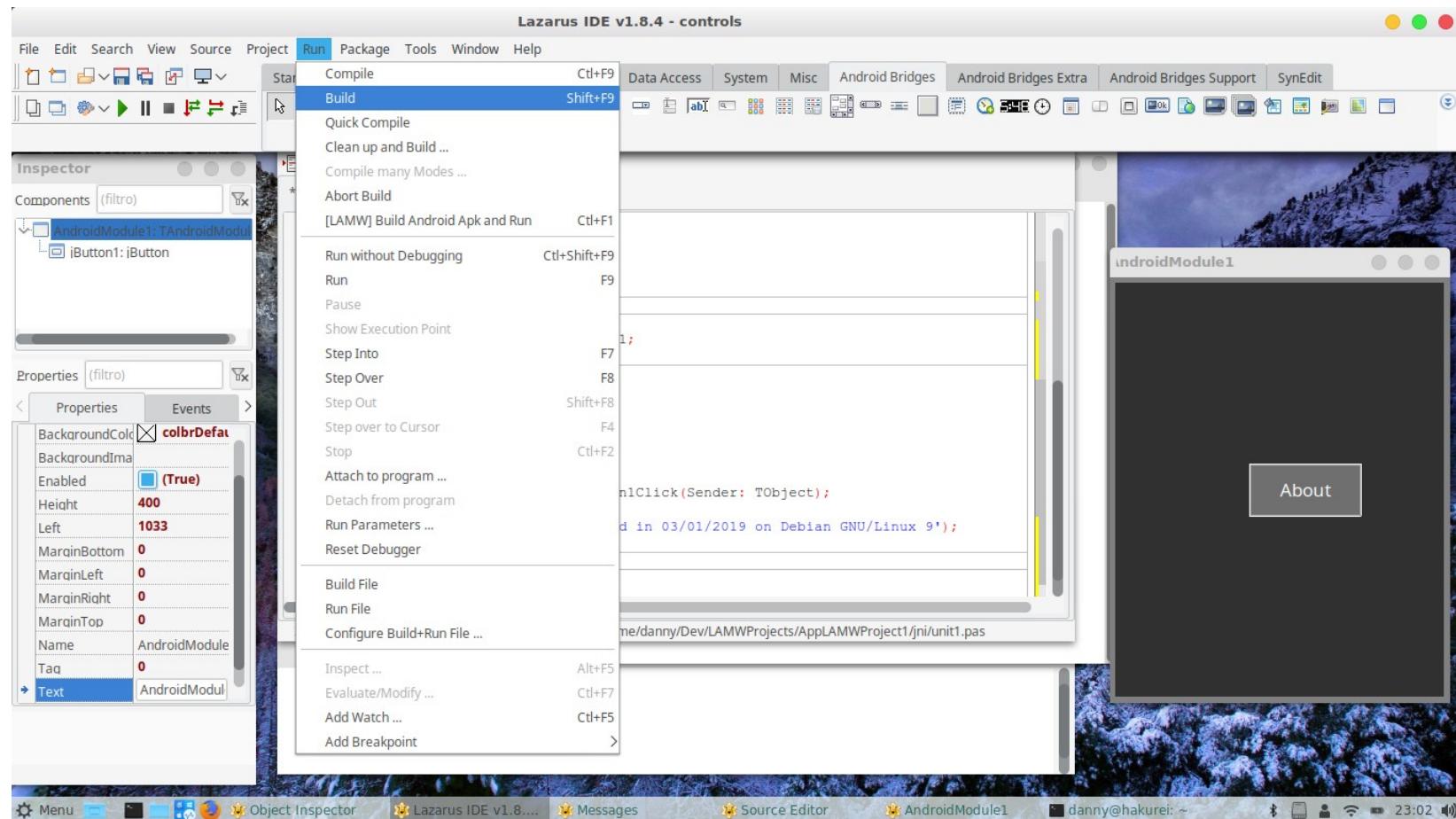
{ TAndroidModule1 }

procedure TAndroidModule1.jButton1Click(Sender: TObject);
begin
  ShowMessage('My first app build in 03/01/2019 on Debian GNU/Linux 9');
end;

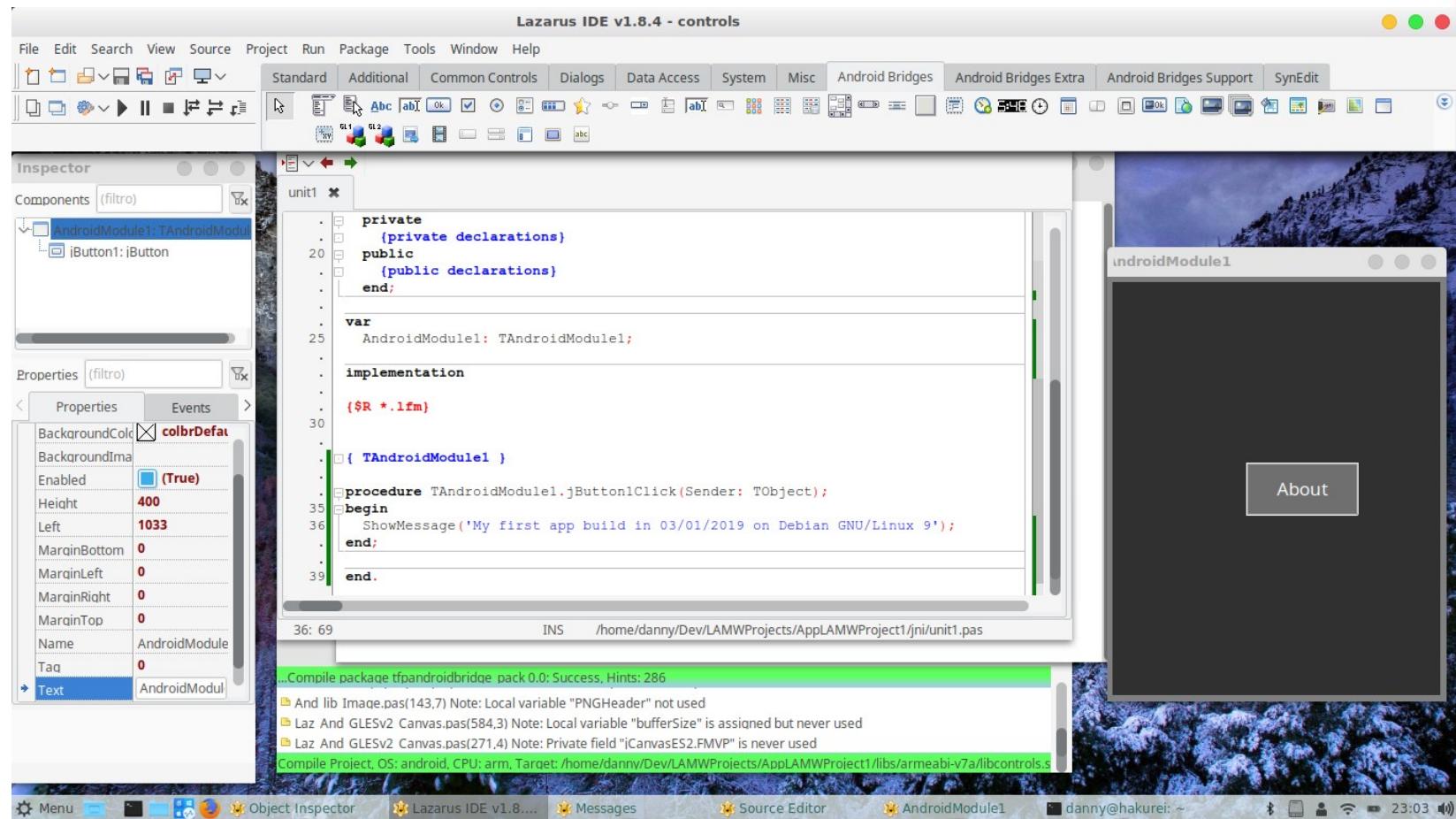
end.
