

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\MainActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app >

Our main activity will be a splash activity (which will show a splash screen), let's rename it appropriately.

In the Project explorer, select, then right-click on the main activity Java file.

```
activity_main.xml MainActivity.java
```

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5
6 class MainActivity extends AppCompatActivity {
7     @Override
8     protected void onCreate(Bundle savedInstanceState) {
9         super.onCreate(savedInstanceState);
10        setContentView(R.layout.activity_main);
11    }
12
13 }
14
```

Resource Manager

1:Project

Gradle Scripts

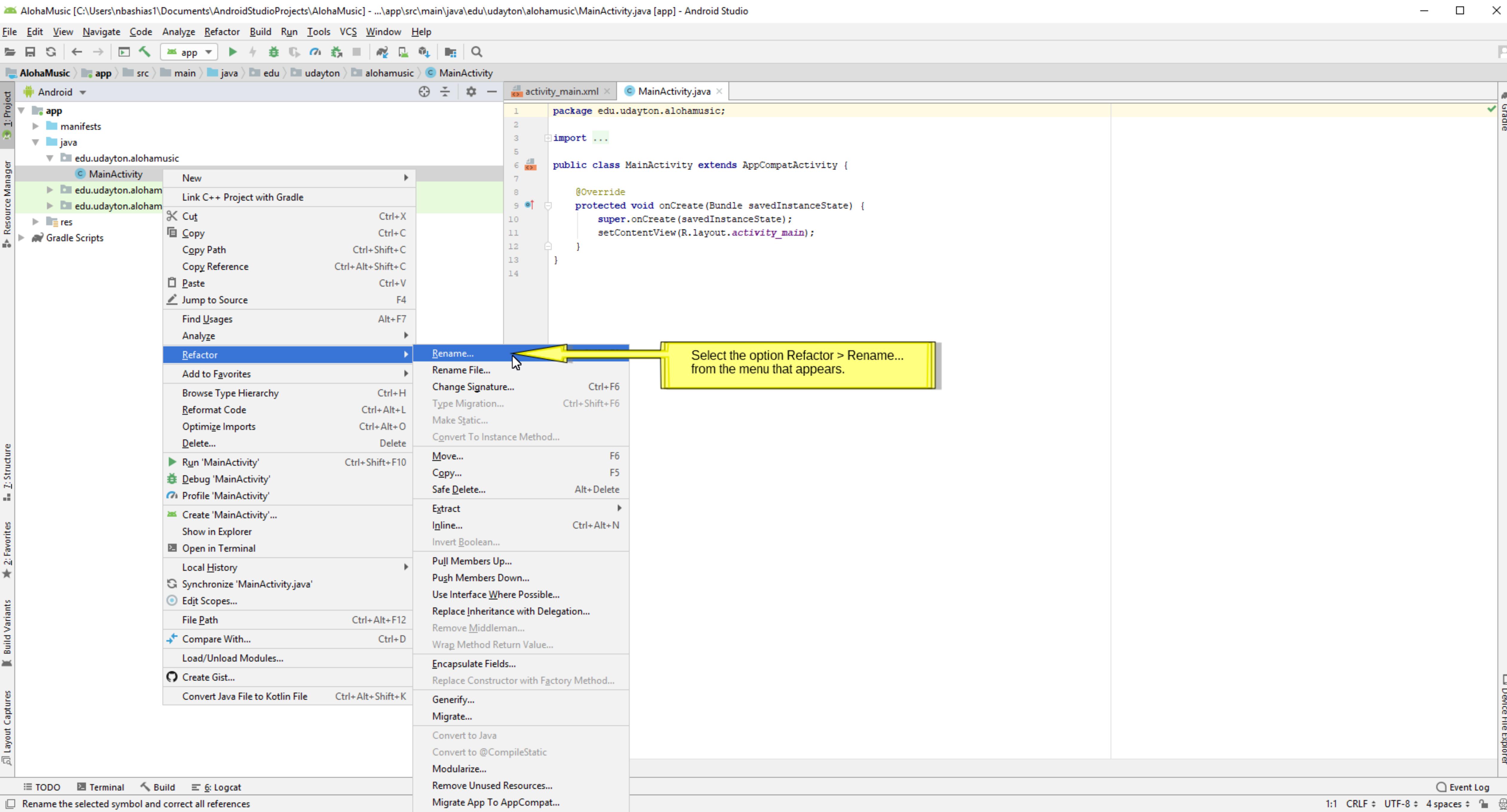
Layout Captures

Build Variants

2: Favorites

Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (moments ago)



AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\MainActivity.java - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > MainActivity

1:Project

Resource Manager

Gradle Scripts

2:Structure

Layout Captures

Build Variants

2:Favorites

Device File Explorer

Android

app

manifests

java

edu.udayton.alohamusic

MainActivity

edu.udayton.alohamusic (androidTest)

edu.udayton.alohamusic (test)

res

activity\_main.xml

MainActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class MainActivity extends AppCompatActivity {
6     @Override
7     protected void onCreate(Bundle savedInstanceState) {
8         super.onCreate(savedInstanceState);
9         setContentView(R.layout.activity_main);
10    }
11 }
12
13
14 }
```

'Refactoring' consistently makes the name change throughout the application wherever it is needed (e.g., the manifest file).

Rename

Rename class 'edu.udayton.alohamusic.MainActivity' and its usages to:

SplashActivity

1. Enter the new name of the Java file.

Search in comments and strings    Search for text occurrences

Rename tests    Rename inheritors

Rename variables

Refactor

2. Click Refactor

TODO Terminal Build Logcat

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (moments ago)

1:15 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\java\\edu\\udayton\\alohamusic\\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project

Resource Manager

Gradle Scripts

In the Project explorer, expand the app/res folder.

We should now rename the layout (XML) file appropriately as well.

activity\_main.xml

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5
6 public class SplashActivity extends AppCompatActivity {
7
8     @Override
9     protected void onCreate(Bundle savedInstanceState) {
10         super.onCreate(savedInstanceState);
11         setContentView(R.layout.activity_main);
12     }
13 }
14
```

2 occurrences changed

1:1 CRLF ▾ UTF-8 ▾ 4 spaces ▾

Event Log

Layout Captures

Build Variants

Favorites

Z: Structure

Device File Explorer

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\java\\edu\\udayton\\alohamusic\\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > java > edu > udayton > alohamusic > SplashActivity

1:Project

Resource Manager

Gradle Scripts

2: Favorites

Build Variants

Layout Captures

3: Structure

4: Event Log

5: Logcat

6: Build

7: Terminal

8: TODO

9: 2 occurrences changed

10: CRLF

11: UTF-8

12: 4 spaces

13: Gradle

14: Device File Explorer

Android

app

manifests

java

edu.udayton.alohamusic

SplashActivity

edu.udayton.alohamusic (androidTest)

edu.udayton.alohamusic (test)

res

drawable

mipmap

values

Expand the app/res/layout folder

```
activity_main.xml x SplashActivity.java x
```

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5
6 public class SplashActivity extends AppCompatActivity {
7
8     @Override
9     protected void onCreate(Bundle savedInstanceState) {
10         super.onCreate(savedInstanceState);
11         setContentView(R.layout.activity_main);
12     }
13
14 }
```

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity\_main.xml

1:Project      Resource Manager      2:Structure      3:Favorites      4:Build Variants      5:Layout Captures      6:Logcat

Android

app

- manifests
- java
  - edu.udayton.alohamusic
    - SplashActivity
  - edu.udayton.alohamusic (androidTest)
  - edu.udayton.alohamusic (test)
- res
  - drawable
  - layout
    - activity\_main.xml
  - mipmap
  - values

