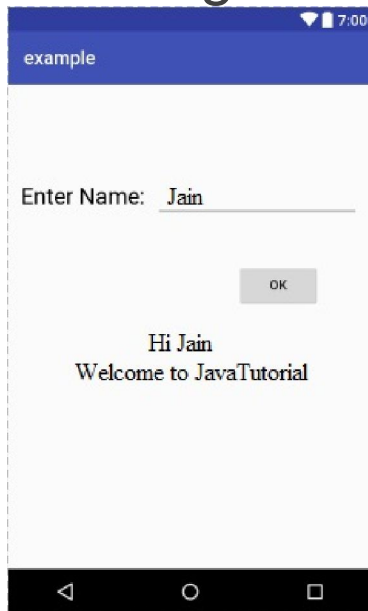
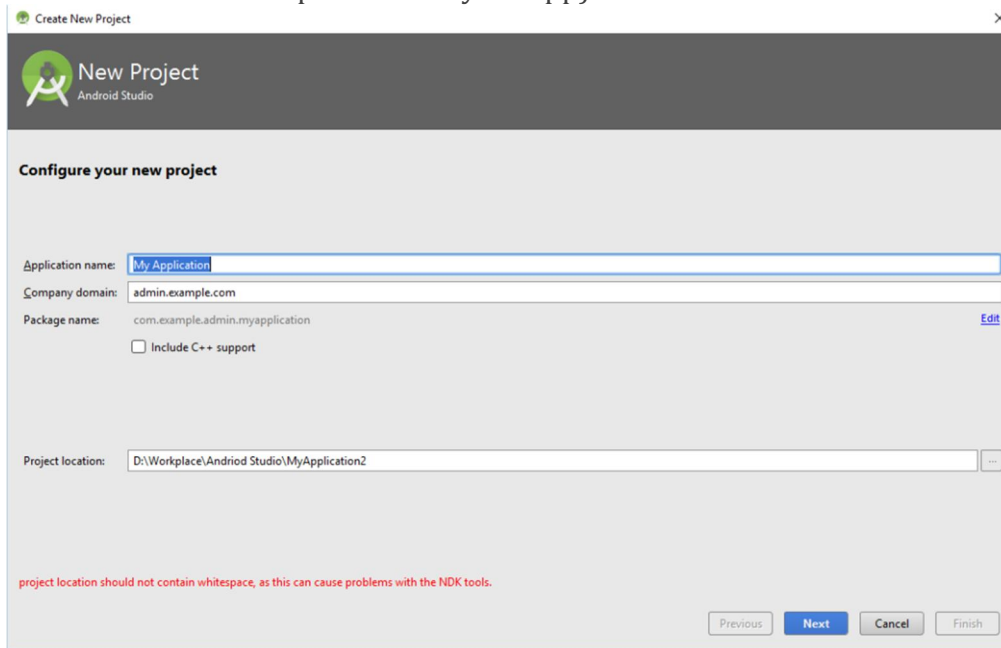


