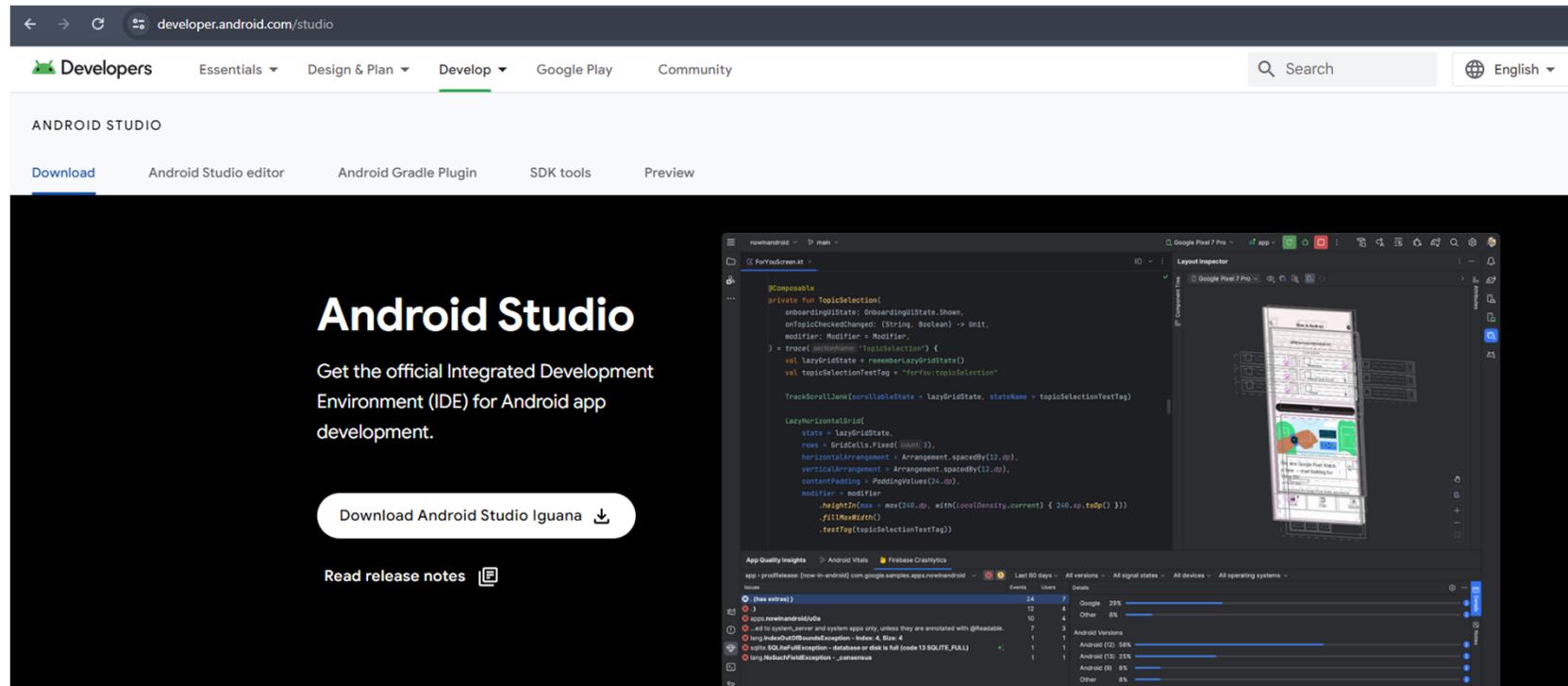




# Android Studio

IDE for Android app development

# Descarga



# Si a todo

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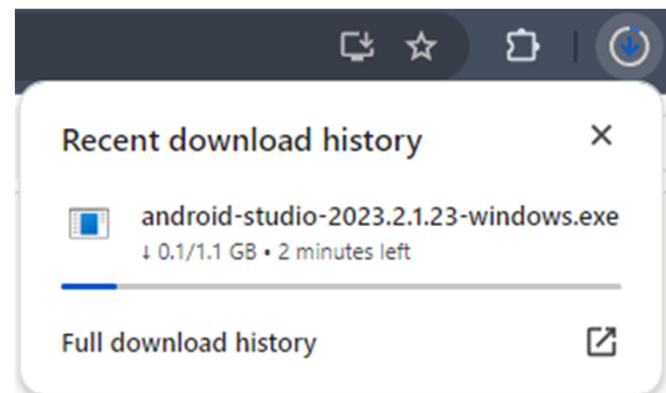
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I have read and agree with the above terms and conditions

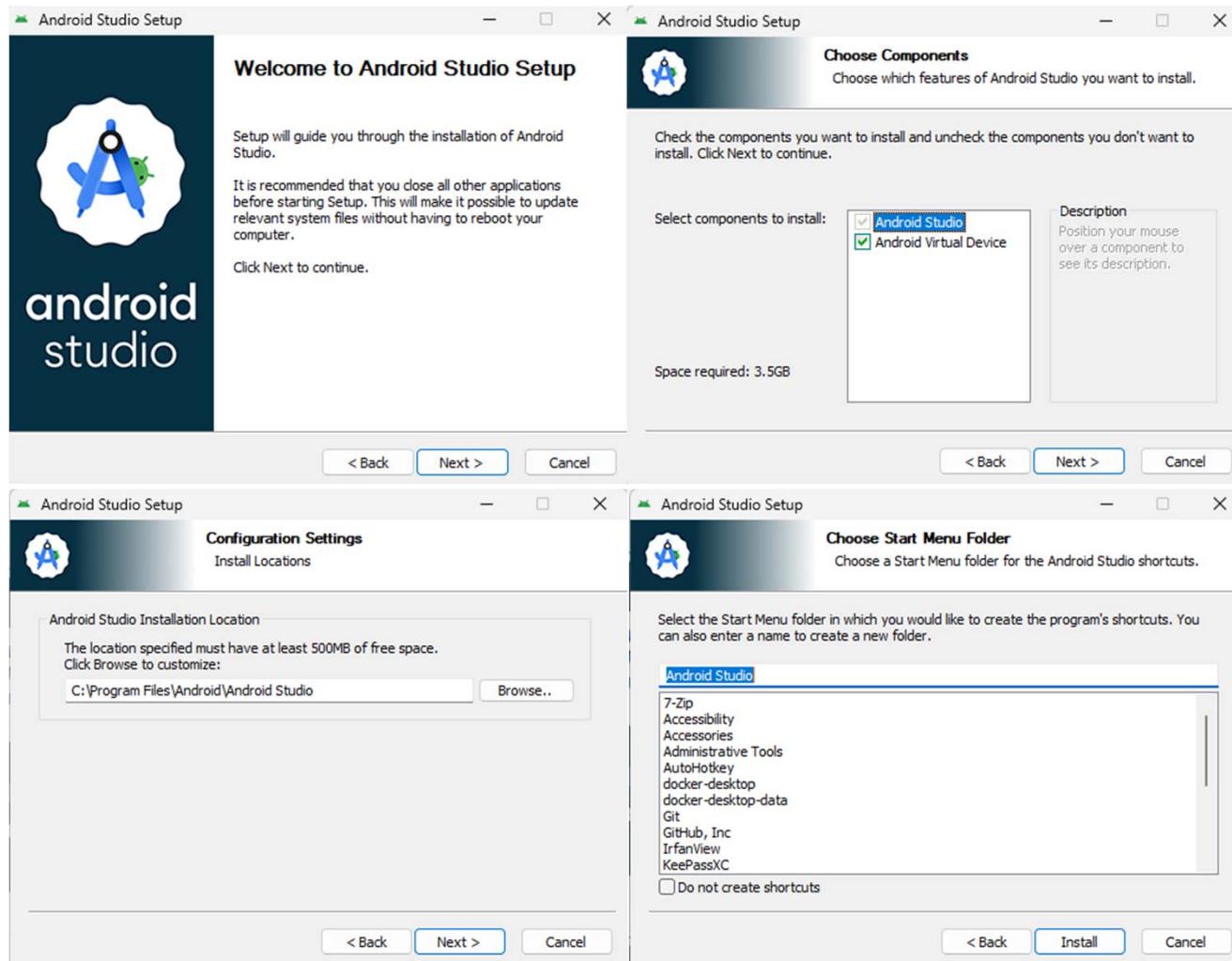
[Download Android Studio Iguana | 2023.2.1 for Windows](#)

android-studio-2023.2.1.23-windows.exe

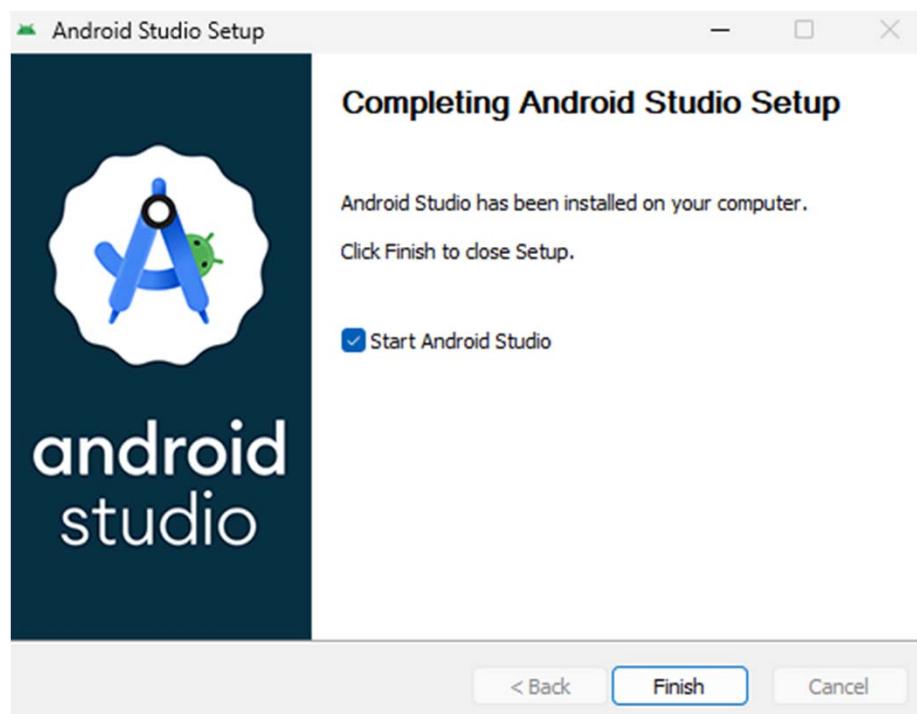
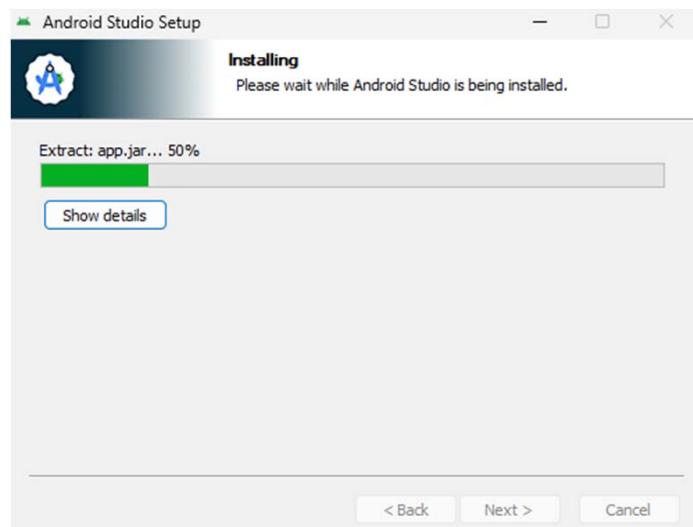
# Esperando la descarga ...



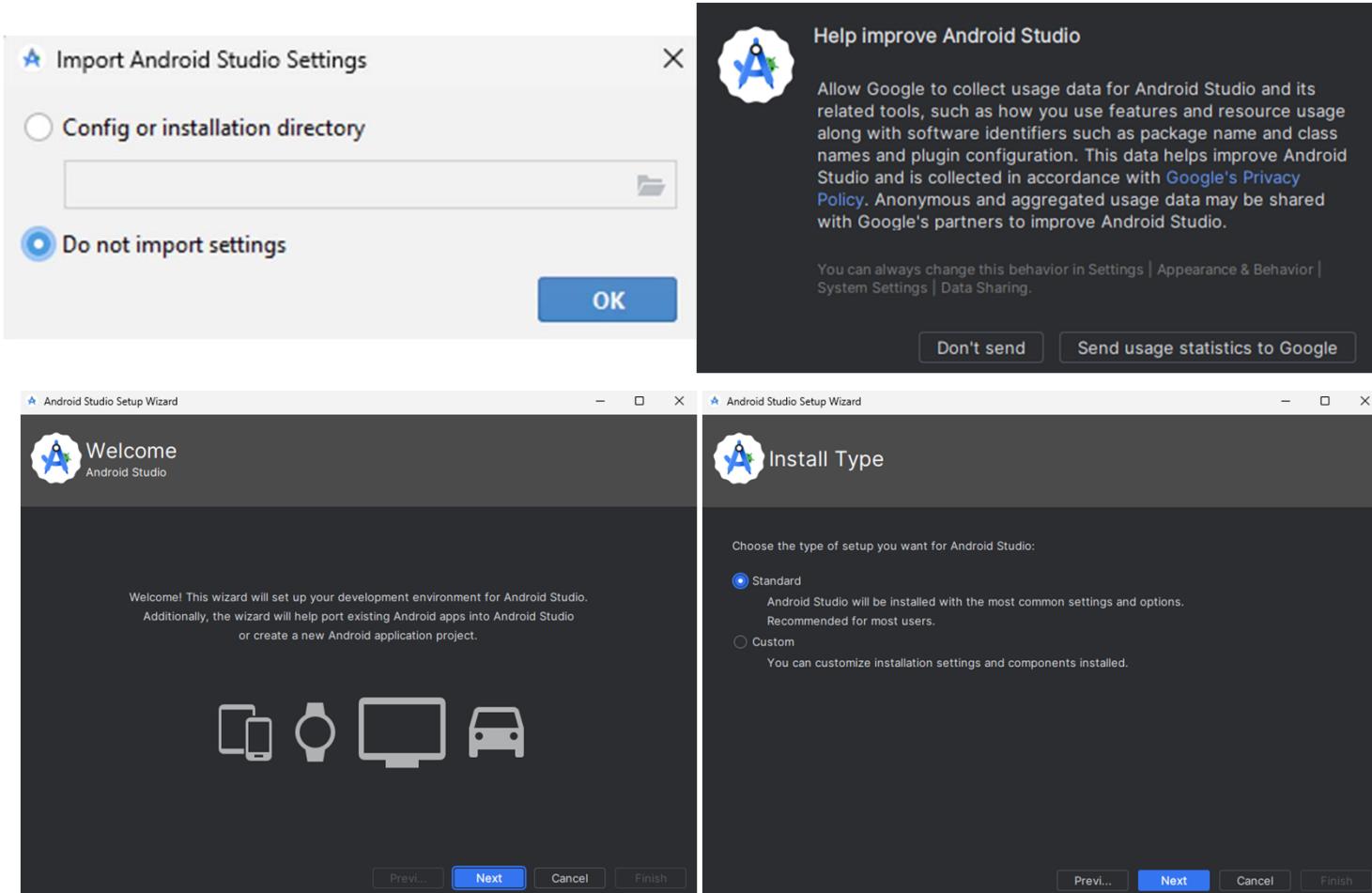
# Instalando ...



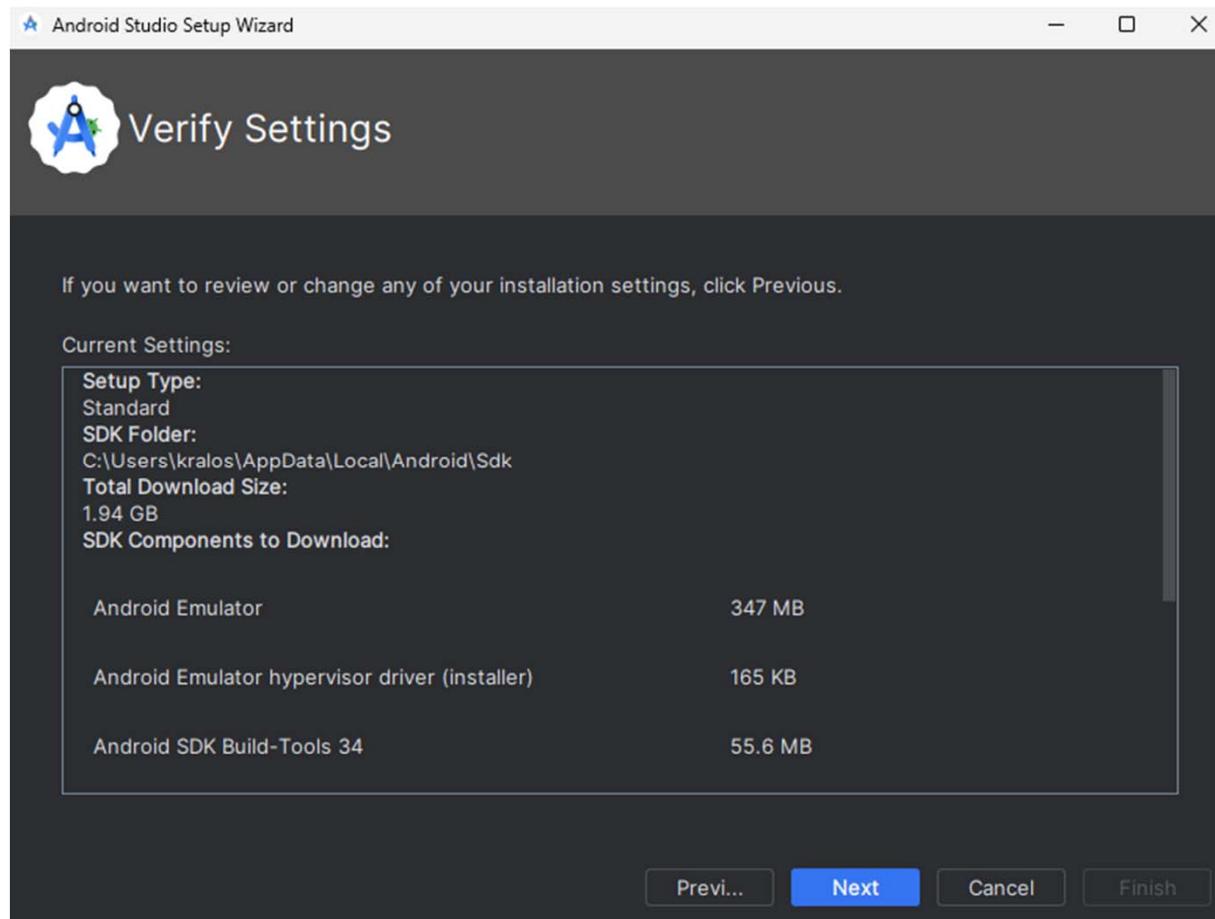
# Instalando ...



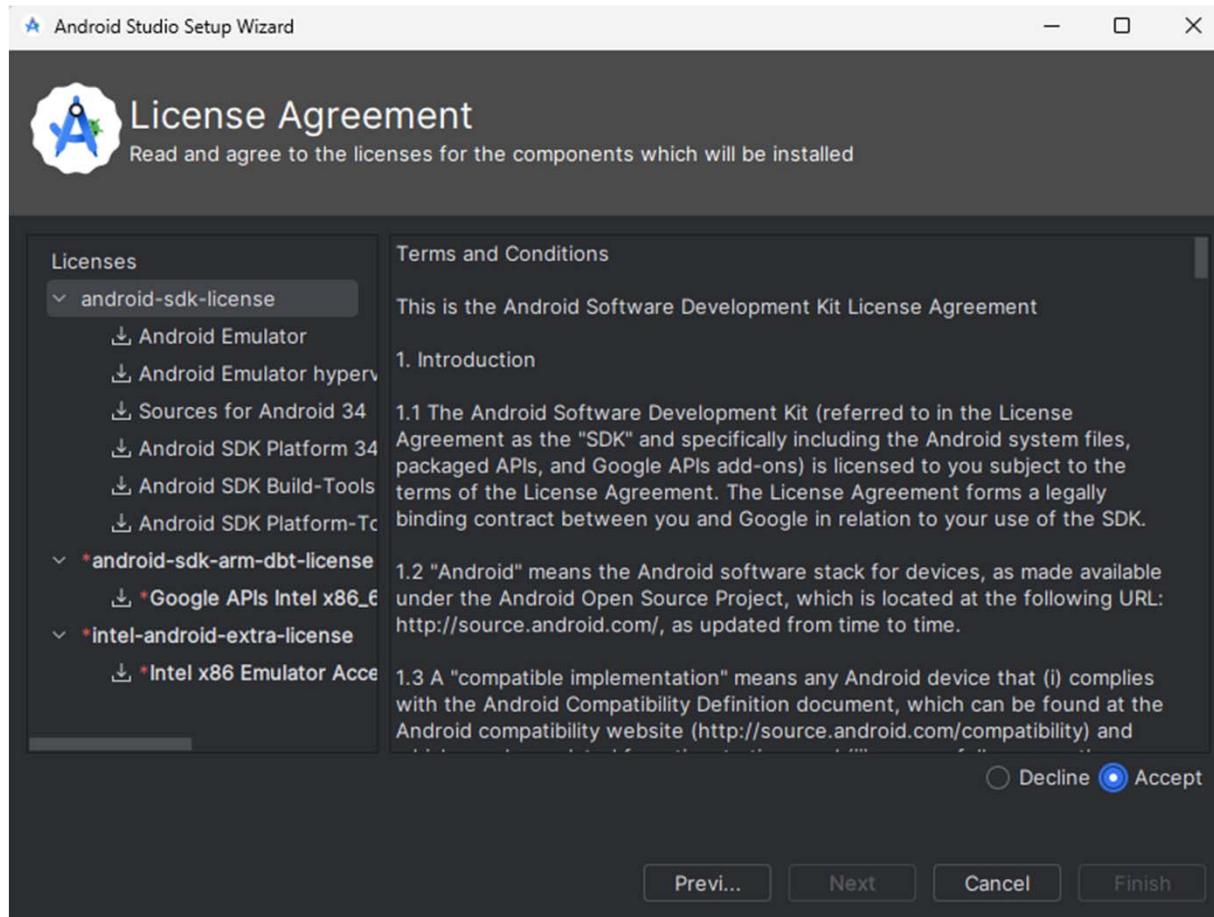
# Configurando ...



