

Ambiente de Trabalho

PDM - Programação para Dispositivos Móveis

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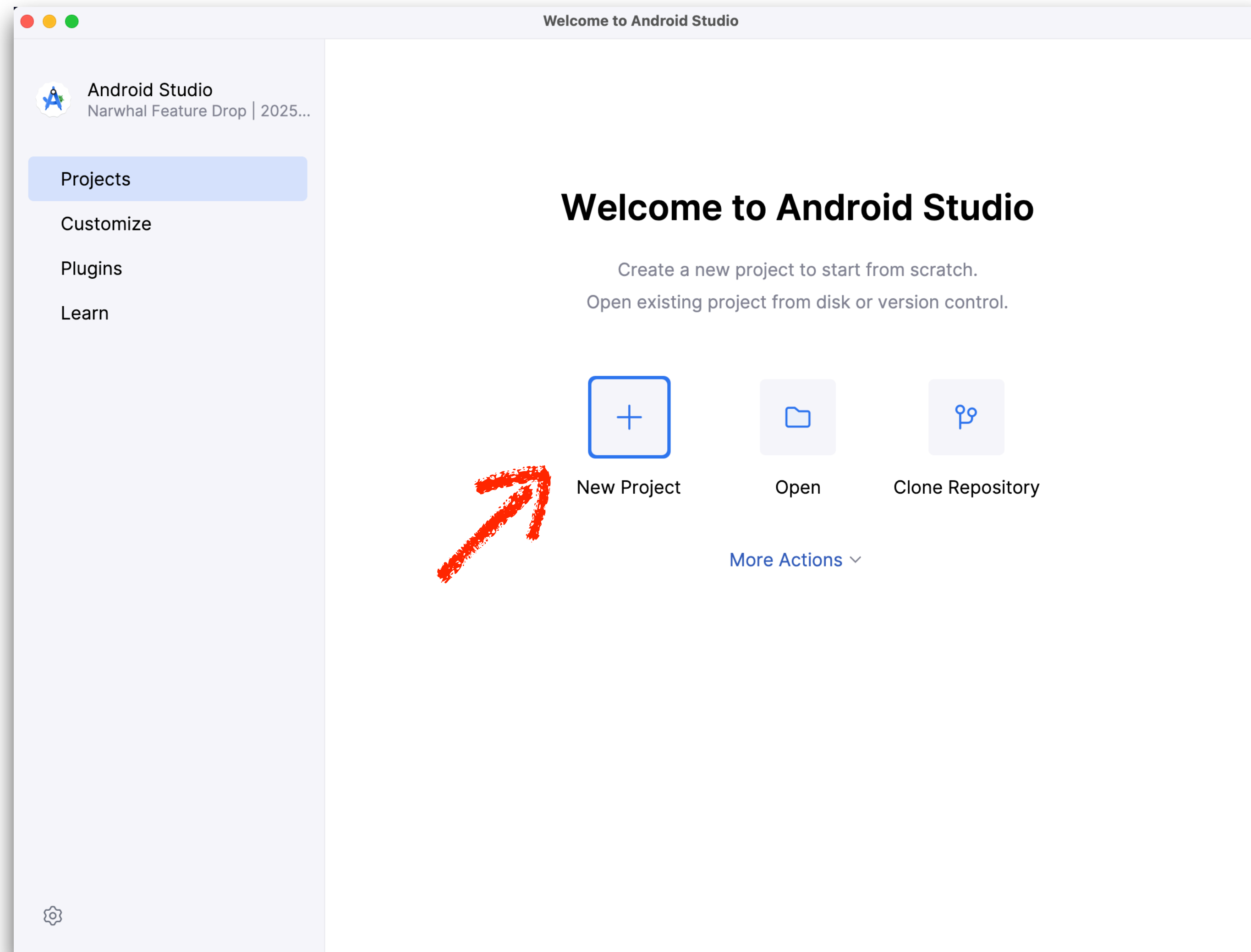
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Ambiente de trabalho