Creating a simple Android app



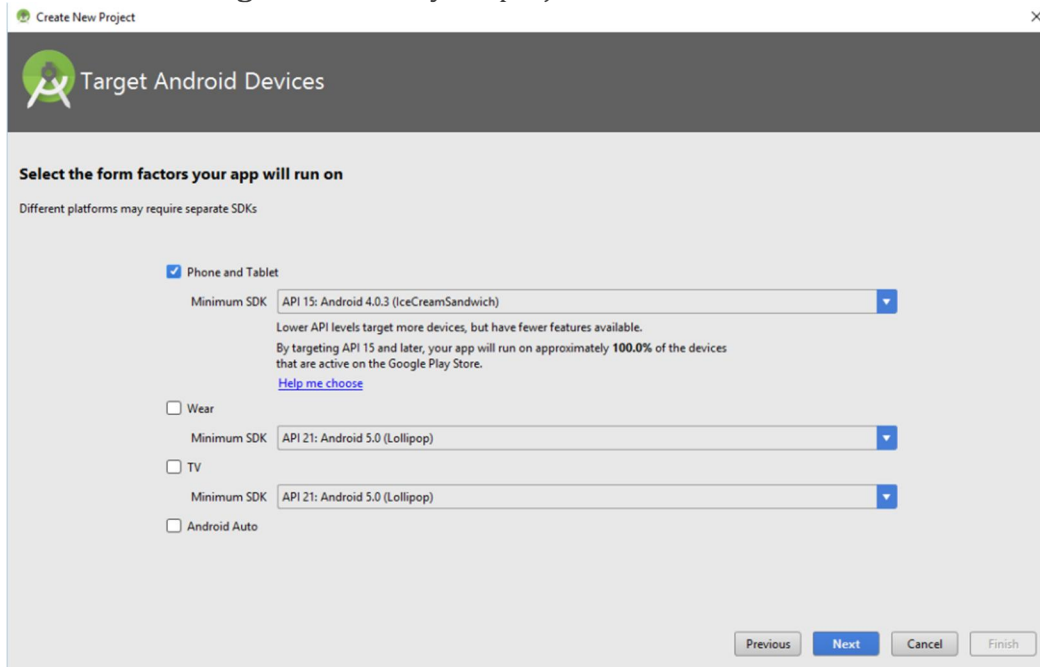
Creating the Android project
Create a new project.

- Go to **File** menu => **New** and then select **New Project**.
- Enter Application name and select project's location. Click **Next**. (Application name will be shown as top banner on your app).



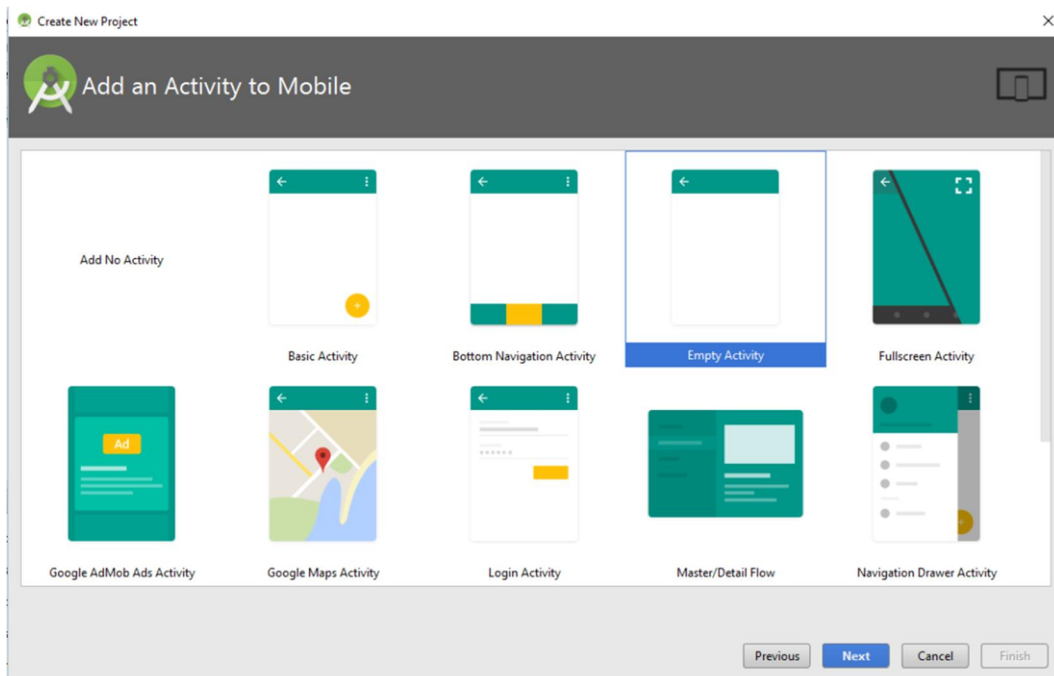
Step 1: New Application

- Select **Target device** for your project and click **Next**.



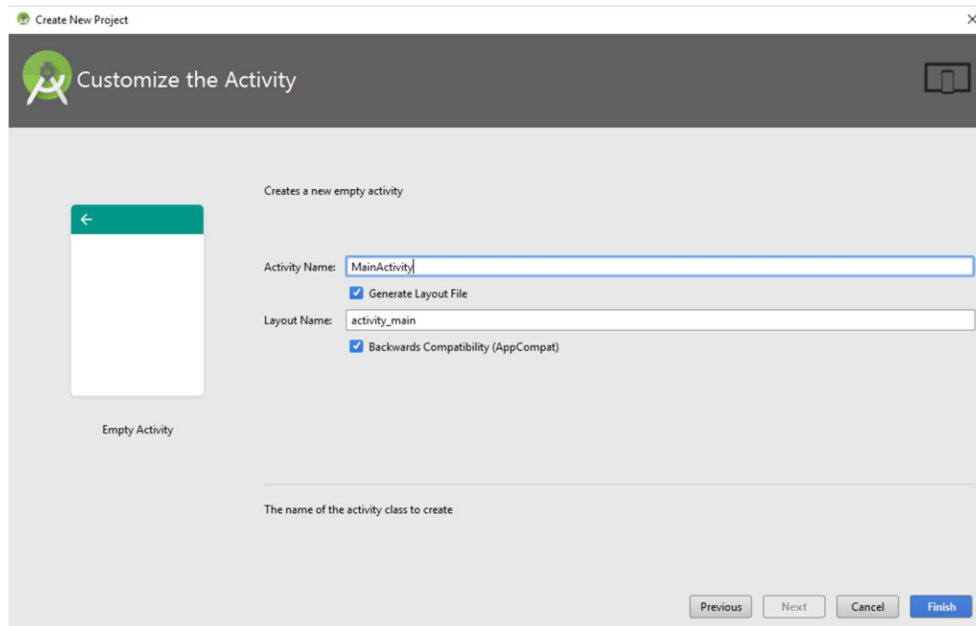
Step 2: Target Android Device

- Then select an activity for your project. As this is basic tutorial so I am selecting an empty activity.



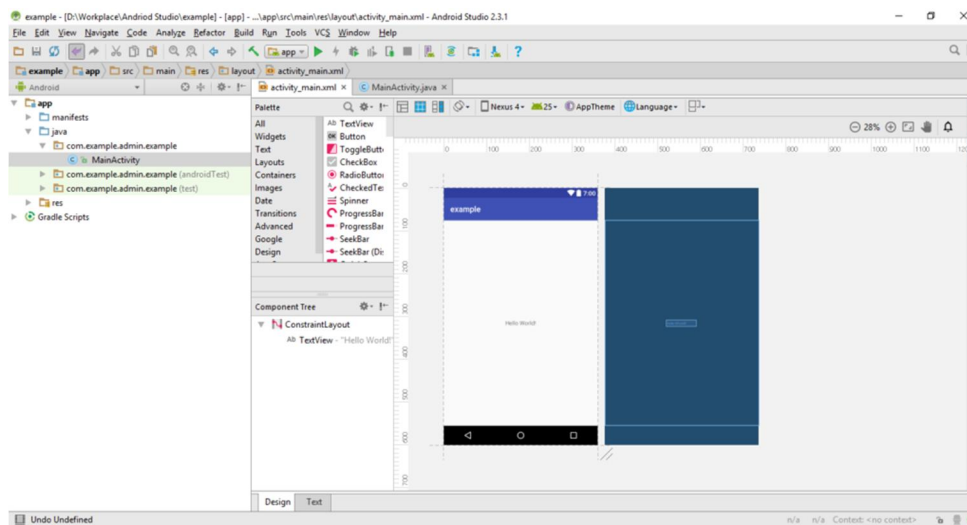
Step 3: Add activity

- Next step is to name activity and layout for activity. (Activity is java class where you will do all coding while layout is the design in xml format).



