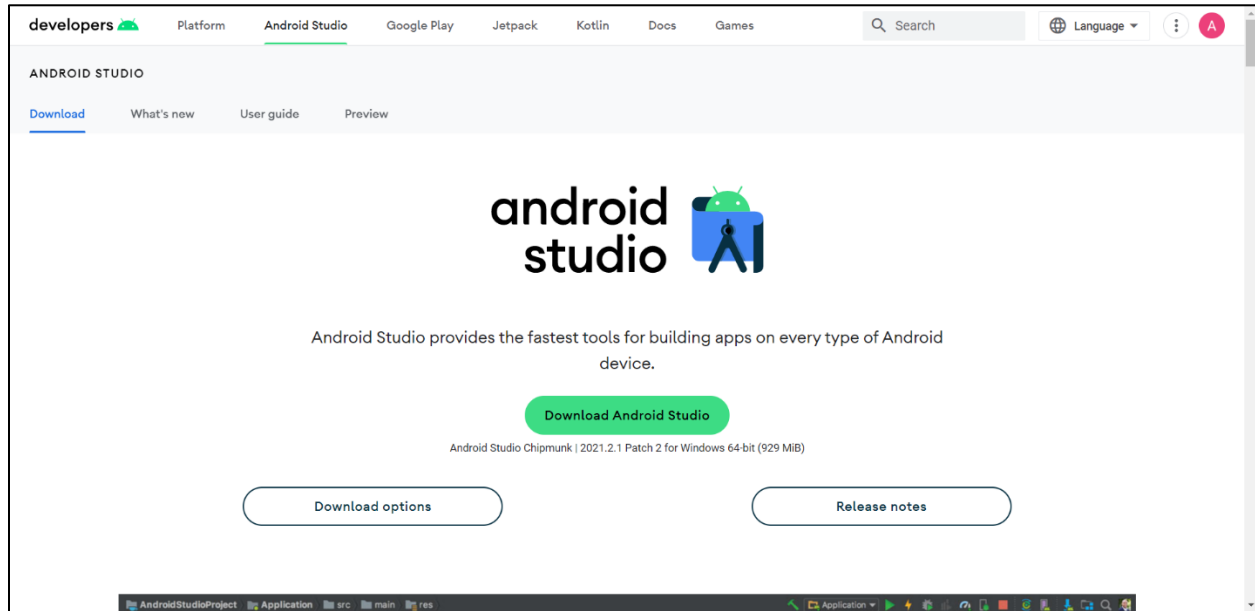


## Practical 1

**Aim:** Install Android Studio Create a virtual device, Create and Run Hello World on emulator and device, explore project layout, Generate and view log statements, Explore manifest file.

### Steps:

1. Go to <https://developer.android.com/studio>



2. Click on “*Download Options*” and select your desired operating system.

The screenshot shows the 'Android Studio downloads' page. It contains a table with the following data:

Platform	Android Studio package	Size	SHA-256 checksum
Windows (64-bit)	<a href="#">android-studio-2021.2.1.16-windows.exe</a> Recommended	929 MiB	214fc7339060990d615bb02f2576474a3d6c152249fb67b03124162e111da4c7
	<a href="#">android-studio-2021.2.1.16-windows.zip</a> No .exe installer	940 MiB	78575a5b779d66630b757a32df0a26b8c052995623d649ed31787fb64ee14b1
Mac (64-bit)	<a href="#">android-studio-2021.2.1.16-mac.dmg</a>	1017 MiB	df46f2199fcf4c7e6b882ba16151ea1d2dd48a15f5c87d30224f1b5401d2b648
Mac (64-bit, ARM)	<a href="#">android-studio-2021.2.1.16-mac_arm.dmg</a>	1014 MiB	d4e06bcc6f614cd4b261fc6034529edb205b31b0e56624490a91350c3640806a
Linux (64-bit)	<a href="#">android-studio-2021.2.1.16-linux.tar.gz</a>	964 MiB	aa5773a9e1da25bdb2367a8bdd2b623dbe0345170ed231a15b3f40e888447dc
Chrome OS	<a href="#">android-studio-2021.2.1.16-cros.deb</a>	817 MiB	b020a9a664d8237711e74198d5d07087858d993c0b7ade1f35cbaff668e8acd5

## For Linux:

1. Go to your downloads folder (Usually located in /home/username/Downloads).

```
202103103510253@cgpit-utu:~/Downloads$ ls
android-studio-2021.2.1.16-linux.tar.gz
202103103510253@cgpit-utu:~/Downloads$
```