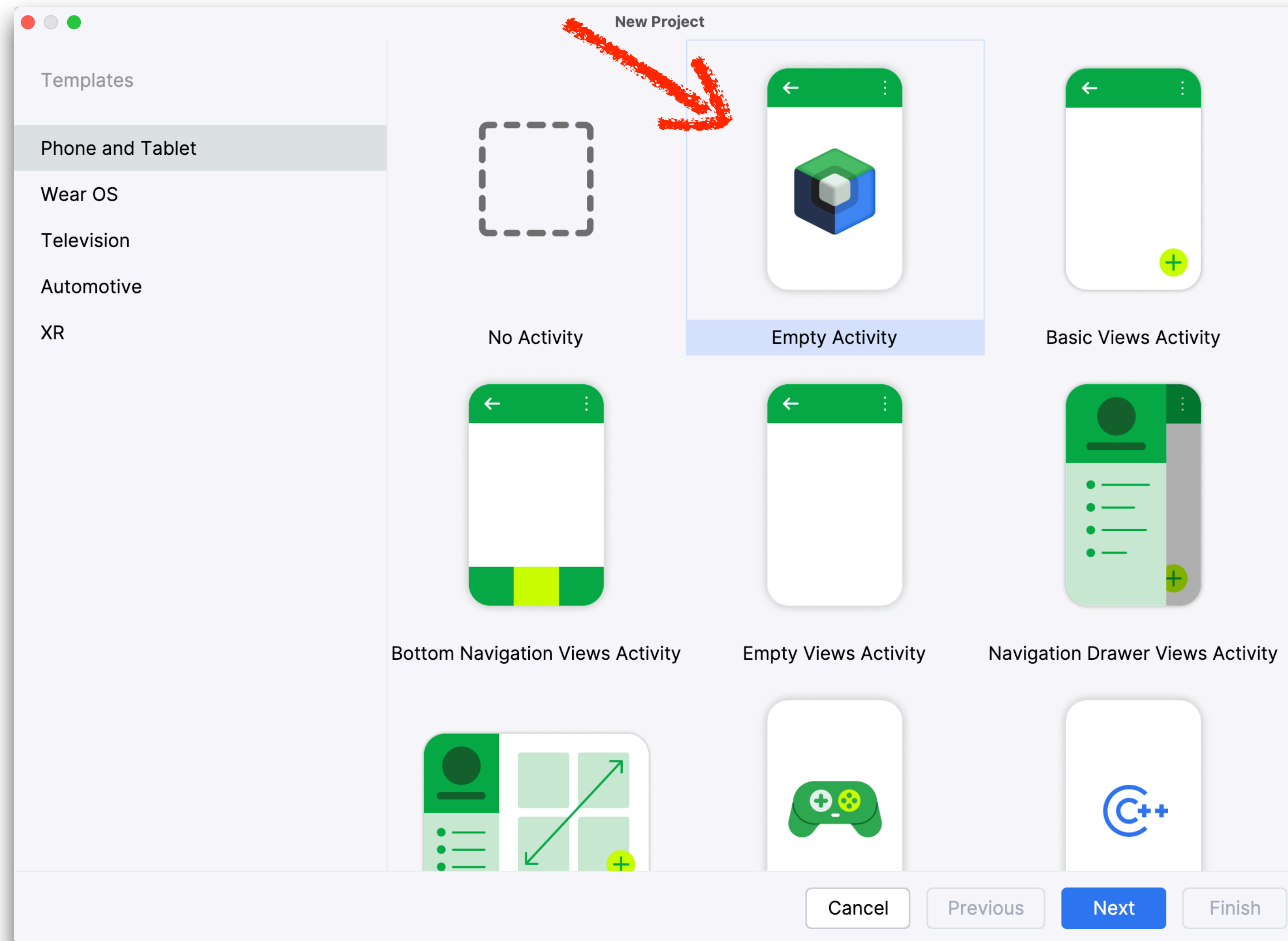
- Android Studio (versão recente): <https://developer.android.com/studio>
- Requisitos:
 - Smartphone Android (real ou emulado)
 - Máquina de desenvolvimento (mínimos segundo a minha experiência)
 - 8 GB de RAM
 - 10 a 20 GB de espaço disponível em disco (idealmente SSD)
 - 1200 x 800 resolução de ecrã



Criação do projecto (1)



Criação do projecto (2)



Criação do projecto (3)