```

The code is part of a Pascal unit named "unit1". The highlighted section starts at line 35 with the procedure declaration and ends at line 39 with the final end brace. The file path shown at the bottom is "/home/danny/Dev/LAMWProjects/AppLAMWProject1/jni/unit1.pas".

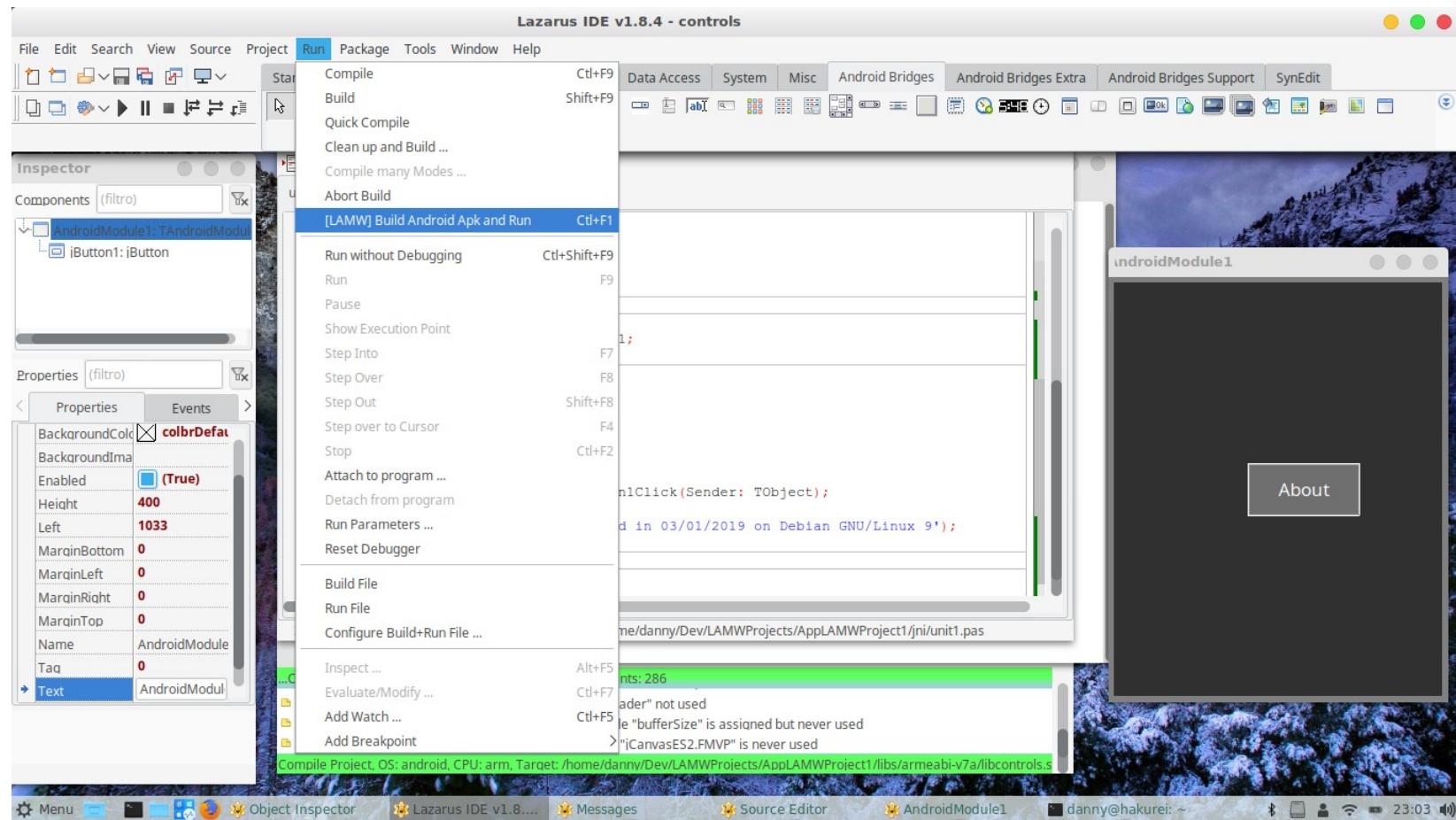
# Compile the pascal code



