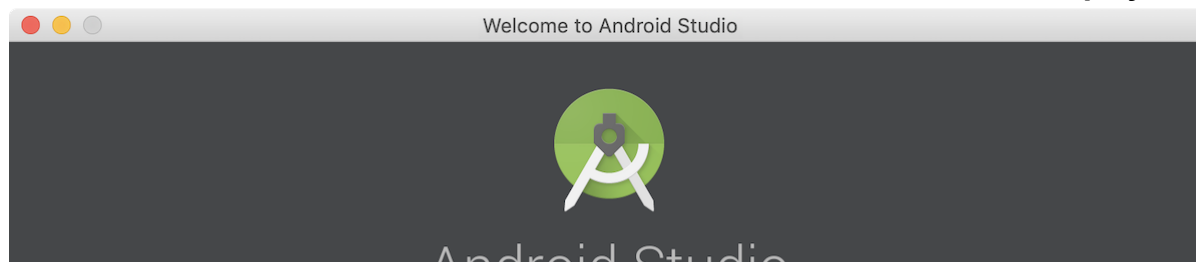


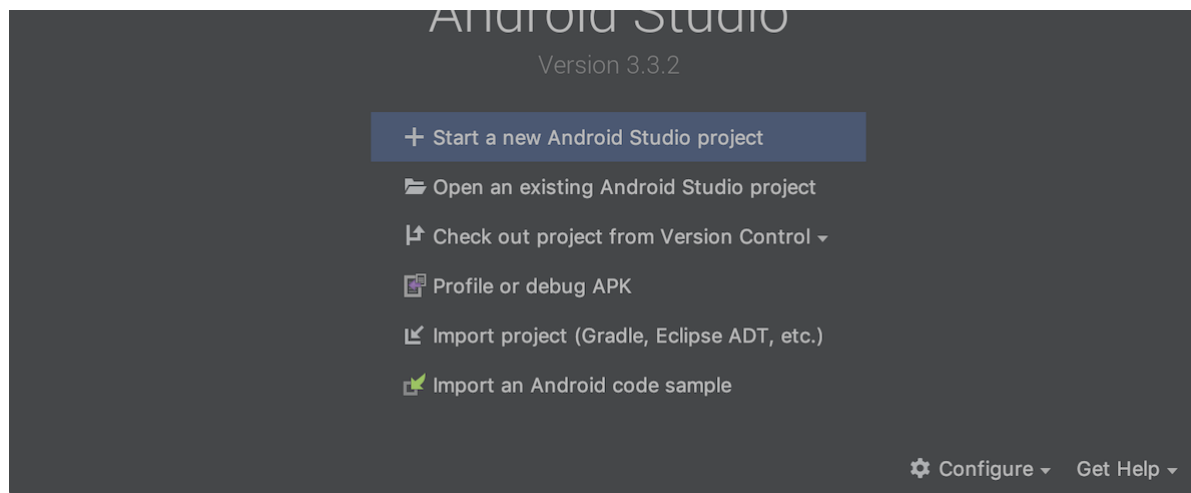
Create an Android project

This lesson shows you how to create a new Android project with Android Studio and describes some of the files in the project.

First, be sure you have installed the latest version of Android Studio. [Download Android Studio here \(/studio/\)](#).

1. In the **Welcome to Android Studio** window, click **Start a new Android Studio project**.





Or if you have a project opened, select **File > New > New Project**.

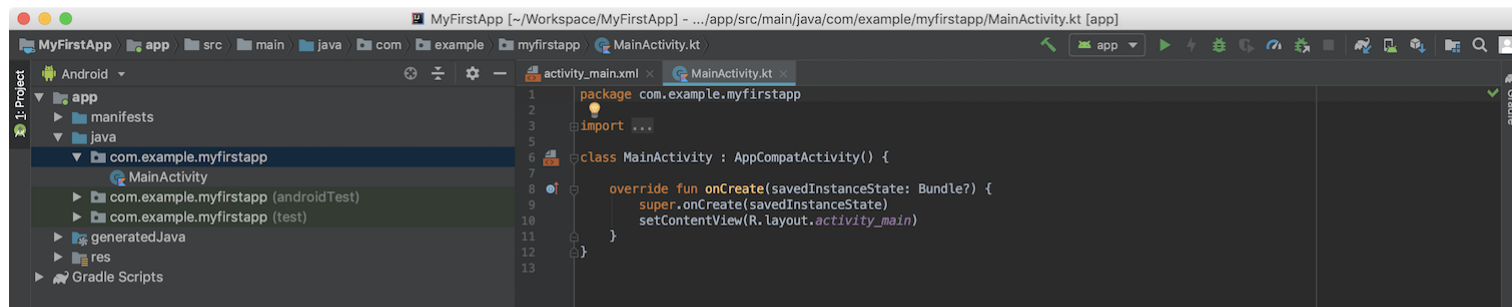
2. In the **Choose your project** window, select **Empty Activity**
3. Click **Next**.
4. In the **Configure your project** window, enter the following values:
 - **Name:** "My First App"
 - **Package name:** "com.example.myfirstapp"
 - Check the box next to **Use AndroidX artifacts**
 - You might want to change the project location.
 - Leave the other options as they are.