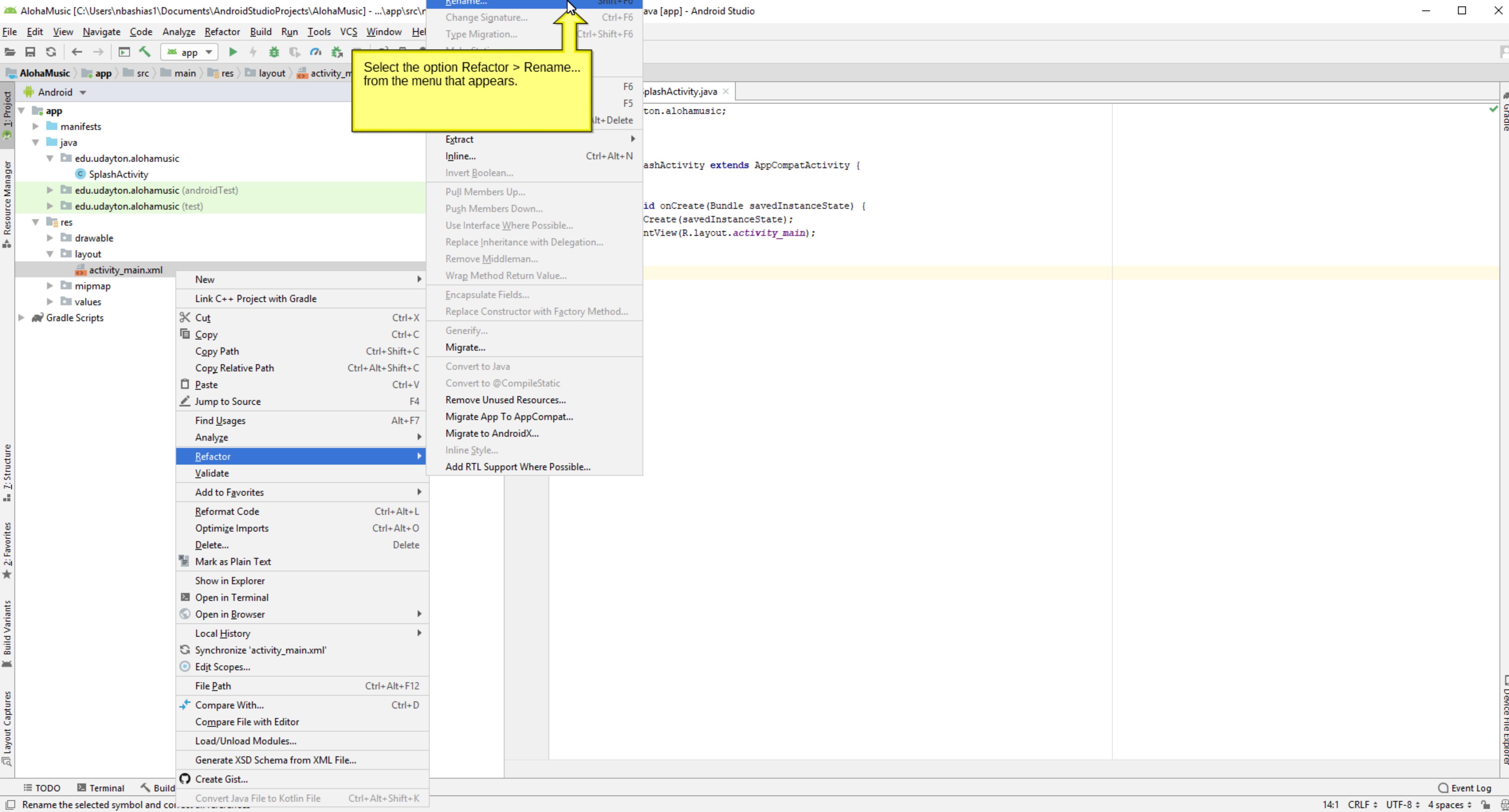
Gradle Scripts

activity\_main.xml x      SplashActivity.java x

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5
6 public class SplashActivity extends AppCompatActivity {
7
8     @Override
9     protected void onCreate(Bundle savedInstanceState) {
10         super.onCreate(savedInstanceState);
11         setContentView(R.layout.activity_main);
12     }
13
14 }
```

Select, then right-click the activity\_main.xml layout file

1:1 CRLF 4 spaces



AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > layout > activity\_main.xml

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Layout Explorer

Android

app

- manifests
- java
  - edu.udayton.alohamusic
    - SplashActivity
  - edu.udayton.alohamusic (androidTest)
  - edu.udayton.alohamusic (test)
- res
  - drawable
  - layout
    - activity\_main.xml
  - mipmap
  - values

Gradle Scripts

activity\_main.xml x SplashActivity.java x

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6     @Override
7     protected void onCreate(Bundle savedInstanceState) {
8         super.onCreate(savedInstanceState);
9         setContentView(R.layout.activity_main);
10    }
11 }
12
13 }
```

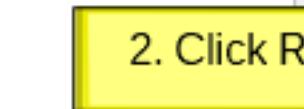
Rename

Rename file 'activity\_main.xml' and its usages to:

activity\_splash.xml  1. Enter the new layout file name.

Search in comments and strings

Refactor  Preview  Cancel  Help

2. Click Refactor 

TODO Terminal Build Logcat Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (2 minutes ago)

1:16 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\java\\edu\\udayton\\alohamusic\\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > values

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Logcat

Android

app

- manifests
- java
  - edu.udayton.alohamusic
    - SplashActivity
  - edu.udayton.alohamusic (androidTest)
  - edu.udayton.alohamusic (test)
- generatedJava
- res
  - drawable
  - layout
    - activity\_splash.xml
  - mipmap
  - values

Gradle Scripts

activity\_splash.xml

SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6     @Override
7     protected void onCreate(Bundle savedInstanceState) {
8         super.onCreate(savedInstanceState);
9         setContentView(R.layout.activity_splash);
10    }
11 }
12
13
14
```

To add dimension resources, select, then right-click the app/res/values folder

1 occurrence changed 14:1 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > values

1:Project Resource Manager

Android

app

- manifests
- java
  - edu.udayton.alohamusic
    - SplashActivity
  - edu.udayton.alohamusic (androidTest)
  - edu.udayton.alohamusic (test)
- generatedJava
- res
  - drawable
  - layout
    - activity\_splash.xml
  - mipmap
  - values
    - values

Gradle Scripts

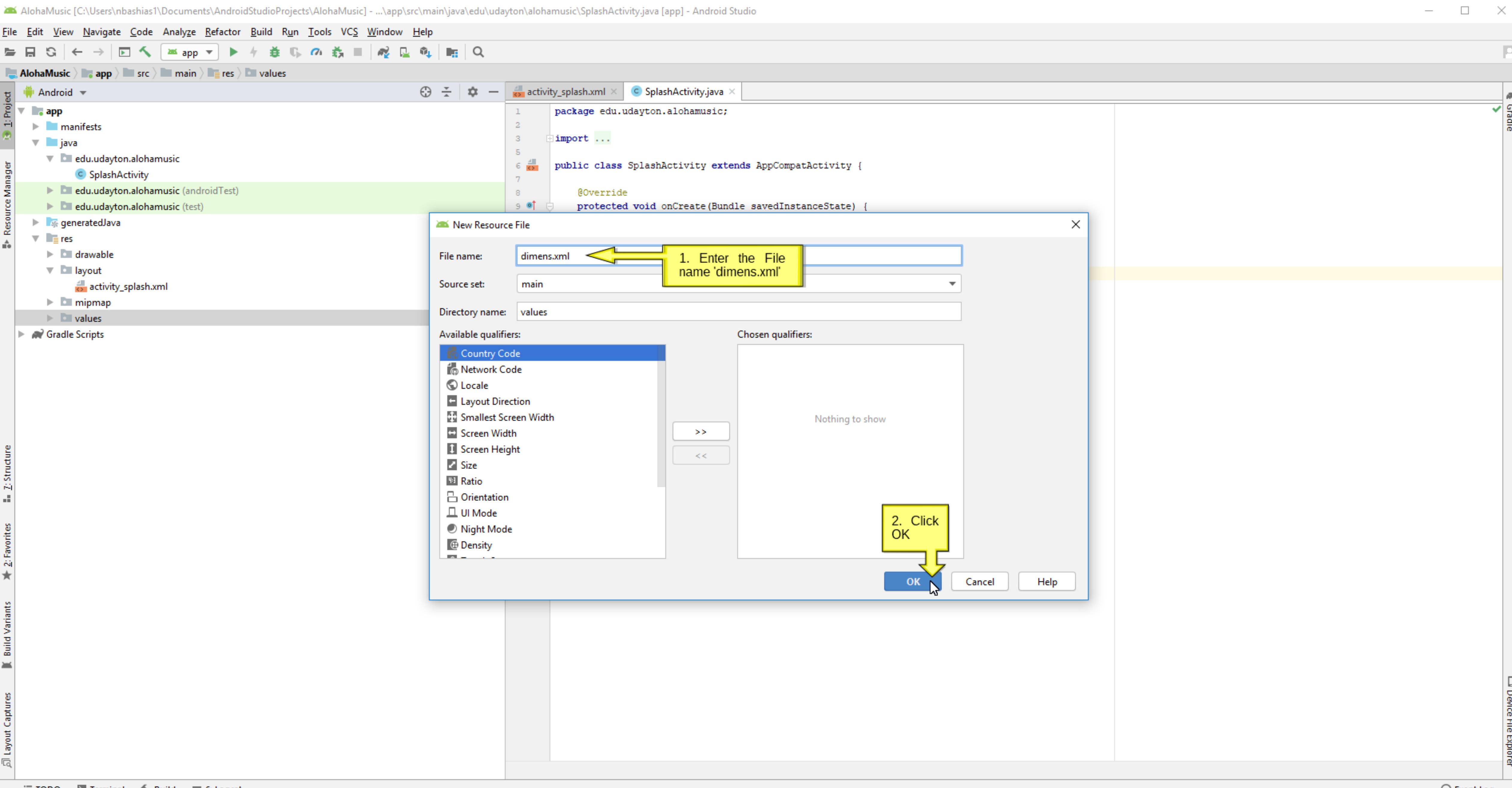
New

- Kotlin File/Class
- Values resource file
- Sample Data Directory
- File
- Scratch File
- Directory
- C++ Class
- C/C++ Source File
- C/C++ Header File
- Image Asset
- Vector Asset
- module-info.java
- .editorconfig file
- Kotlin Script
- Singleton
- Gradle Kotlin DSL Build Script
- Gradle Kotlin DSL Settings
- Edit File Templates...
- AIDL
- Activity
- Android Auto
- Folder
- Fragment
- Google
- Other
- Service
- UI Component
- Wear
- Widget
- XML
- Resource Bundle

Select the option New > Values resource file from the menu that appears

14:1 CRLF ï UTF-8 ï 4 spaces ï

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6     @Override
7     protected void onCreate(Bundle savedInstanceState) {
8         super.onCreate(savedInstanceState);
9         setContentView(R.layout.activity_splash);
10    }
11
12 }
13
14 }
```





