The purpose of this program was to run a simple Android application that would display the message “Hello, Android” when the app is opened. It’s a simple application, but the famed starting venture for all introductions to learning a new programming language.

The first obstacle was choosing the activity in one of the initial screens. No activity, basic activity, etc., it was not immediately clear which to choose. I started with the basic activity, which comes with a set of already baked-in components and starting code. This was intimidating, one reason being I am not familiar with Kotlin yet, and it was unclear what code is doing what.

Android applications have the UI and styling baked into the code, compartmentalized in the res folder. Understanding how this code works for the visual presentation of the application is important but can be a lot to absorb when getting started with your first application.

The next obstacle was locating the XML file for the layout. I learned my setup did not have one, so I had to create it. This was followed by not knowing to sync the files after making these updates, which led to a lot of confusion as I was getting errors. I ended up restarting the project and then recreated a new project using “Empty Activity” as the start.

Exactly where to update the message “Hello, Android” was not immediately clear. Initially, I tried to create an ID with a text field and to include the message. That did not work, so I updated the text directly in the XML file. I later finally opted for locating the variable $name that already contained “Android” and then just added a comma after “Hello” in the string contained in that field.

Skills I’ve acquired include reacquainting myself with style code used in the XML files, which I have not used since the earlier programming courses in this program. I’ve also learned some basic Kotlin, how to preview builds using emulation, and how to set my phone to developer mode.

Developing this simple Android application was a great introduction to the Android platofrm. I hope to continue learning and as the Android Programming with Kotlin for Beginners states, the possibilities are endless.

SCREENSHOTS