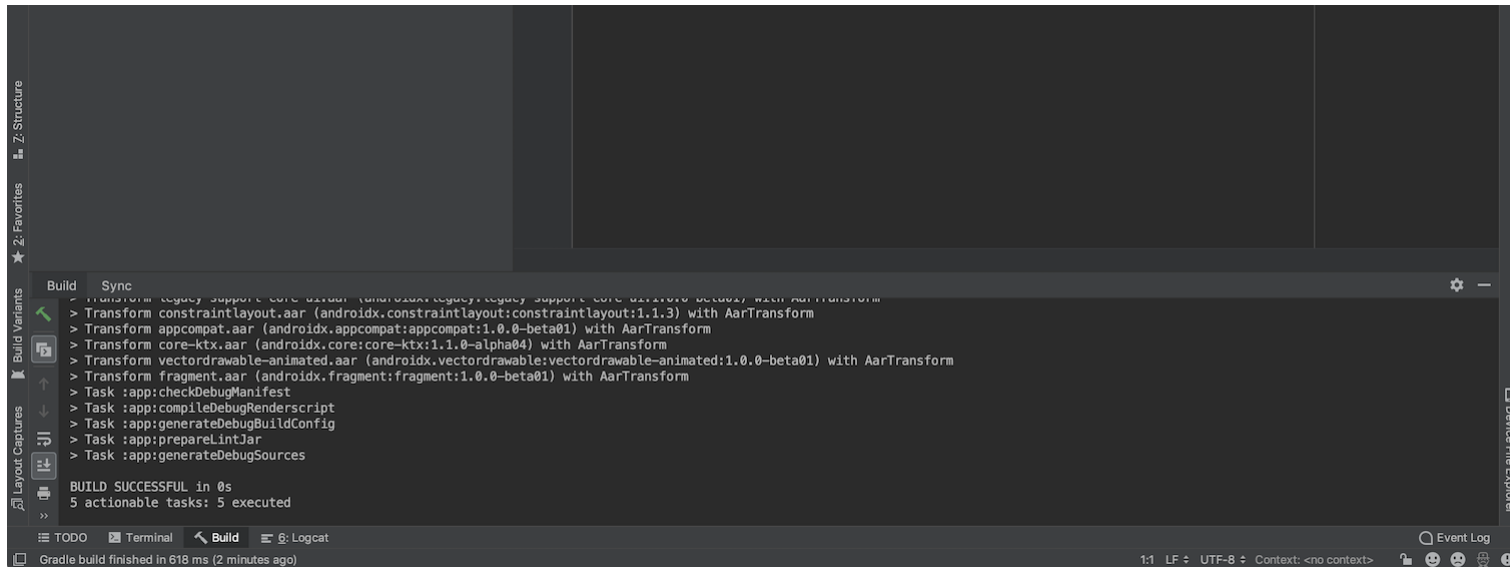
If you prefer to write your app in Java, select **Java** from the **Language** drop down.

5. Click **Finish**.

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After some processing, Android Studio opens the IDE.





Now take a moment to review the most important files.

First, be sure the **Project** window is open (select **View > Tool Windows > Project**) and the **Android** view is selected from the drop-down list at the top of that window. You can then see the following files:

app > java > com.example.myfirstapp > MainActivity

This is the main activity (the entry point for your app). When you build and run the app, the system launches an instance of this [Activity](#) (/reference/android/app/Activity.html) and loads its layout.

app > res > layout > activity_main.xml

This XML file defines the layout for the activity's UI. It contains a [TextView](#) (/reference/android/widget/TextView.html) element with the text "Hello world!".

app > manifests > AndroidManifest.xml

The [manifest file](/guide/topics/manifest/manifest-intro.html) (/guide/topics/manifest/manifest-intro.html) describes the fundamental characteristics of the app and defines each of its components.

Gradle Scripts > build.gradle

You'll see two files with this name: one for the project ("Project: MyFirstApp") and one for the "app" module ("Module: app"). Each module has its own `build.gradle` file, but this project currently has just one module. You'll mostly work with the module's `build.gradle` file to configure how the Gradle tools compile and build your app. For more information about this file, see [Configure Your Build](/studio/build/index.html) (/studio/build/index.html).

To run the app, continue to the [next lesson](https://developer.android.com/training/basics/firstapp/running-app.html) (https://developer.android.com/training/basics/firstapp/running-app.html).

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