Day1:

**Important points to remember (android studio version 3.5)**

* **MainActivity.java** is the main code where the actual code of the application is written and **activity\_main.xml** is the part where the layout of the application is set.
* **Gradle** is a **build** system (open source) which is **used** to automate building, testing, deployment etc. “**Build**. **gradle**” are **scripts** where one can automate the tasks. For example, the simple **task** to copy some files from one directory to another can be performed by **Gradle build script** before the actual **build** process happens.
* **Default Files imported in code: -**

1. **androidx.appcompat.app.AppCompatActivity** is the file imported in code to make sure that our app is compatible with backward older versions.
2. **android.os.Bundle** is the operating system that allows us to work on android.

* **onCreate():-** All of the app's work takes place in MainActivity's overriding onCreate(Bundle) method: no other methods are required, which helps to keep this app simple. onCreate(Bundle) first invokes its same-named superclass method, a rule that must be followed by all overriding activity methods. This method then executes setContentView(R.layout.main) to establish the app's user interface.
* **setContentView(R.layout.activity\_main):-** this particular statement in the code is used for linking activity\_main.xml into MainActivity.java where (R.layout.activity\_main) is the path where layout of the app is stored i.e. activity\_main.xml files.

**TextView**

* Adjusting different properties of the text view from layout in activity\_main.xml and understanding different properties mainly:

1. Difference between Margin and Padding:- margin is adjusting the component in layout and padding is adjusting the text inside the component.
2. Gravity feature:- adjusting alignment of text inside the component .
3. Adjusting background color and style of text view.
4. Adjusting layout width.

**Button**

* Adjusting the on click properties of button and also making some function to work on click to the button.
* **android.view.View**:- this file is imported when we use any type of view object like button, textview, etc. This is the class of View.
* **android.util.log**:- this class allows you to log messages categorized based severity; each type of logging message has its own message.

**TextFields**

* Adjusting the id of the editText and providing hint to user for what detail has to be entered in the provided field.
* **android.widget.EditText:-** this file is imported when we use any type editText widget this is the class of editText widget etc.
* **findViewById:-** is a method that finds the view from the layout resource file that are attached with current Activity. R is a Class in android that are having the id's of all the view's.

**Toast**

* A **Toast** is a small message displayed on the screen, similar to a tool tip or other similar popup notification.
* A **Toast** is displayed at the bottom of the main content of an activity, and only remains visible for a short time period.
* **Syntax:- Toast.makeText(context, text, duration).show()**

instantiate a Toast object with one of the makeText() methods**. Toast contains 3 parameters they are:-**

* + The first parameter is a Context object which is obtained by calling getApplicationContext().
  + The second parameter is your text message to be displayed.
  + The last parameter is the time duration for the message.

Display the created Toast Message using the **show()** method of the Toast class.

Problems faced :-

* how to adjust constraints of components in android studio 3.5 versions?

Topics covered today

* till displaying messages using toast

Plans for tomorrow

* complete introduction to android studio and get started with java deep drive.