New Project

Empty Activity

Create a new empty activity with Jetpack Compose

Name

Package name

Save location

Minimum SDK

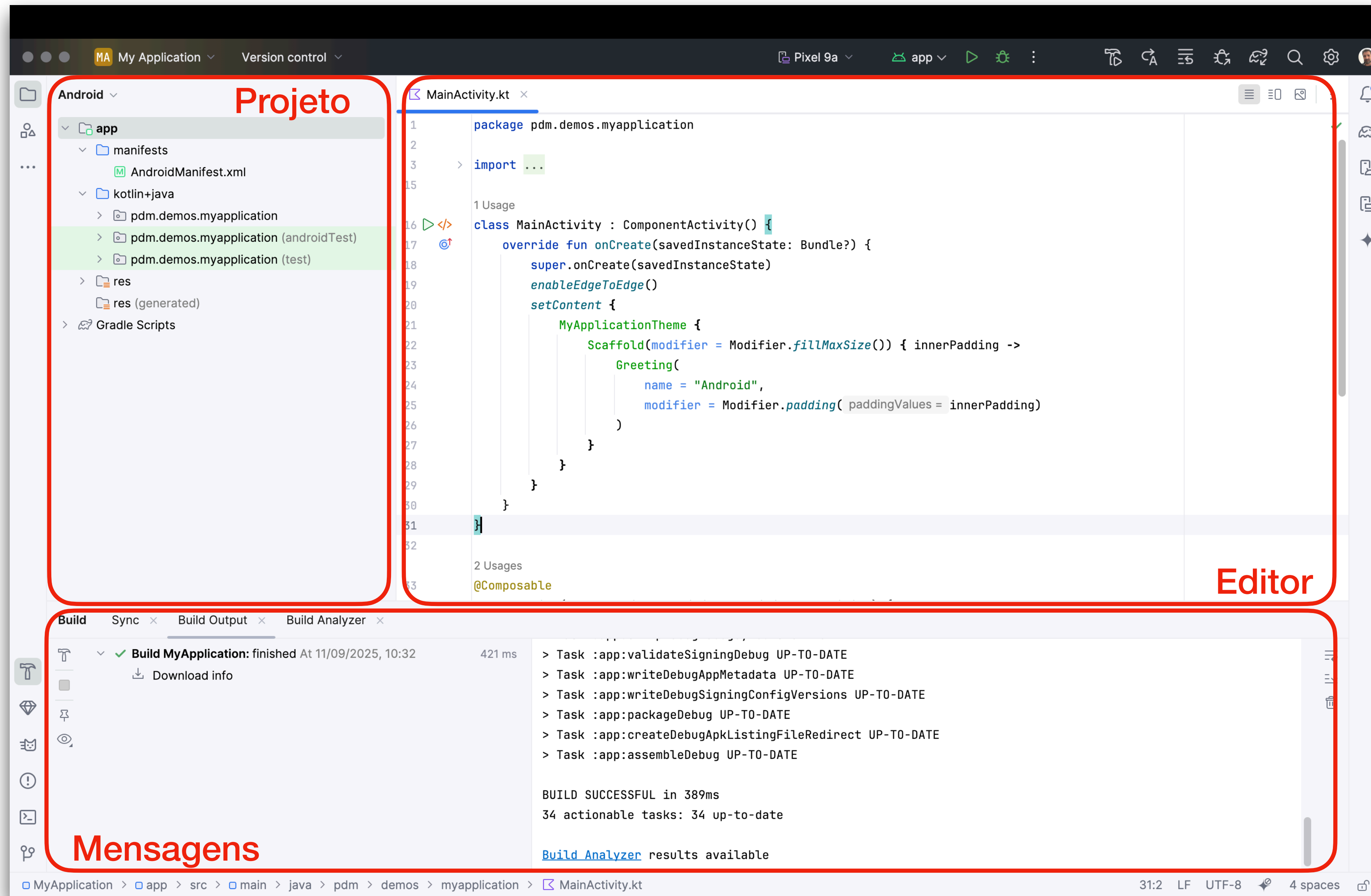
i Your app will run on approximately **98.6%** of devices.
[Help me choose](#)

Build configuration language

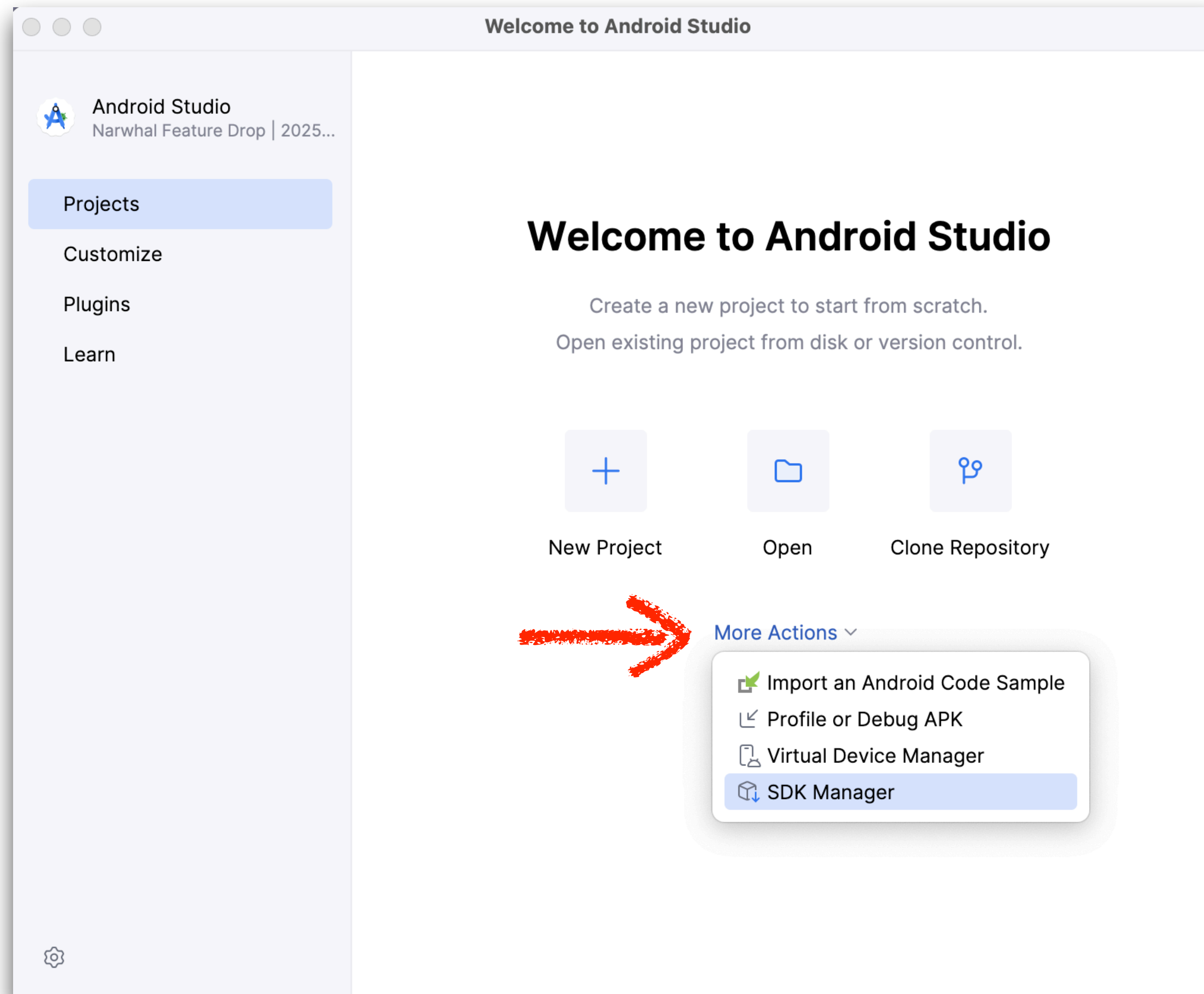
Cancel Previous Next **Finish**



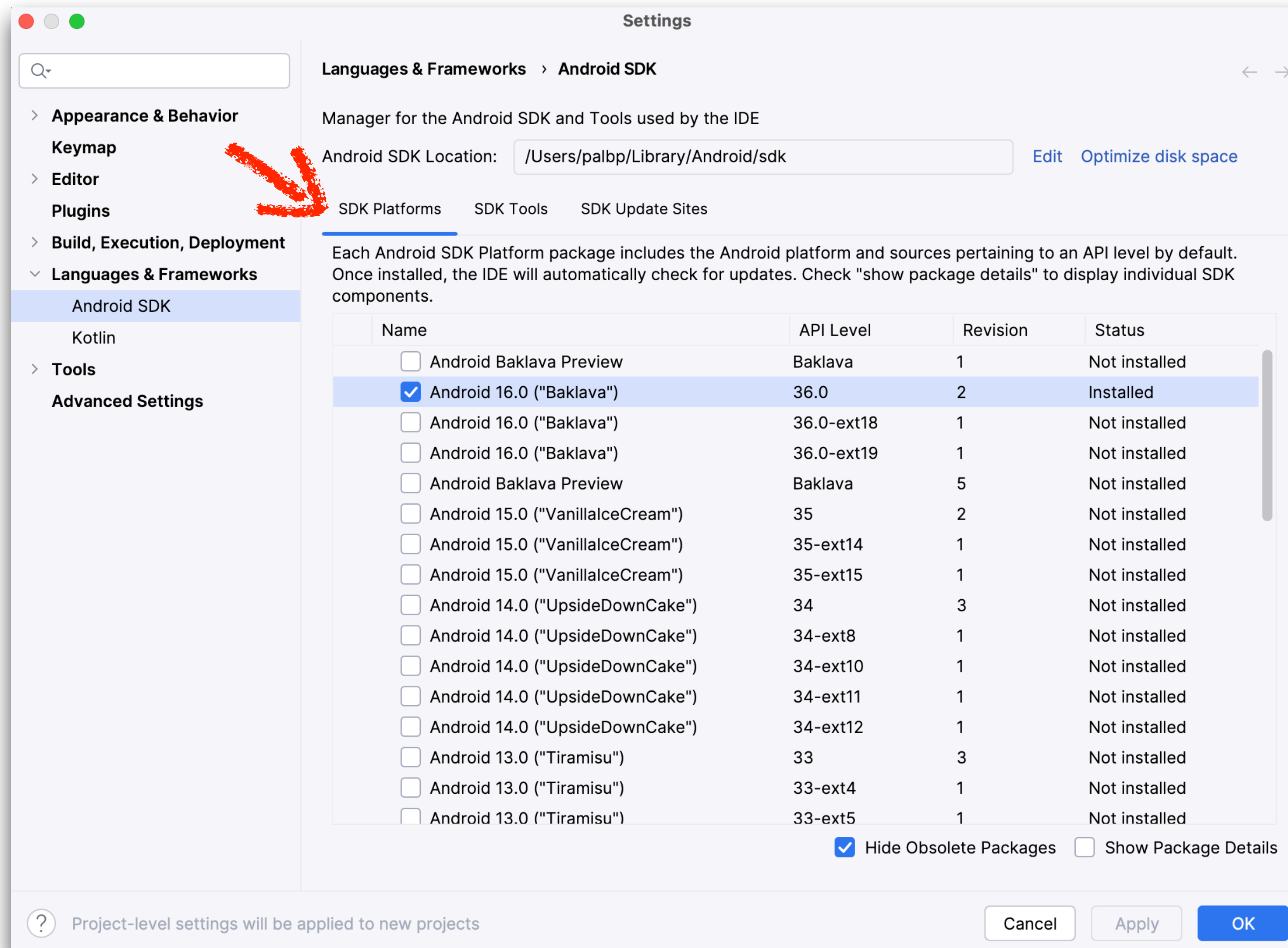
Android Studio (visão geral)



