

Android Development – Day 1 Notes

1. Android Studio Installation

- 1 Download Android Studio from the official website.
- 2 Install SDK, Emulator, and Platform tools.
- 3 This is the main IDE used to build Android apps.

2. Creating First Project

- 1 Choose Empty Views Activity.
- 2 Select language (Kotlin/Java).
- 3 Minimum SDK defines device compatibility.
- 4 Gradle builds the project and manages dependencies.

3. Project Structure Overview

- 1 java/ → Contains activity (logic).
- 2 res/layout → UI design XML files.
- 3 res/drawable → Images and shapes.
- 4 res/values → colors, strings, themes.

4. activity_main.xml

- 1 Used to design the screen layout.
- 2 Contains UI components like TextView and Button.
- 3 XML is used only for UI design.

5. Basic XML Attributes

- 1 layout_width & layout_height → Size of the view.
- 2 match_parent → Take full available space.
- 3 wrap_content → Take only required space.
- 4 text → Display text on screen.
- 5 background → Set background color.

6. Practice Task

- 1 Change text in TextView.
- 2 Change text color.
- 3 Change background color.
- 4 Run the app on emulator.

Goal of Day 1:

Understand Android Studio, project structure, and how to modify basic UI using XML.