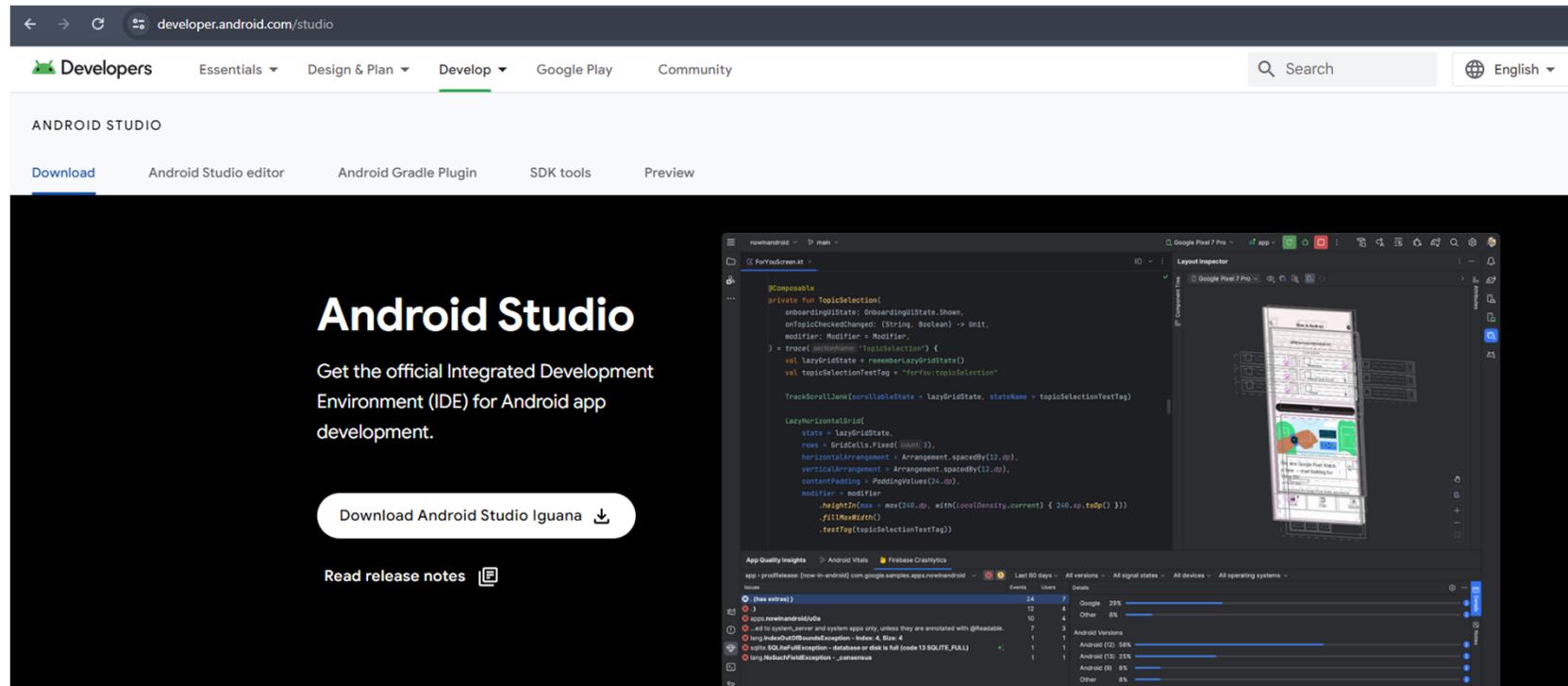




Android Studio

IDE for Android app development

Descarga



Si a todo

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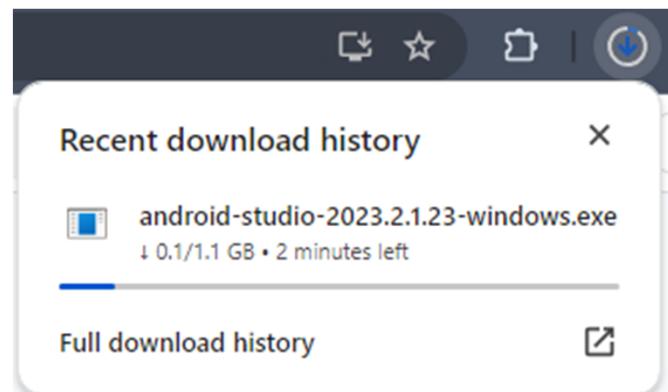
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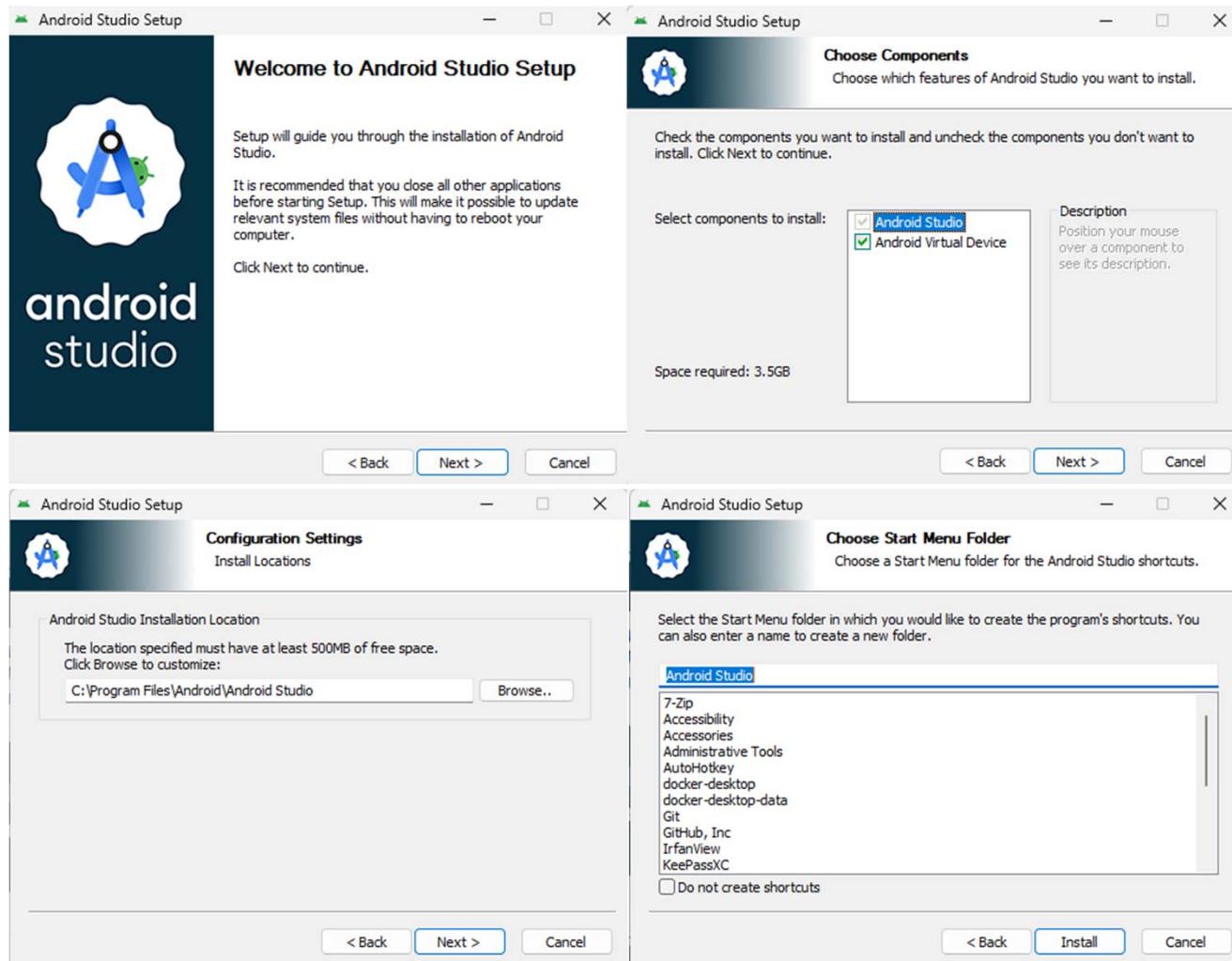
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android-studio-2023.2.1.23-windows.exe