Android

app

manifests

java

edu.udayton.alohamusic

SplashActivity

edu.udayton.alohamusic (androidTest)

edu.udayton.alohamusic (test)

generatedJava

res

drawable

layout

activity\_splash.xml

mipmap

values

colors.xml

dimens.xml

strings.xml

styles.xml

Gradle Scripts

activity\_splash.xml

SplashActivity.java

dimens.xml

```
<?xml version="1.0" encoding="utf-8"?>
<resources></resources>
```

Place the I-beam cursor inside the resources container tag and hit the Enter key

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\res\\values\\dimens.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > values > dimens.xml

1:Project Resource Manager 2:Structure 3:Favorites

activity\_splash.xml SplashActivity.java dimens.xml

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <dimen name="txtTitleTextSize">38sp</dimen>
    <dimen name="buttonTextSize">22sp</dimen>
</resources>
```

Enter these text size resources

resources

TODO Terminal Build Logcat Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (3 minutes ago)

4:46 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\values\dimens.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > values > dimens.xml

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Logcat

Android

app

- manifests
- java
  - edu.udayton.alohamusic
    - SplashActivity
  - edu.udayton.alohamusic (androidTest)
  - edu.udayton.alohamusic (test)
- generatedJava
- res
  - drawable
  - layout
    - activity\_splash.xml
  - mipmap
  - values
    - colors.xml
    - dimens.xml
    - strings.xml
    - styles.xml

Gradle Scripts

activity\_splash.xml

SplashActivity.java

dimens.xml

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <dimen name="txtTitleTextSize">38sp</dimen>
    <dimen name="buttonTextSize">22sp</dimen>
    <dimen name="imageHeight">150dp</dimen>
    <dimen name="imageWidth">320dp</dimen>
    <dimen name="topMargin20">20dp</dimen>
</resources>
```

Then enter these image dimension and margin size resources

resources

TODO Terminal Build Logcat Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (4 minutes ago)

8:43 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\values\dimens.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > values > dimens.xml

Close. Alt-click to close others

Close the dimens.xml file

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <dimen name="txtTitleTextSize">38sp</dimen>
    <dimen name="buttonTextSize">22sp</dimen>
    <dimen name="imageHeight">150dp</dimen>
    <dimen name="imageWidth">320dp</dimen>
    <dimen name="topMargin20">20dp</dimen>
</resources>
```

1: Project

2: Resource Manager

3: Favorites

4: Build Variants

5: Layout Captures

6: TODO

7: Terminal

8: Build

9: Logcat

10: Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (4 minutes ago)

8:43 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > values > strings.xml

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Logcat

Gradle Scripts

Android

1:Project

app

- manifests
- java
  - edu.udayton.alohamusic
    - SplashActivity
  - edu.udayton.alohamusic (androidTest)
  - edu.udayton.alohamusic (test)
- generatedJava
- res
  - drawable
  - layout
    - activity\_splash.xml
  - mipmap
  - values
    - colors.xml
    - dimens.xml
    - strings.xml
    - styles.xml

Resource Manager

activity\_splash.xml

SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6     @Override
7     protected void onCreate(Bundle savedInstanceState) {
8         super.onCreate(savedInstanceState);
9         setContentView(R.layout.activity_splash);
10    }
11 }
12
13 }
```

Open the strings.xml file to add string resources

Layout Captures

Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (5 minutes ago)

14:1 CRLF ÷ UTF-8 ÷ 4 spaces ÷



Android

Edit translations for all locales in the translations editor.

Open editor Hide notification

Use the Translations editor to add string resources shown on next page (details not shown here)

```
<resources>
    <string name="app_name">Aloha Music</string>
</resources>
```

resources

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\values\strings.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > values > strings.xml

1:Project Resource Manager 2:Favorites 3:Build Variants 4:Layout Captures 5:Logcat

Edit translations for all locales in the translations editor.

```
<resources>
    <string name="app_name">Aloha Music</string>
    <string name="txtSplashTitle">Sounds of Hawaii</string>
    <string name="imgUkeleleDescription">Ukelele Picture</string>
    <string name="imgDrumsDescription">Drums Picture</string>
    <string name="btnUkeleleLabel">Play Ukelele Song</string>
    <string name="btnDrumsLabel">Play Drums Song</string>
</resources>
```

Add these string resources

resources

TODO Terminal Build Logcat Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (6 minutes ago)

8:58 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\values\strings.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > values > strings.xml

Close. Alt-click to close others

Close the strings.xml file

Edit translations for all locales in the translations editor.

```
<resources>
    <string name="app_name">Aloha Music</string>
    <string name="txtSplashTitle">Sounds of Hawaii</string>
    <string name="imgUkeleleDescription">Ukelele Picture</string>
    <string name="imgDrumsDescription">Drums Picture</string>
    <string name="btnUkeleleLabel">Play Ukelele Song</string>
    <string name="btnDrumsLabel">Play Drums Song</string>
</resources>
```

Open editor Hide notification

1:Project

Resource Manager

2: Favorites

Build Variants

Layout Captures

resources

TODO Terminal Build Logcat Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (6 minutes ago)

8:58 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\Nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\java\\edu\\udayton\\alohamusic\\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > values > colors.xml

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Logcat

Android

1:Project

app

- manifests
- java
  - edu.udayton.alohamusic
    - SplashActivity
  - edu.udayton.alohamusic (androidTest)
  - edu.udayton.alohamusic (test)
- generatedJava
- res
  - drawable
  - layout
    - activity\_splash.xml
  - mipmap
  - values
    - colors.xml
    - dimens.xml
    - strings.xml
    - styles.xml

Gradle Scripts

activity\_splash.xml

SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6     @Override
7     protected void onCreate(Bundle savedInstanceState) {
8         super.onCreate(savedInstanceState);
9         setContentView(R.layout.activity_splash);
10    }
11
12 }
13
14 }
```

Open the colors.xml file to add the color resource for the splash screen title

Device File Explorer

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\values\colors.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > values > colors.xml

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Logcat

Activity splash.xml > SplashActivity.java > colors.xml

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <color name="colorPrimary">#008577</color>
    <color name="colorPrimaryDark">#00574B</color>
    <color name="colorAccent">#D81B60</color>
    <color name="splashTitleTextColor">#984B00</color>
</resources>
```

Add this color resource for the splash screen title

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (7 minutes ago)

7:55 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\res\values\colors.xml [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > values > colors.xml

Close. Alt-click to close others

Close the colors.xml file

Android

1:Project

Resource Manager

2:Structure

3:Favorites

Build Variants

Layout Captures

4:Logcat

resources

Activity\_splash.xml

SplashActivity.java

colors.xml

1 <?xml version="1.0" encoding="utf-8"?>

2 <resources>

3 <color name="colorPrimary">#008577</color>

4 <color name="colorPrimaryDark">#00574B</color>

5 <color name="colorAccent">#D81B60</color>

6

7 <color name="splashTitleTextColor">#984B00</color>

8 </resources>

9

Gradle

Device File Explorer

TODO Terminal Build Logcat Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (7 minutes ago)

7:55 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Logcat

activity\_splash.xml SplashActivity.java

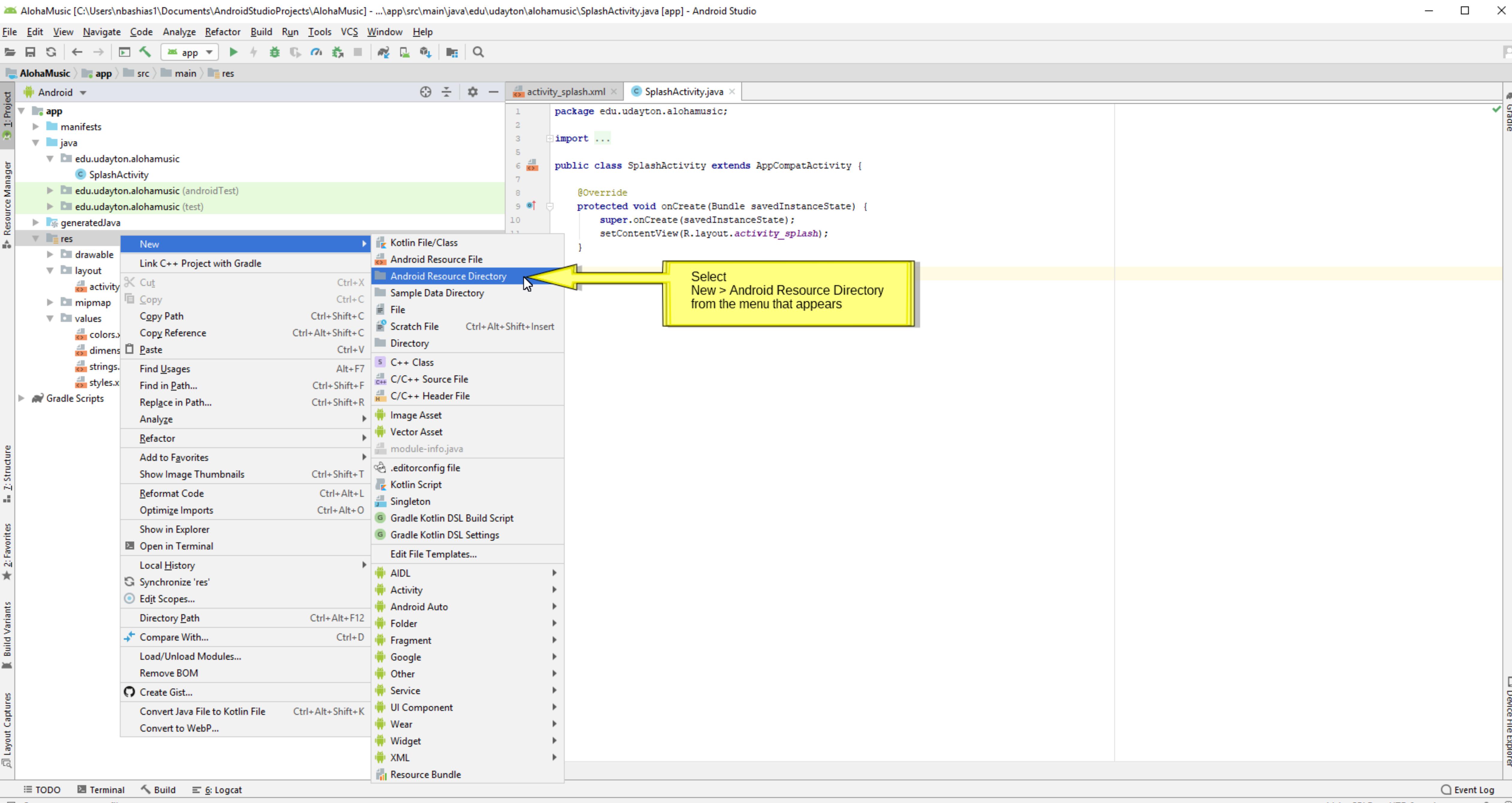
```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5
6 public class SplashActivity extends AppCompatActivity {
7
8     @Override
9     protected void onCreate(Bundle savedInstanceState) {
10         super.onCreate(savedInstanceState);
11         setContentView(R.layout.activity_splash);
12     }
13 }
14
```

