



UNIVERSITY MALAYSIA TERENGGANU

FACULTY OF OCEAN ENGINEERING TECHNOLOGY & INFORMATICS

[CSM3123]

GITHUB LINK: <https://github.com/elya11ana/CSM3123-Lab-1>

NATIVE MOBILE PROGRAMING

(GROUP 1)

LAB REPORT 1

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1. GitHub Setup

```
Windows PowerShell
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Try the new cross-platform PowerShell https://aka.ms/pscore6

PS C:\Users\Pengguna> git
usage: git [-v | --version] [-h | --help] [-C <path>] [-c <name>=<value>]
          [--exec-path=<path>] [--html-path] [--man-path] [--info-path]
          [-p | --paginate | -P | --no-pager] [--no-replace-objects] [--bare]
          [--git-dir=<path>] [--work-tree=<path>] [--namespace=<name>]
          [--config-env=<name>=<envvar>] <command> [<args>]

These are common Git commands used in various situations:


start a working area (see also: git help tutorial)
  clone      Clone a repository into a new directory
  init       Create an empty Git repository or reinitialize an existing one


work on the current change (see also: git help everyday)
  add        Add file contents to the index
  mv         Move or rename a file, a directory, or a symlink
  restore    Restore working tree files
  rm         Remove files from the working tree and from the index


examine the history and state (see also: git help revisions)
  bisect     Use binary search to find the commit that introduced a bug
  diff       Show changes between commits, commit and working tree, etc
  grep       Print lines matching a pattern
  log        Show commit logs
  show       Show various types of objects
  status     Show the working tree status


grow, mark and tweak your common history
  branch     List, create, or delete branches
  commit     Record changes to the repository
  merge      Join two or more development histories together
  rebase     Reapply commits on top of another base tip
  reset      Reset current HEAD to the specified state
  switch     Switch branches
  tag        Create, list, delete or verify a tag object signed with GPG


collaborate (see also: git help workflows)
  fetch      Download objects and refs from another repository
  pull       Fetch from and integrate with another repository or a local branch
  push       Update remote refs along with associated objects

'git help -a' and 'git help -g' list available subcommands and some
concept guides. See 'git help <command>' or 'git help <concept>'
to read about a specific subcommand or concept.
See 'git help git' for an overview of the system.
PS C:\Users\Pengguna> mkdir Demo

Directory: C:\Users\Pengguna
```

3. Define the following keywords according to Android Studio Development

Environment

a. Views

The user interface components or widgets that are used to interact with the app. Examples of views include buttons, text fields, images, and more. These views are defined in XML layout files and can also be manipulated programmatically in Java or Kotlin code.

b. Toast

A small, transient message that appears on the screen to provide simple feedback to the user. It is often used to display short messages or notifications, such as confirming that an action has been performed. Toasts are created and displayed using the `Toast` class in Android.

c. Fragment

A modular and reusable part of an Android activity that can be combined to create a multi-pane user interface. Fragments allow for the design of flexible and responsive user interfaces, particularly for larger screens like tablets. They are managed by the `FragmentManager` and can be dynamically added or removed within an activity.

d. Intent

A messaging object used to request an action from another app component. Intents can be used to start activities, services, or broadcast messages. They can also carry data as key-value pairs. Intents are a fundamental concept for inter-component communication in Android.

e. Resources

Various assets such as layouts, strings, images, and other non-code elements that are used in an Android app. These resources are stored in the "res" directory of the Android project and can be referenced in code or XML layout files. Resources are essential for maintaining separation between code and presentation.

f. Layout

The arrangement and organization of user interface components within an XML file. It defines the structure and positioning of views in the user interface. Android layouts are created using XML files, and they determine how the user interface elements appear on the screen.