

**UNIVERSITY MALAYSIA TERENGGANU**

**FACULTY OF OCEAN ENGINEERING TECHNOLOGY & INFORMATICS**

**[CSM3123]**

**NATIVE MOBILE PROGRAMMING**

**(GROUP 1)**

**LAB REPORT 1**

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[BACHELOR OF COMPUTER SCIENCE (MOBILE COMPUTING) WITH HONOURS] SEMESTER I 2023/2024]

CSM3123 Lab 1

1. Setup your github

Follow this [link](https://opensource.com/article/18/1/step-step-guide-git#%3A~%3Atext%3DA%20step-by-step%20guide%20to%20Git%201%20Step%201%3A%2C5%3A%20Connect%20your%20GitHub%20repo%20with%20your%20computer) for instructions

1. Create your First Android App by the instructions in this [link.](https://developer.android.com/codelabs/build-your-first-android-app?hl=en&5)
2. Define the following keywords according to Android Studio Development Environment
   1. **Views**

Views in Android refer to the user interface components that are used to interact with the user. Examples of views include buttons, text fields, images, and more. Views are used to create the visual representation of the user interface in Android apps.

* 1. **Toast**

Toast is a small pop-up message that appears on the screen temporarily, providing feedback to the user about an operation. It is often used to display short messages or notifications to the user without requiring any user input.

* 1. **Fragment**

a portion of a user interface in an Activity. Fragments are used to build flexible and dynamic UI designs in Android apps. They can be combined within activities to create a multi-pane UI and can be reused across different activities.

* 1. **Intent**

An Intent is a messaging object used to request an action from another app component, such as activities, services, and broadcast receivers. It can be used to start an activity, pass data between activities, or trigger other app components.

* 1. **Resources**

Resources in Android refer to the external elements like images, strings, layouts, and other assets used in an Android application. Android Studio provides a dedicated folder called "res" where these resources are organized.

* 1. **Layout**

Layout in Android refers to the arrangement of user interface components (views) within an activity or fragment. Android provides XML-based layout files where developers can define the structure and appearance of the user interface.

1. Submission
   1. Upload your source code to github
   2. Open Word Document
      1. State the link for your github for current project
      2. Write the answers for above questions
      3. Upload you word document into epembelajaran
   3. Submission Dateline: 1 Nov 2023 12 PM

SUBMISSION: