This paper will focus on my experience with Android Studio listing the advantages/disadvantages of the IDLE. It will also compare my experience of the MIT App Inventor to Android Studio to expose the similarities and differences in the two software applications. Lastly, it will discuss the procedures to publish an Android app in the Google store.

Now that we are moving away from Android Studio, I would describe my experience using the software as being challenged. Android Studio has exposed me to the new possibilities that could be developed with the use of this software for android applications. It also presented me with things that could be improved in the IDLE.

The reason why I described my experience as challenging is because I wasn’t familiar with Kotlin programming language. Even though we weren’t required to learn it or have experience using the language and was able to have starter codes/plugins. It still presented some difficulty when it came to realizing why errors would be displayed even when the code was just replicated. Another thing that made the experience challenging was learning the file schematics and how to use the other files so they could be used in the preview model. It took some time to get an understanding of the relationship between the files and each composable. But through my experience it gave me insight on what’s needed to make an app functional with the help of using Google learning environments as an addition.

Some of the advantages that Android Studio presents is that it has the capabilities for live rendering, accelerated emulator response, collaboration, project templates, and can target multiple platforms.

Live rendering allows for a developer to see the changes made in real time. Android Studio has developed a new emulator which is faster compared to the previous version to see results. Like Office365 applications, Android Studio allows collaboration with the use of sharing and merging work together with co-workers or other leaners/developers. Android Studio also gives you a supply of project templates which is useful for different activities or components. Last, but not least you can this application for developing applications that are cross platformed so it could be used on Android devices or Apple devices.

Some of the disadvantages that Android Studio presents is that it has a slower installation process, performance issues with lagging, the amount of RAM usage, security issues, and only android devices can test software.

The installation process is a minor issue for individuals who are running short on time and that are impatient. The performance of the IDLE lagging may cause the software to act slower in certain events. Android Studio requires a lot of RAM to create and deploy applications which could be an issue if one creates many applications. Android Studio is exposable to many risks and malware. Only Android devices have the capabilities to use a USB cord to the see the results in real time on a mobile device, which is a disadvantage to apple products which cannot use the companion features.

MIT App Inventor and Android Studio has many differences and few similarities. To start MIT App Inventor allows you to plugin predefined blocks for the behaviors. For Android Studio you have write out the code that you want the app to do. Thus, making Android Studio more flexible compared to MIT App Inventor with the control you have over the app. Any cellular device can use the MIT App Inventor companion feature. For Android Studio only androids can use the companion feature.

The steps and processes that are needed to publish an Android App in the Google store are to create a google developer account, prepare your app, create the app, set up your app, prepare for release, upload the app, send for review, and publish the app on the Google Play platform.

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