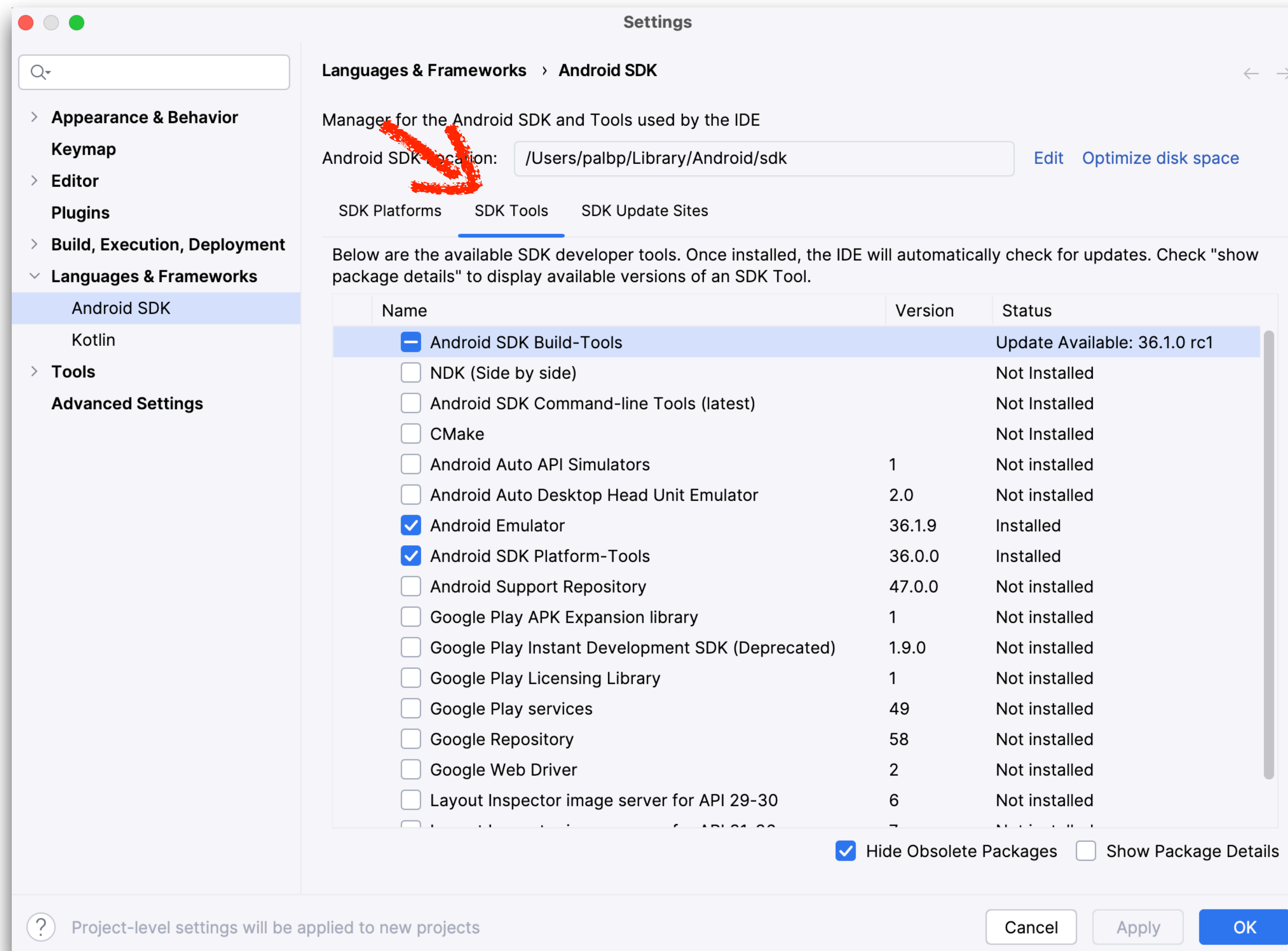
Ferramentas



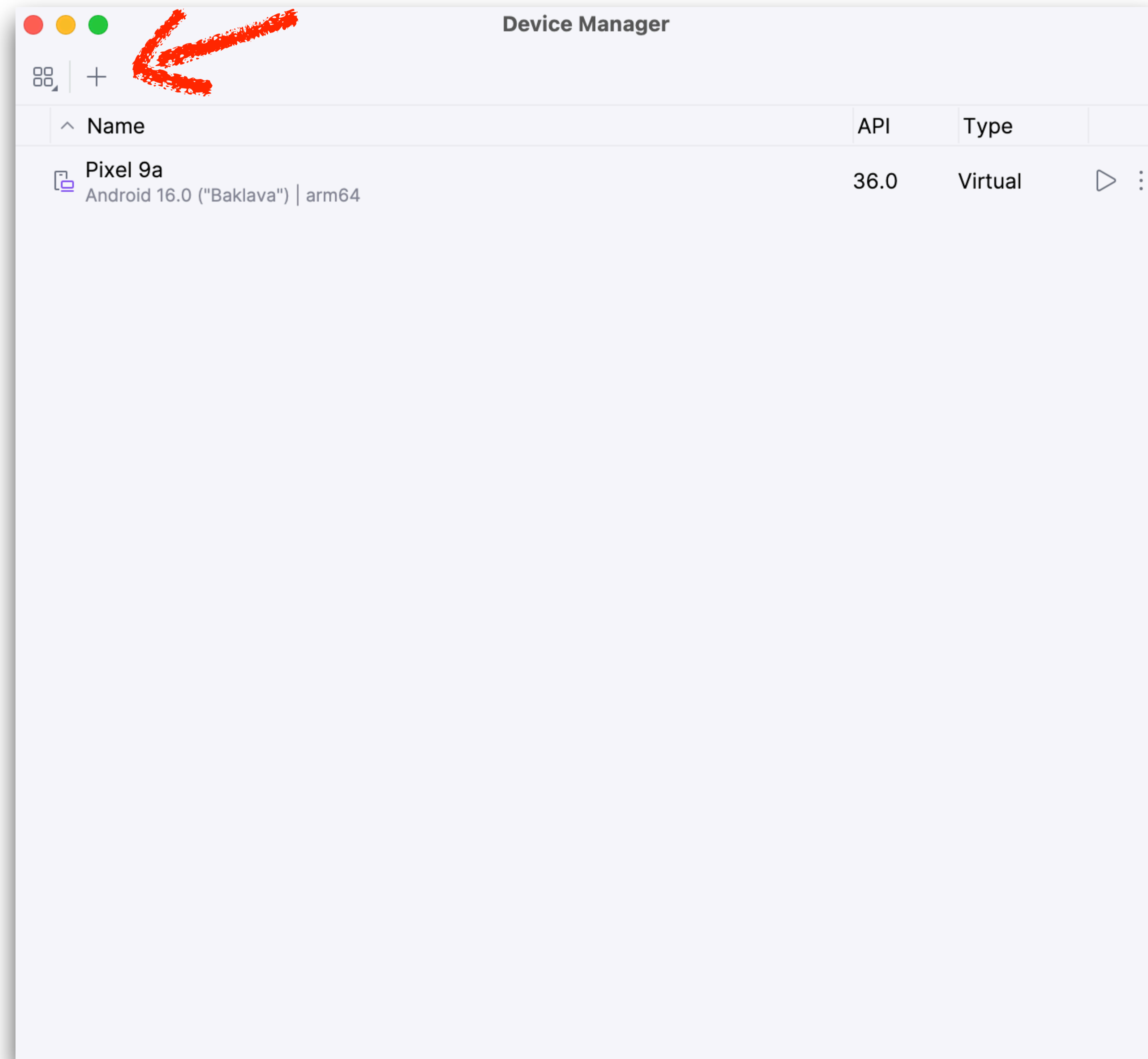
SDK Manager (1)