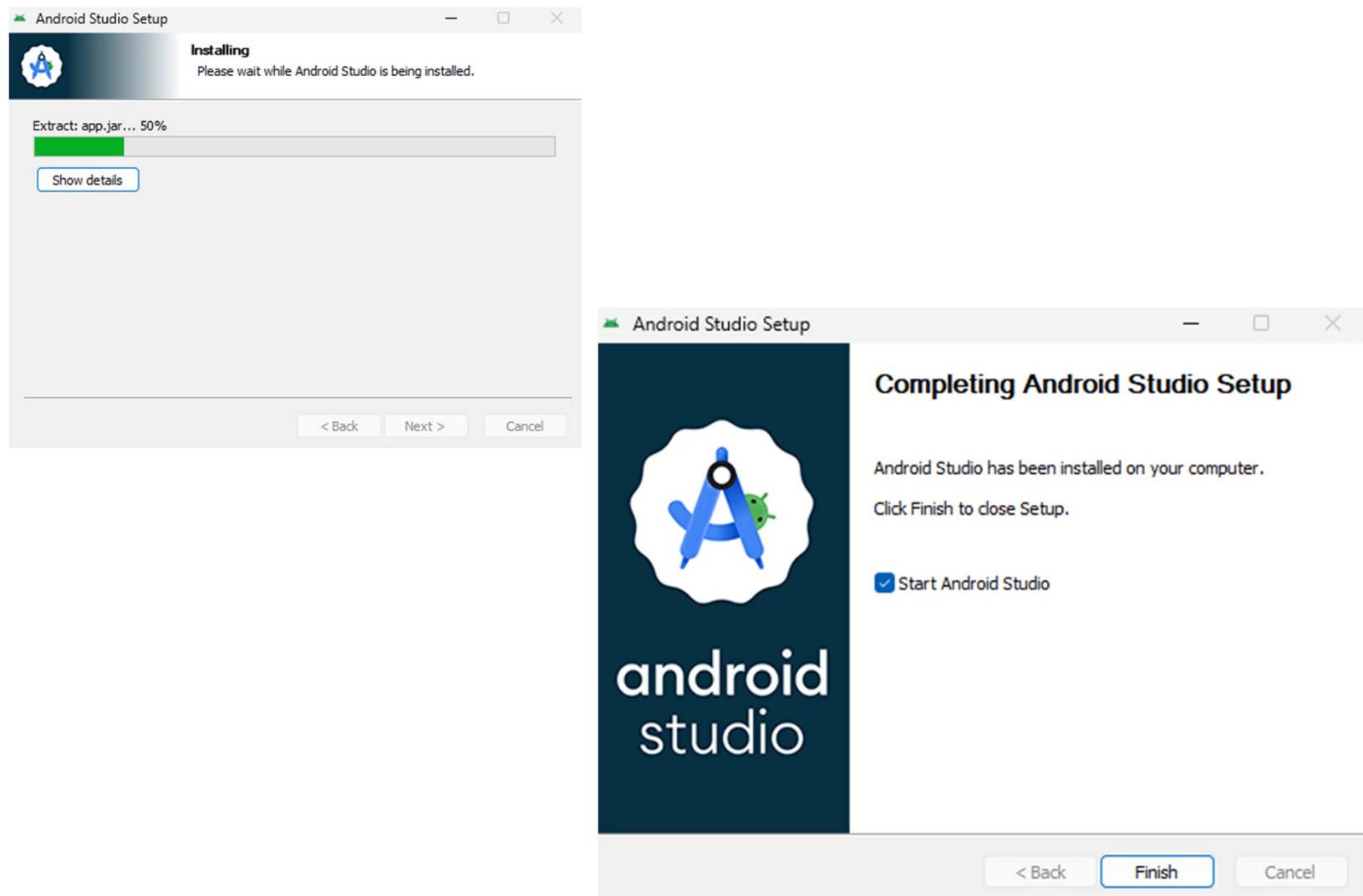
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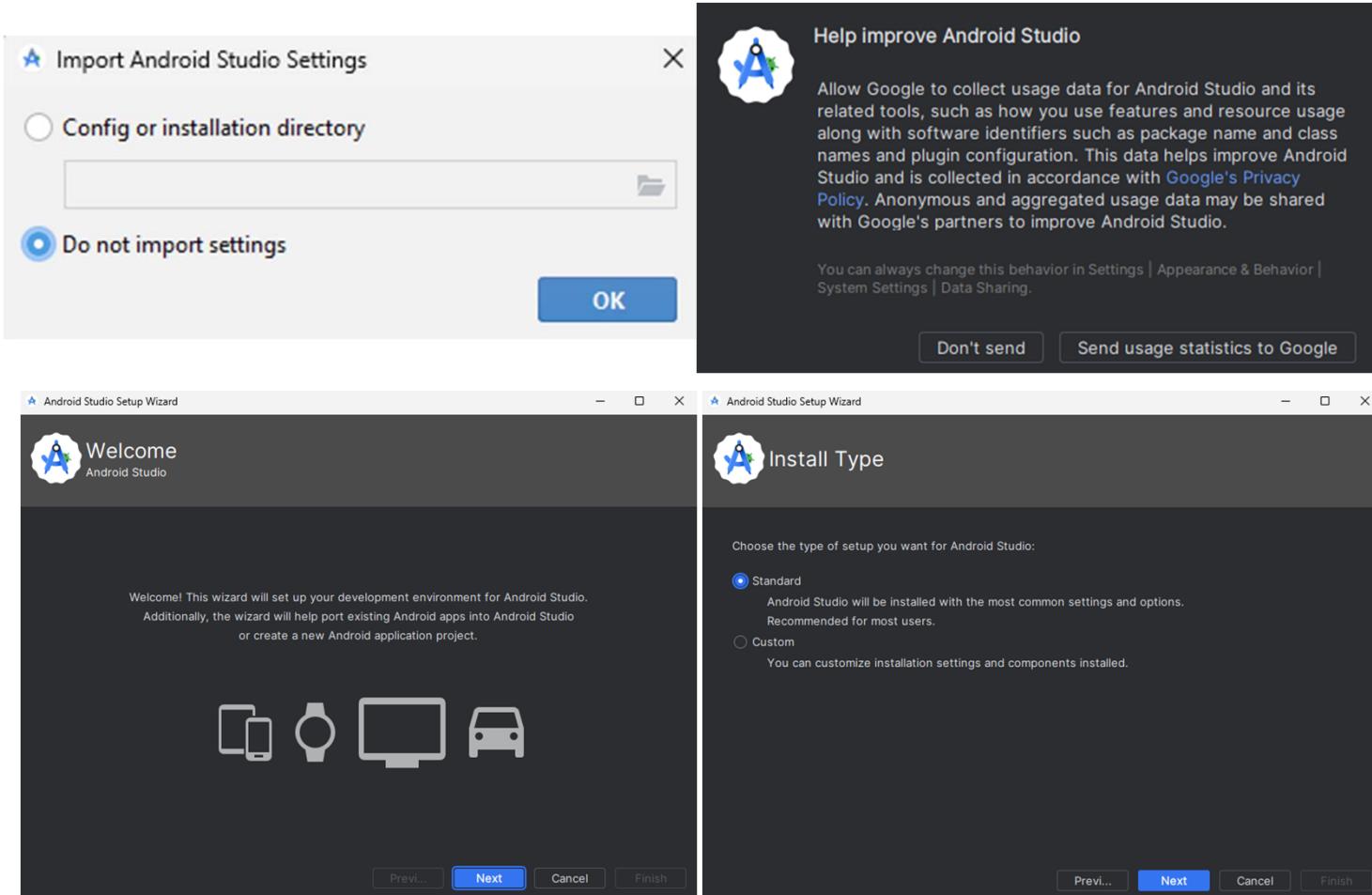
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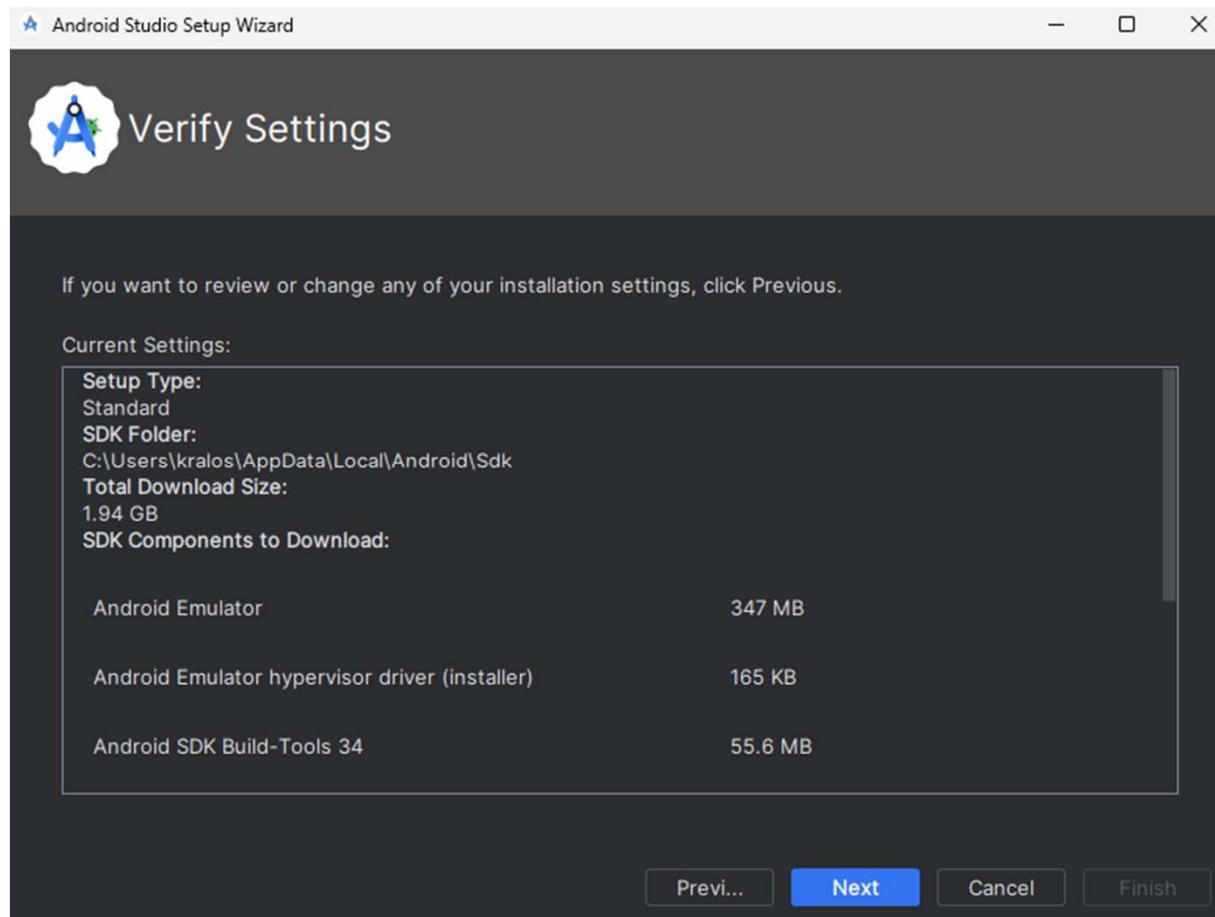
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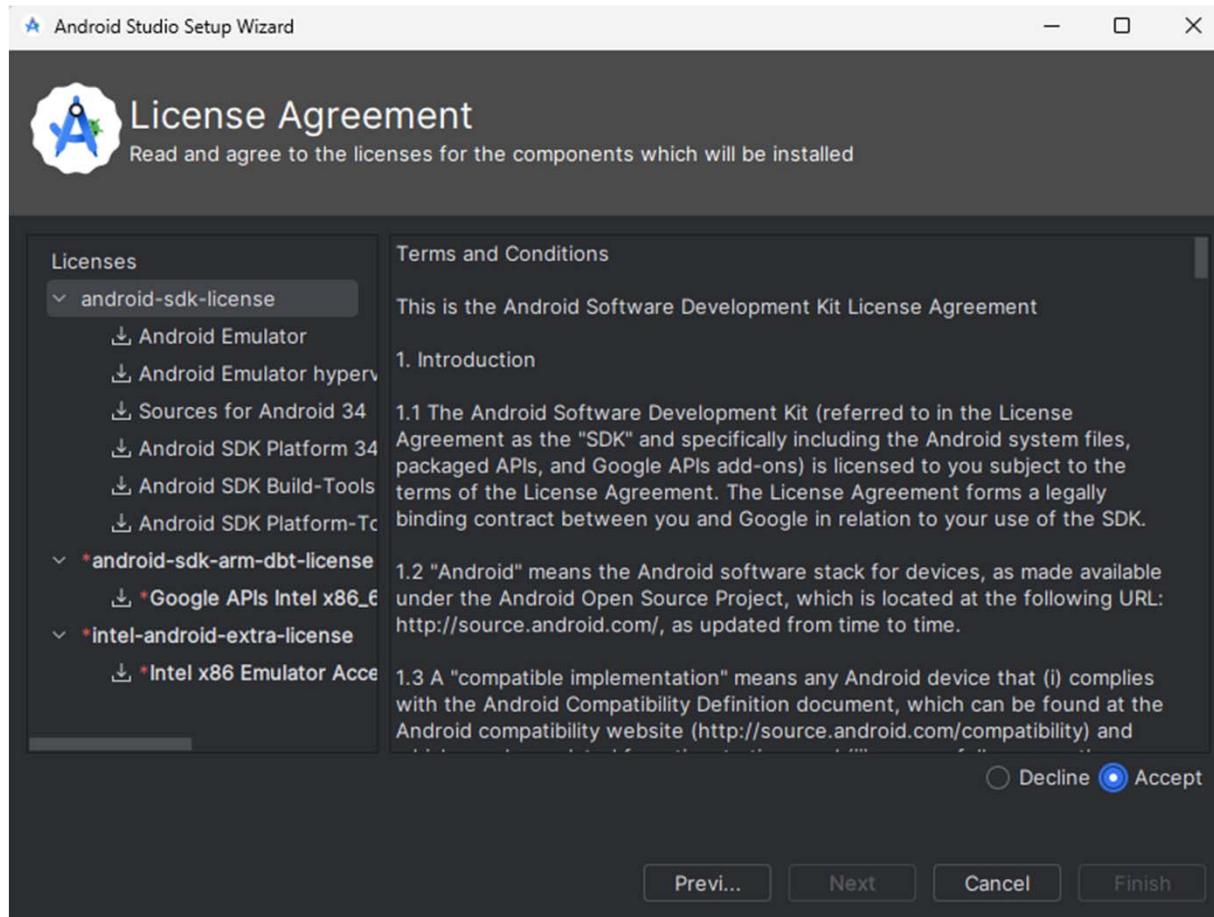
Configurando ...