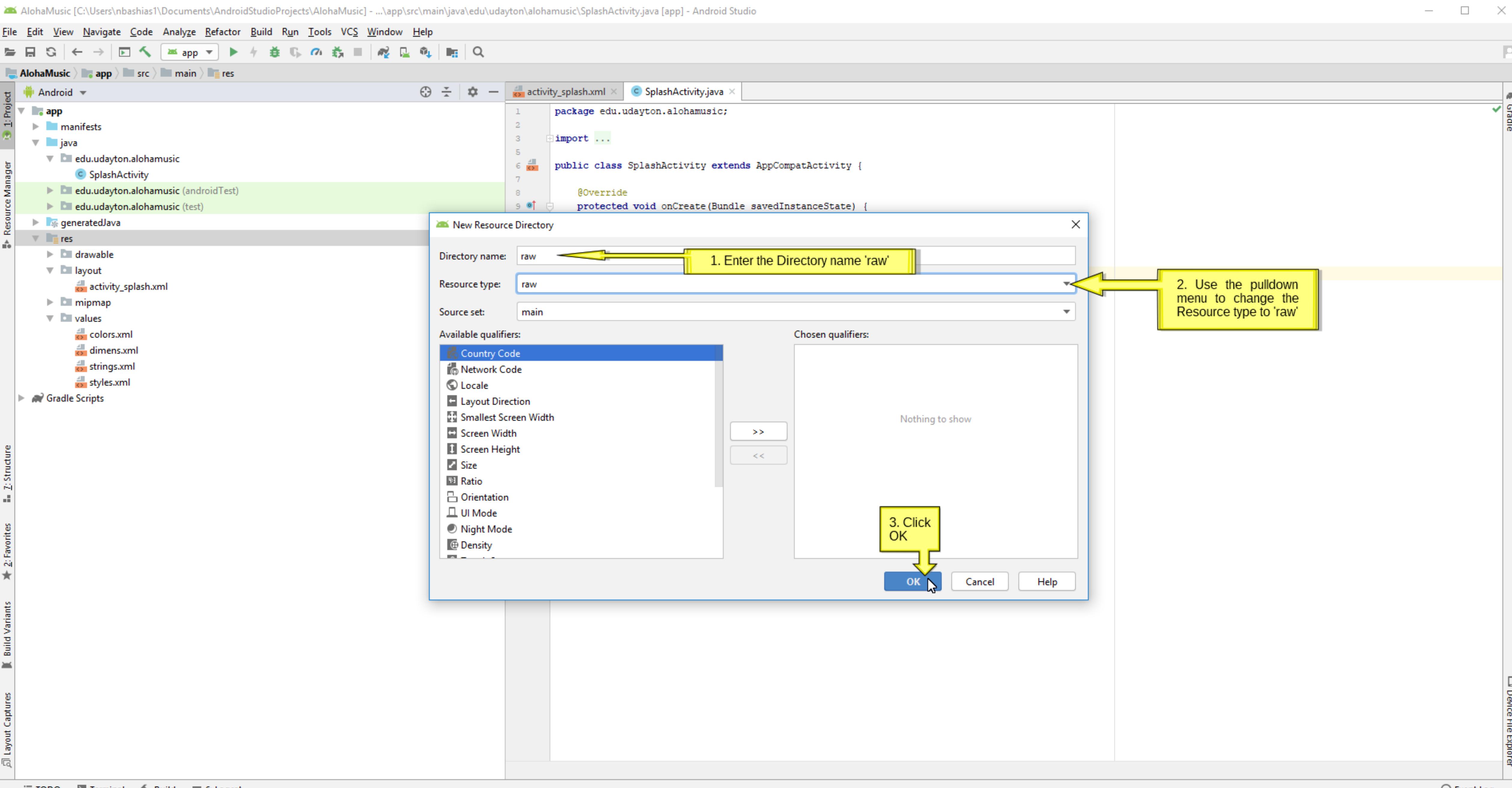
To create the raw folder, select, then right-click the res folder

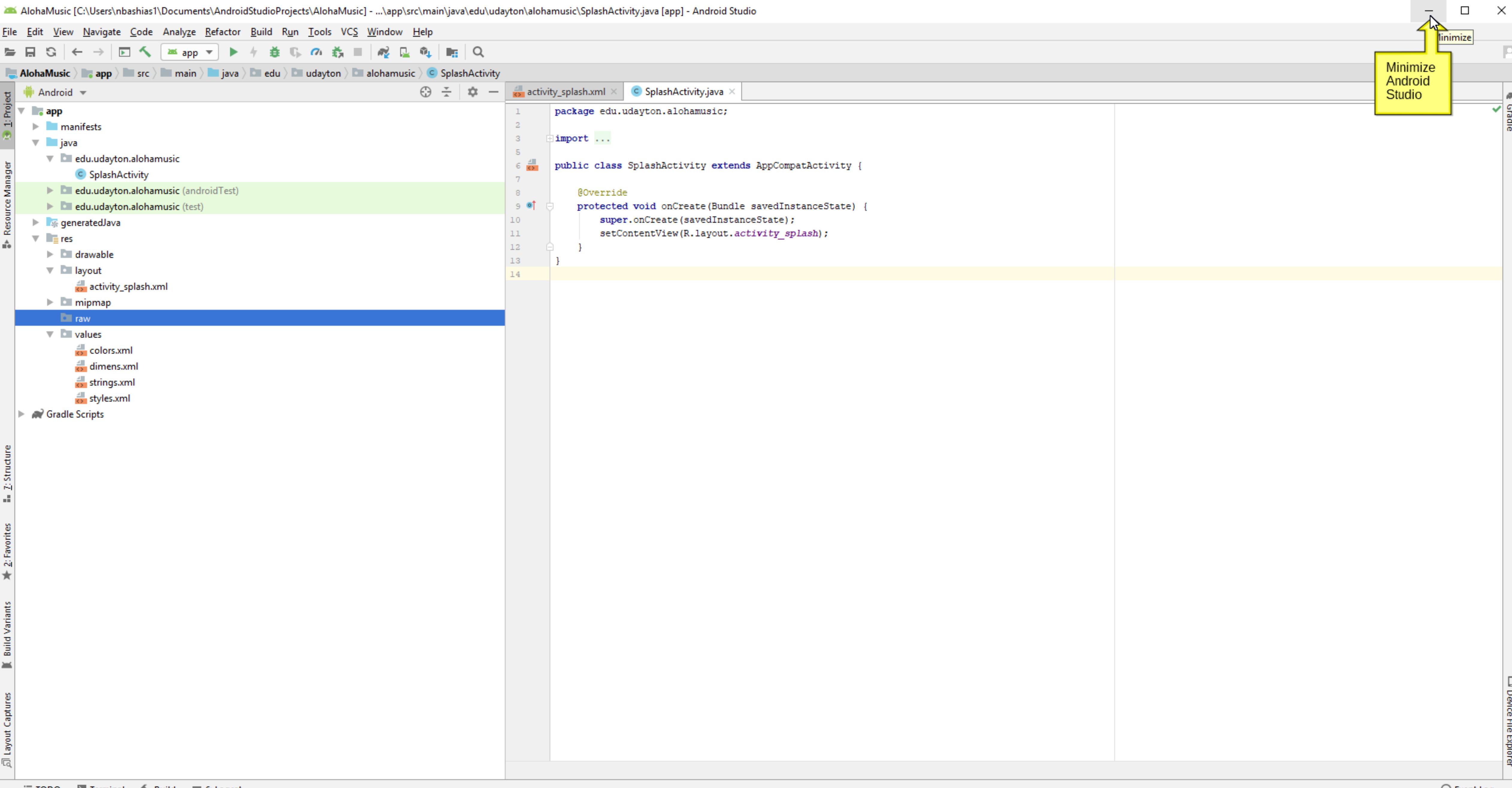
We now copy the external resources (music and image files) into our project  
However, before we can copy the music files into the project, we need to create the appropriate folder: the res/raw folder