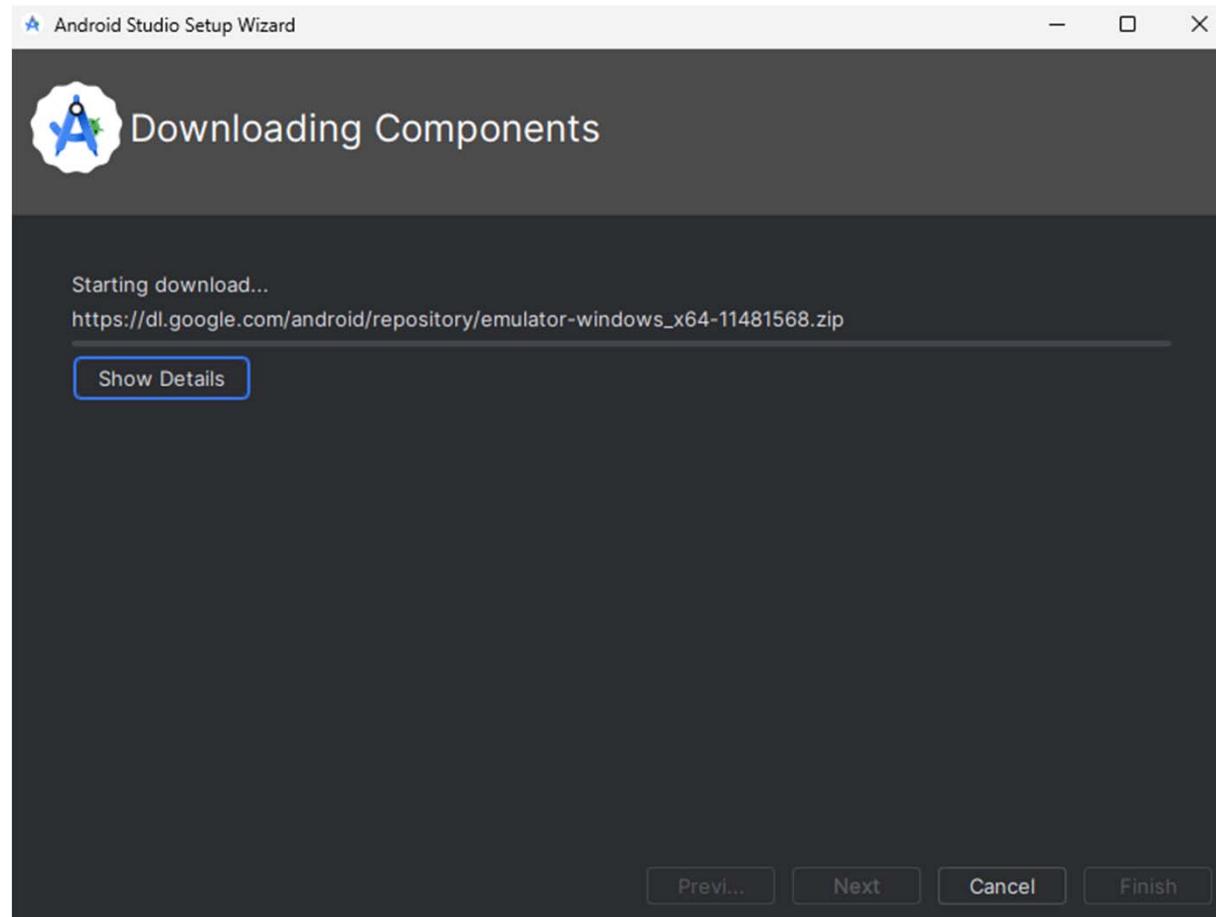
# Configurando ...



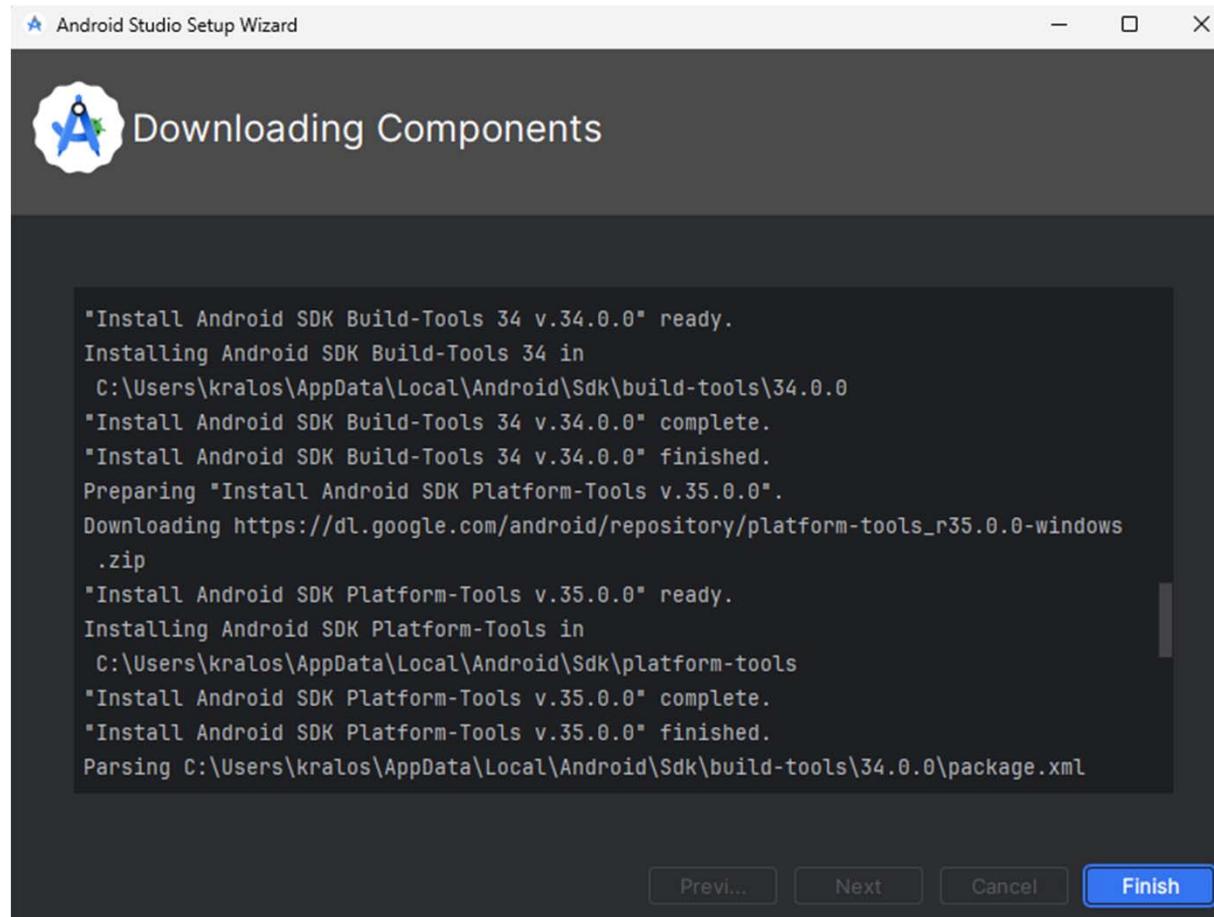
# Configurando ...



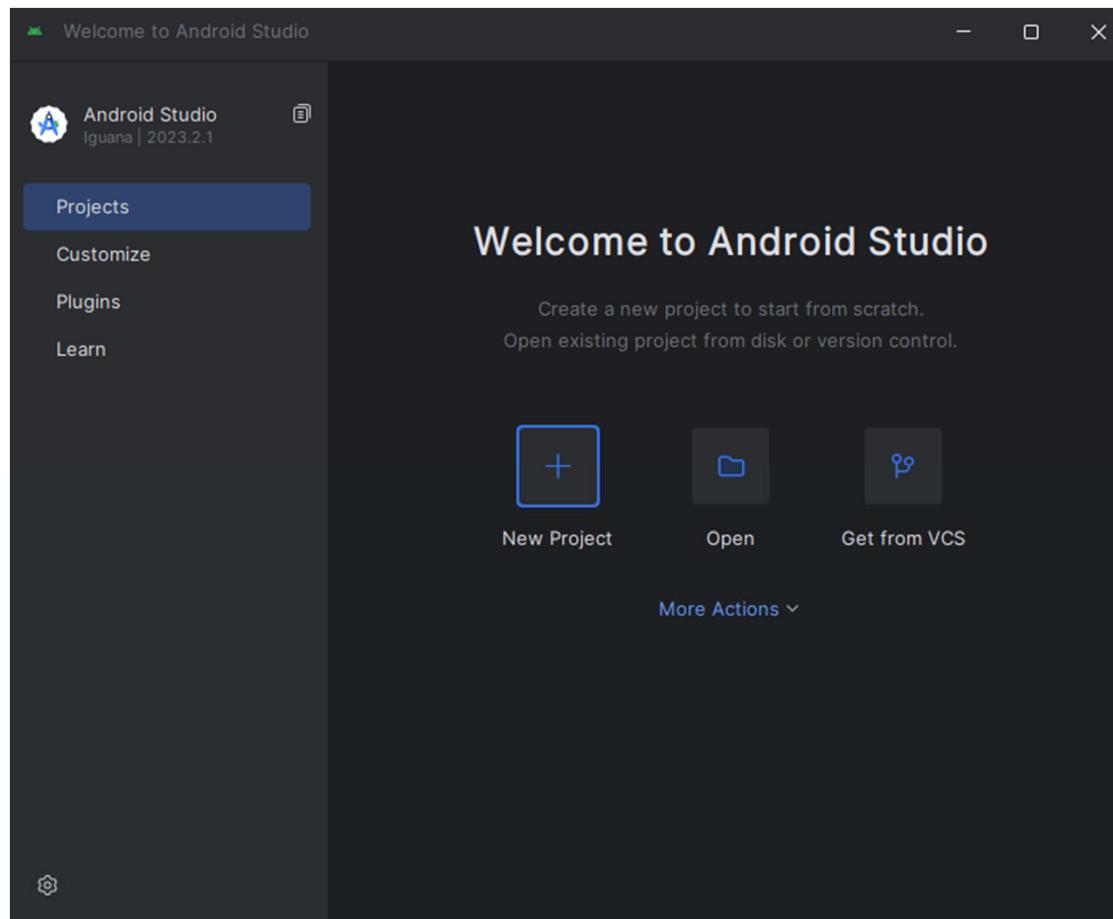
# Configurando ... descarga extra



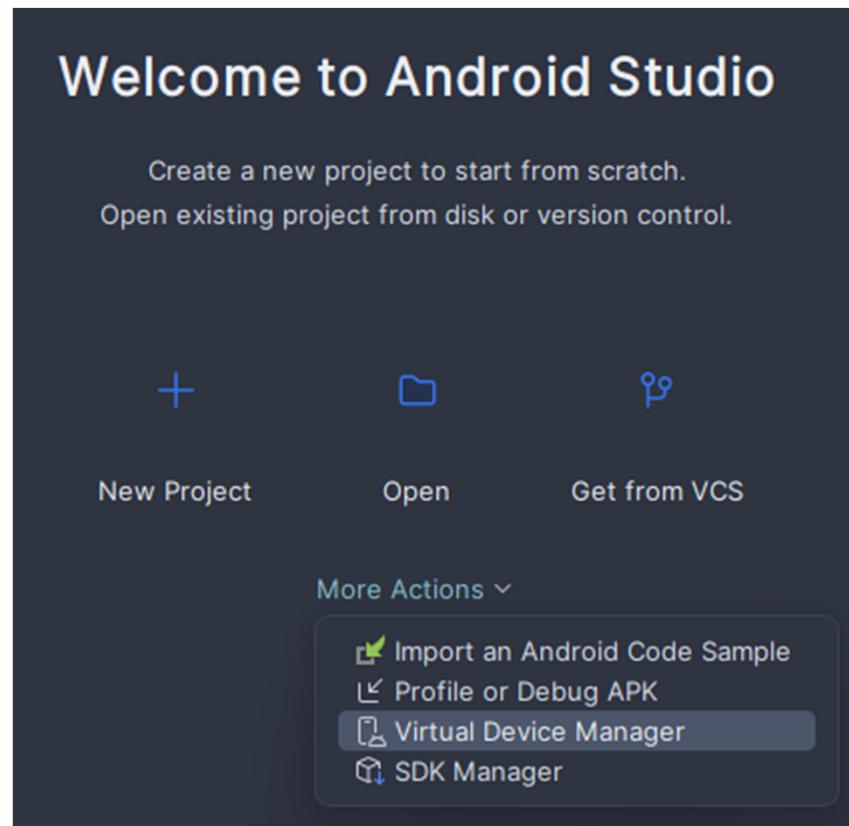
# Configurando ... descarga extra



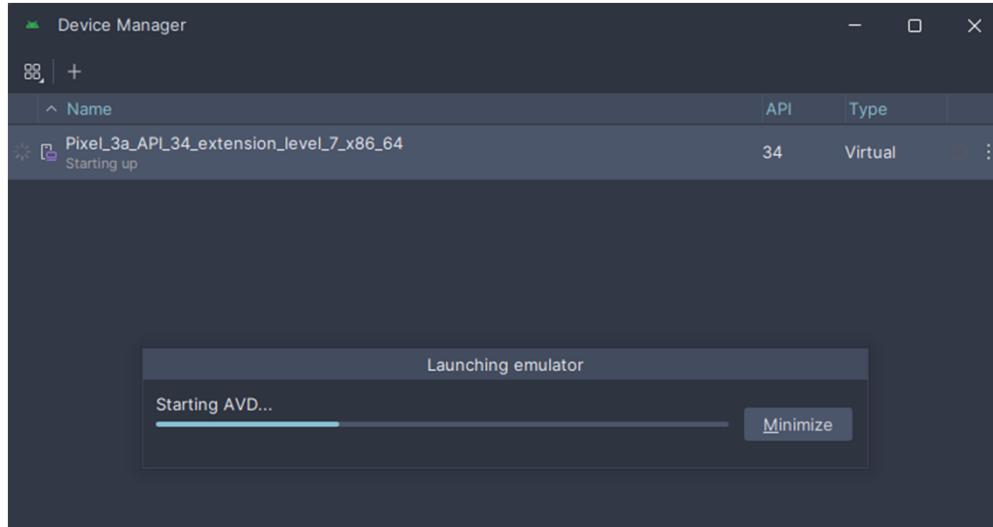
# Casi todo listo ...