Step 4: Customize activity

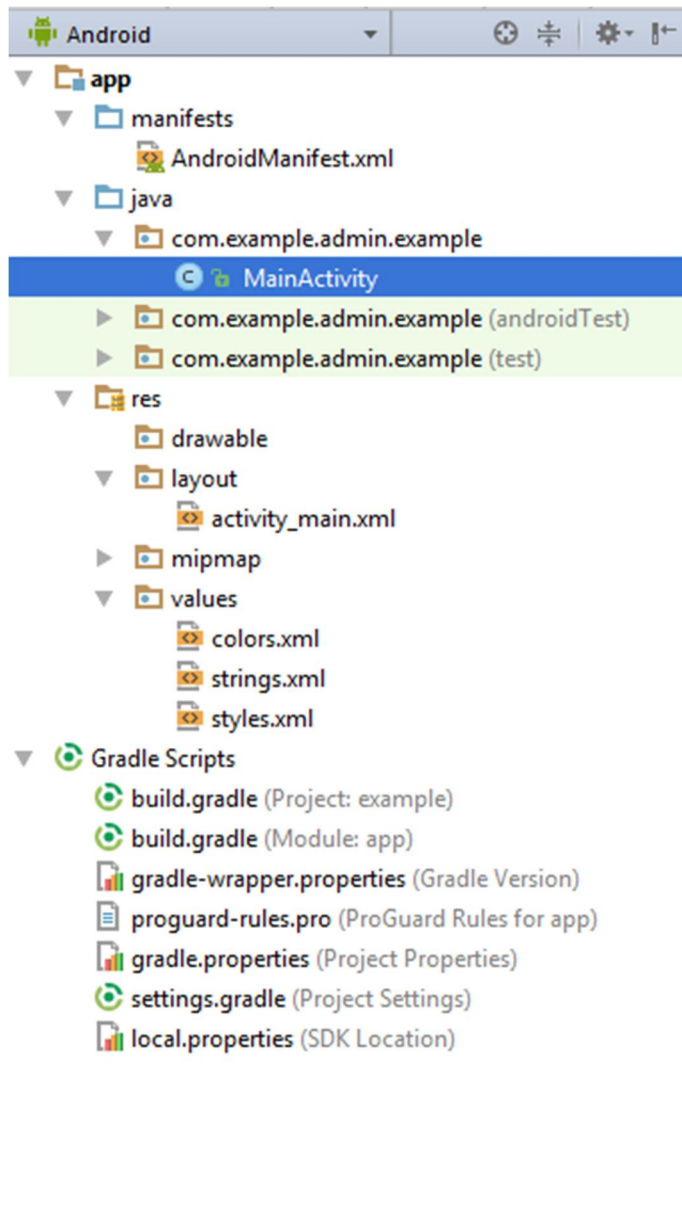
- Click **Finish**.
- This is how an empty activity looks like



Project screen

Project's hierarchy

First of all explore your app's hierarchy



Project Hierarchy

- **xml:** It defines properties of app.
- **Layout:** Layout folder contains all layout files, used to design shape and look of app.
- **Values:** This folder contains other xml files such as strings.xml, styles.xml and colors.xml. These resource files are useful in project's code and style.
- **Java:** This folder contains all java classes.
- **gradle:** It contains SDKVersion, applicationId and BuildToolVersion.

Now let's come to coding.

Create design

Open your layout file and click on the **Design** view.

Drag a **textview** from the **Palette** window onto the screen. Click on the Textview and you can change its properties like font size, font color in the properties window. Similarly drag a text field and a button also and arrange them. Set their properties so the screen looks like this.