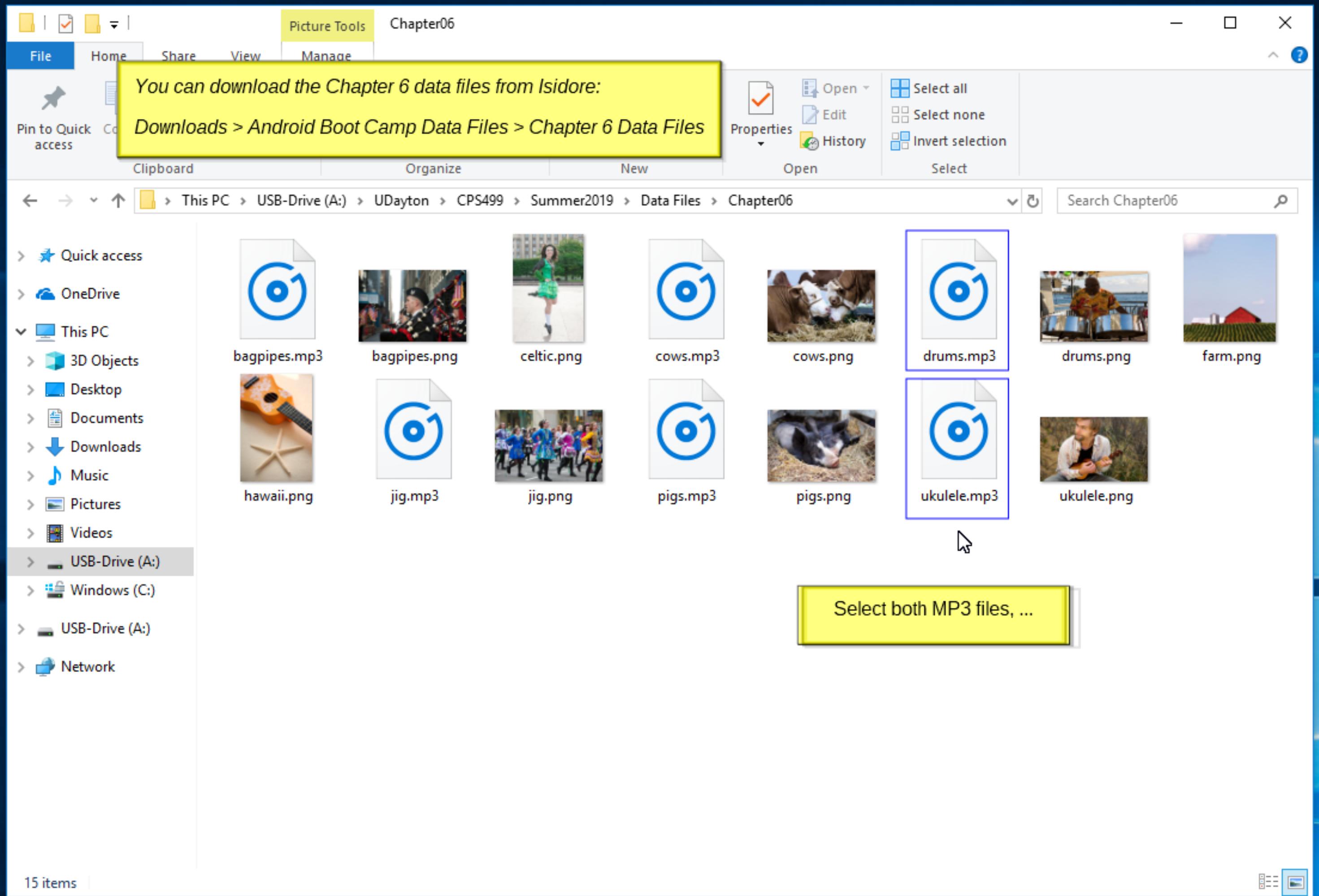
Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (9 minutes ago)