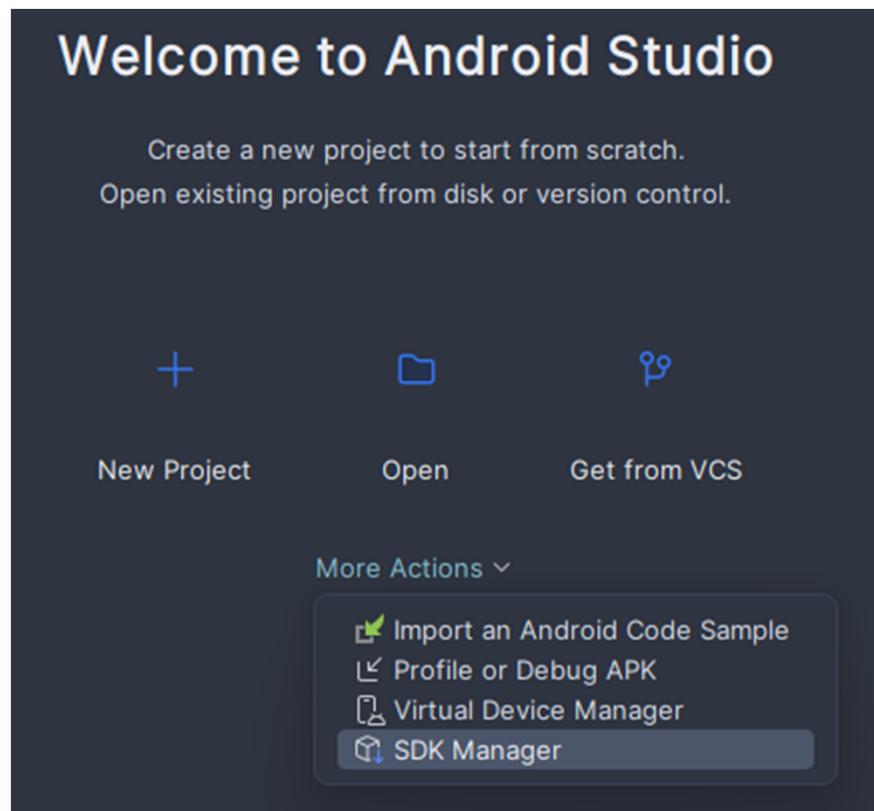
# Casi todo listo ...



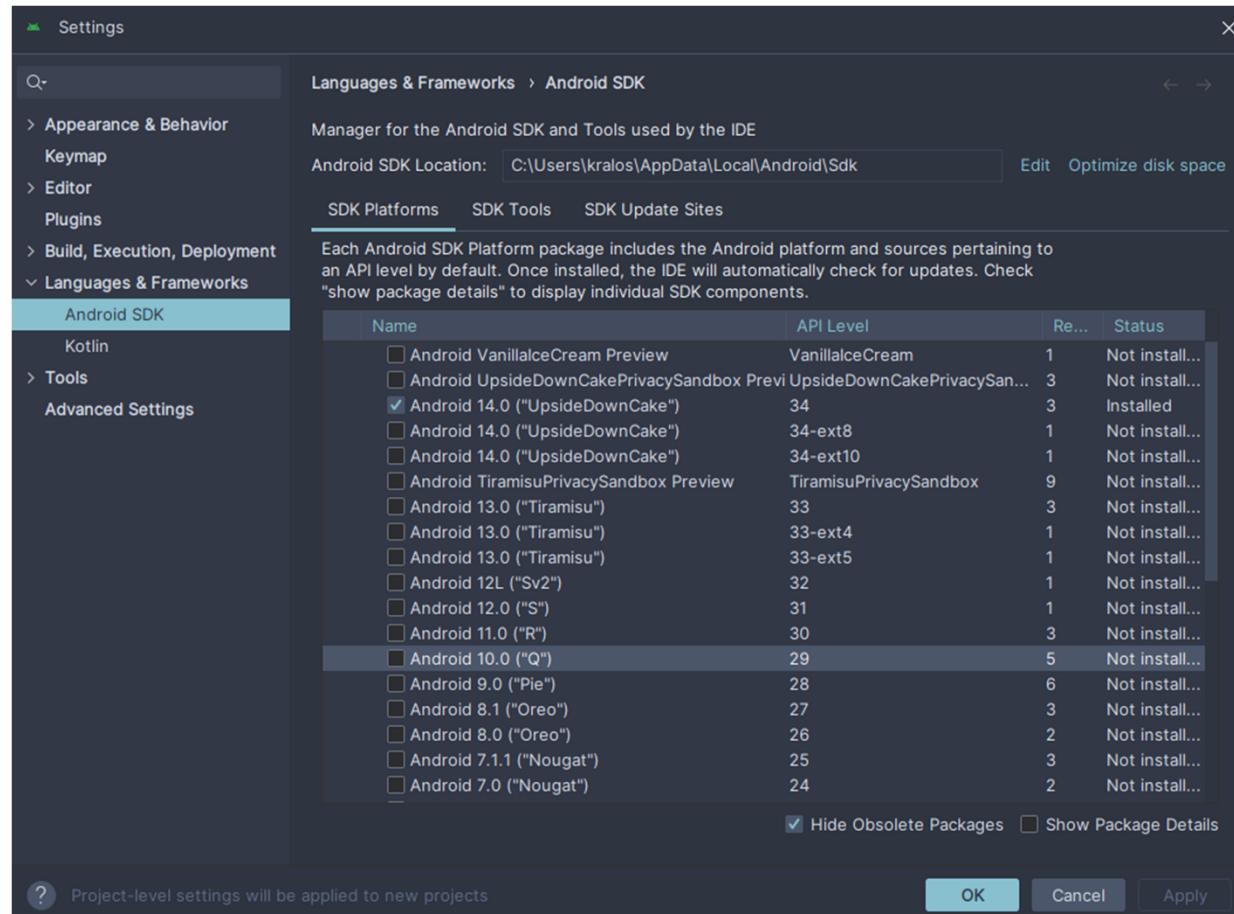
# Casi todo listo ...



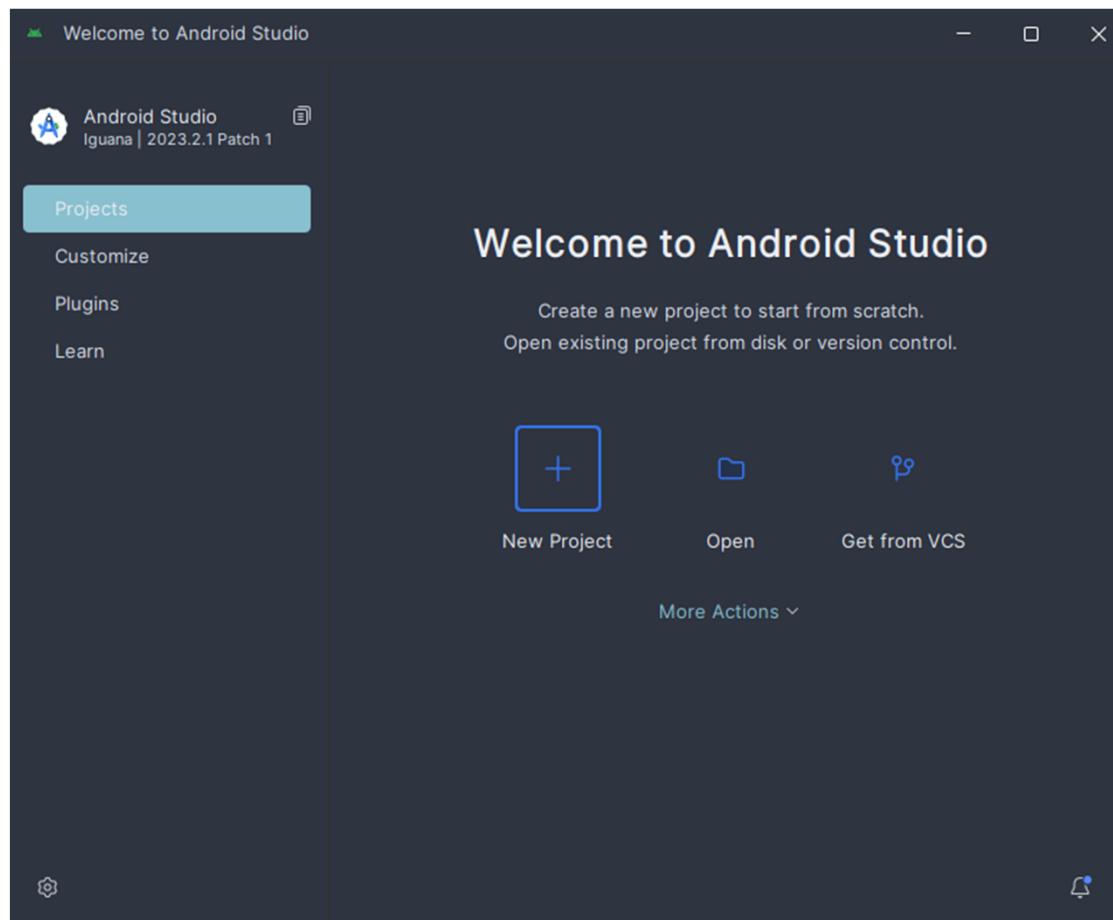
# Casi todo listo ...



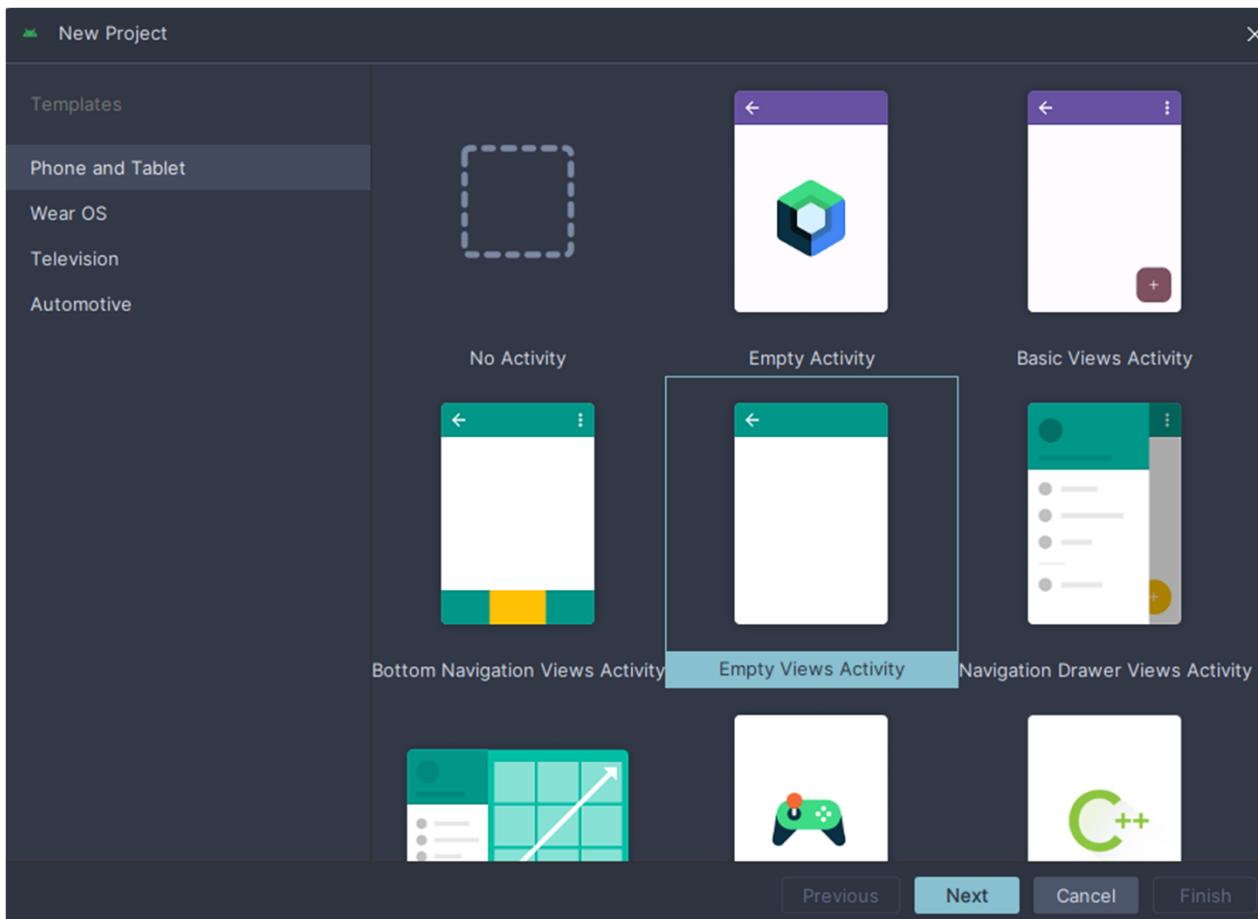
# Casi todo listo ...