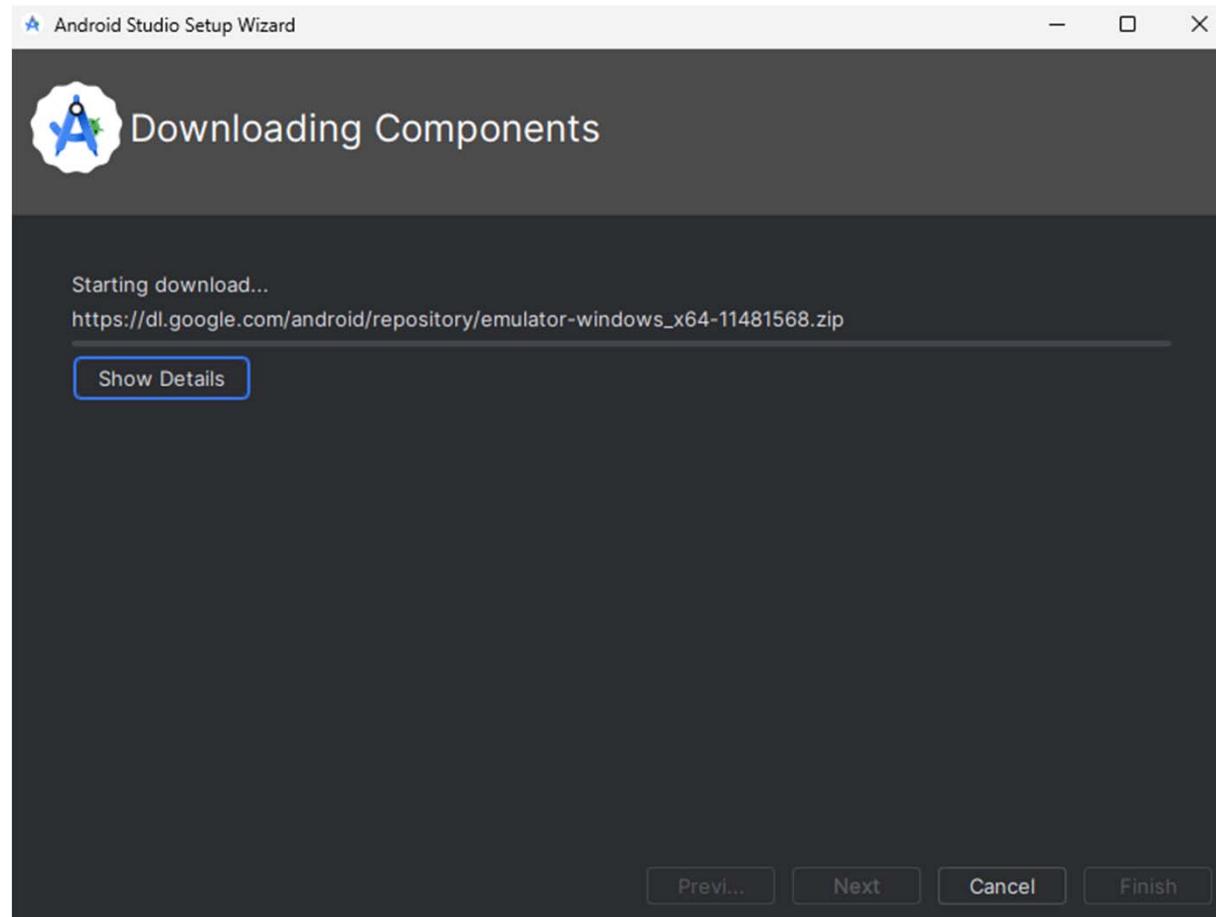
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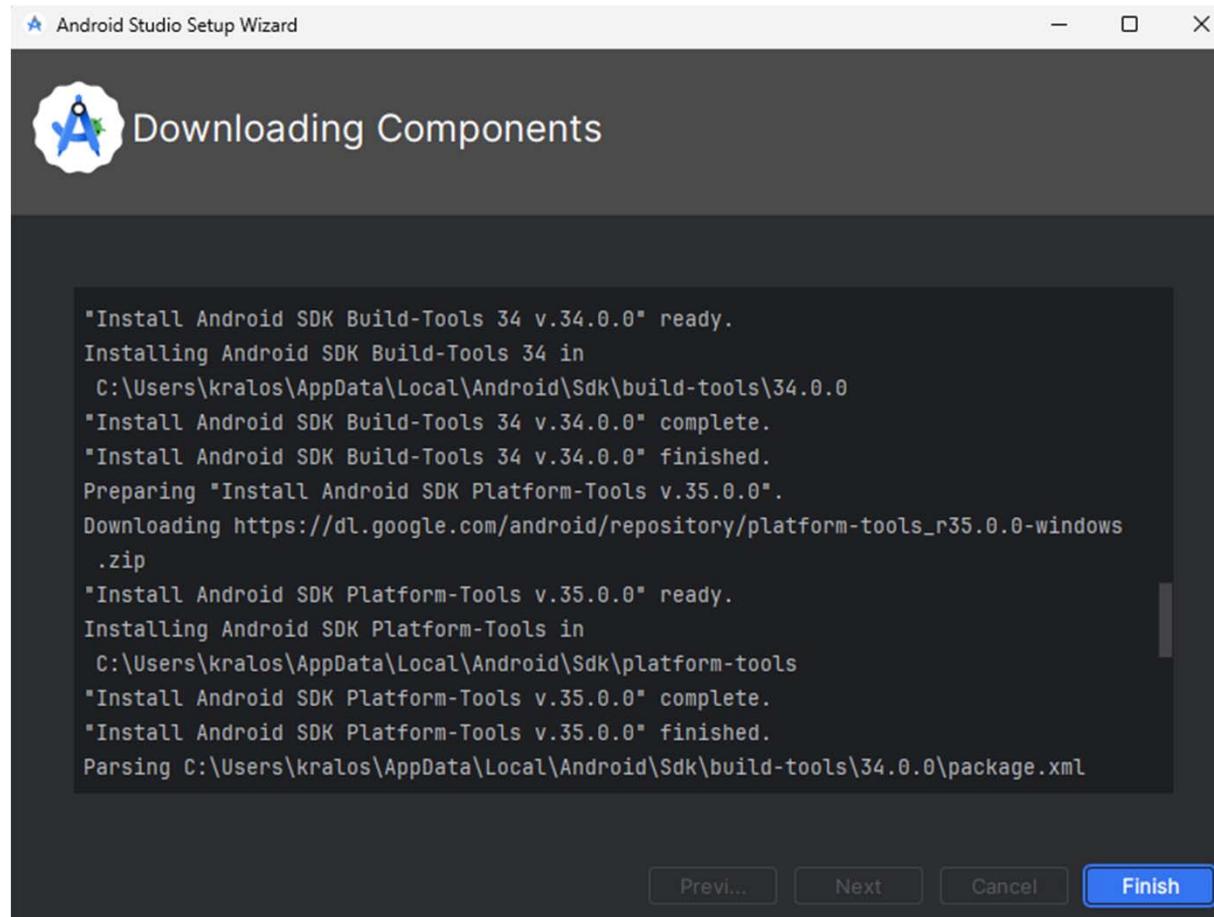
Configurando ...