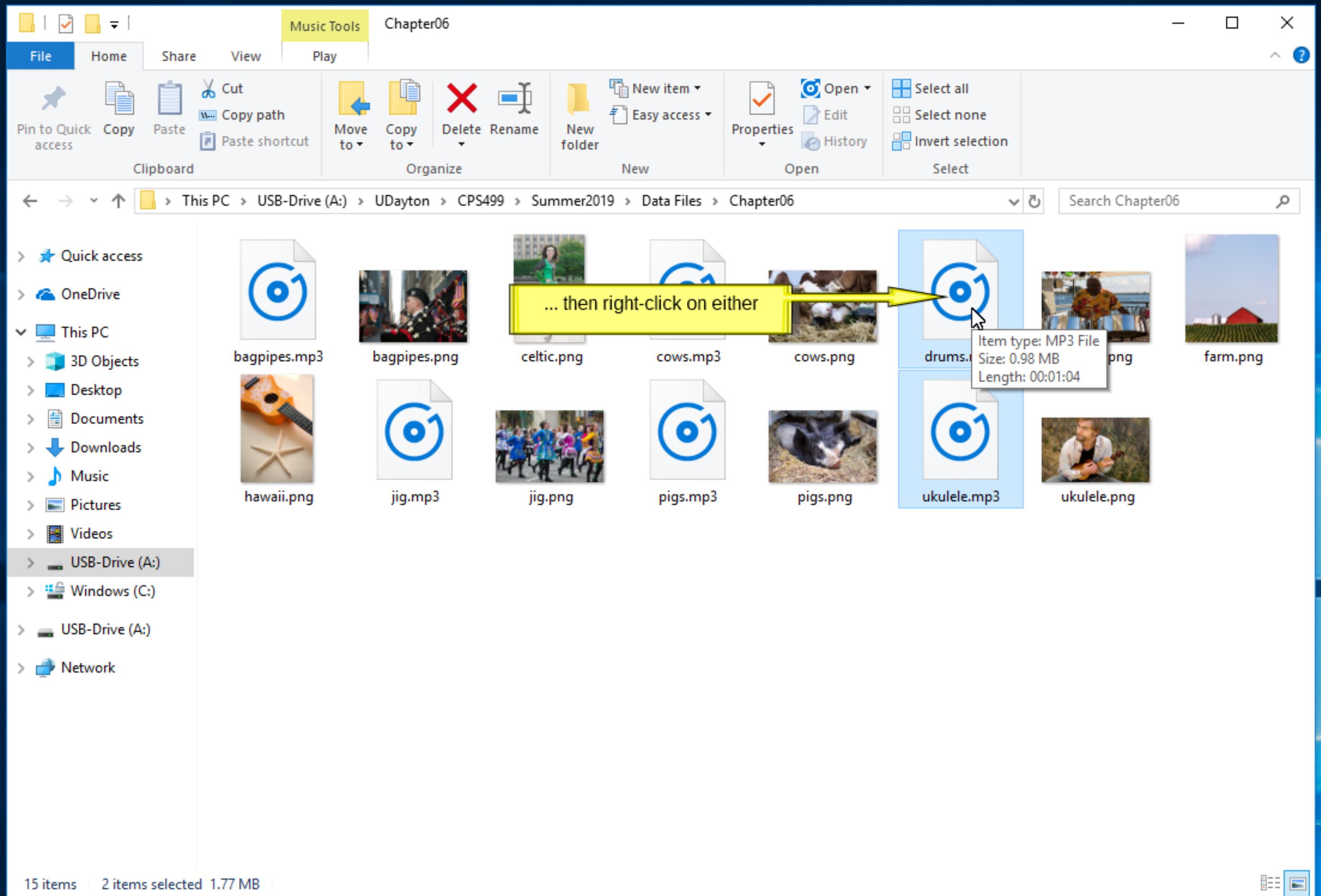
14:1 CRLF UTF-8 4 spaces

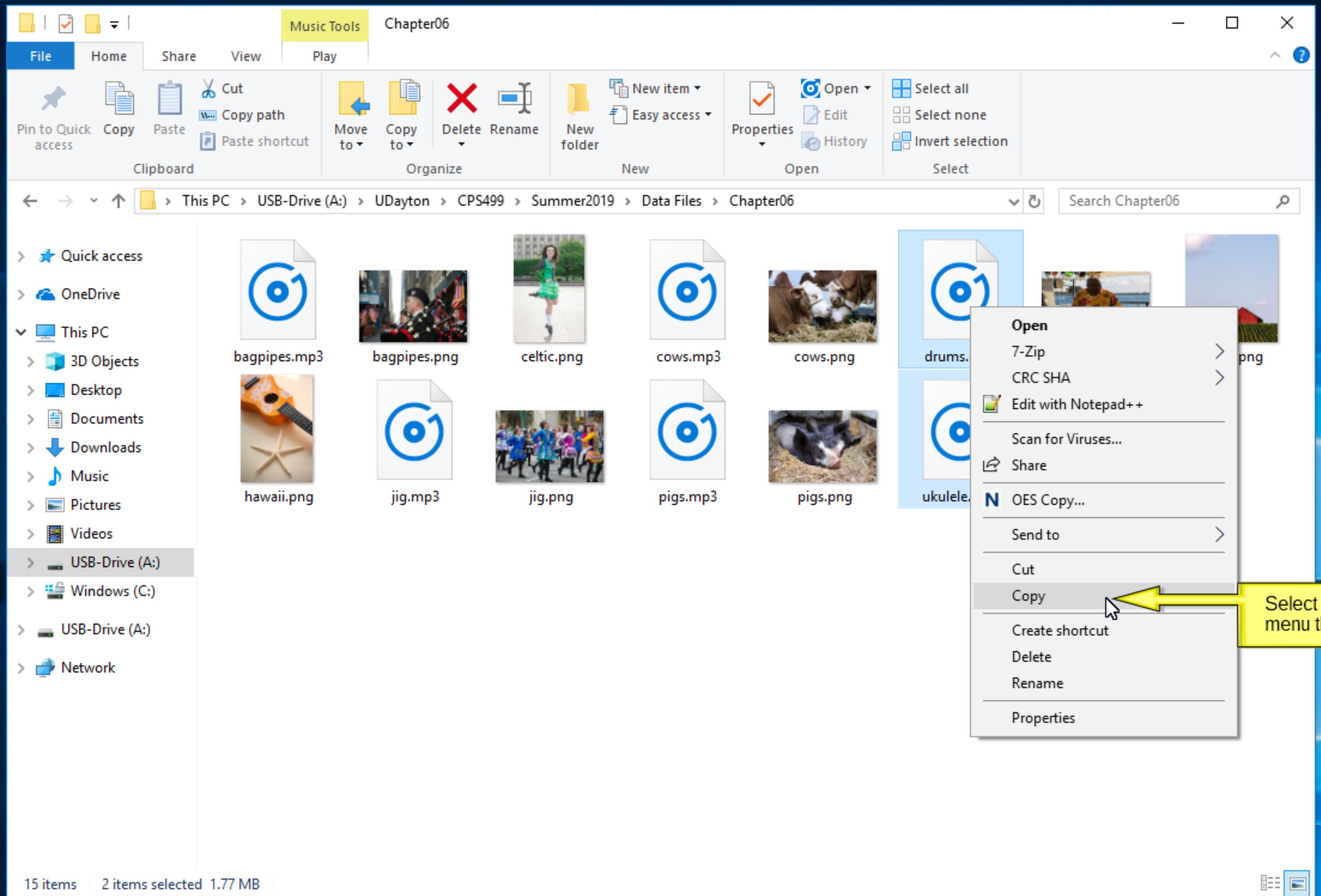












Select Copy from the  
menu that appears

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\java\\edu\\udayton\\alohamusic\\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > raw

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Logcat

activity\_splash.xml > SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5
6 public class SplashActivity extends AppCompatActivity {
7
8     @Override
9     protected void onCreate(Bundle savedInstanceState) {
10         super.onCreate(savedInstanceState);
11         setContentView(R.layout.activity_splash);
12     }
13
14 }
```

Right-click on the raw folder

Android Gradle

1:Project 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Logcat

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (9 minutes ago)

14:1 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\java\\edu\\udayton\\alohamusic\\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > raw

1:Project Resource Manager

Android

app

- manifests
- java
  - edu.udayton.alohamusic
    - SplashActivity
  - edu.udayton.alohamusic (androidTest)
  - edu.udayton.alohamusic (test)
- generatedJava
- res
  - drawable
  - layout
    - act
    - mipmap
    - raw
  - values
    - color
    - dimen
    - string
    - style

Gradle Scripts

2:Structure

3:Favorites

Build Variants

Layout Captures

activity\_splash.xml

SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6     @Override
7     protected void onCreate(Bundle savedInstanceState) {
8         super.onCreate(savedInstanceState);
9         setContentView(R.layout.activity_splash);
10    }
11
12 }
13
14 }
```

Cut Ctrl+X

Copy Ctrl+C

Copy Path Ctrl+Shift+C

Copy Reference Ctrl+Alt+Shift+C

Paste

Find Usages

Find in Path...

Replace in Path...

Analyze

Refactor

Add to Favorites

Show Image Thumbnails Ctrl+Shift+T

Reformat Code Ctrl+Alt+L

Optimize Imports Ctrl+Alt+O

Delete...

Run 'Tests in 'raw'' Ctrl+Shift+F10

Debug 'Tests in 'raw''

Run 'Tests in 'raw'' with Coverage

Create 'Tests in 'raw''...

Show in Explorer

Open in Terminal

Local History

Synchronize 'raw'

Edit Scopes...

Directory Path Ctrl+Alt+F12

Compare With... Ctrl+D

Load/Unload Modules...

Remove BOM

Event Log

Paste from clipboard

Select Paste from the menu that appears

The screenshot shows the Android Studio interface with the project structure on the left and code editor on the right. A context menu is open over a file in the 'raw' folder of the 'res' directory. The 'Paste' option in the menu is highlighted with a yellow arrow and a callout bubble containing the text 'Select Paste from the menu that appears'. Other options in the menu include Cut, Copy, Copy Path, Copy Reference, Find Usages, Find in Path..., Replace in Path..., Analyze, Refactor, Add to Favorites, Show Image Thumbnails, Reformat Code, Optimize Imports, Delete..., Run 'Tests in 'raw'', Debug 'Tests in 'raw'', Run 'Tests in 'raw'' with Coverage, Create 'Tests in 'raw''..., Show in Explorer, Open in Terminal, Local History, Synchronize 'raw', Edit Scopes..., Directory Path, Compare With..., Load/Unload Modules..., and Remove BOM.

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic app src main res raw

1:Project Resource Manager 2:Structure Favorites Build Variants Layout Captures Logcat

activity\_splash.xml SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6     @Override
7     protected void onCreate(Bundle savedInstanceState) {
8         super.onCreate(savedInstanceState);
9         setContentView(R.layout.activity_splash);
10    }
11 }
12
13 }
```

Copy

Copy specified files

To directory: Documents\AndroidStudioProjects\AlohaMusic\app\src\main\res\raw

Use Ctrl+Space for path completion

OK Click OK to confirm the import

Device File Explorer

TODO Terminal Build Logcat Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (10 minutes ago)

14:1 CRLF UTF-8 4 spaces

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > raw

1:Project Resource Manager 2:Structure Favorites Build Variants Layout Captures Logcat Event Log

Android

1:Project

app

- manifests
- java
  - edu.udayton.alohamusic
    - SplashActivity
  - edu.udayton.alohamusic (androidTest)
  - edu.udayton.alohamusic (test)
- generatedJava
- res
  - drawable
  - layout
    - activity\_splash.xml
  - mipmap
  - values
    - colors.xml
    - dimens.xml
    - strings.xml
    - styles.xml

To see the music files, expand the raw folder

activity\_splash.xml

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5
6 public class SplashActivity extends AppCompatActivity {
7
8     @Override
9     protected void onCreate(Bundle savedInstanceState) {
10         super.onCreate(savedInstanceState);
11         setContentView(R.layout.activity_splash);
12     }
13
14 }
```

Gradle

Device File Explorer

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > raw

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Logcat

activity\_splash.xml > SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5
6 public class SplashActivity extends AppCompatActivity {
7
8     @Override
9     protected void onCreate(Bundle savedInstanceState) {
10         super.onCreate(savedInstanceState);
11         setContentView(R.layout.activity_splash);
12     }
13
14 }
```

drums.mp3 ukulele.mp3

Here are the imported music files

Gradle Scripts

Device File Explorer

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > raw

1:Project Resource Manager 2:Structure 3:Favorites

Minimize

Minimize Android Studio again to import the image files

```
activity_splash.xml SplashActivity.java
```

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6     @Override
7     protected void onCreate(Bundle savedInstanceState) {
8         super.onCreate(savedInstanceState);
9         setContentView(R.layout.activity_splash);
10    }
11
12 }
13
14 }
```

