Matthew Trembley

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Southern New Hampshire University

CS-360

Assignment 3-2: Android Studio Introduction

Starting with Android Studio seemed to be pretty straightforward minus a couple hiccups with the project set up and running on an emulator. I don’t have many questions at the moment but I am very surprised about how easy it is to actually create a layout. I did not know that it was as simple as placing different items in the desired areas. Obviously there is a lot more to it than that, and especially when it comes to actual functionality, but the design aspect seems really interesting and almost fun so far. I didn’t have any real issues with this assignment, but I’ll detail an issues I had when I first downloaded Android Studio a couple weeks ago.

One issue with my “Hello World” app that was not for this assignment, but my own time, was that the Android guide does not provide the background information needed – it assumes the reader already knows about XML, Activities, and Java. This is understandable, and as continuing with the course I learned more to understand how to correctly set up the app.

Another much larger issue I ran into was running this “Hello World” app on an emulator. Currently, I use a Dell G3 laptop that has 2 disk drives, one 128 GB SSD and one 1TB HDD. Android studio is installed on the larger drive, but the emulator files installed on the smaller drive, which is very close to full. This creates an issue when trying to run the emulator because it requires a certain amount of space (which I still do not know), and will not run – just crash. I have gotten it to run a couple times from unnecessary files but the issue still occurs. My next challenge is to use an old ASUS Android tablet as a physical test device, if it will ever turn on.

Graphical user interface

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