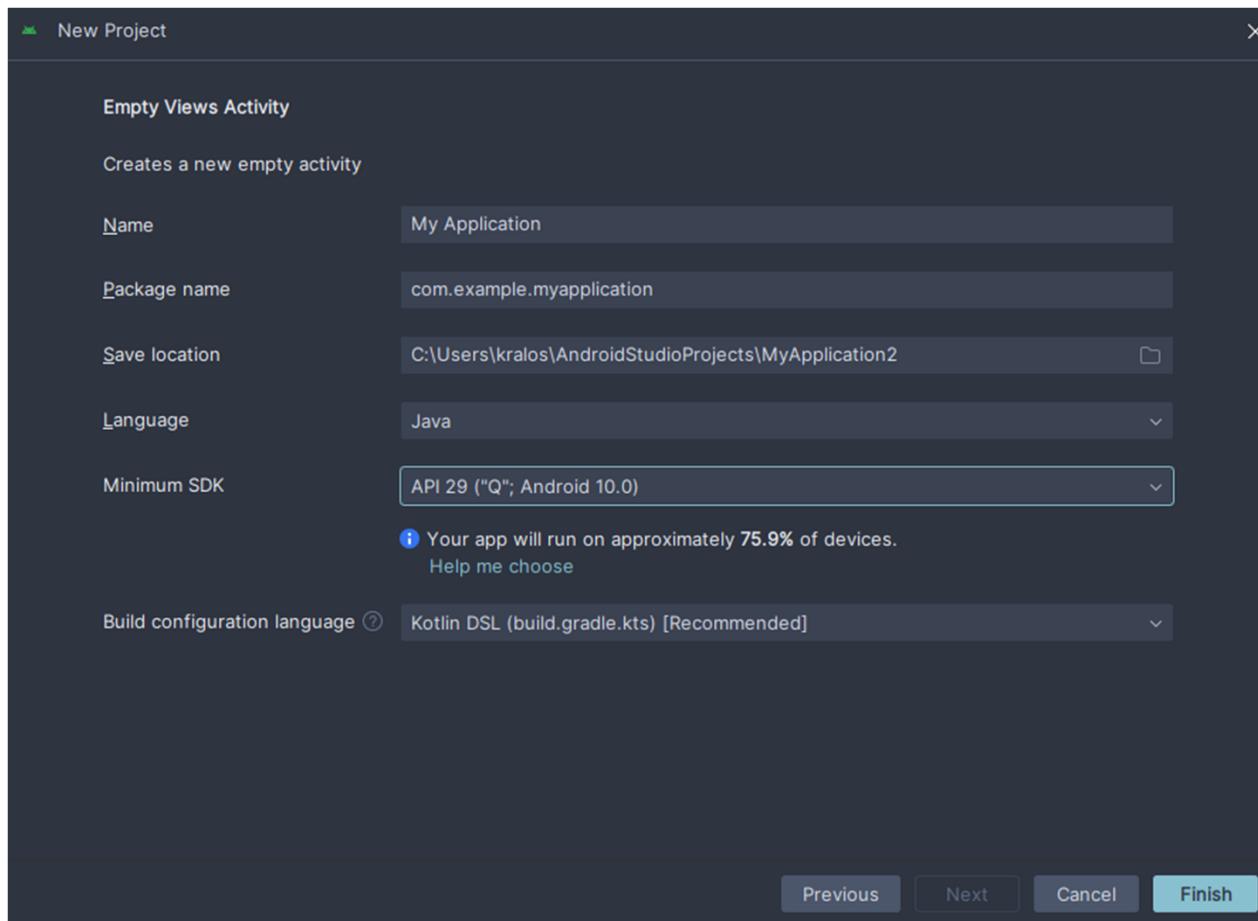
# Primer App



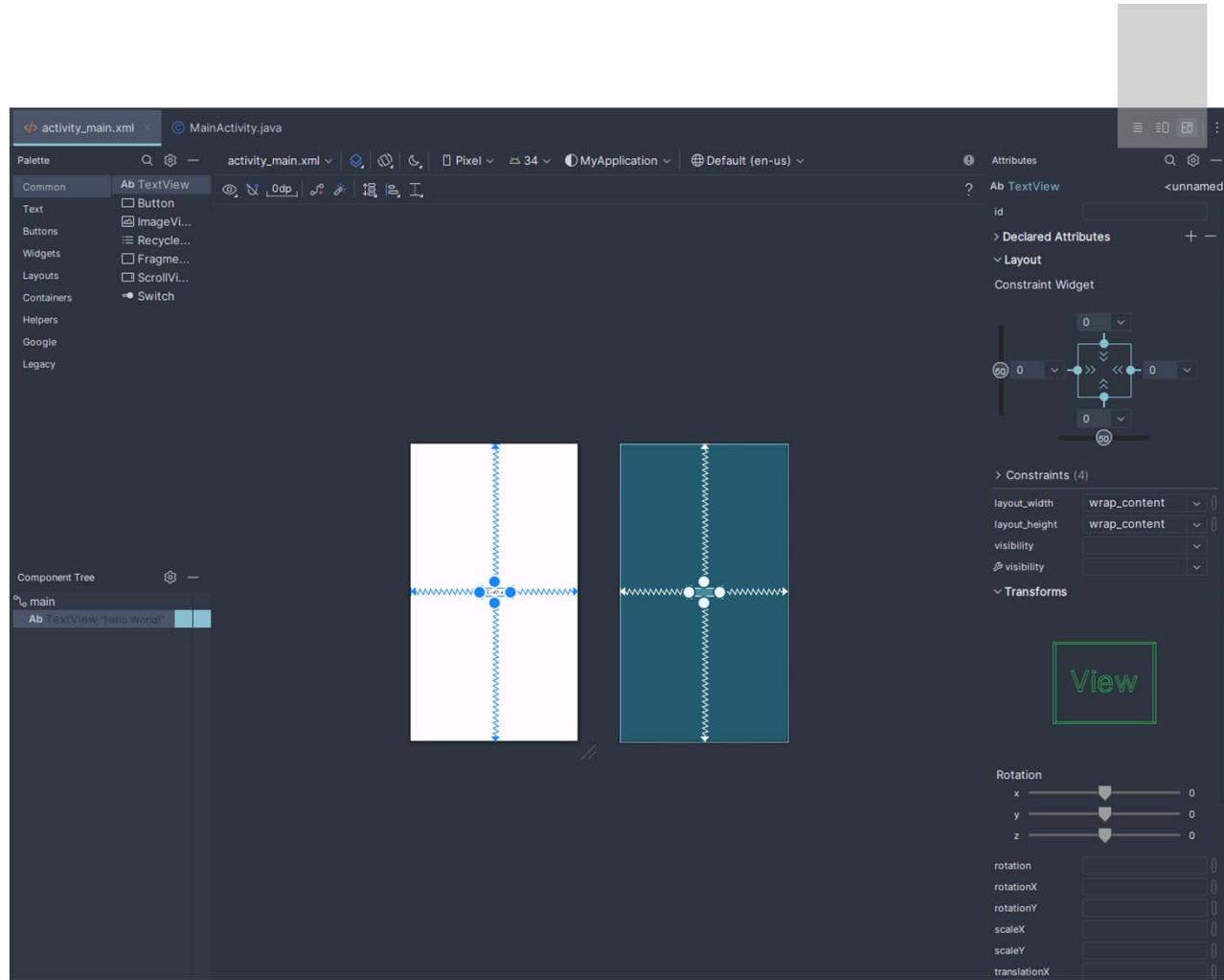
# Primer App



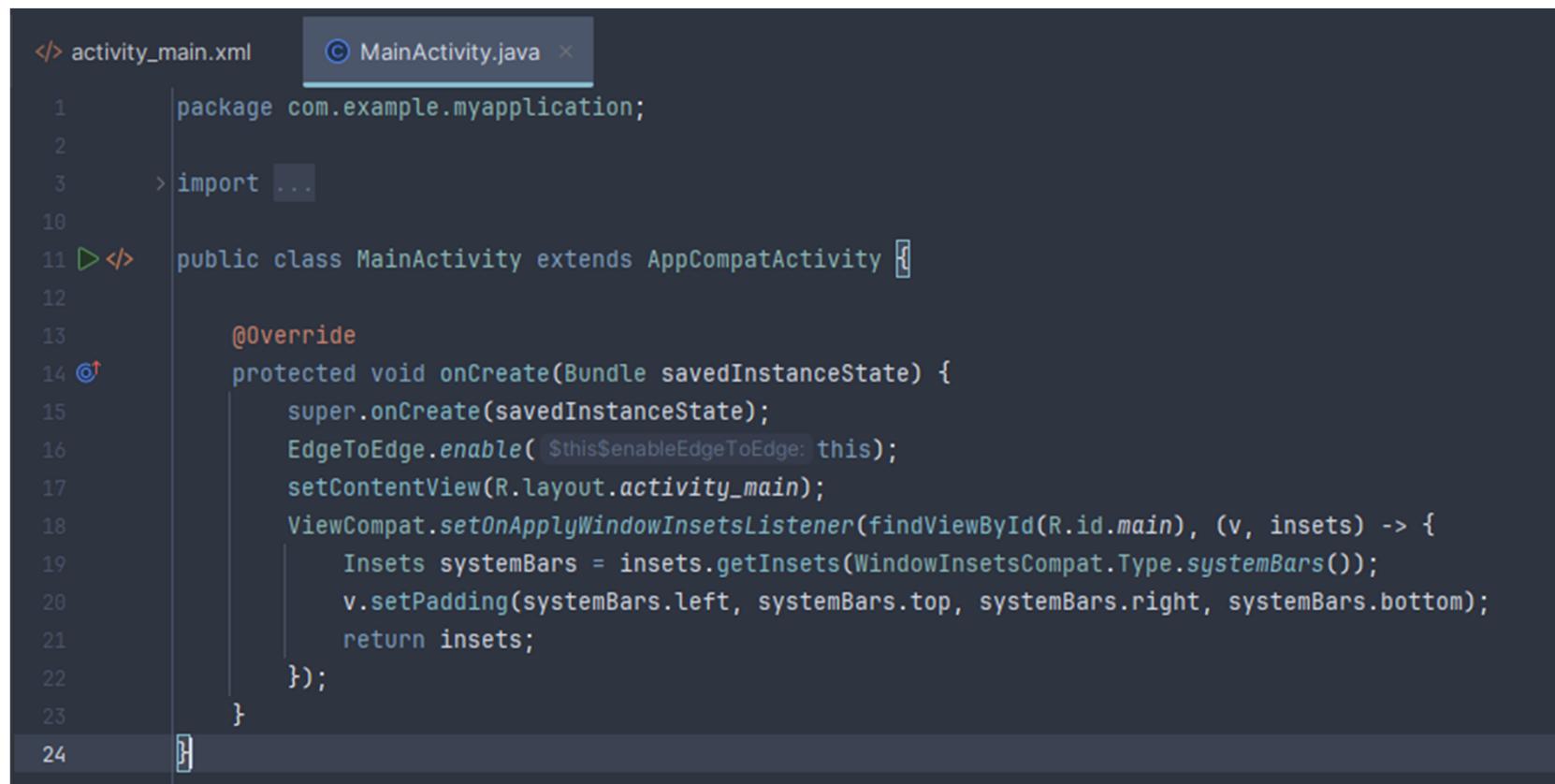
# Primer App



# Primer App



# Primer App



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 }
```

# Primer App

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">

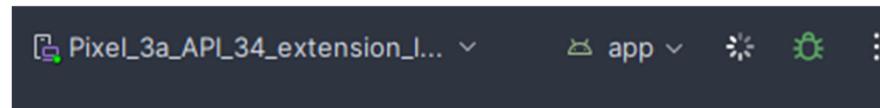
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Hello Umarino!"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
   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

# Primer App

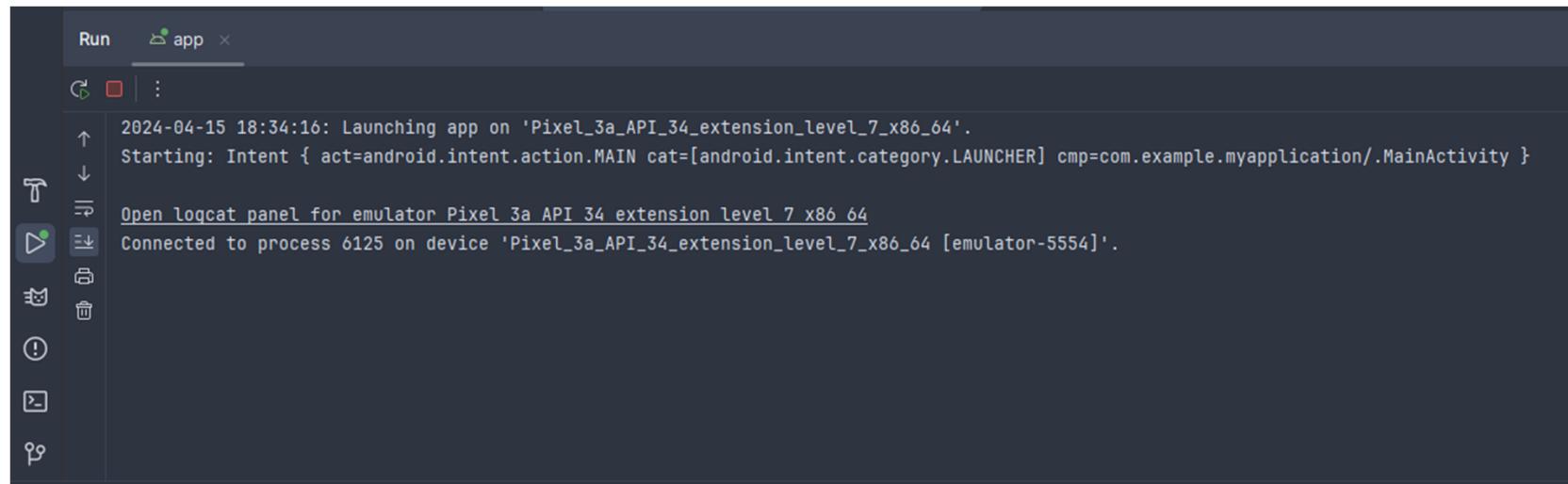


The screenshot displays the "Build Output" tab in the Android Studio interface. The main pane shows the build log for "MyApplication2". The log indicates a successful build completed at 4/15/21 1 min, 33 sec, 796 ms. The log lists the following tasks:

```
> 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.

# Primer App



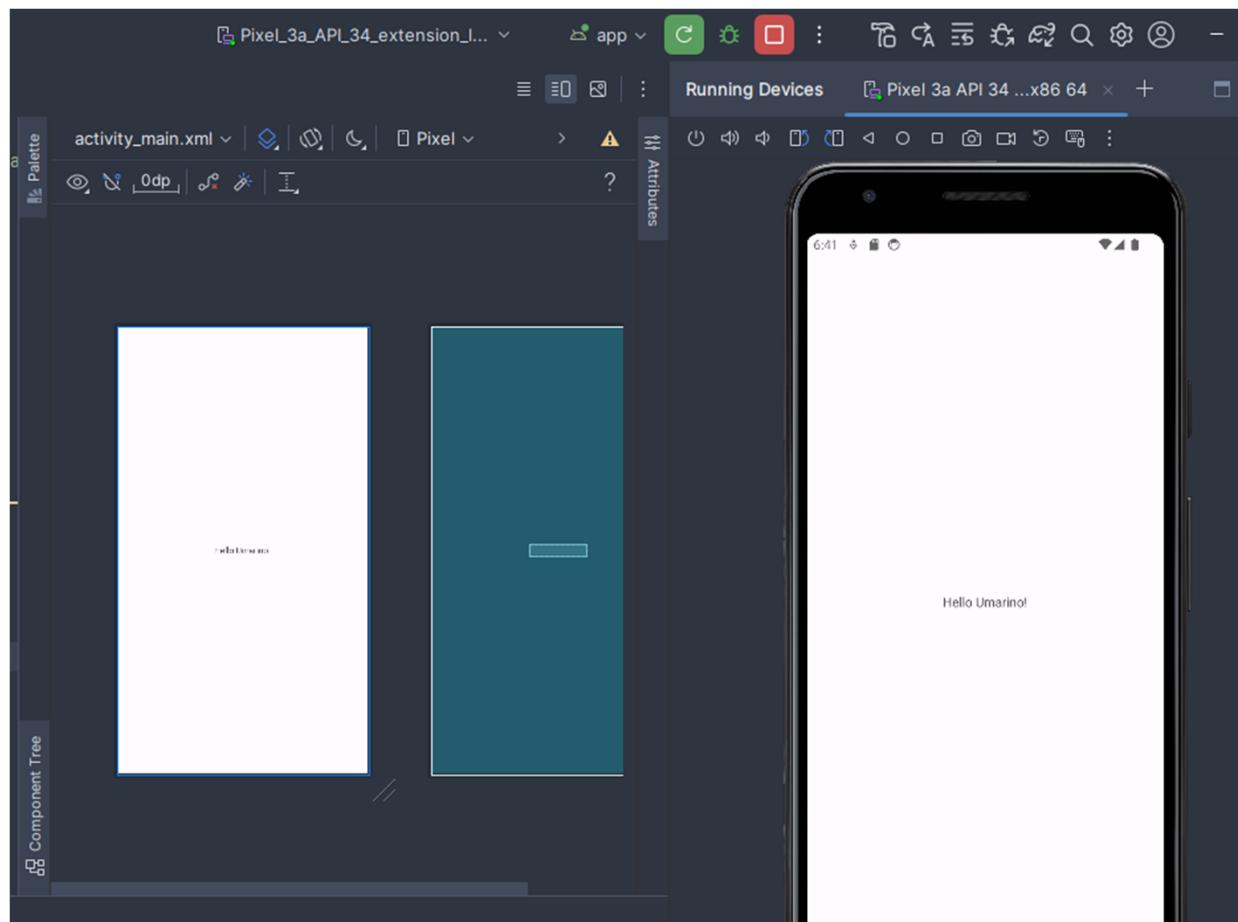
The screenshot shows the Android Studio interface with the 'Run' tab selected. The 'app' configuration is active. The log output window displays the following text:

```
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 }

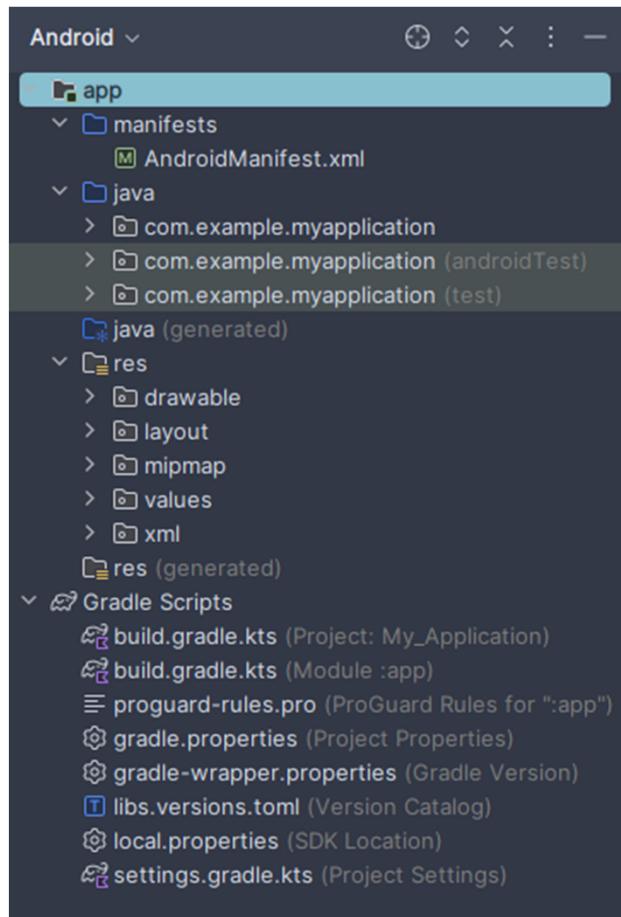
Open logcat panel for emulator Pixel_3a API 34 extension level 7 x86_64
Connected to process 6125 on device 'Pixel_3a_API_34_extension_level_7_x86_64 [emulator-5554]'.
```

The left sidebar contains various icons for managing runs, such as play, stop, and refresh.