Design screen

And another textview below **OK** button. It should be empty (no text).
Write code in java class
Now open MainActivity.java and add an action listener to your button.

Here is how to add action listener.

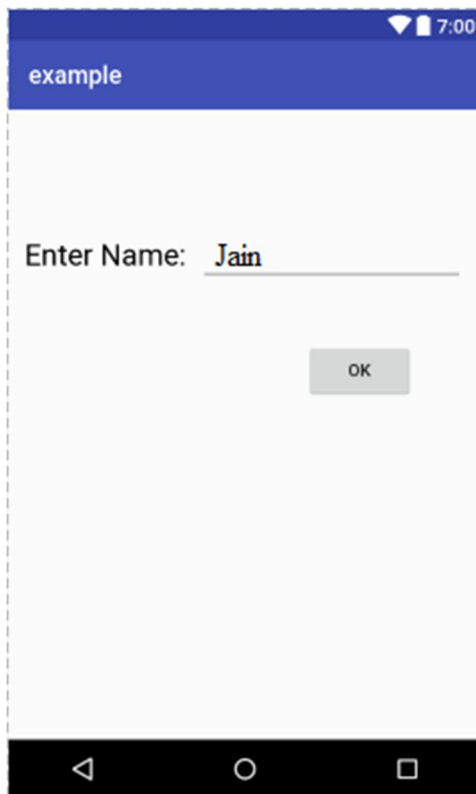
```
1. package com.example.admin.example;
2.
3. import android.support.v7.app.AppCompatActivity;
4. import android.os.Bundle;
5. import android.view.View;
6. import android.widget.Button;
7. import android.widget.EditText;
8. import android.widget.TextView;
9.
10. public class MainActivity extends AppCompatActivity {
11.
12.
13. Button button = null;
14. TextView textView = null;
```

```

15. EditText editText = null;
16. @Override
17. protected void onCreate(Bundle savedInstanceState) {
18.     super.onCreate(savedInstanceState);
19.     setContentView(R.layout.activity_main);
20.
21.     button = (Button) findViewById(R.id.button3);
22.     textView = (TextView) findViewById(R.id.textView5);
23.     editText = (EditText) findViewById(R.id.editText4);
24.     final String name = editText.getText().toString();
25.     button.setOnClickListener(new View.OnClickListener() {
26.         public void onClick(View v) {
27.             textView.setText("Hello " + name + "\nWelcome to JavaTutorial");
28.         }
29.     });
30. }
31. }

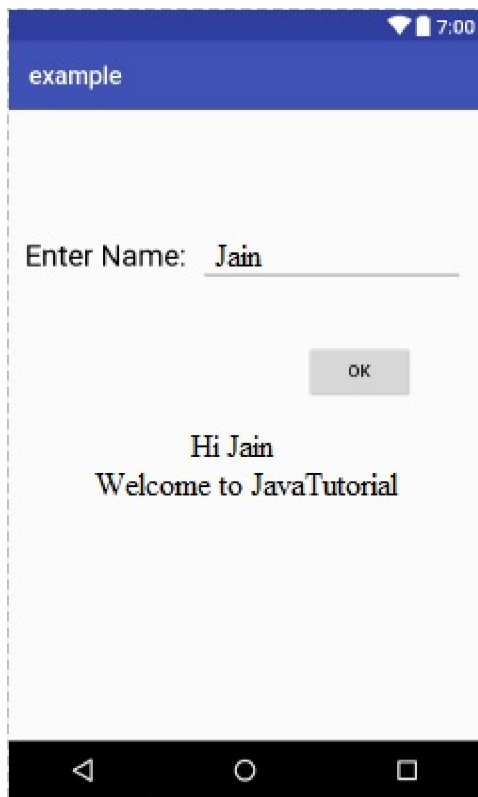
```

Here are the screen shots how it works.



Application screen

When user clicks on OK button, action listener will execute and it will say welcome.



Application screen