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**CS-360-16228-M01 Mobile Architect & Programming**

**3-2 Assignment: Android Studio Introduction**

**Southern New Hampshire University**

**September 20, 2024**

In this task, I created a new Android Studio project with the following specifications:

Project Name: ThomasMartin\_3-2\_Assignment

Language: I selected Java as the programming language, ensuring the No Activity template was chosen.

Target SDK: I opted for API 34 as the target SDK.

Build Configuration: I chose Groovy DSL for the build configuration.

The initial setup took some time to complete as the IDE downloaded and configured the necessary dependencies. I was able to monitor the progress in the Build window, which gave me confidence that everything was proceeding smoothly.

Once the project was set up, I moved on to the layout using the Android Studio Layout Editor. Since the project did not initially include a "layout" folder or the "activity\_main.xml" file, I manually created both. After creating the layout folder and the corresponding Android Resource File for activity\_main.xml, I designed the layout as follows:

Button: Displaying the text "Say Hello" and assigned the ID buttonSayHello.

TextView: Labeled with the ID textGreeting.

Plain Text: A plain text input field with the ID nameText.

Challenges:

One of the primary challenges I faced was manually adding folders and files to the project, as the default setup did not include them. Additionally, navigating the Android Studio interface was initially difficult due to the IDE's complexity, but I gradually became more comfortable with it.

Overall Experience:

My experience with Android Studio has been a balance of learning and experimentation. The IDE is powerful and feature-rich, but its complexity can be overwhelming for newcomers. I found the Layout Editor helpful for visualizing UI components, although I feel I need more time to fully master its various functionalities.

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