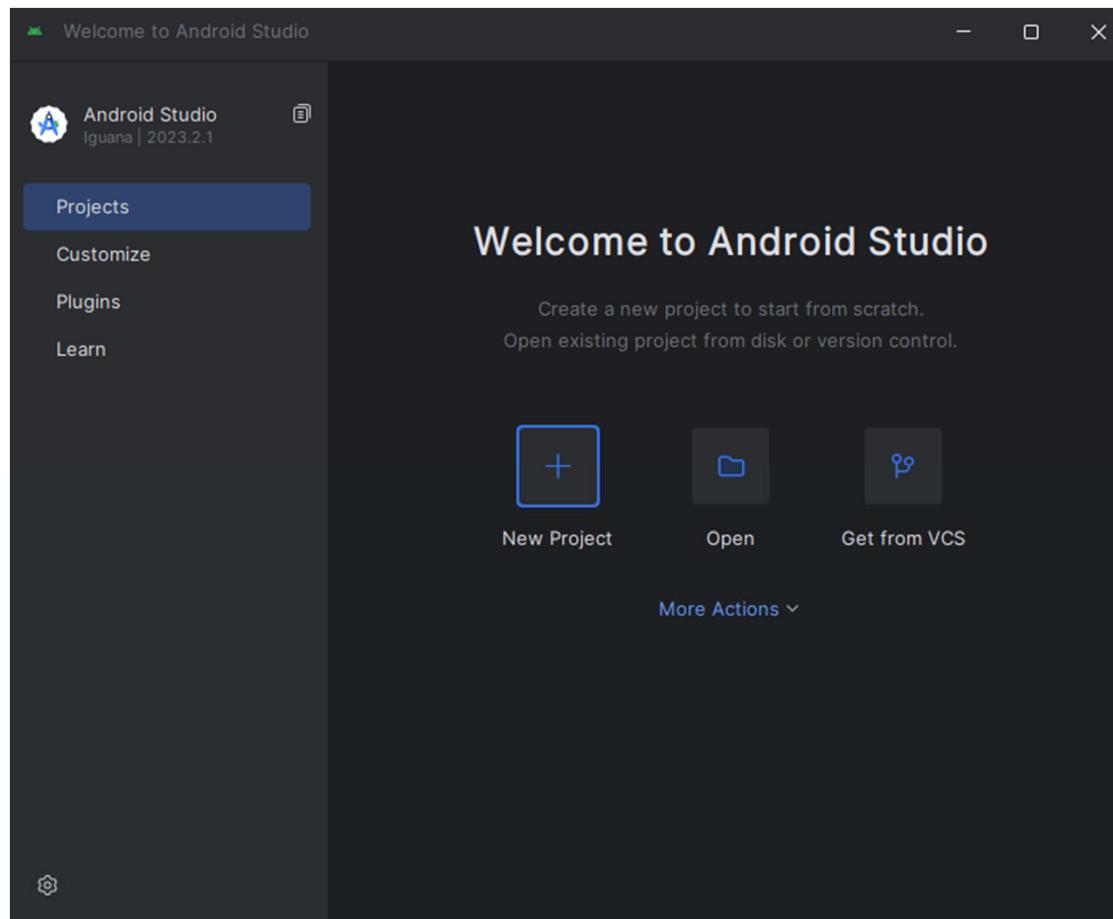
Configurando ... descarga extra



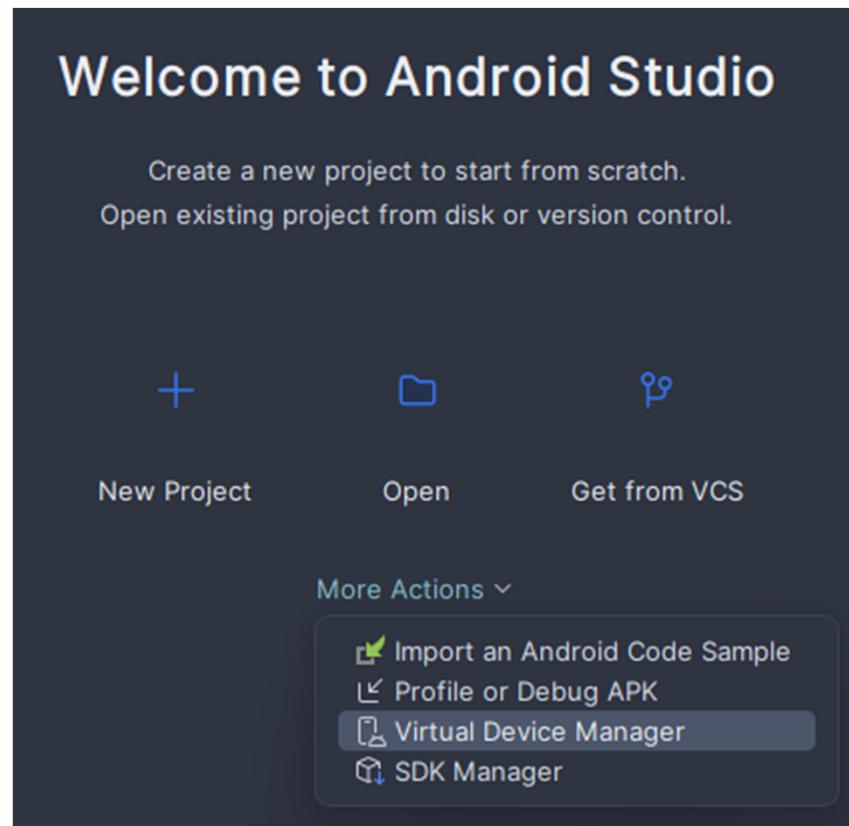
Configurando ... descarga extra



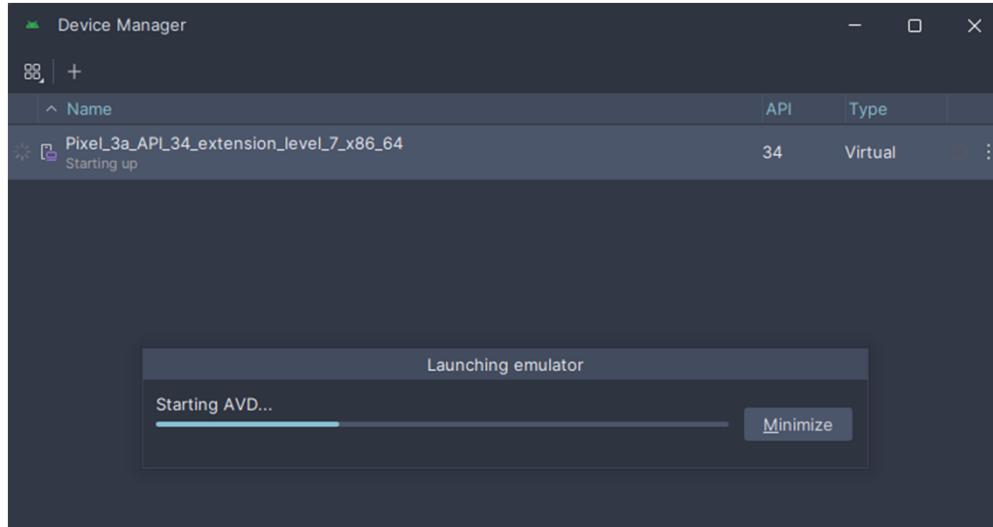
Casi todo listo ...



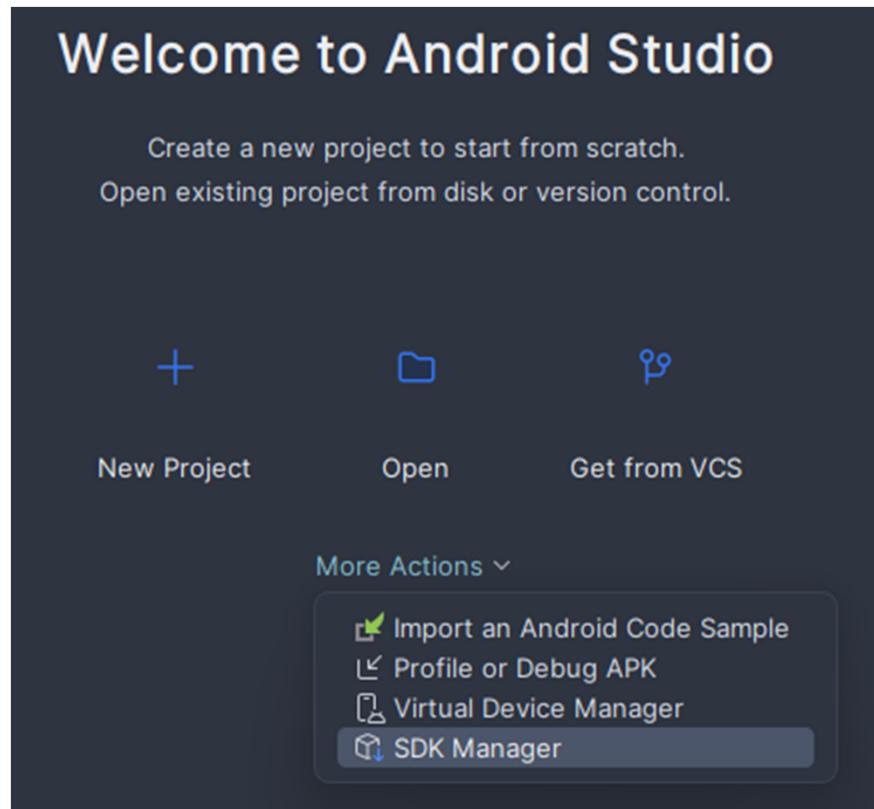
Casi todo listo ...



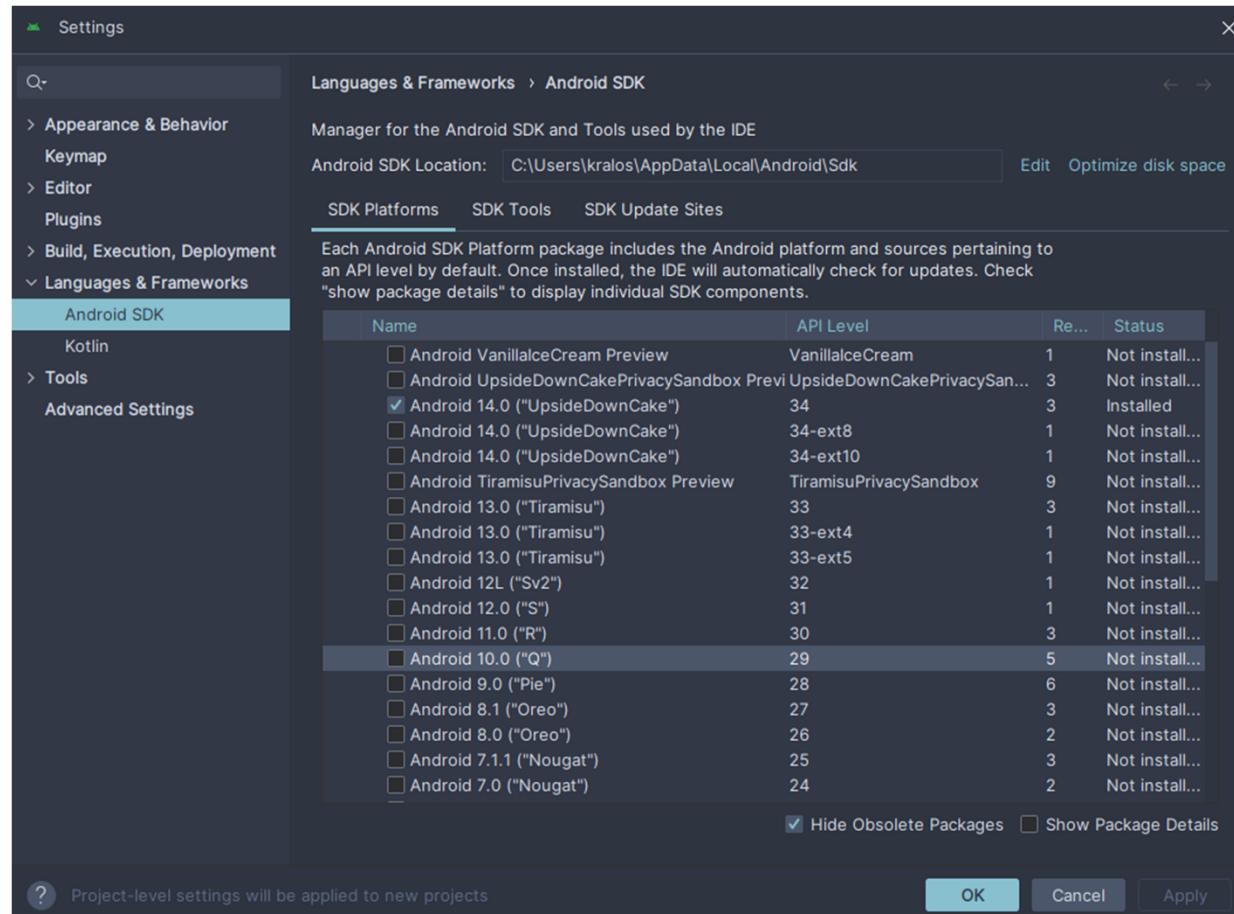
Casi todo listo ...



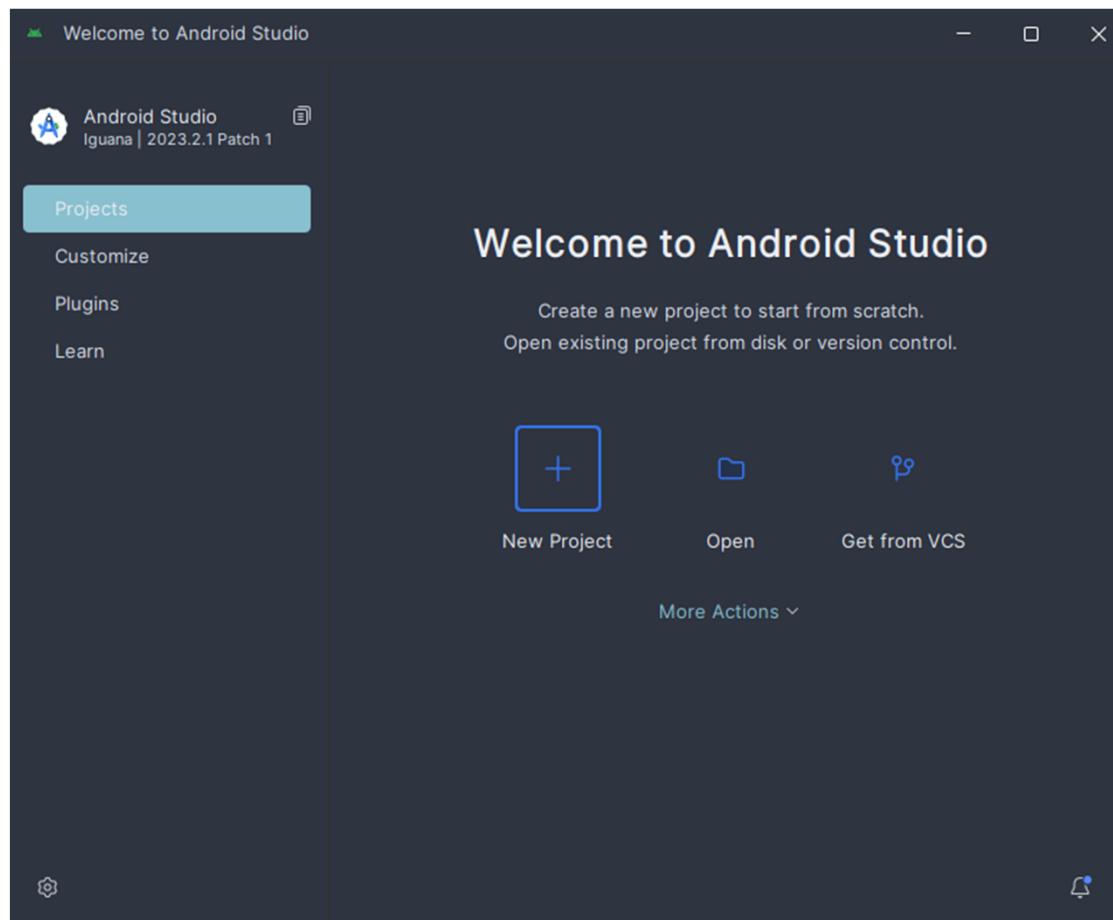
Casi todo listo ...



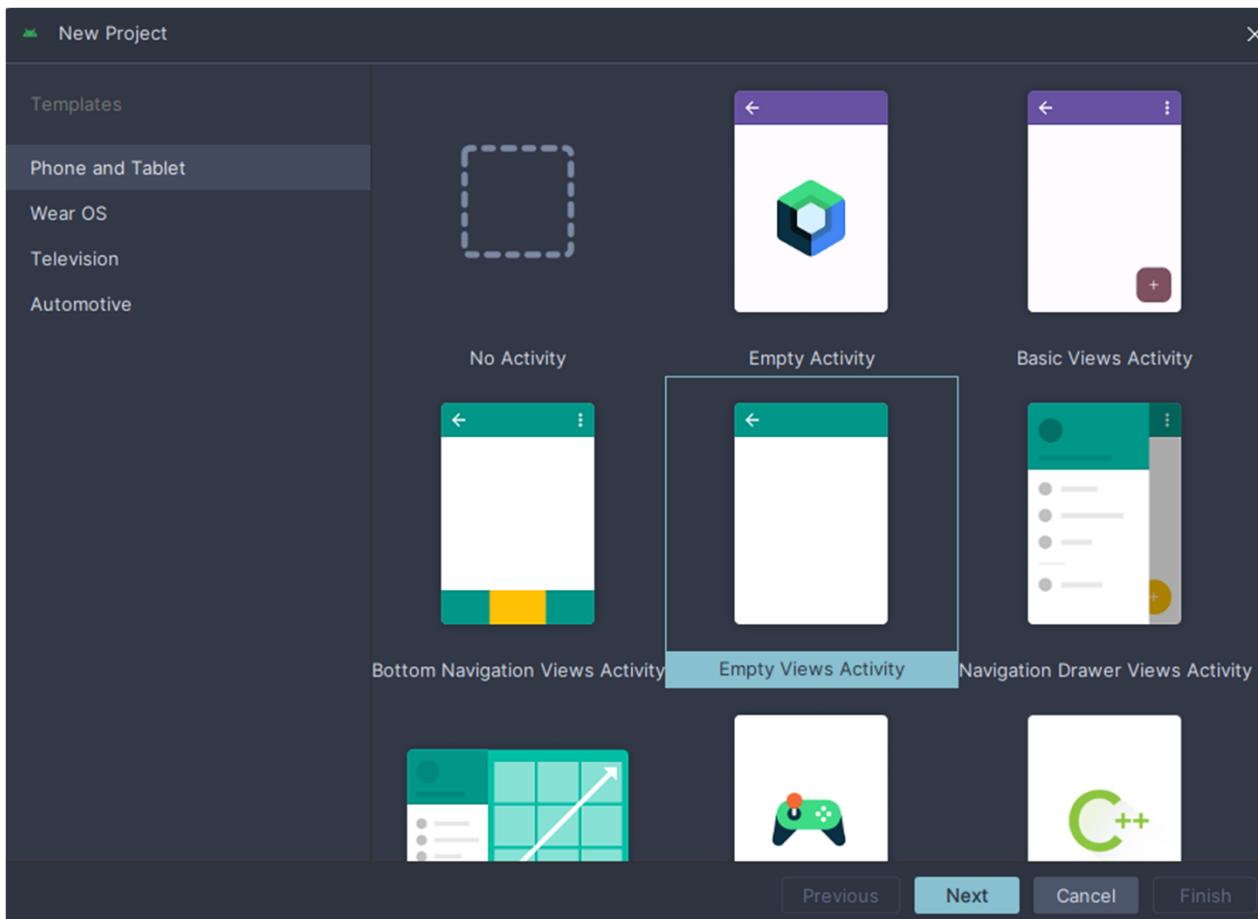
Casi todo listo ...