drums.mp3 ukulele.mp3

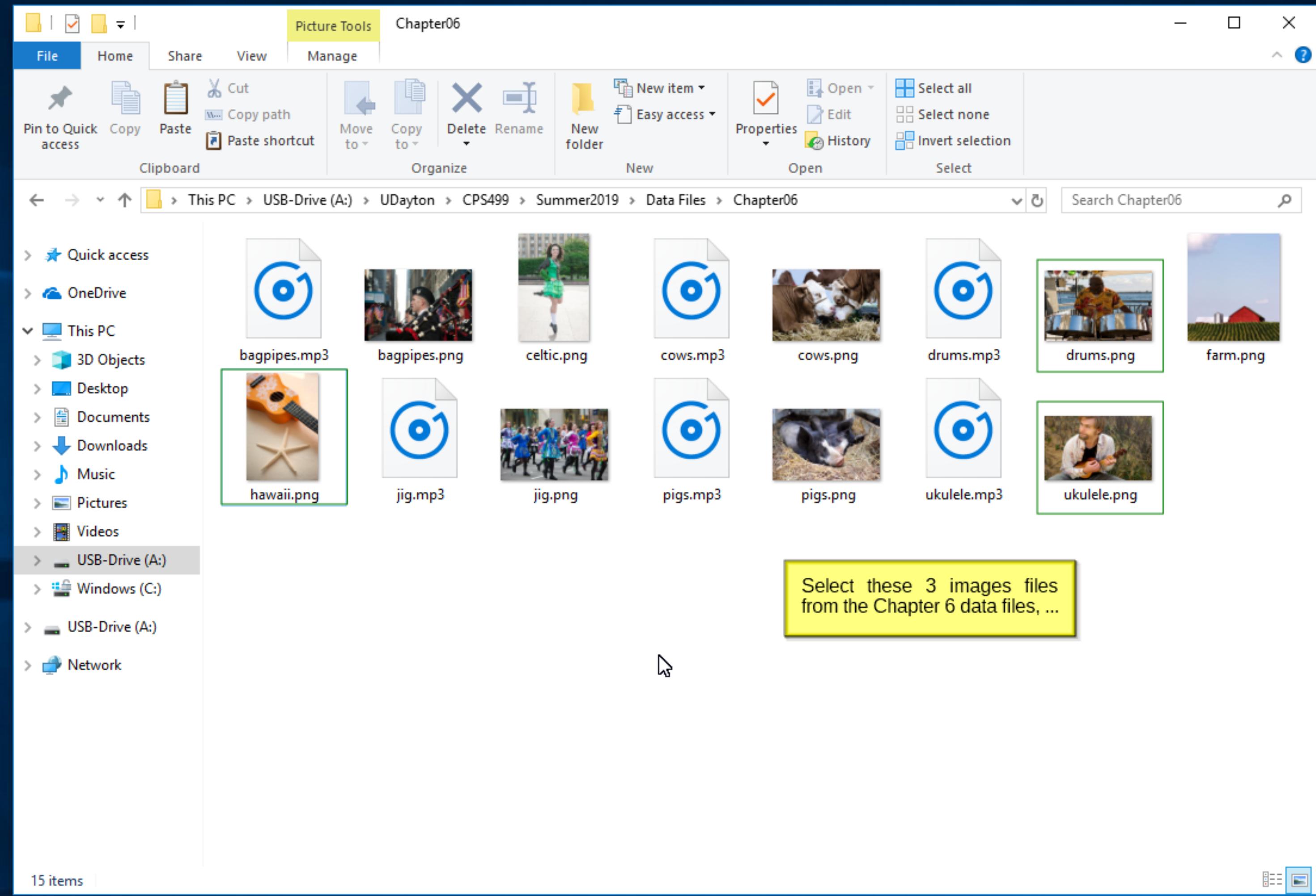
colors.xml dimens.xml strings.xml styles.xml

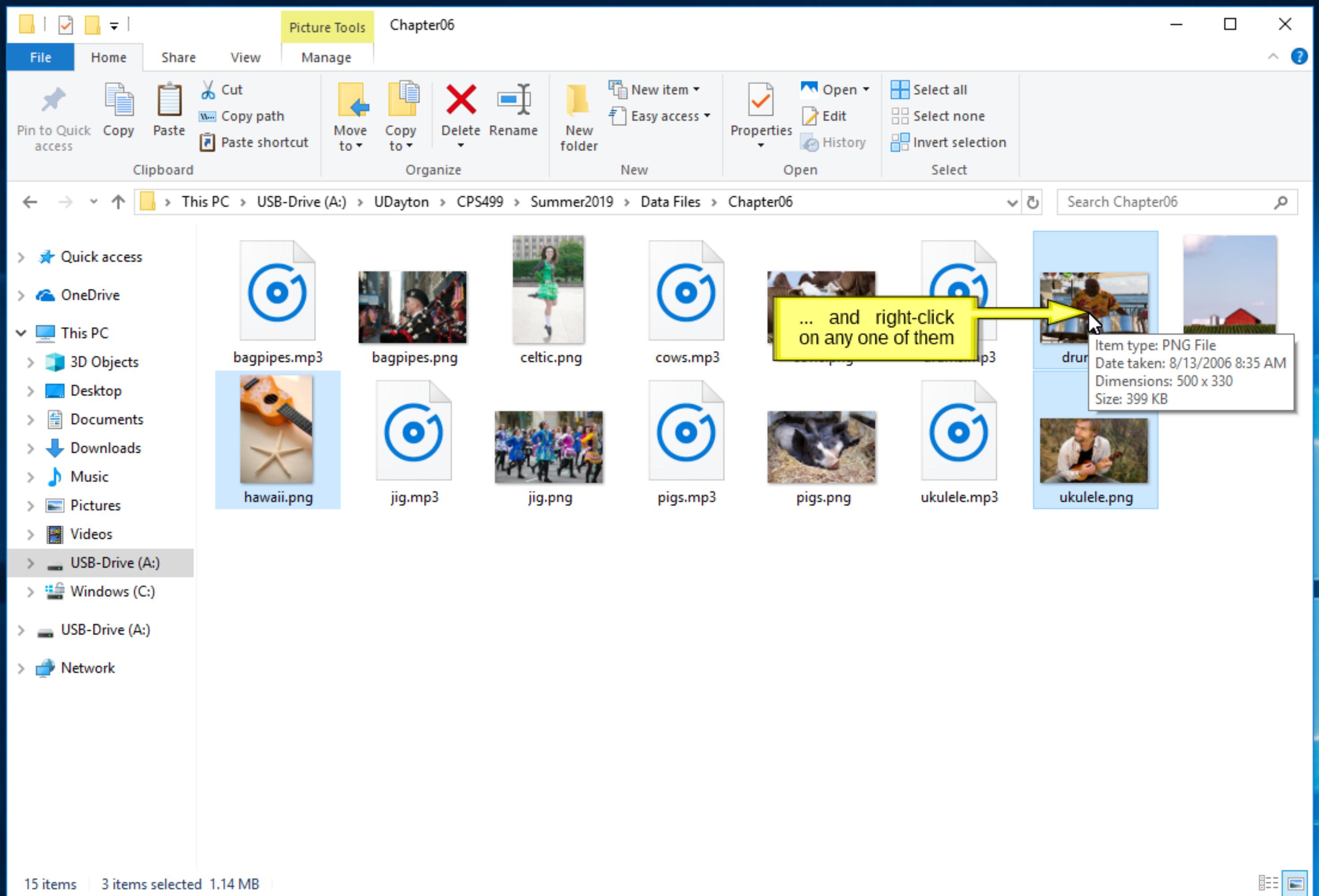
Gradle Scripts

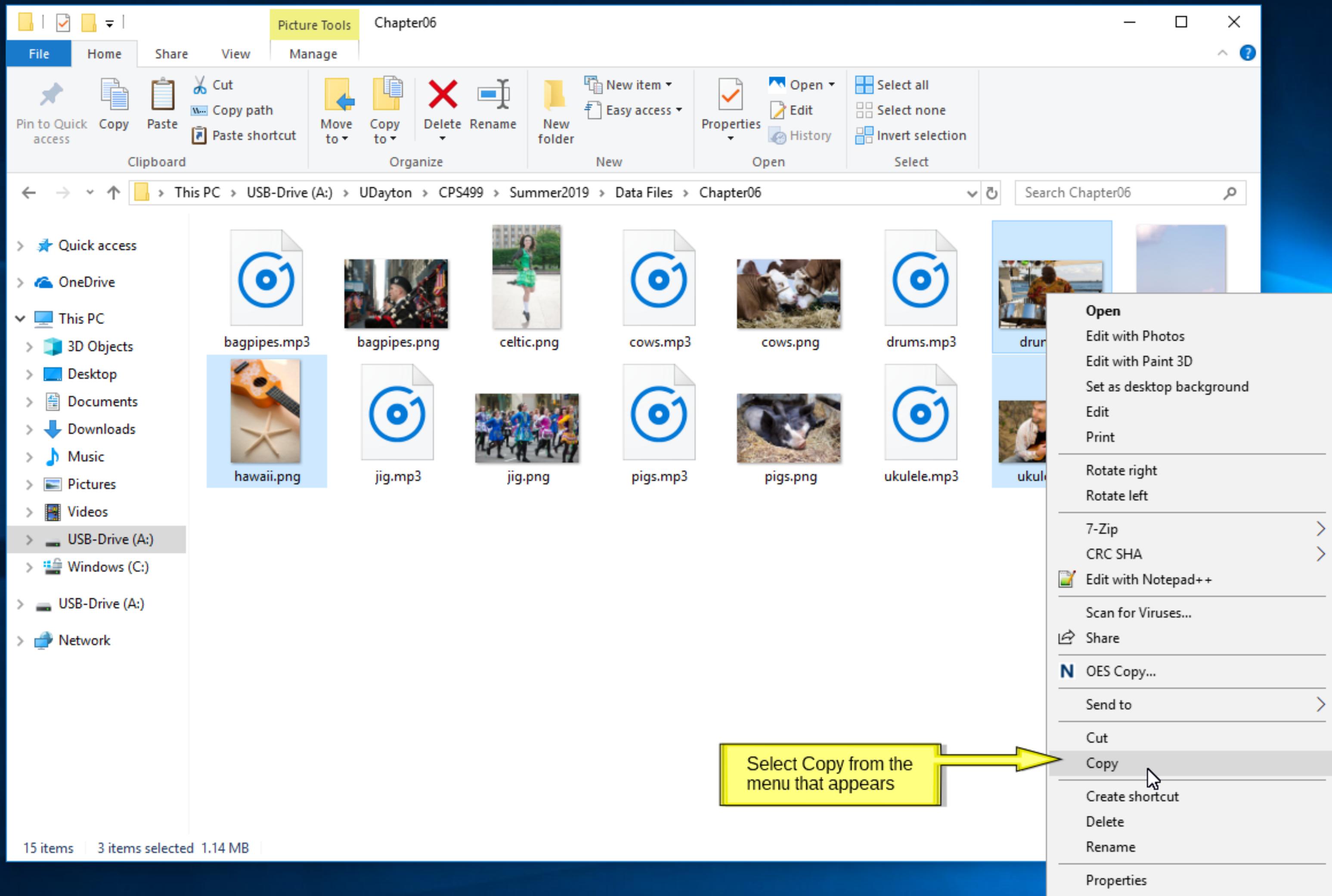
Layout Captures

Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (10 minutes ago)







AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > drawable-v24

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Logcat

activity\_splash.xml SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5
6 public class SplashActivity extends AppCompatActivity {
7
8     @Override
9     protected void onCreate(Bundle savedInstanceState) {
10         super.onCreate(savedInstanceState);
11         setContentView(R.layout.activity_splash);
12     }
13
14 }
```

Select, then right-click on the res/drawable folder

drums.mp3 ukulele.mp3

colors.xml dimens.xml strings.xml styles.xml

Gradle Scripts

Device File Explorer

AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > drawable-v24

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Device File Explorer

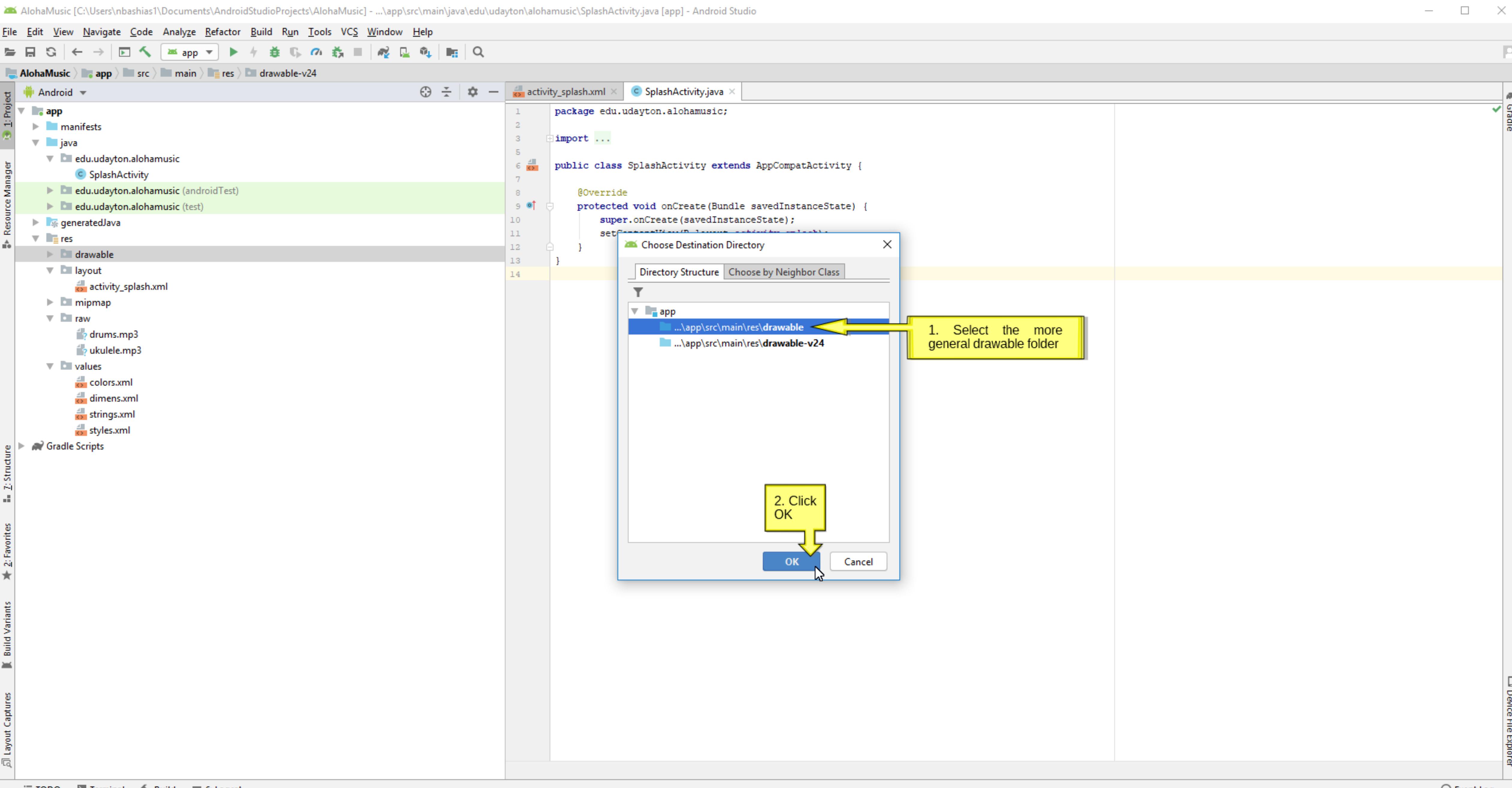
activity\_splash.xml > SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6     @Override
7     protected void onCreate(Bundle savedInstanceState) {
8         super.onCreate(savedInstanceState);
9         setContentView(R.layout.activity_splash);
10    }
11
12 }
13
14 }
```

New  
Link C++ Project with Gradle  
Cut Ctrl+X  
Copy Ctrl+C  
Copy Paths Ctrl+Shift+C  
Copy References Ctrl+Alt+Shift+C  
Paste  
Find Usages  
Analyze  
Refactor  
Add to Favorites  
Show Image Thumbnails Ctrl+Shift+T  
Reformat Code Ctrl+Alt+L  
Optimize Imports Ctrl+Alt+O  
Delete...  
Run 'Tests in 'drawable-v24'' Ctrl+Shift+F10  
Debug 'Tests in 'drawable-v24''  
Run 'Tests in 'drawable-v24'' with Coverage  
Create 'Tests in 'drawable-v24''...  
Show in Explorer  
Open in Terminal  
Local History  
Synchronize selected files  
Edit Scopes...  
File Path Ctrl+Alt+F12  
Compare Directories Ctrl+D  
Load/Unload Modules...  
Remove BOM  
Create Gist...  
Convert Java File to Kotlin File Ctrl+Alt+Shift+K  
Convert to WebP...

Paste from clipboard

Select Paste from the menu that appears



AlohaMusic [C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...app\src\main\java\edu\udayton\alohamusic\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic > app > src > main > res > drawable-v24

1:Project Resource Manager 2:Structure 3:Favorites 4:Build Variants 5:Layout Captures 6:Logcat

Android

app

- manifests
- java
  - edu.udayton.alohamusic
    - SplashActivity
  - edu.udayton.alohamusic (androidTest)
  - edu.udayton.alohamusic (test)
- generatedJava
- res
  - drawable
  - layout
    - activity\_splash.xml
  - mipmap
  - raw
    - drums.mp3
    - ukulele.mp3
  - values
    - colors.xml
    - dimens.xml
    - strings.xml
    - styles.xml

- Gradle Scripts

activity\_splash.xml

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5 public class SplashActivity extends AppCompatActivity {
6     @Override
7     protected void onCreate(Bundle savedInstanceState) {
8         super.onCreate(savedInstanceState);
9         setContentView(R.layout.activity_splash);
10    }
11 }
12
13 }
```

SplashActivity.java

Copy

Copy specified files

To directory: C:\Users\nbashias1\Documents\AndroidStudioProjects\AlohaMusic\app\src\main\res\drawable

Use Ctrl+Space for path completion

OK

Click OK to confirm the import

Device File Explorer

AlohaMusic [C:\Users\Nbashias1\Documents\AndroidStudioProjects\AlohaMusic] - ...\\app\\src\\main\\java\\edu\\udayton\\alohamusic\\SplashActivity.java [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

AlohaMusic app src main res drawable-... [app] C:\Users\Nbashias1\Documents\AndroidStudioProjects\AlohaMusic\app\src\main\res\layout\activity\_splash.xml

1:Project Resource Manager 2:Structure Favorites Build Variants Layout Captures

Android

app

- manifests
- java
  - edu.udayton.alohamusic
    - SplashActivity
  - edu.udayton.alohamusic (androidTest)
  - edu.udayton.alohamusic (test)
- generatedJava
- res
  - drawable
  - layout
    - activity\_splash.xml
  - mipmap
  - raw
    - drums.mp3
    - ukulele.mp3
  - values
    - colors.xml
    - dimens.xml
    - strings.xml
    - styles.xml

- Gradle Scripts

activity\_splash.xml SplashActivity.java

```
1 package edu.udayton.alohamusic;
2
3 import ...
4
5
6 public class SplashActivity extends AppCompatActivity {
7
8     @Override
9     protected void onCreate(Bundle savedInstanceState) {
10         super.onCreate(savedInstanceState);
11         setContentView(R.layout.activity_splash);
12     }
13
14 }
```

This concludes Part 1 of this lesson.

In Part 2 of Lesson 8:

- we set up both layout and Java code for the splash screen (Splash activity),
- create the MainActivity
- test the splash screen functionality using the emulator

TODO Terminal Build Logcat Event Log

Syncing only active variant // You can disable this experimental feature from // File -> Settings -> Experimental -> Gradle -> Only sync the active variant (11 minutes ago)

14:1 CRLF UTF-8 4 spaces