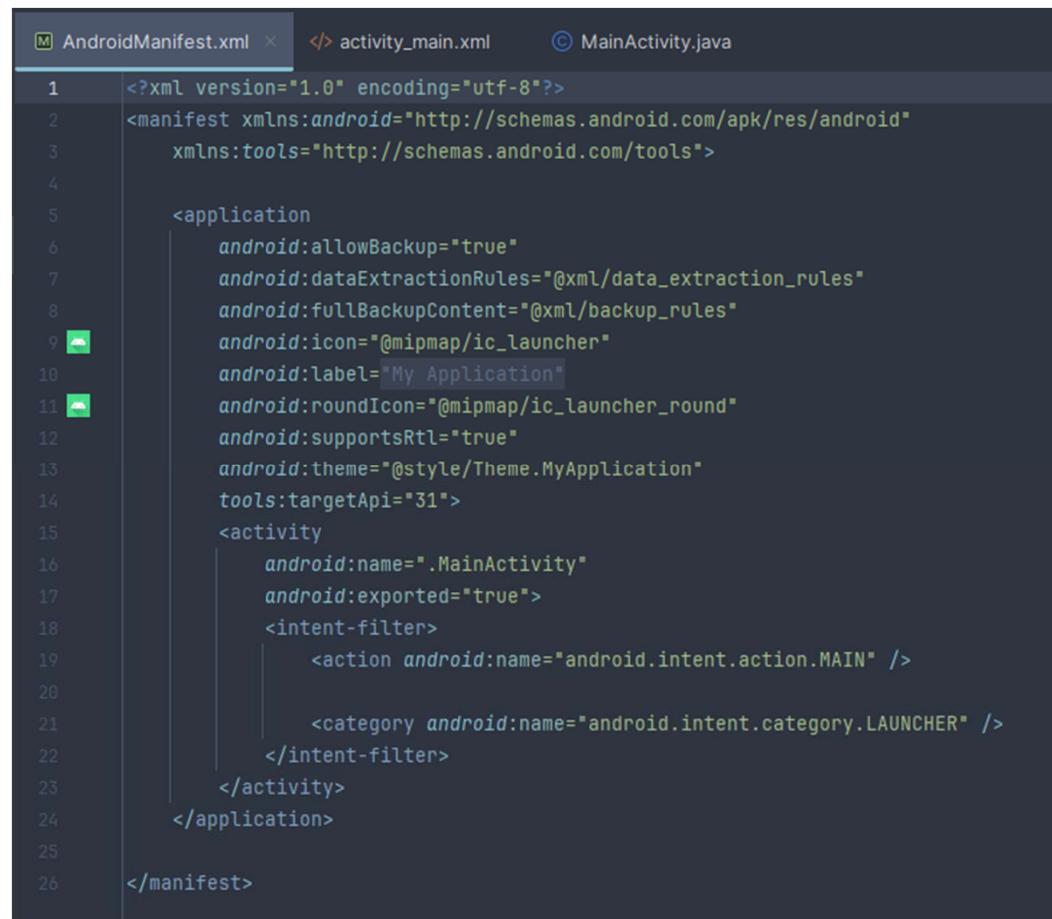
# Primer App



# Primer App



# Primer App

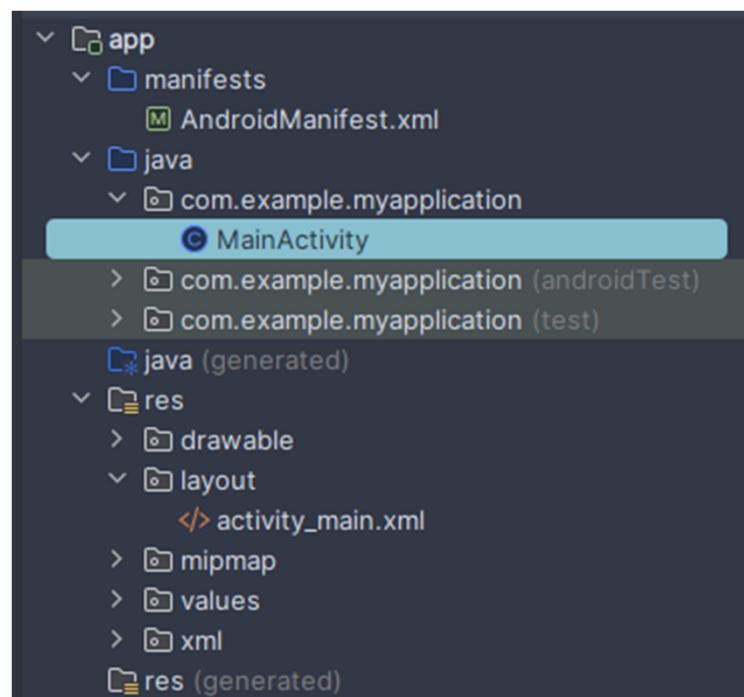


The screenshot shows a code editor with three tabs at the top: 'AndroidManifest.xml' (selected), 'activity\_main.xml', and 'MainActivity.java'. The 'AndroidManifest.xml' tab contains the following XML code:

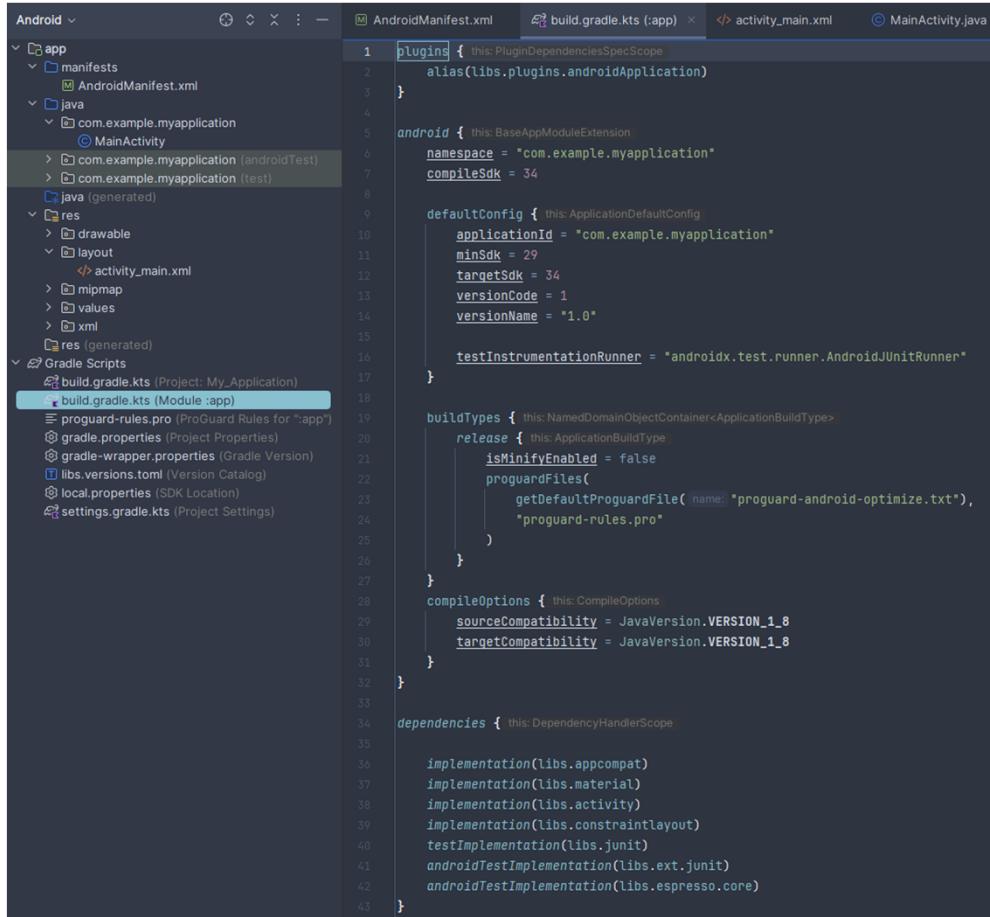
```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools">

    <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>
```

# Primer App



# Primer App



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 "manifests", "java", "res", and "Gradle Scripts". The "build.gradle.kts" file is selected in the "Gradle Scripts" section.
- 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"

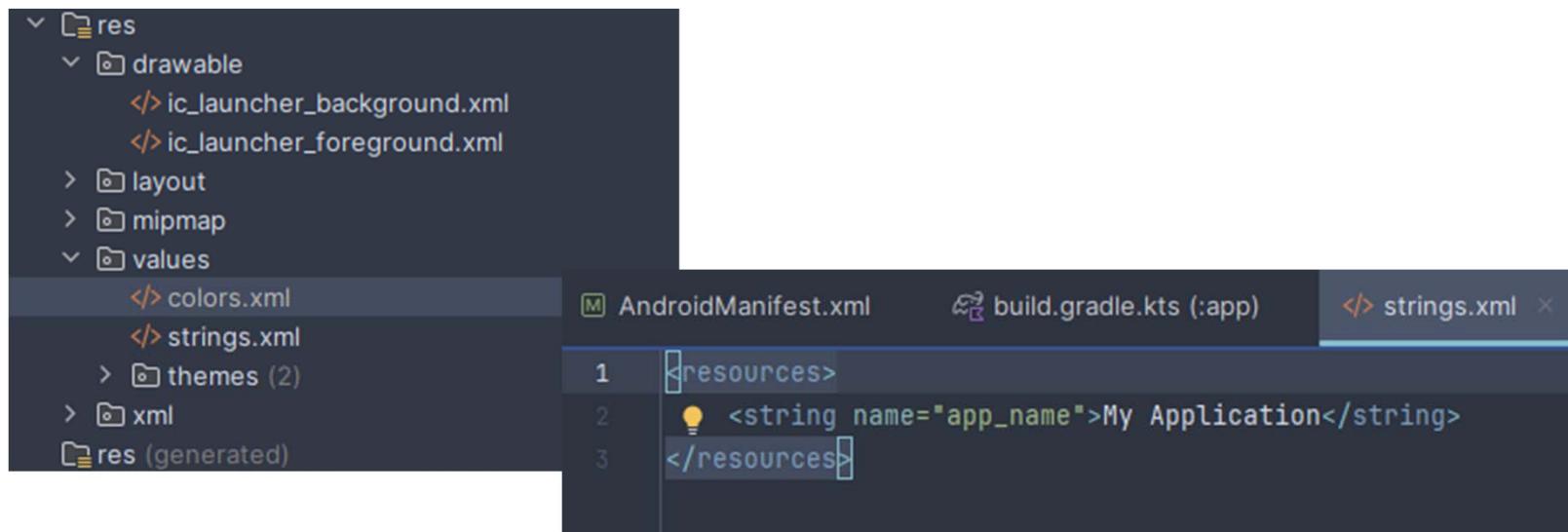
        testInstrumentationRunner = "androidx.test.runner.AndroidJUnitRunner"
    }

    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'. The 'values' folder is expanded, showing 'colors.xml' and 'strings.xml'. The 'themes' folder is also visible. On the right, the code editor has four tabs: 'AndroidManifest.xml', 'build.gradle.kts (:app)', 'strings.xml', and 'colors.xml'. The 'strings.xml' tab is active, displaying the following XML code:

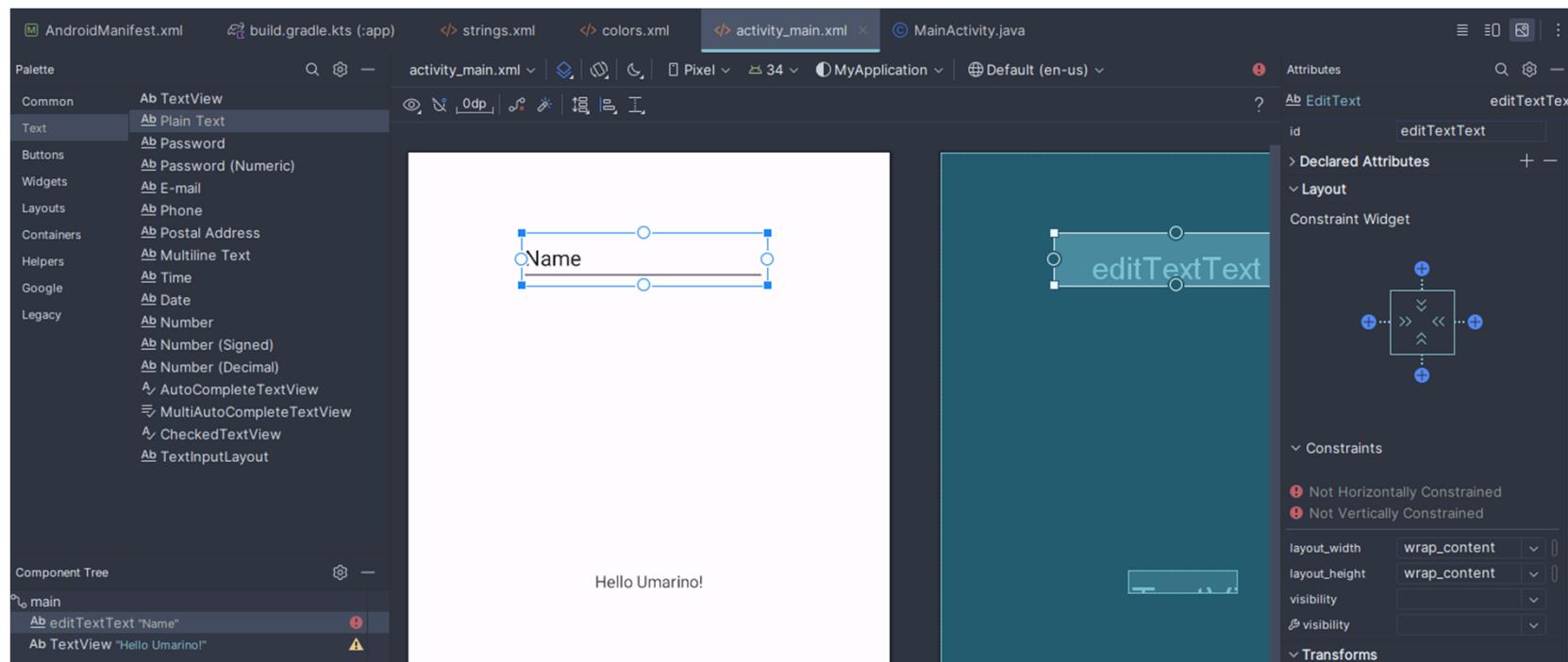
```
<resources>
    <string name="app_name">My Application</string>
</resources>
```