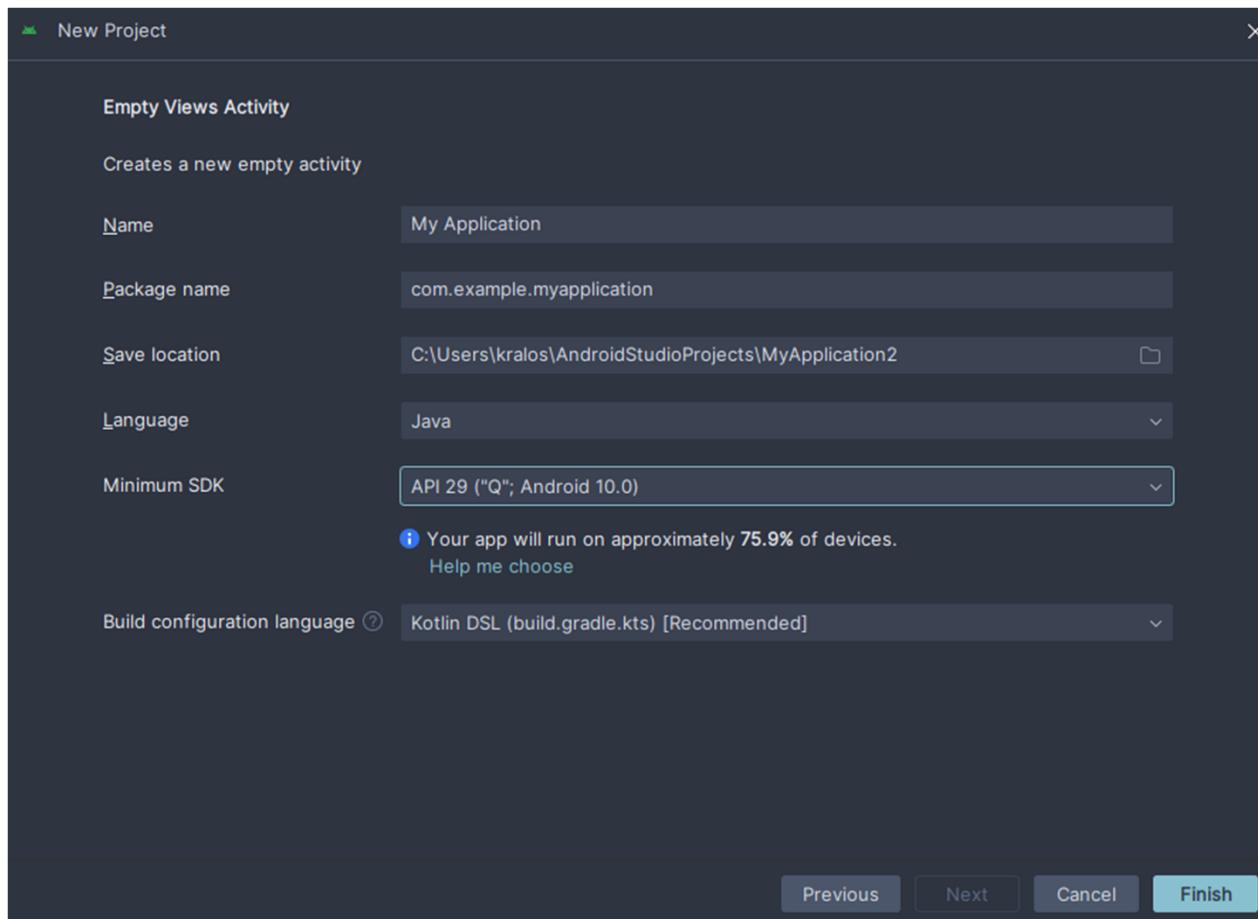
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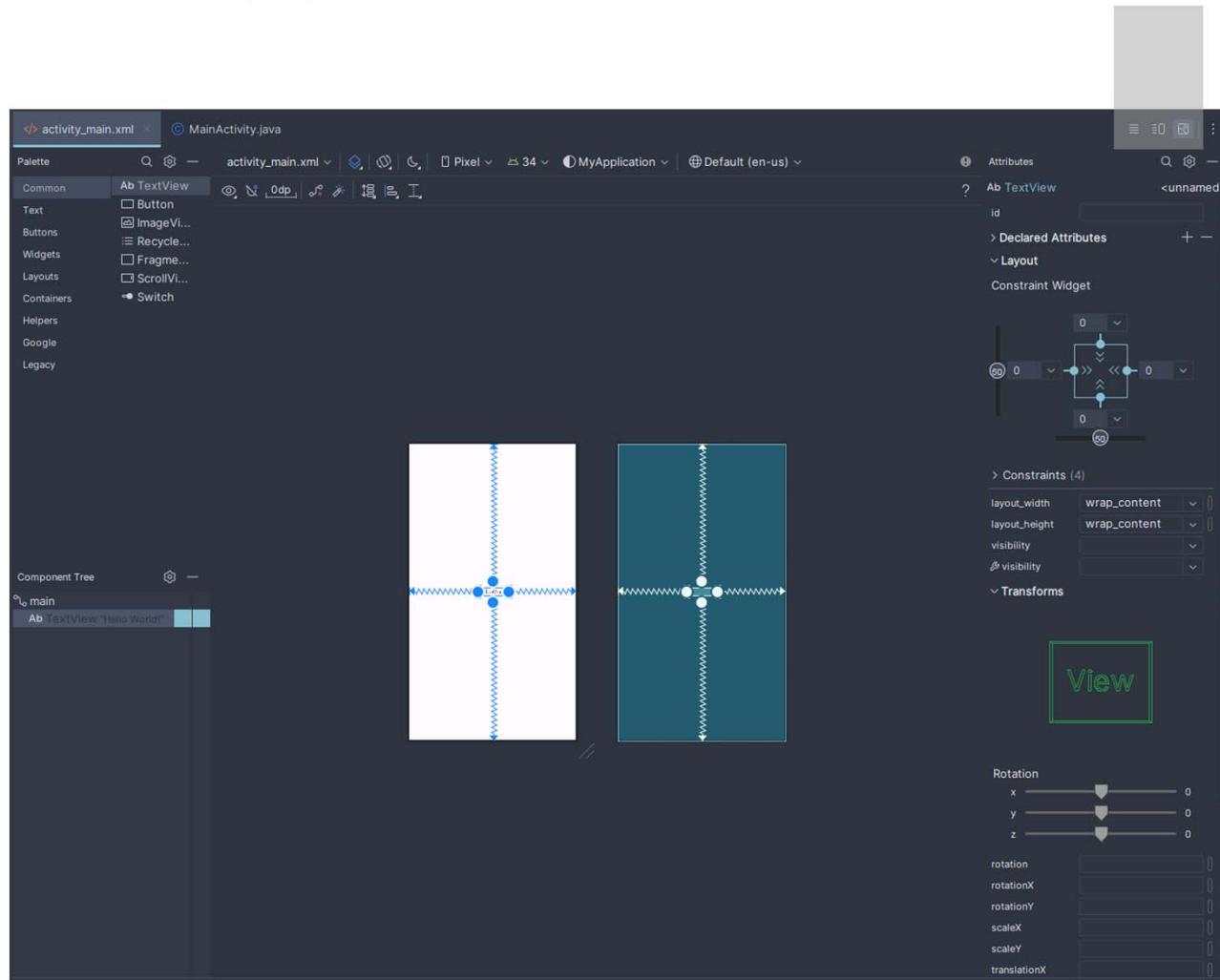
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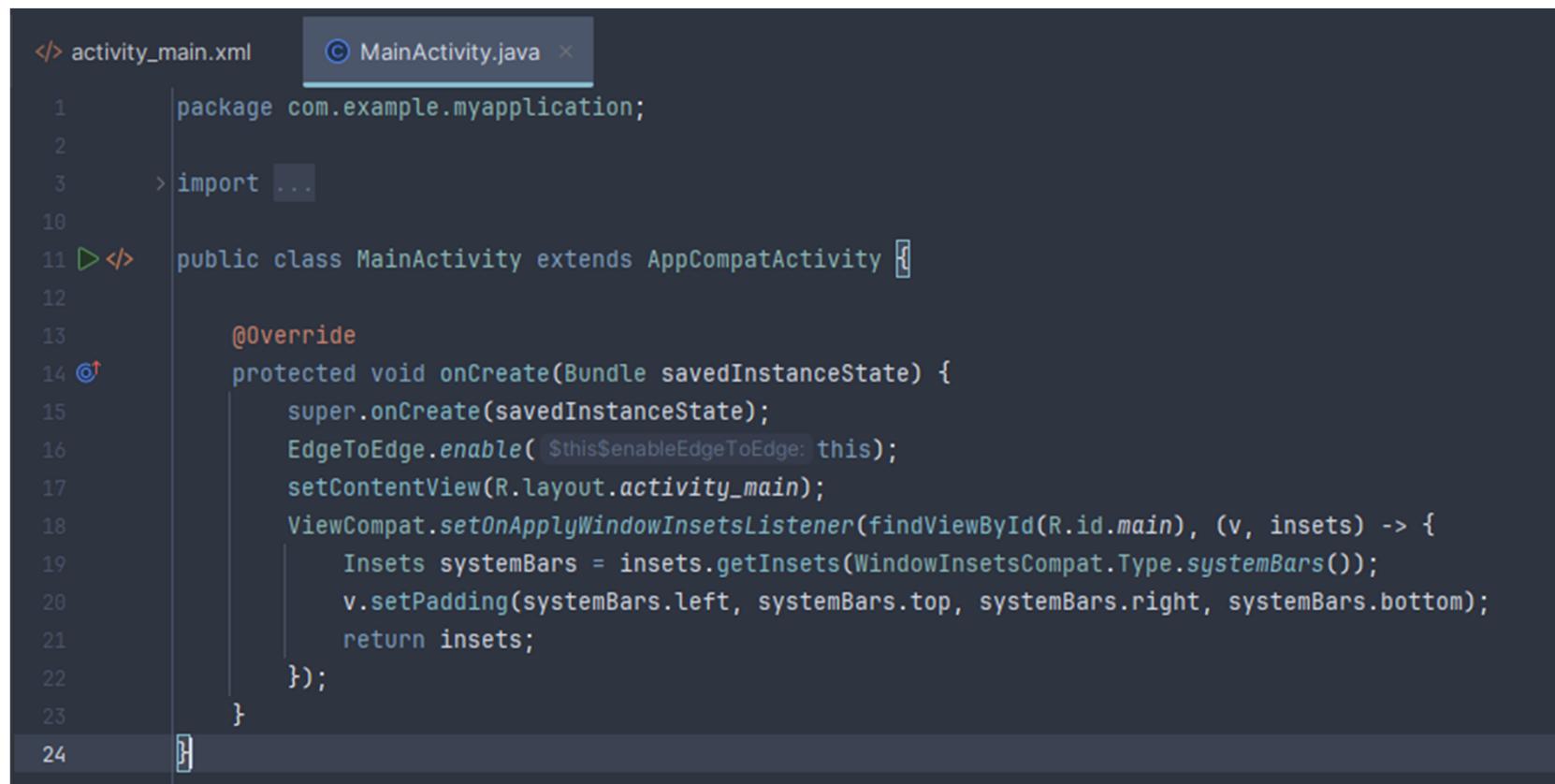
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The screenshot shows a code editor with two tabs: 'activity_main.xml' and 'MainActivity.java'. The 'MainActivity.java' tab is active, highlighted with a dark grey background and white text. The code in the editor is as follows:

```
</> activity_main.xml      ⚡ MainActivity.java ×  
1     package com.example.myapplication;  
2  
3     > import ...  
10  
11 <></> public class MainActivity extends AppCompatActivity {  
12  
13     @Override  
14     protected void onCreate(Bundle savedInstanceState) {  
15         super.onCreate(savedInstanceState);  
16         EdgeToEdge.enable( $this$enableEdgeToEdge: this);  
17         setContentView(R.layout.activity_main);  
18         ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main), (v, insets) -> {  
19             Insets systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars());  
20             v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom);  
21             return insets;  
22         });  
23     }  
24 }
```

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The screenshot shows the Android Studio interface with the XML layout editor on the right and the code editor on the left.

Code Editor (activity_main.xml):

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res-auto"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

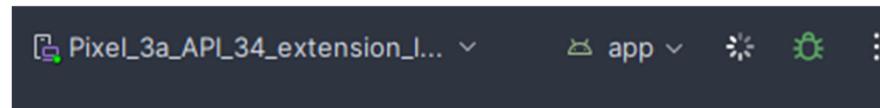
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Hello Umarino!"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