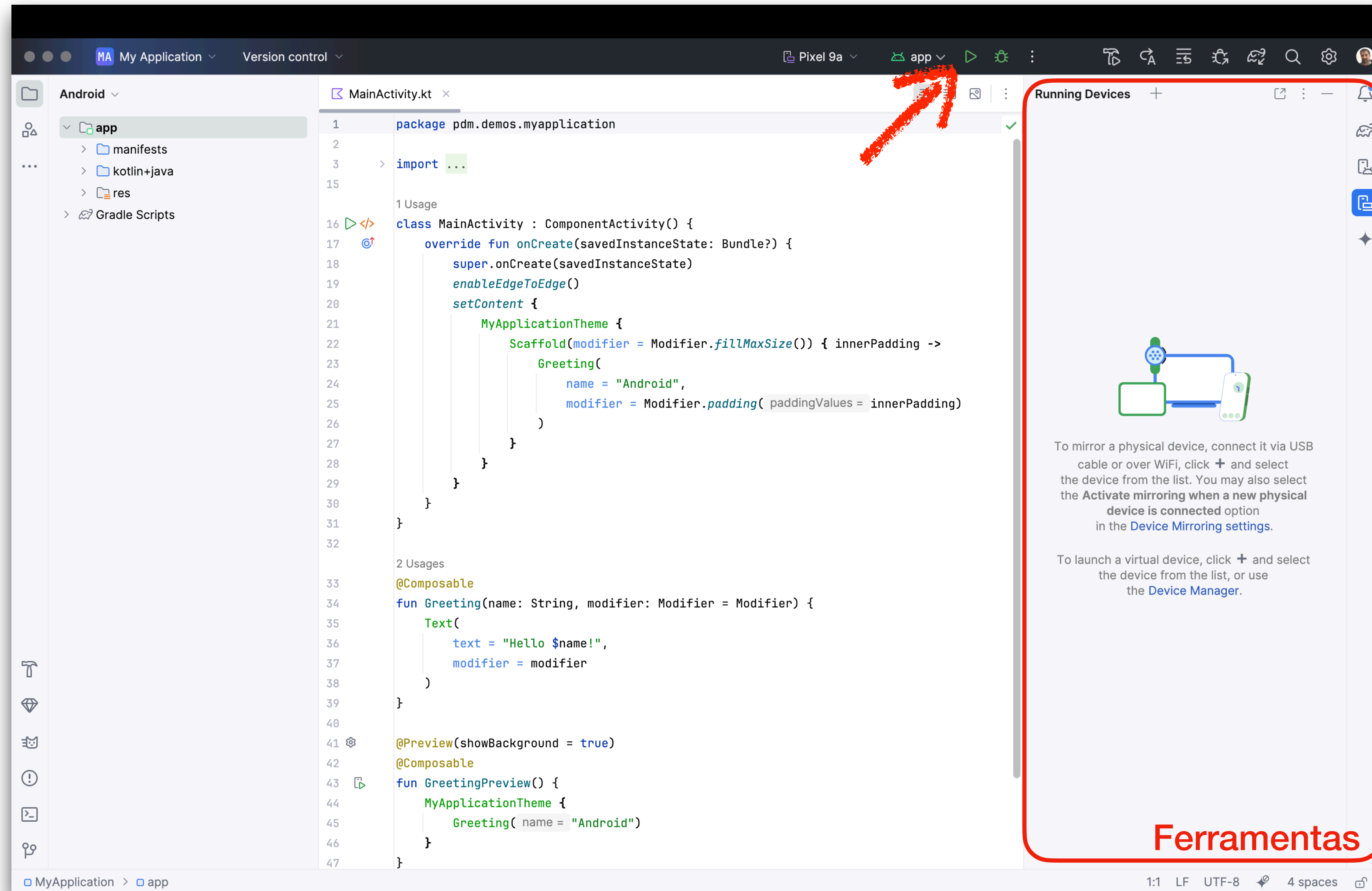
SDK Manager (2)



AVD Manager



Verificação do Ambiente (1)



The screenshot displays the Android Studio interface. The top toolbar includes a red arrow pointing to the 'Run' button (a green play icon). The left sidebar shows the project structure with the 'app' module selected. The main editor window displays the Kotlin code for MainActivity.kt. The code defines a package, imports, and a MainActivity class that overrides onCreate. It uses a Scaffold with a Greeting composable. A preview function is also shown. The right sidebar, titled 'Running Devices', is highlighted with a red border and contains instructions on how to connect physical devices or launch virtual devices. The word 'Ferramentas' is written in red at the bottom of this panel.

```
1 package pdm.demos.myapplication
2
3 import ...
4
15
16 class MainActivity : ComponentActivity() {
17     override fun onCreate(savedInstanceState: Bundle?) {
18         super.onCreate(savedInstanceState)
19         enableEdgeToEdge()
20         setContent {
21             MyApplicationTheme {
22                 Scaffold(modifier = Modifier.fillMaxSize()) { innerPadding ->
23                     Greeting(
24                         name = "Android",
25                         modifier = Modifier.padding(paddingValues = innerPadding)
26                     )
27                 }
28             }
29         }
30     }
31 }
32
33 @Composable
34 fun Greeting(name: String, modifier: Modifier = Modifier) {
35     Text(
36         text = "Hello $name!",
37         modifier = modifier
38     )
39 }
40
41 @Preview(showBackground = true)
42 @Composable
43 fun GreetingPreview() {
44     MyApplicationTheme {
45         Greeting(name = "Android")
46     }
47 }
```