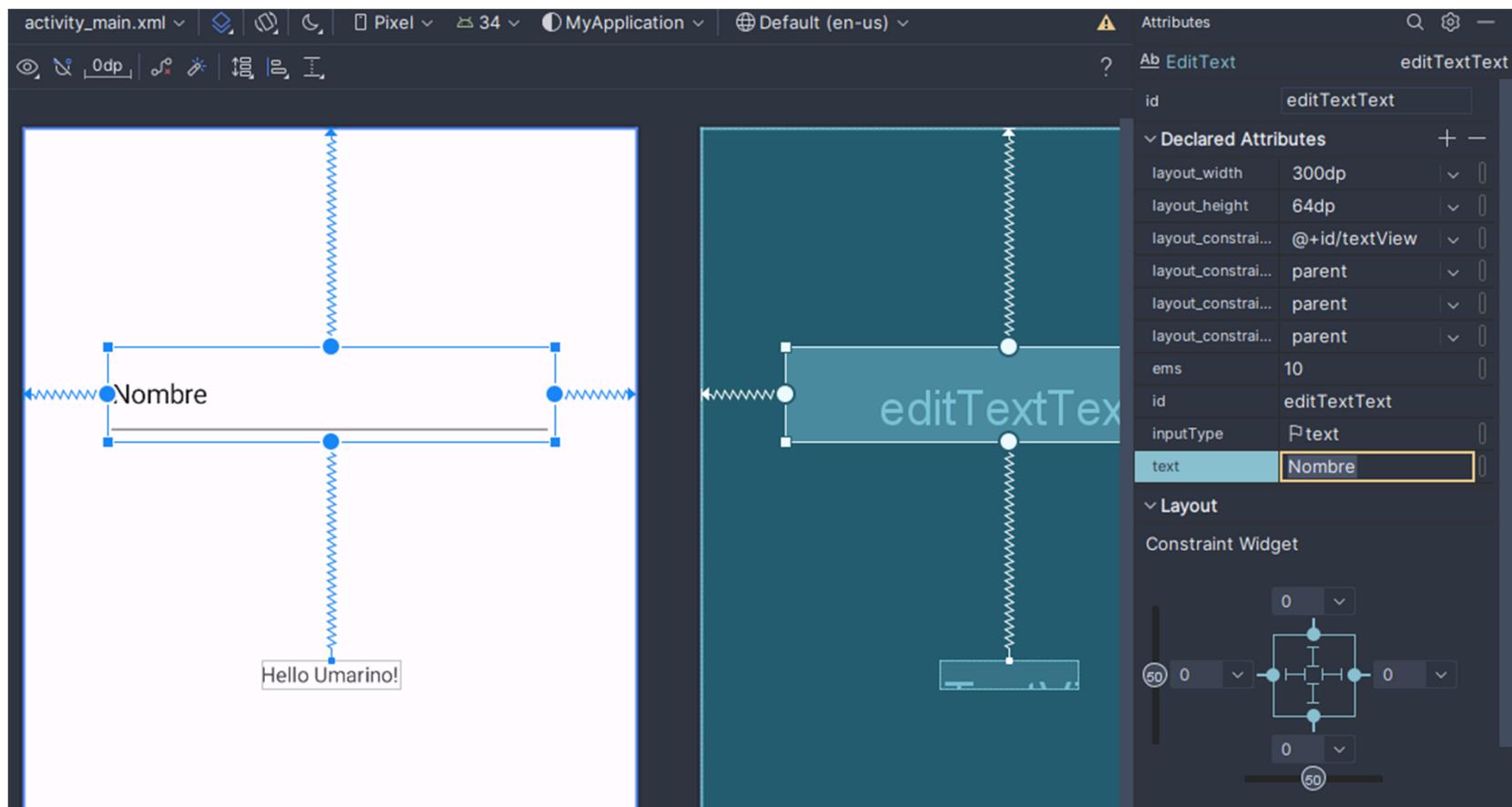
The screenshot shows the code editor with the 'colors.xml' tab active. The code is as follows:

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

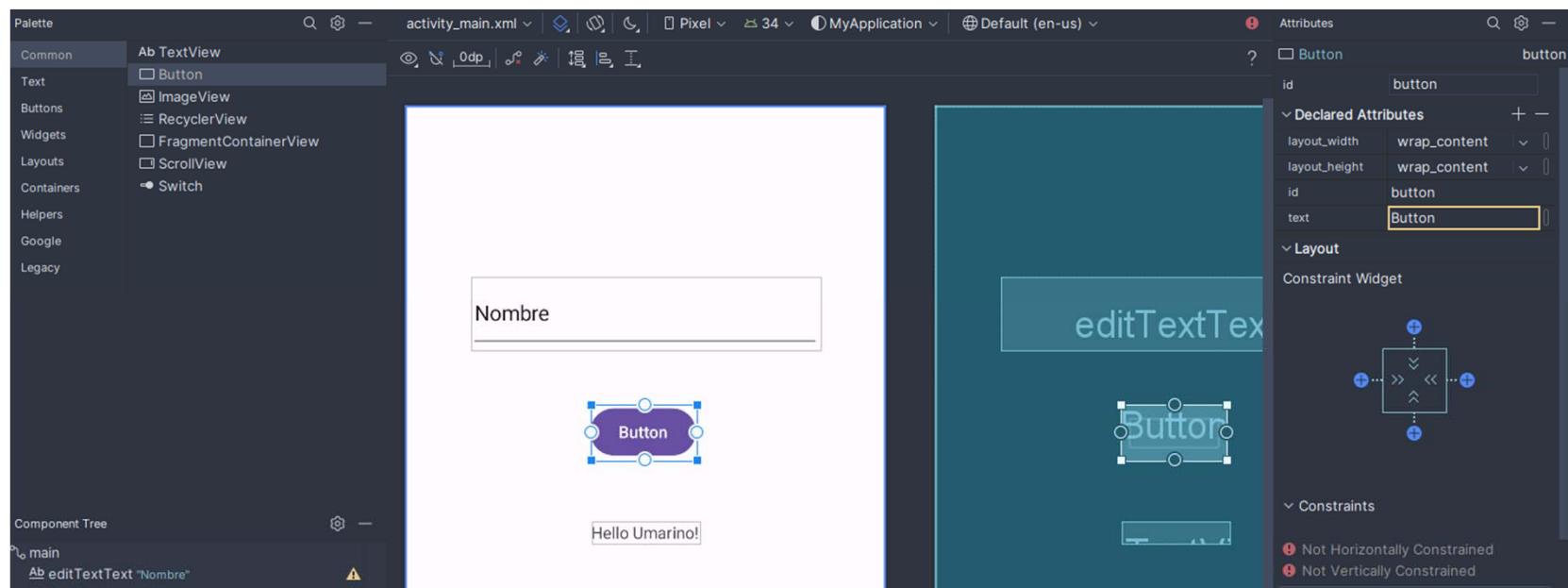
# Segunda APP



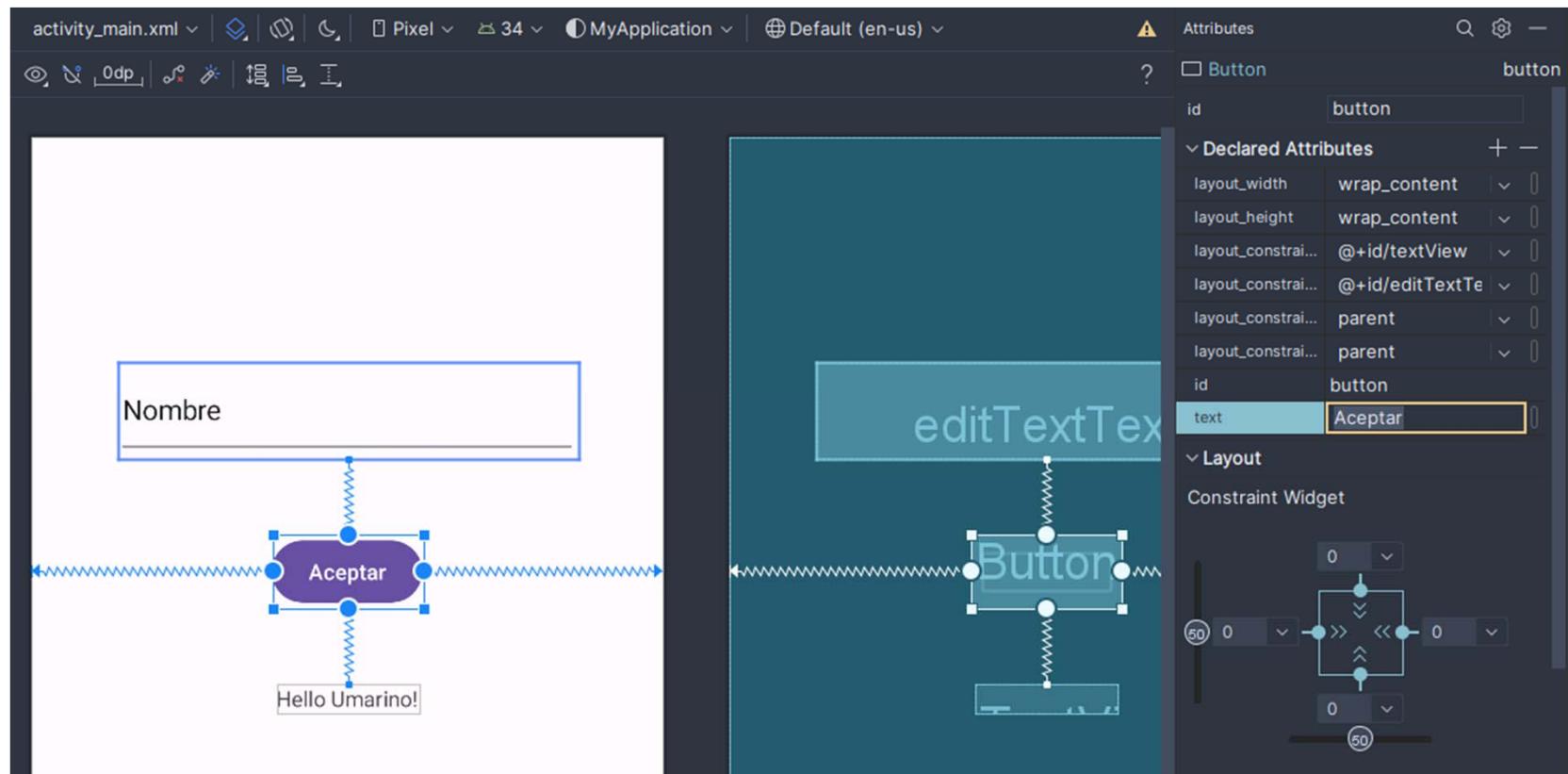
# Segunda APP



# Segunda APP



# Segunda APP



# Segunda APP

```
public class MainActivity extends AppCompatActivity {

    2 usages
    public TextInputEditText nombre;
    2 usages
    public Button aceptar;
    3 usages
    public TextView mensaje;

    @SuppressLint("WrongViewCast")
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        EdgeToEdge.enable( $this$enableEdgeToEdge: this);
        setContentView(R.layout.activity_main);
        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main), (v, insets) -> {
            Insets systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars());
            v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom);

            // Asociar con un elemento XML
            nombre = v.findViewById(R.id.editTextText);
            aceptar = v.findViewById(R.id.button);
            mensaje = v.findViewById(R.id.textView);

            aceptar.setOnClickListener(new View.OnClickListener() {
                @Override
                public void onClick(View v) {
                    mensaje.setText("");
                    mensaje.setText("Hola "+nombre.getText());
                }
            });
        });
        return insets;
    }
}
```