# Programming in Java and Using Android Studio

**Task 1: First Steps in Android Studio**  
The first task introduced me to the basics of setting up the working environment in Android Studio. I learned how to configure the project and key settings to start mobile app programming. I understood how to control the graphical interface of the application, i.e., how to design and arrange various interface elements, called "tiles."   
  
I became familiar with basic Java commands that allow fetching an interface element by its identifier (ID). This enabled me to manipulate these elements in the code, which was very exciting. I also created a function to handle button clicks. This function converted text to a number, performed the addition of two values, and then displayed the result to the user.   
  
A valuable lesson was learning to deal with errors. I understood that errors are a normal part of programming, and effectively resolving them requires patience and analyzing the error messages provided by Android Studio.  
  
  
  
 **Task 2: Working with URLs and Navigating Between Activities**  
The second task was slightly more complex but also very enlightening. I learned how to enter URLs into the code and format them correctly so Java could process them. This was a new challenge for me but an exciting step toward creating more advanced functionalities.   
  
The next step was learning how to navigate to a new activity in the app. This task helped me understand how navigation works in mobile applications and how to pass data between different screens of an app.  
  
  
  
**Task 3: Lists and Image Processing**  
The third task was undoubtedly the most challenging but also the most rewarding. I had to learn how to create lists and their elements within the app. A key aspect was transferring data between activities, which required me to use new techniques such as intents and data serialization.   
  
The most difficult part turned out to be scaling images. This process required not only understanding how to manipulate graphics in the app but also how to optimize this process to ensure the app runs smoothly. Ultimately, I managed to master this skill, which was a significant step forward in my learning.  
  
  
**Summary**   
Working with Android Studio and Java proved to be an intensive but incredibly satisfying journey. Each task expanded my skills and allowed me to better understand how to create functional mobile applications. Every challenge, from handling errors to scaling images, provided new experiences and encouraged further learning.