2. Open a terminal and untar the file by *tar xvf android-studio-2021.2.1.16-linux.tar.gz*

```
202103103510253@cgpit-utu:~/Downloads$ tar xvf android-studio-2021.2.1.16-linux.tar.gz
android-studio/
android-studio/build.txt
android-studio/plugins/
android-studio/plugins/url-assistant/
android-studio/plugins/url-assistant/lib/
android-studio/plugins/url-assistant/lib/url-assistant.jar
android-studio/plugins/hg4idea/
android-studio/plugins/hg4idea/lib/
android-studio/plugins/hg4idea/lib/hg4idea.jar
android-studio/plugins/configurationScript/
android-studio/plugins/configurationScript/lib/
android-studio/plugins/configurationScript/lib/configurationScript.jar
android-studio/plugins/yaml/
android-studio/plugins/yaml/lib/
android-studio/plugins/yaml/lib/yaml.jar
android-studio/plugins/testng/
android-studio/plugins/testng/lib/
android-studio/plugins/testng/lib/testng-rt.jar
android-studio/plugins/testng/lib/testng-plugin.jar
android-studio/plugins/testng/lib/javax.inject-1.jar
android-studio/plugins/testng/lib/testng-7.1.0.jar
android-studio/plugins/testng/lib/jcommander-1.72.jar
android-studio/plugins/testng/lib/guice-4.1.0-no_aop.jar
android-studio/plugins/testng/lib/aopalliance-1.0.jar
android-studio/plugins/c-clangdBridge/
android-studio/plugins/c-clangdBridge/lib/
android-studio/plugins/c-clangdBridge/lib/c-clangdBridge.jar
android-studio/plugins/webp/
android-studio/plugins/webp/lib/
android-studio/plugins/webp/lib/libwebp.jar
android-studio/plugins/webp/lib/webp.jar
