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| **Course: Engineering Notebook - Daily** | |
| **Engineer: kiran kumar reddy** | **Date:** 11-03-2019 |

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| **Notes: (Record key insights from videos, web pages, readings, discussions, experiments, and project tasks.)** |

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| **Activity 1 - 5: Induction, Installation** | **Start: 9:30 AM** | **Stop: 10:50 AM** |
| In these activities I have an intro to android studio course. I had an intro about my instructor. I had a brief introduction about android studio. Android studio is a powerful IDE which is used to build android applications. It runs on IntelliJ platform and it also has drag and drop facility for editing. It has version compatibility and gradle based build system for instant run. It also supports debugging for java and c++. I have installed android studio in my device. The project has been divided into multiple exercises and each exercise was further divided into steps. Every exercise has a solution. In android studio has TODO comments which will help us in tracking all TODO from a TODO tab. | | |

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| **Activity 5 - 10: Brief Introduction about Android Studio.** | **Start: 10:50 AM** | **Stop: 11:50 AM** |
| First we will create a Favorite Toys app to learn key concepts of android studio later we will build a weather app(Sun Shine). Android Studio contains different templates for different kinds of activities like Basic, Empty, Login, Google Maps, etc. Project structures contains min and target SDK versions. For running our project we need an emulator or AVD – Android Virtual Device, it relies on special system driver called x86 HAXM for hardware virtualization. I had installed and AVD, it is Nexus 5x with Target SDK of 27 and API level Oreo. AVD helps us in debugging. AVD is an emulator and not an simulator. Android is a full software stack, its base is a Linux kernel on the top of it we have libraries and android runtime on the top of it we have Application framework and on the top of all these we have Application layer on which we mostly work on. Apps are collection of connected components, those are Activity, service, content provider and broadcast receiver. Activity is a single thing that user can do. Activity is responsible for a ll the events. App contains series of activities. Resources contains images, stringes and styles. Android stores all of its layouts in xml format. | | |

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| **Activity 11 - 15: Creating Favorite toys project.** | **Start: 11:51 AM** | **Stop:** |
| In these activities I have changed layout from constraint to frame layout, removed all layout attributes and added padding 16dp and text size 16sp. | | |

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| **Deliverable Status** | | | |
| **Deliverable** | **What did you actually accomplish** | **Size** | **Effort** |
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| **Lessons Learned Reflection** | |
| **Context (e.g. The gap between plan and actual)** | **Lesson** |
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| **To Do List** | |
| **Task** | **What you need to accomplish** |
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