</androidx.constraintlayout.widget.ConstraintLayout>
```

XML Layout Editor:

The layout editor displays two views side-by-side. Both views show a blue constraint layout with a single text view centered both horizontally and vertically. The text view contains the text "Hello Umarino!". The layout uses constraints relative to the parent's edges.

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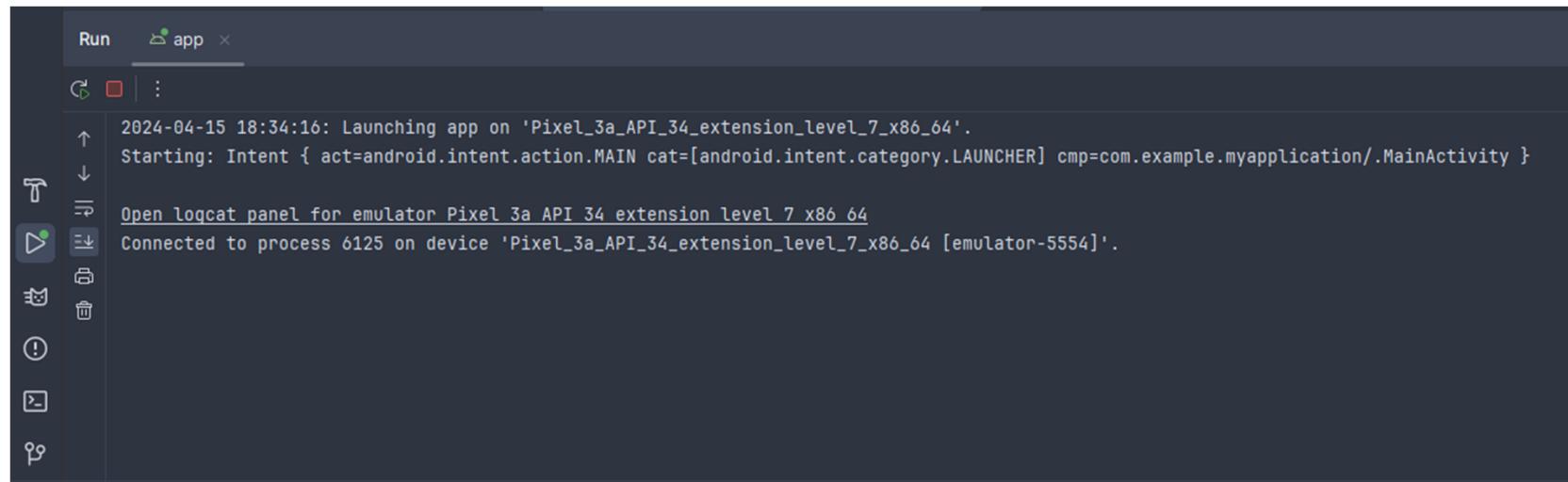


The screenshot displays the "Build Output" tab in the Android Studio interface. The main pane shows the build log for "MyApplication2". The log indicates a successful build completed at 4/15/21 1 min, 33 sec, 796 ms. The log lists the following tasks:

```
> Task :app:writeDebugSigningConfigVersions  
> Task :app:processDebugResources  
> Task :app:compileDebugJavaWithJavac  
> Task :app:dexBuilderDebug  
> Task :app:mergeProjectDexDebug  
> Task :app:packageDebug  
> Task :app:createDebugApkListingFileRedirect  
> Task :app:assembleDebug
```

At the bottom of the log, it states "BUILD SUCCESSFUL in 1m 33s" and "31 actionable tasks: 31 executed". A link "Build Analyzer results available" is also present. On the left side, there is a vertical toolbar with various icons for navigating through the build process.

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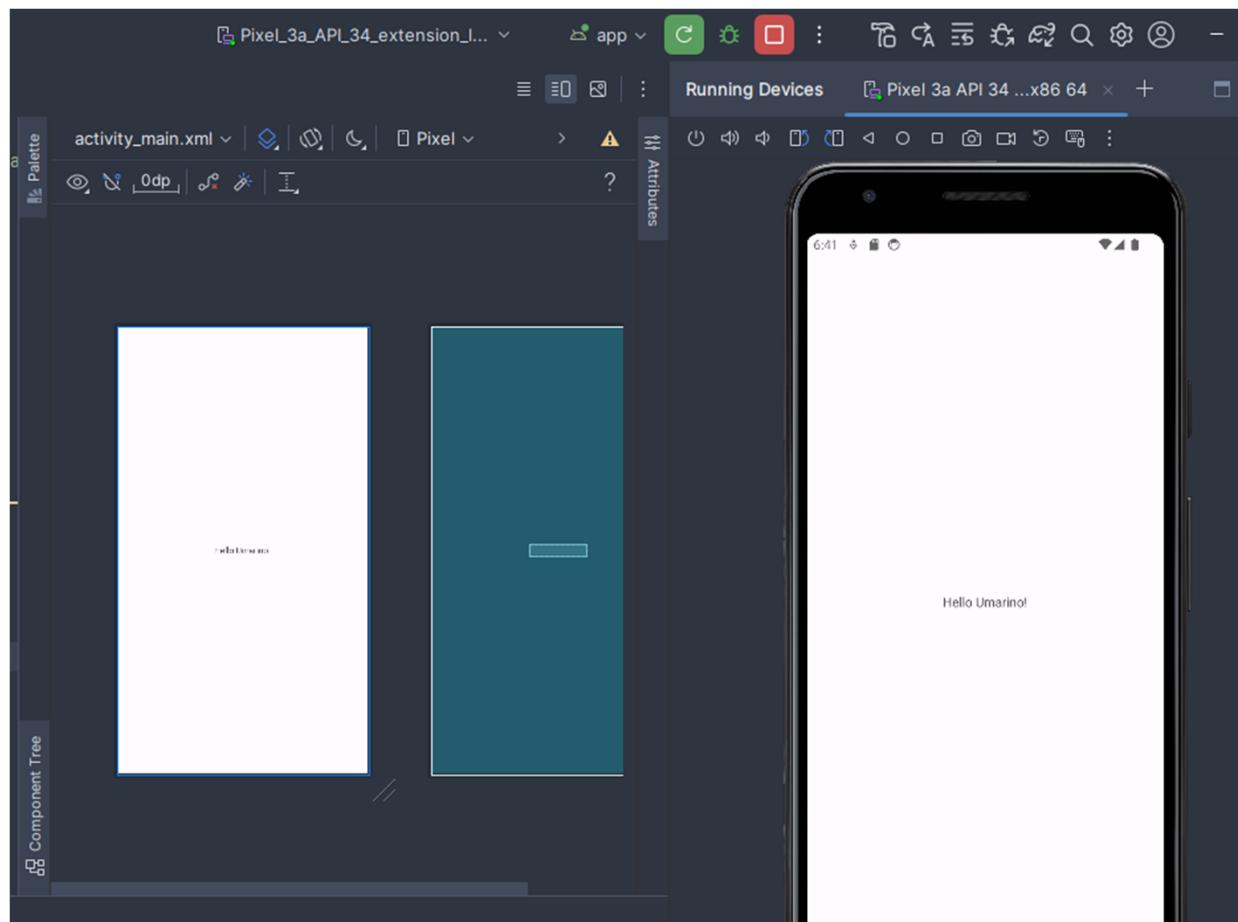
The screenshot shows the Android Studio interface with the 'Run' tab selected. The 'app' configuration is active. The log output window displays the following text:

```
2024-04-15 18:34:16: Launching app on 'Pixel_3a_API_34_extension_level_7_x86_64'.
Starting: Intent { act=android.intent.action.MAIN cat=[android.intent.category.LAUNCHER] cmp=com.example.myapplication/.MainActivity }