android-studio/plugins/webp/lib/libwebp/
android-studio/plugins/webp/lib/libwebp/linux/
android-studio/plugins/webp/lib/libwebp/linux/libwebp_jni.so
android-studio/plugins/webp/lib/libwebp/linux/libwebp_jni64.so
android-studio/plugins/webp/lib/libwebp/win/
android-studio/plugins/webp/lib/libwebp/win/webp_jni64.dll
android-studio/plugins/webp/lib/libwebp/win/webp_jni.dll
android-studio/plugins/webp/lib/libwebp/mac/
android-studio/plugins/webp/lib/libwebp/mac/libwebp_jni64.dylib
android-studio/plugins/intellij-toml/
android-studio/plugins/intellij-toml/lib/
android-studio/plugins/intellij-toml/lib/searchableOptions-0.2.155.4114-212.jar
android-studio/plugins/intellij-toml/lib/common.jar
android-studio/plugins/intellij-toml/lib/intellij-toml-0.2.155.4114-212.jar
android-studio/plugins/intellij-toml/lib/core.jar
android-studio/plugins/markdown/
```

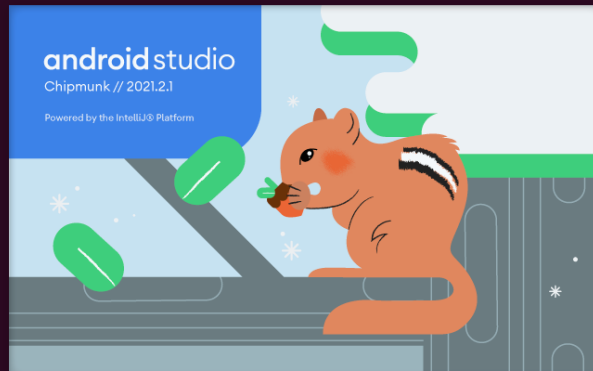
3. You will get a folder named ***android-studio***, copy it to your home folder using ***cp -rav android-studio ~/***

```
202103103510253@cgpit-utu:~/Downloads$ mv android-studio ~/
202103103510253@cgpit-utu:~/Downloads$
```

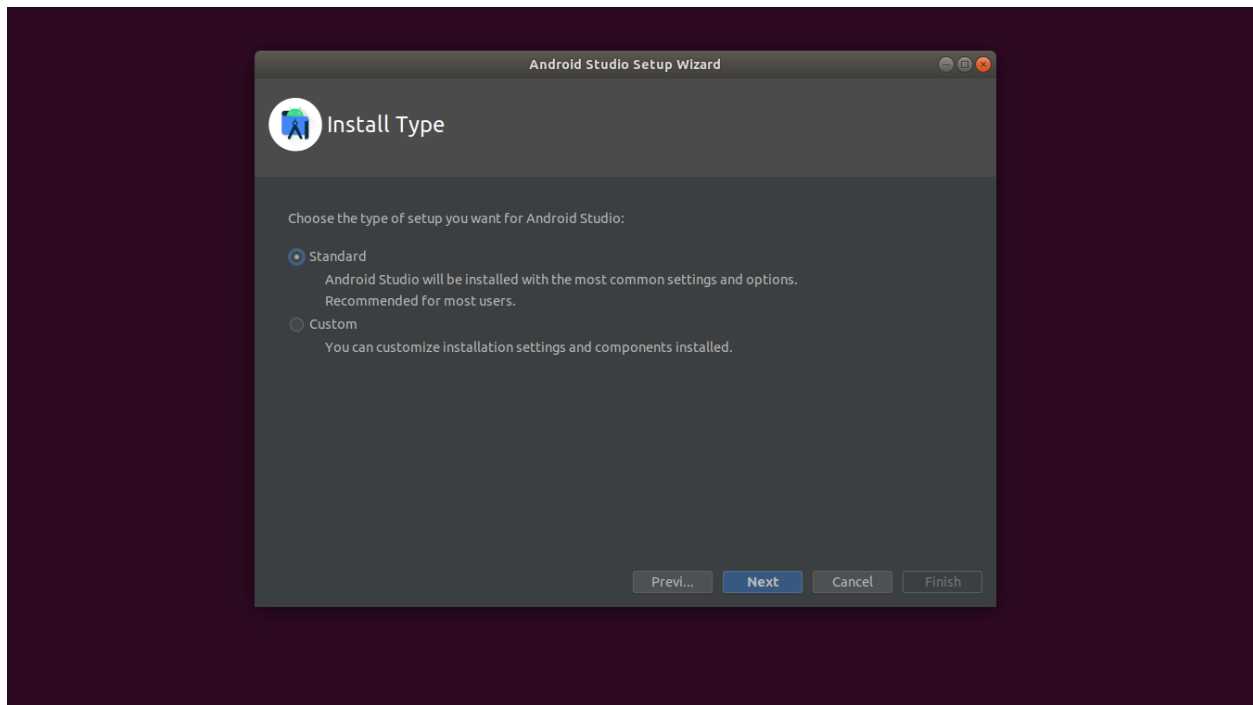
4. Start android studio for first time using ***~/android-studio/bin/studio.sh***

```
202103103510253@cgpit-utu:~/android-studio/bin$ ./studio.sh
Aug 15, 2022 8:37:59 PM java.util.prefs.FileSystemPreferences$1 run
INFO: Created user preferences directory.

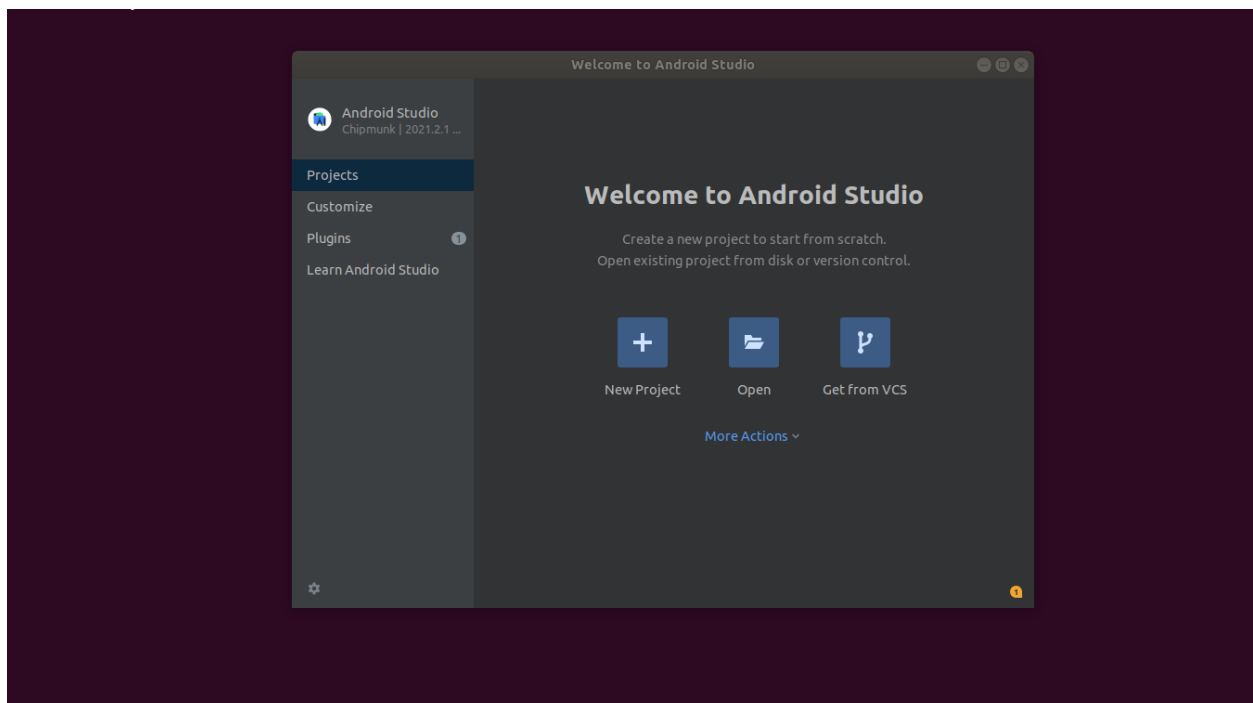
```