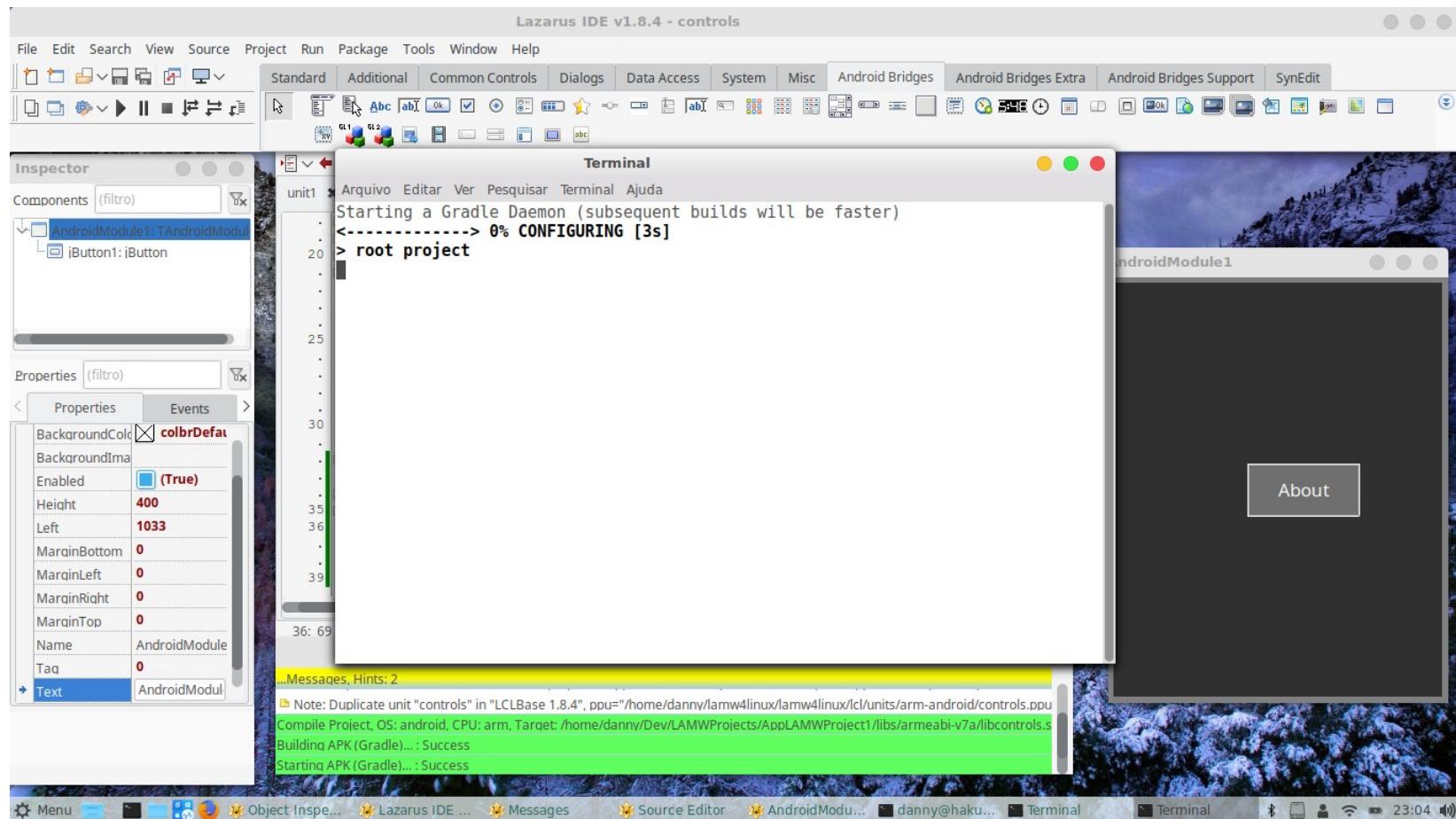
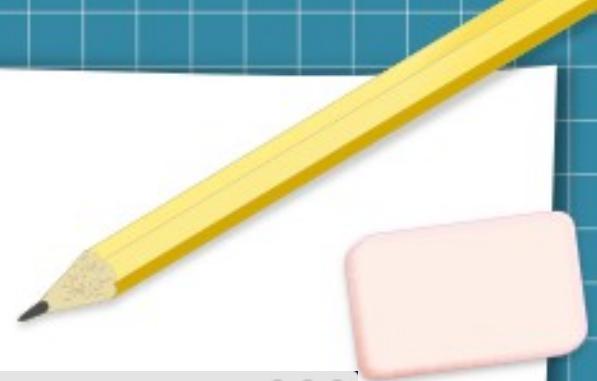
# Pascal source code compiled successfully!



Compile the source code into an .apk and run