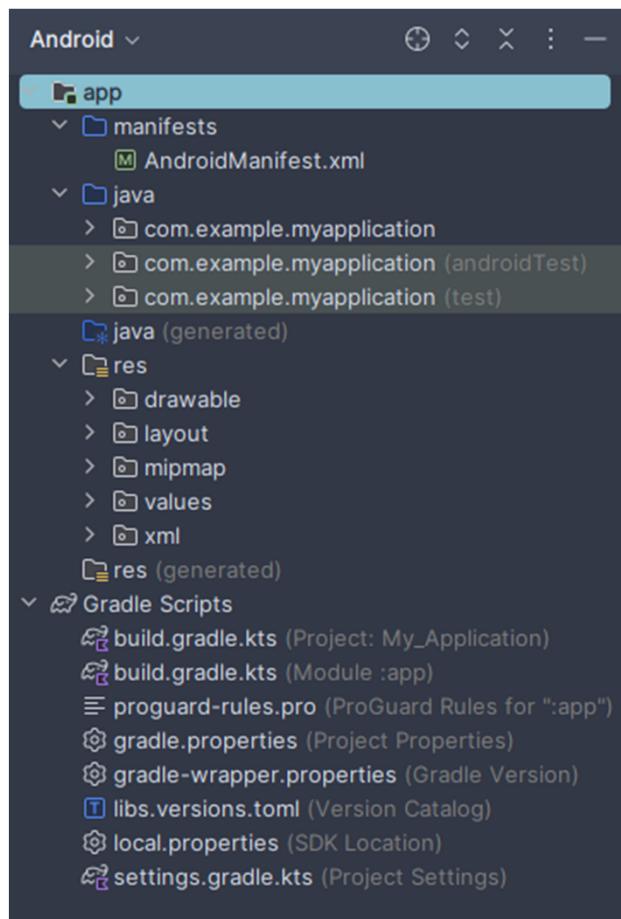
Open logcat panel for emulator Pixel_3a API 34 extension level 7 x86_64
Connected to process 6125 on device 'Pixel_3a_API_34_extension_level_7_x86_64 [emulator-5554]'.
```

The left sidebar contains various run configurations and tool icons.

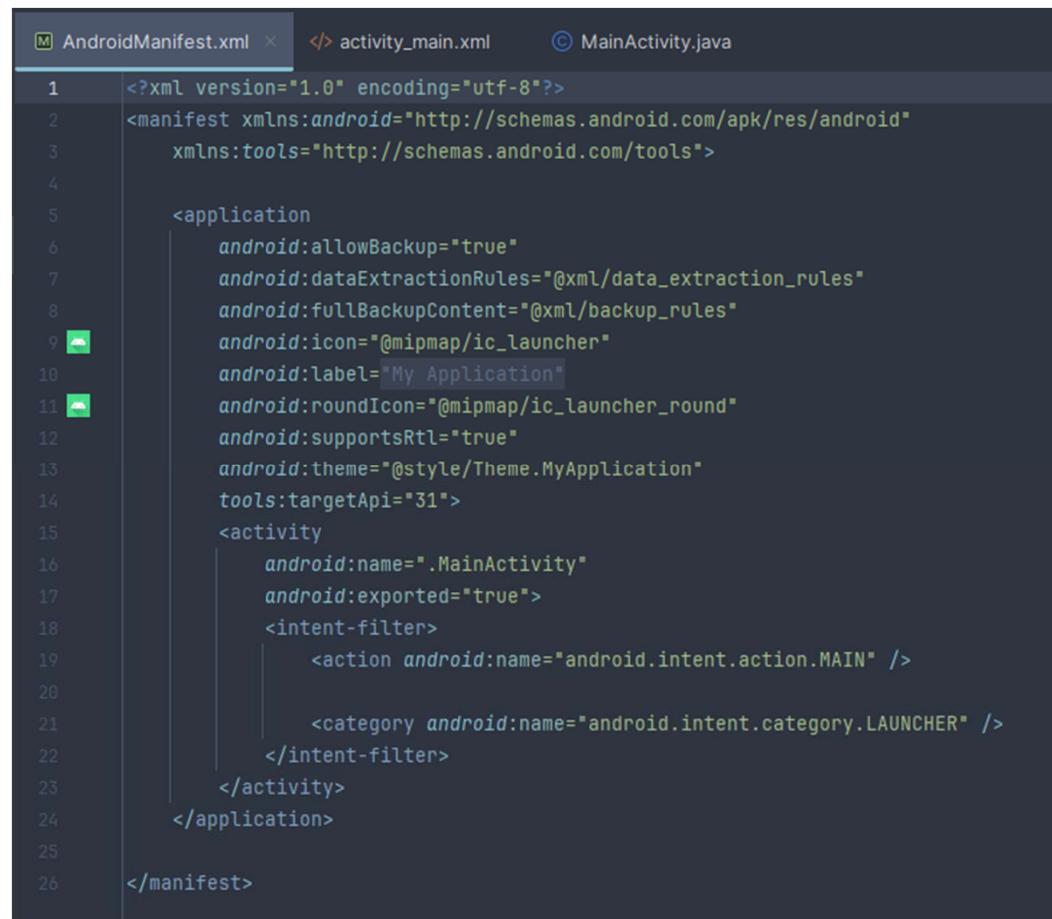
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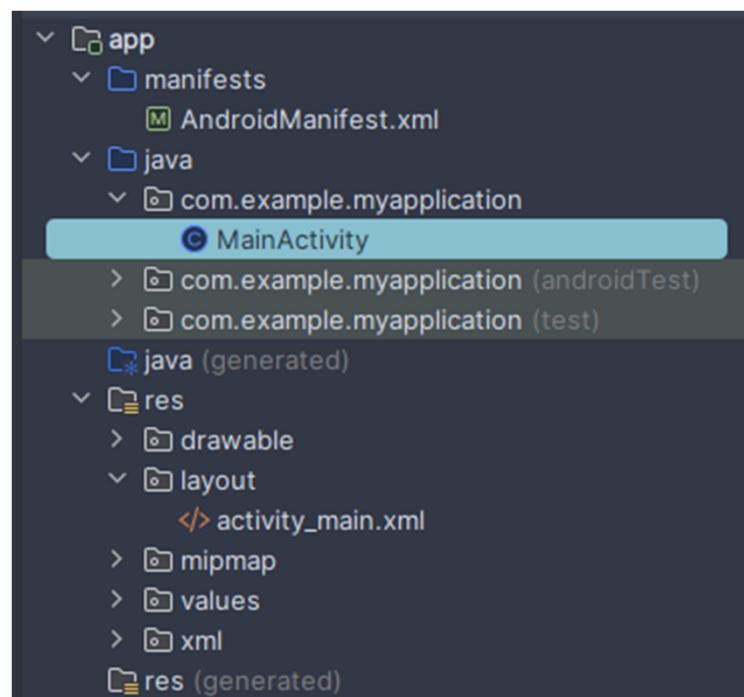


The screenshot shows a code editor with three tabs at the top: "AndroidManifest.xml" (selected), "activity_main.xml", and "MainActivity.java". The "AndroidManifest.xml" tab is active, displaying the following XML code:

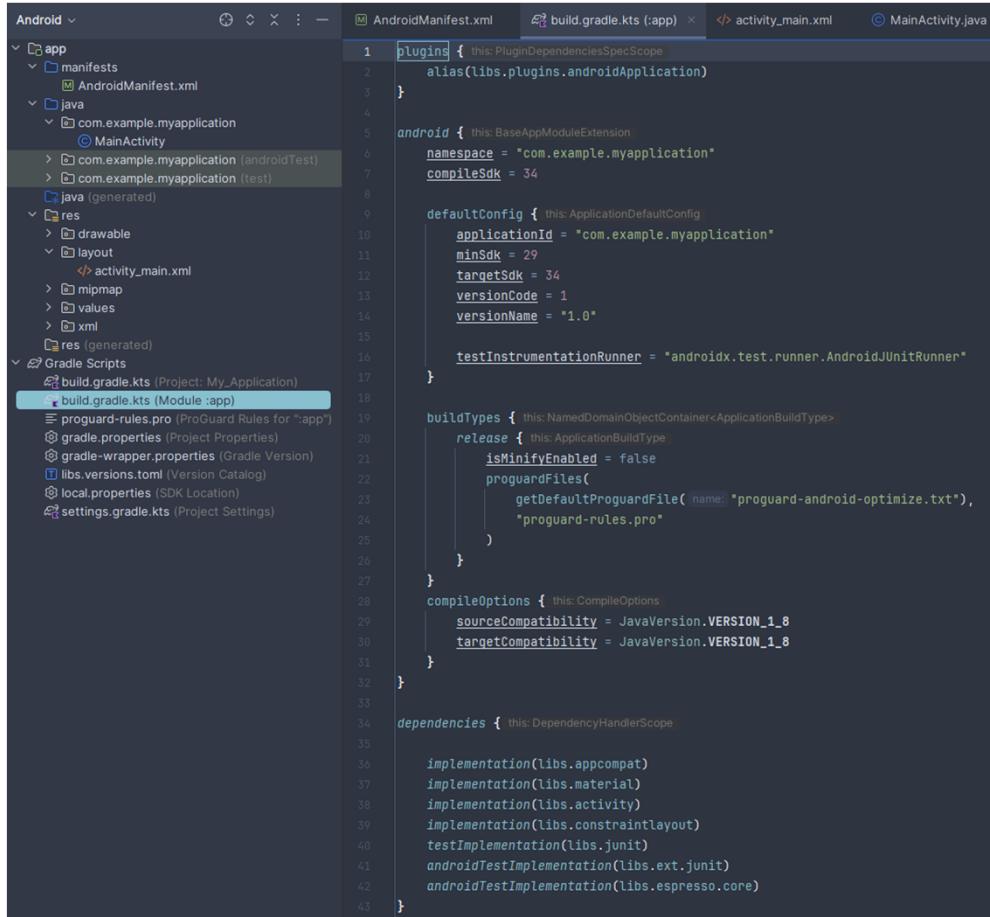
```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools">

    <application
        android:allowBackup="true"
        android:dataExtractionRules="@xml/data_extraction_rules"
        android:fullBackupContent="@xml/backup_rules"
        android:icon="@mipmap/ic_launcher"
        android:label="My Application"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportsRtl="true"
        android:theme="@style/Theme.MyApplication"
        tools:targetApi="31">
        <activity
            android:name=".MainActivity"
            android:exported="true">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>
</manifest>
```

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The screenshot shows the Android Studio interface with the following details:

- Project Structure:** The left pane displays the project structure under "Android". It includes the "app" module with sub-directories like "manifests", "java", "res", and "Gradle Scripts". Inside "Gradle Scripts", the "build.gradle.kts" file is selected.
- Code Editor:** The right pane shows the content of the "build.gradle.kts" file. The code is a Kotlin script defining the app's configuration, dependencies, and build types.

```
plugins {
    alias(libs.plugins.androidApplication)
}

android {
    namespace = "com.example.myapplication"
    compileSdk = 34

    defaultConfig {
        applicationId = "com.example.myapplication"
        minSdk = 29
        targetSdk = 34
        versionCode = 1
        versionName = "1.0"

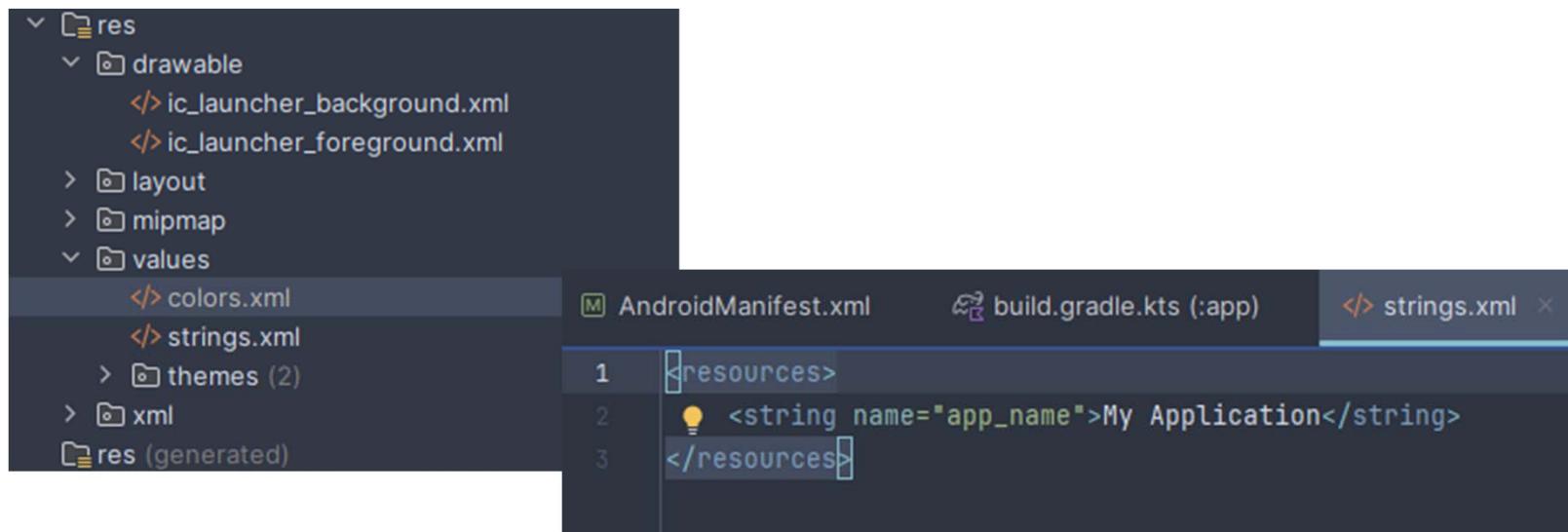
        testInstrumentationRunner = "androidx.test.runner.AndroidJUnitRunner"
    }

    buildTypes {
        release {
            isMinifyEnabled = false
            proguardFiles(
                getDefaultProguardFile("proguard-android-optimize.txt"),
                "proguard-rules.pro"
            )
        }
    }

    compileOptions {
        sourceCompatibility = JavaVersion.VERSION_1_8
        targetCompatibility = JavaVersion.VERSION_1_8
    }
}

dependencies {
    implementation(libs.appcompat)
    implementation(libs.material)
    implementation(libs.activity)
    implementation(libs.constraintlayout)
    testImplementation(libs.junit)
    androidTestImplementation(libs.ext.junit)
    androidTestImplementation(libs.espresso.core)
}
```

Primer App



The screenshot shows the Android Studio interface. On the left, the project structure is displayed under the 'res' folder, which contains 'drawable', 'layout', 'mipmap', and 'values'. Inside 'values', there are files for 'colors.xml' and 'strings.xml', along with a 'themes' folder containing two items. On the right, the code editor shows the 'AndroidManifest.xml' file with the following content:

```
<resources>
    <string name="app_name">My Application</string>
</resources>
```



The code editor is focused on the 'colors.xml' file, which contains the following XML code:

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <color name="black">#FF000000</color>
    <color name="white">#FFFFFF</color>
</resources>
```