5. Follow on-screen steps according to your needs.

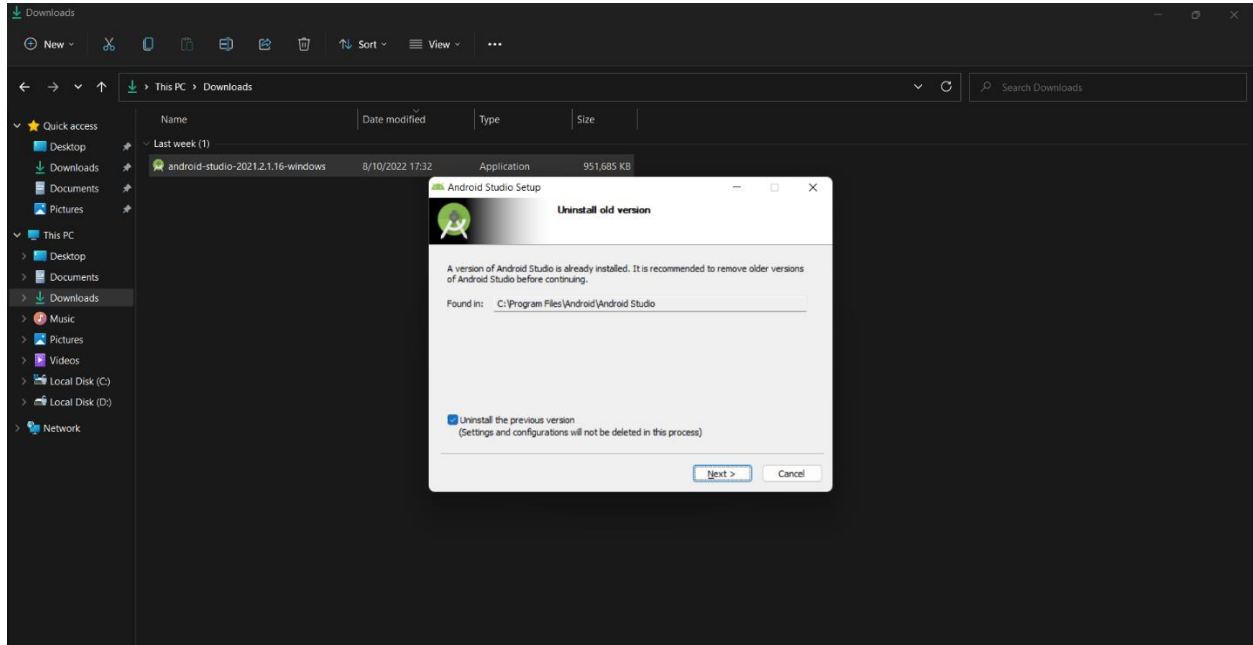


6. You have finally installed Android Studio.



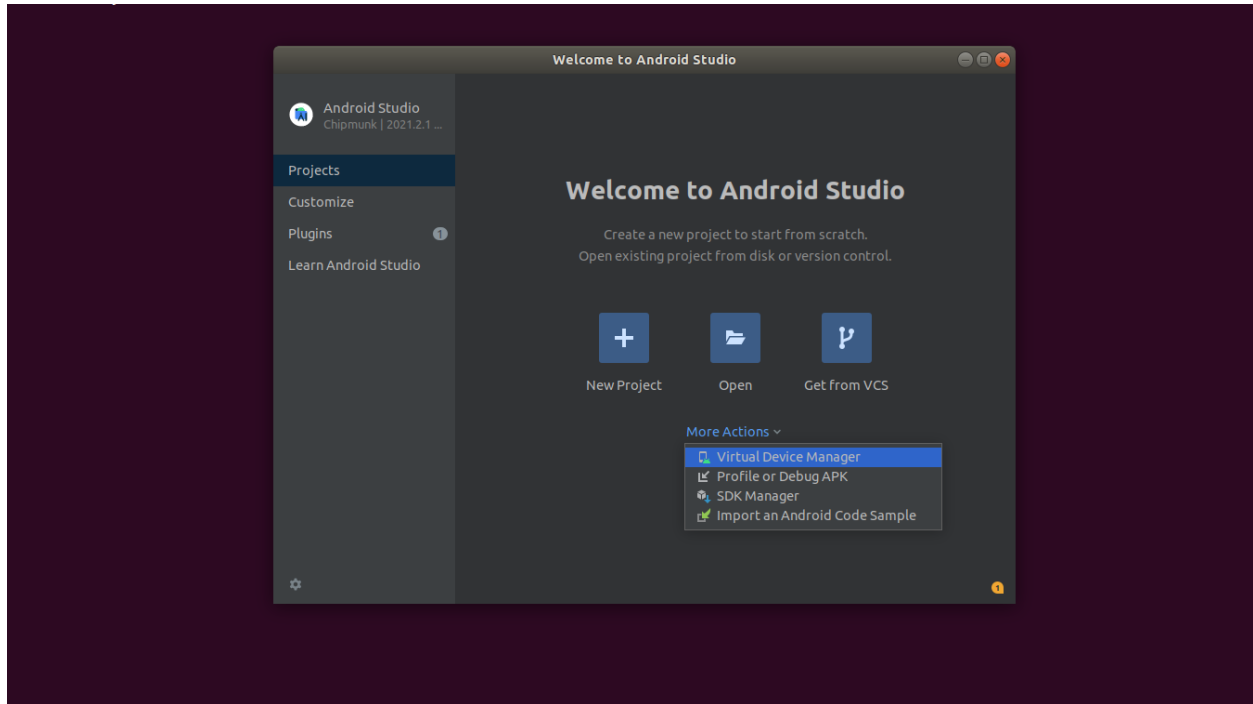
**For Windows:**

1. Go to your downloads folder.
2. Run *android-studio-2021.2.1.16-windows.exe*
3. Follow on-screen steps according to your needs.