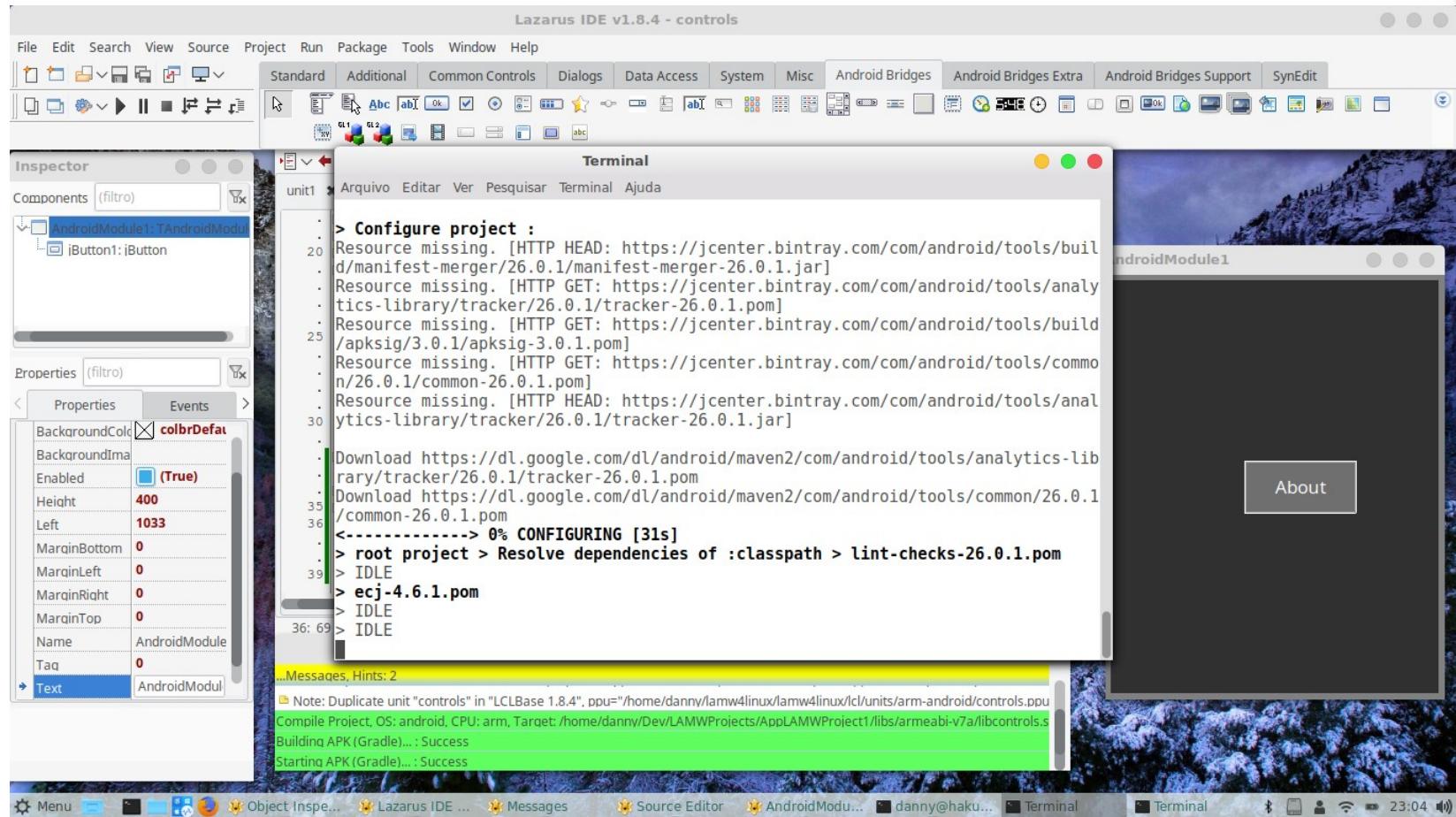


# Compiling with Gradle

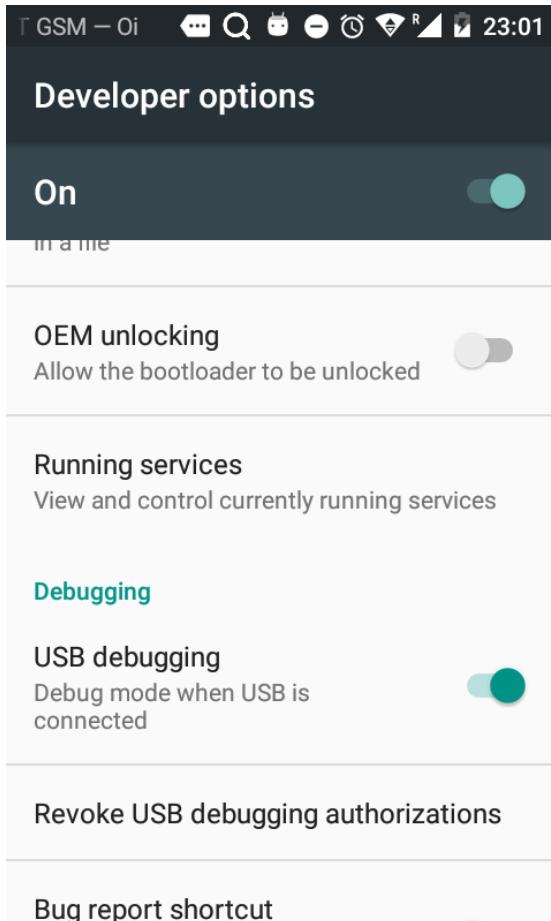


\*Gradle requires internet connection

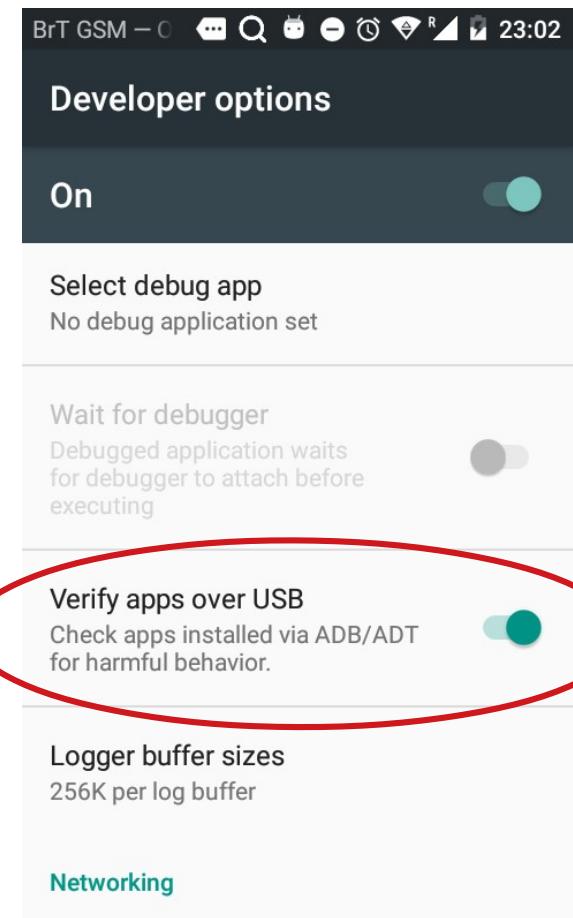