Running Devices

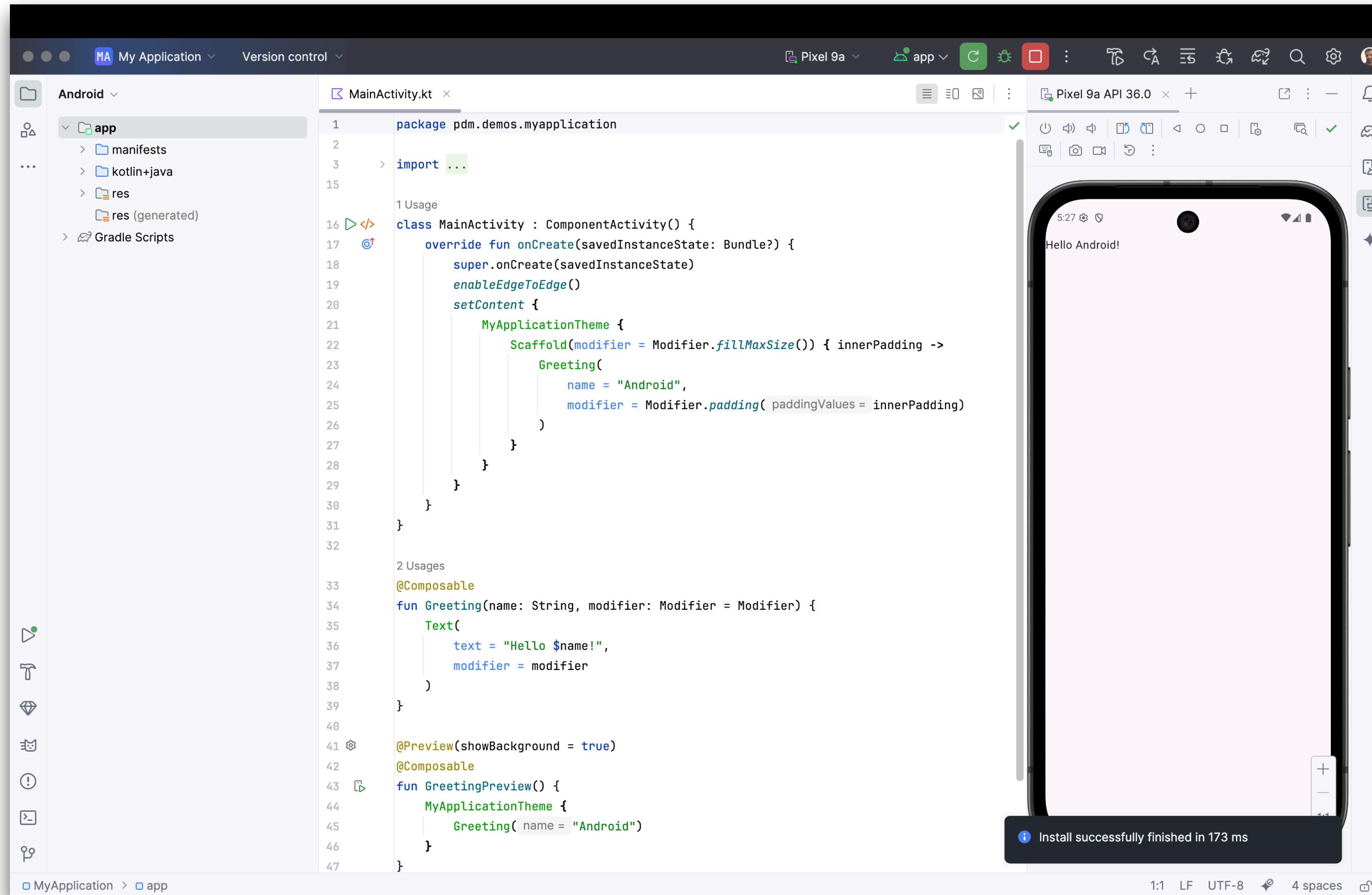
To mirror a physical device, connect it via USB cable or over WiFi, click + and select the device from the list. You may also select the **Activate mirroring when a new physical device is connected** option in the [Device Mirroring settings](#).

To launch a virtual device, click + and select the device from the list, or use the [Device Manager](#).

Ferramentas



Verificação do Ambiente (2)



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