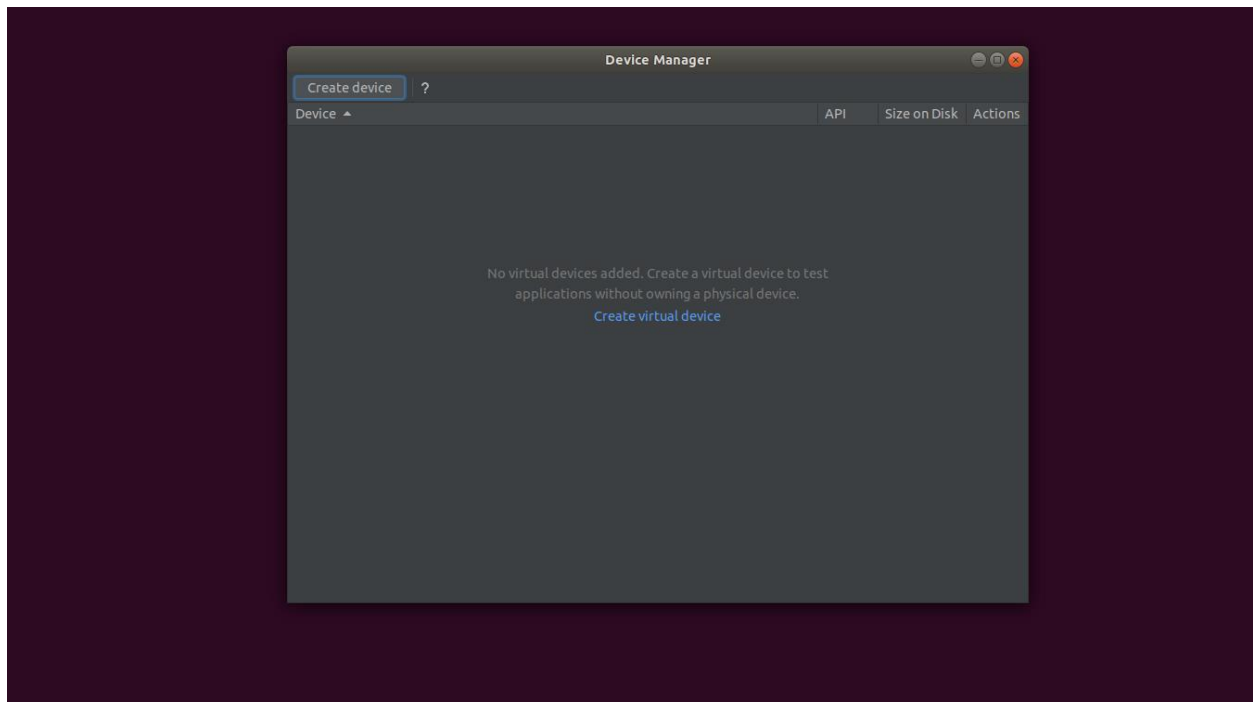


## Setting up the AVD:

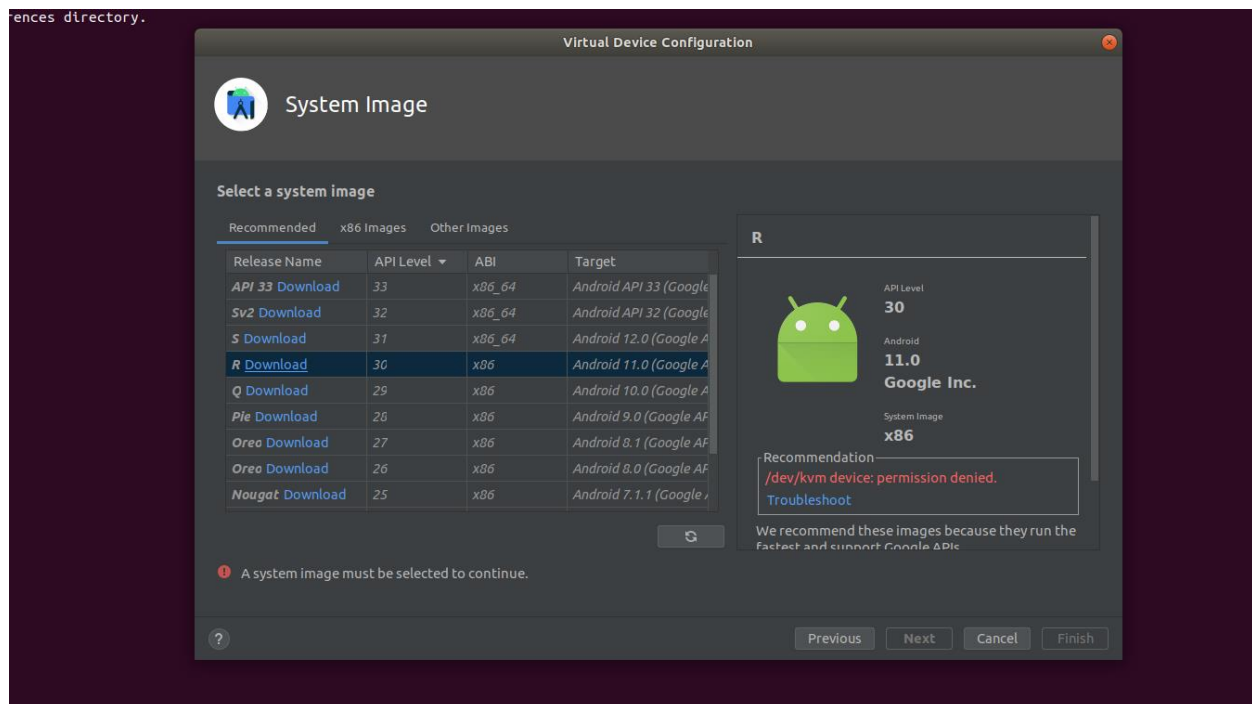
1. Start android studio, from more options select *Virtual Device Manager*.



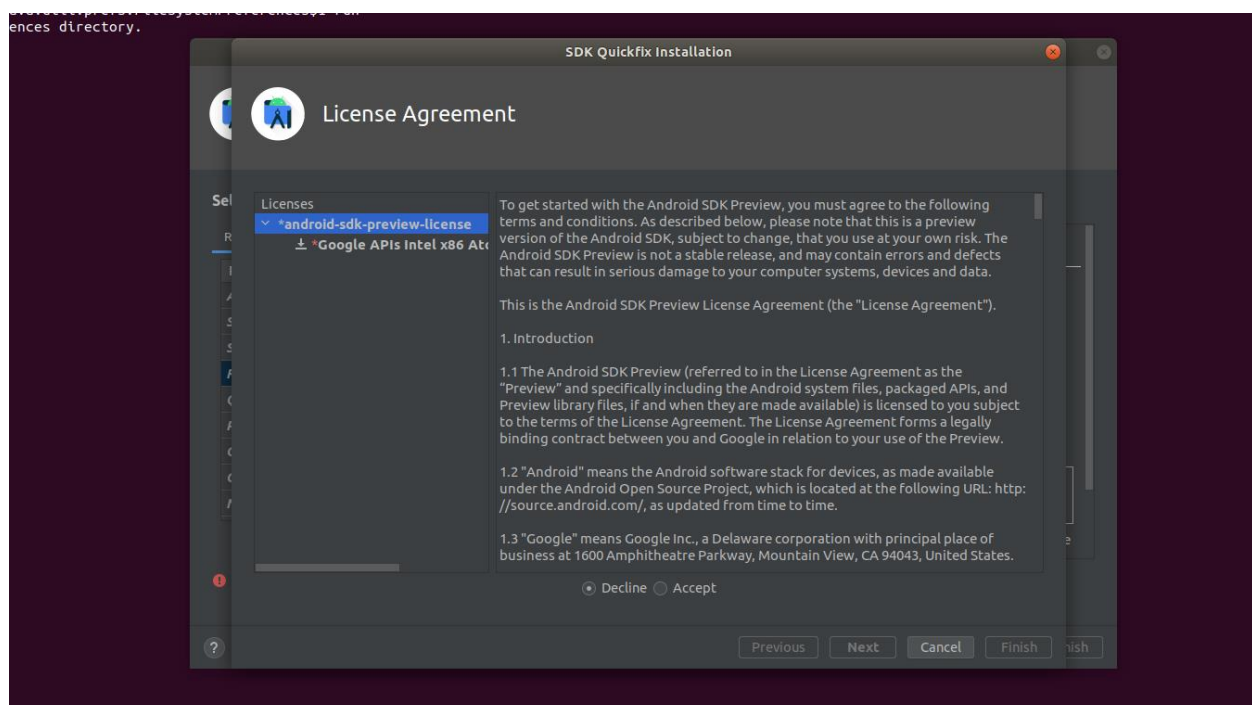
2. Click on *Create Virtual Device*.

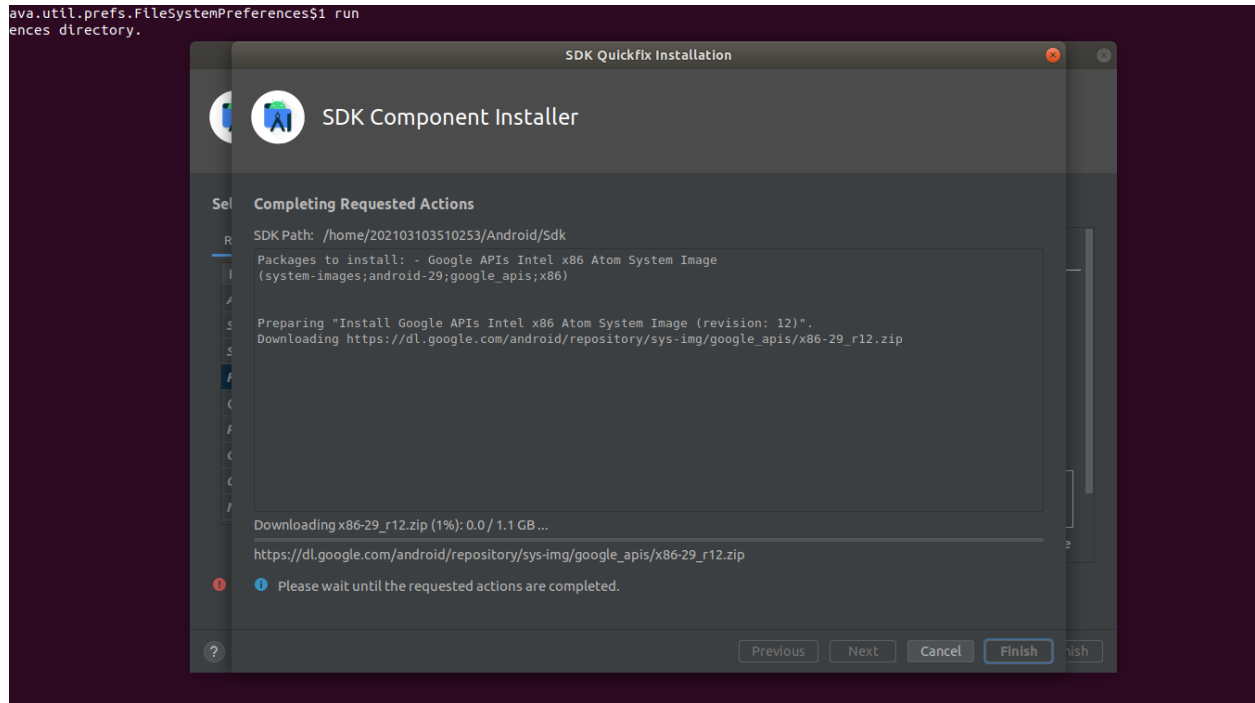


3. Select your desired *device model* and *Android version*.

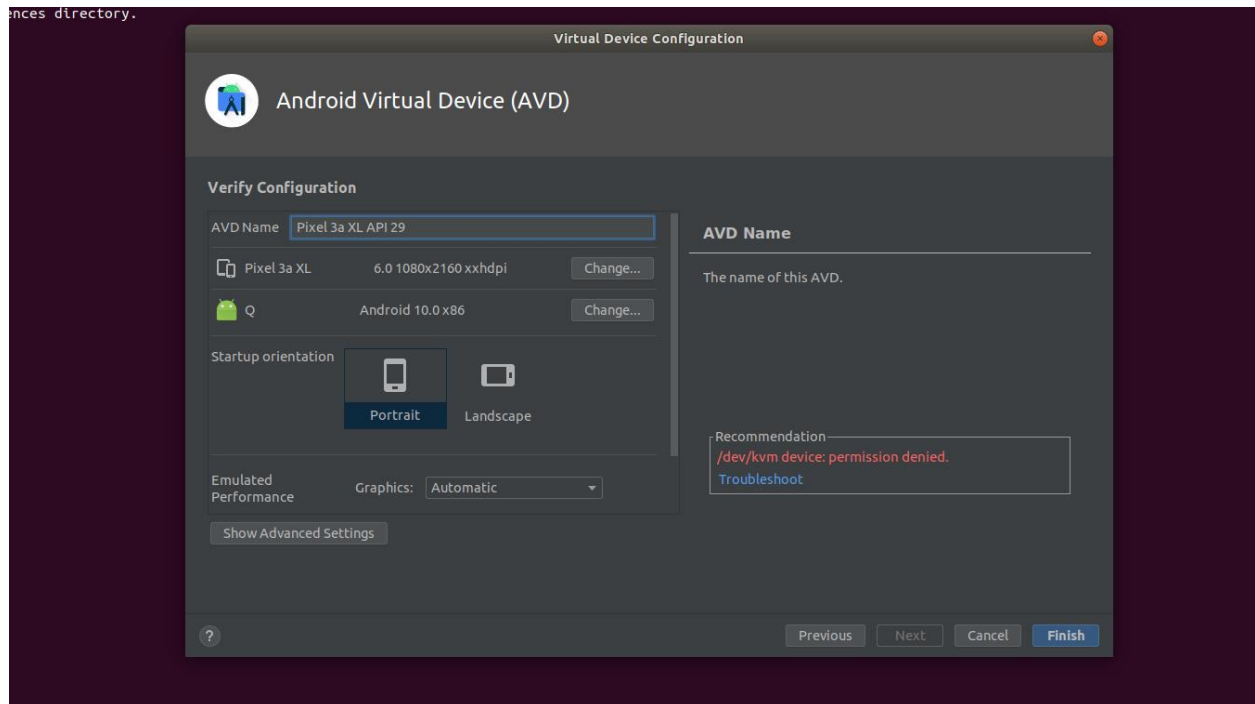


4. *Accept License* and continue, *Android Image* will start downloading.



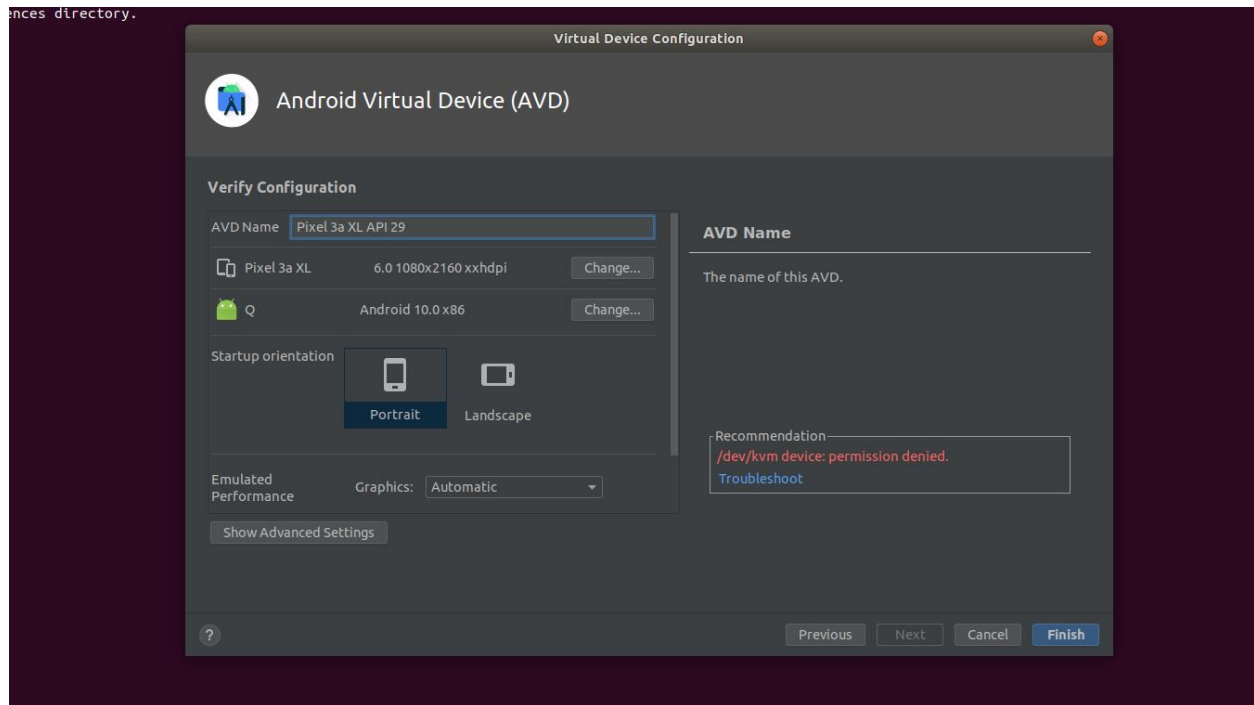


5. After completion, you will see a confirmation screen.



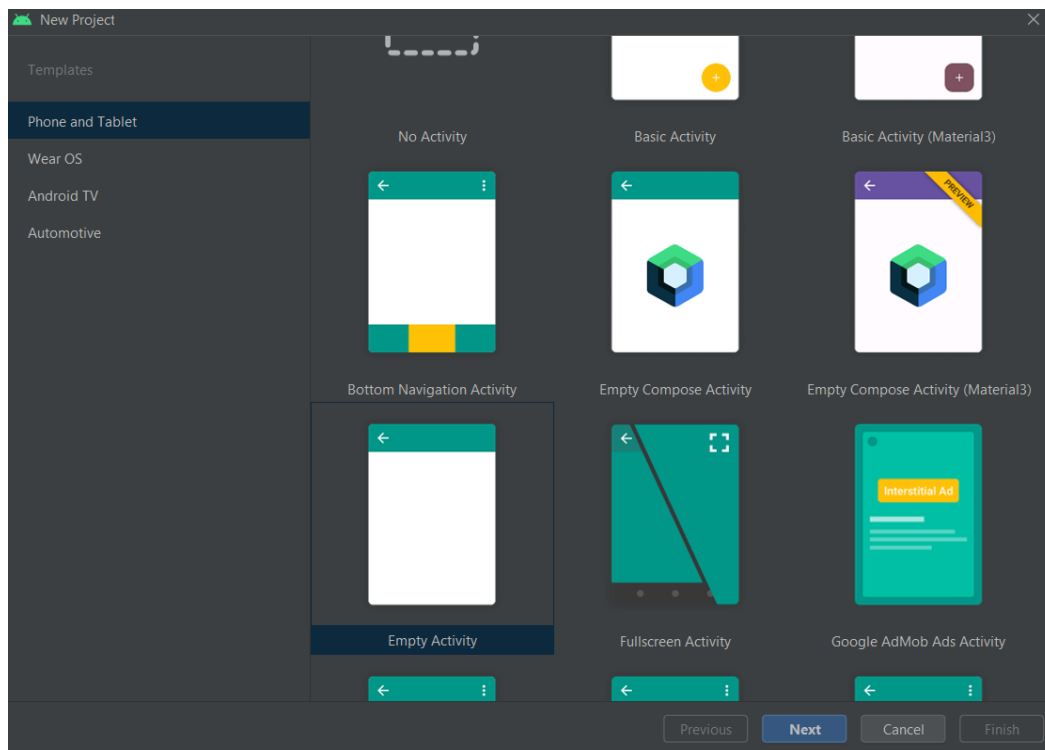


6. You have finally created a *Virtual Device*.

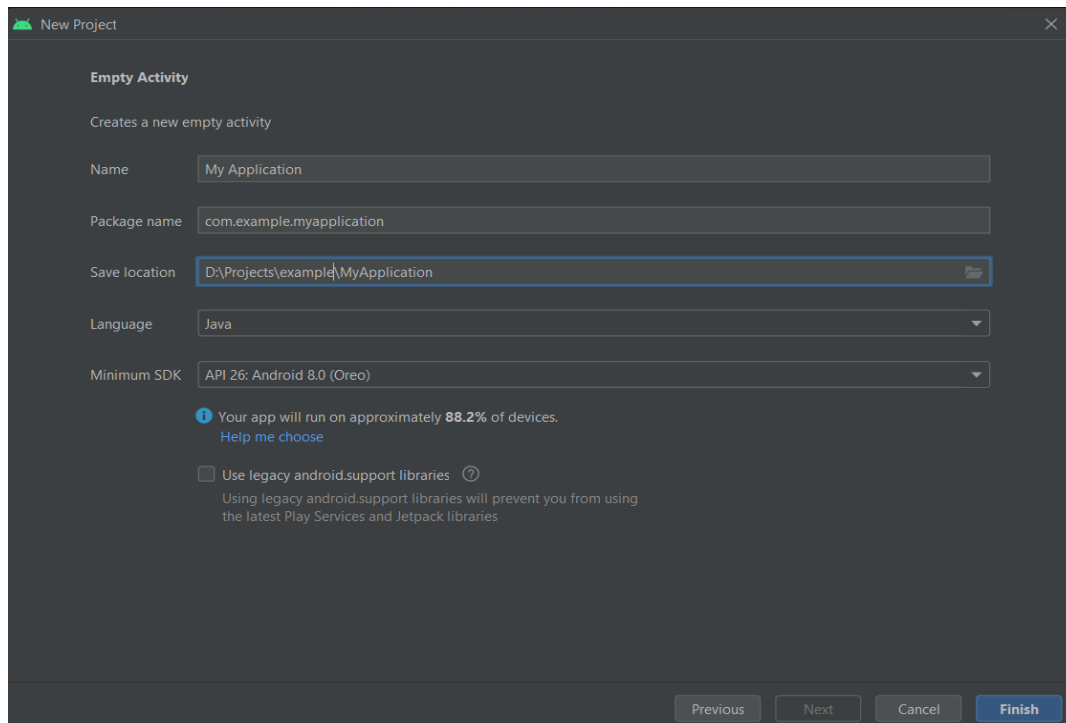


## Creating a new project:

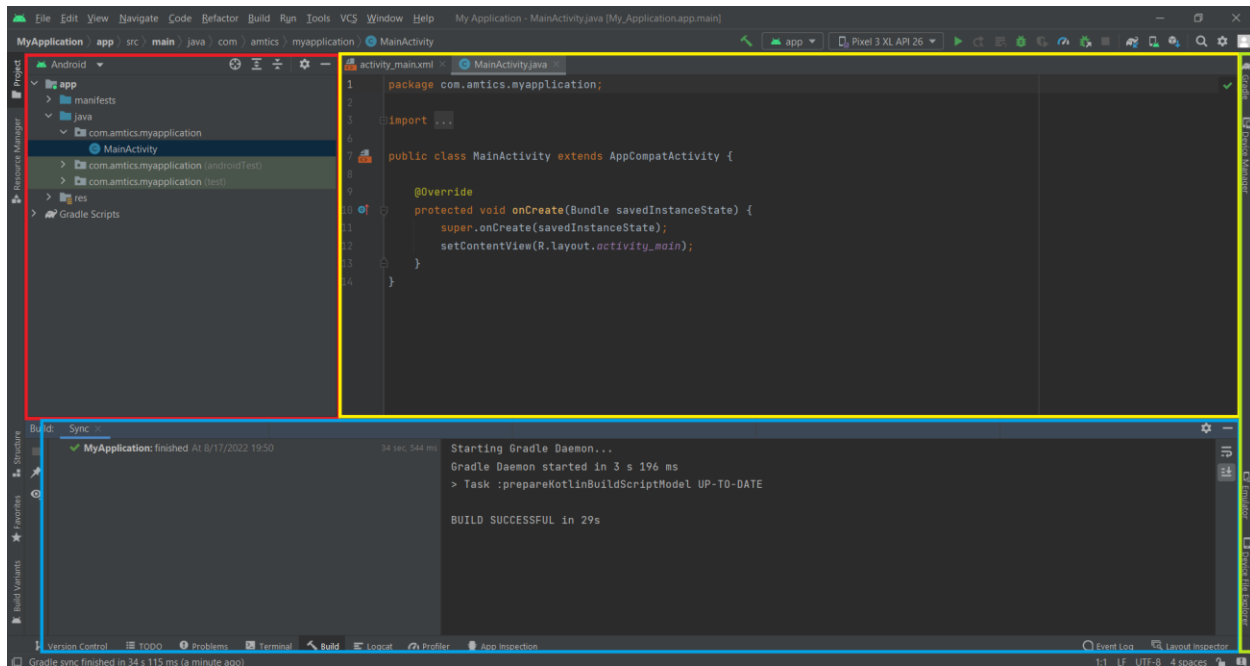
1. Select *create new project* from the menu and select your *desired project template*.



2. Select *project name*, *path*, *package name*, *minimum supported android version* and *project language (computer language)*.



## Layout of Android Studio:



**File Manager (Red Section):** contains project files like layouts, activities, manifests, etc.

**Work Area (Yellow Section):** where we actually work, like designing layouts, writing logics, defining elements, etc.

**Logging Area (Blue Section):** where android studio generate logs about build, connectivity, application logs.

**Explore/Inspect Area (Green Section):** where we can access file manager of connected android device (whether it is virtual device or real device), inspecting the layout like how your application will look like, etc.