# Gradle downloading dependencies



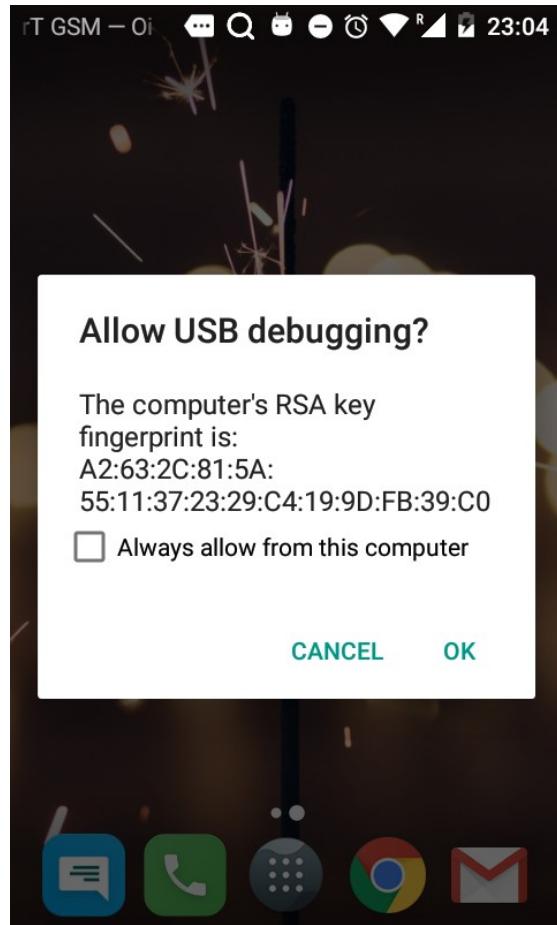
# Search for USB Debugging on your smartphone and enable!



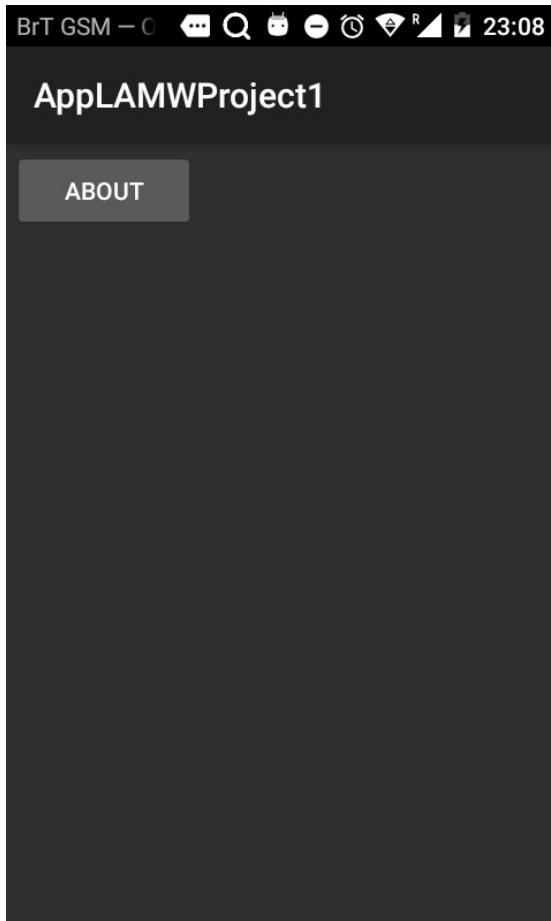
# Check the highlighted option in red!



# Connect your phone to the computer and Accept USB debugging!



# Application installed and running on your phone



# Click the button and check the message in the click event!

