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POLITÉCNICO
DE LISBOA
POLYTECHNIC
UNIVERSITY OF LISBON

Ambiente de Trabalho

PDM - Programação para Dispositivos Móveis

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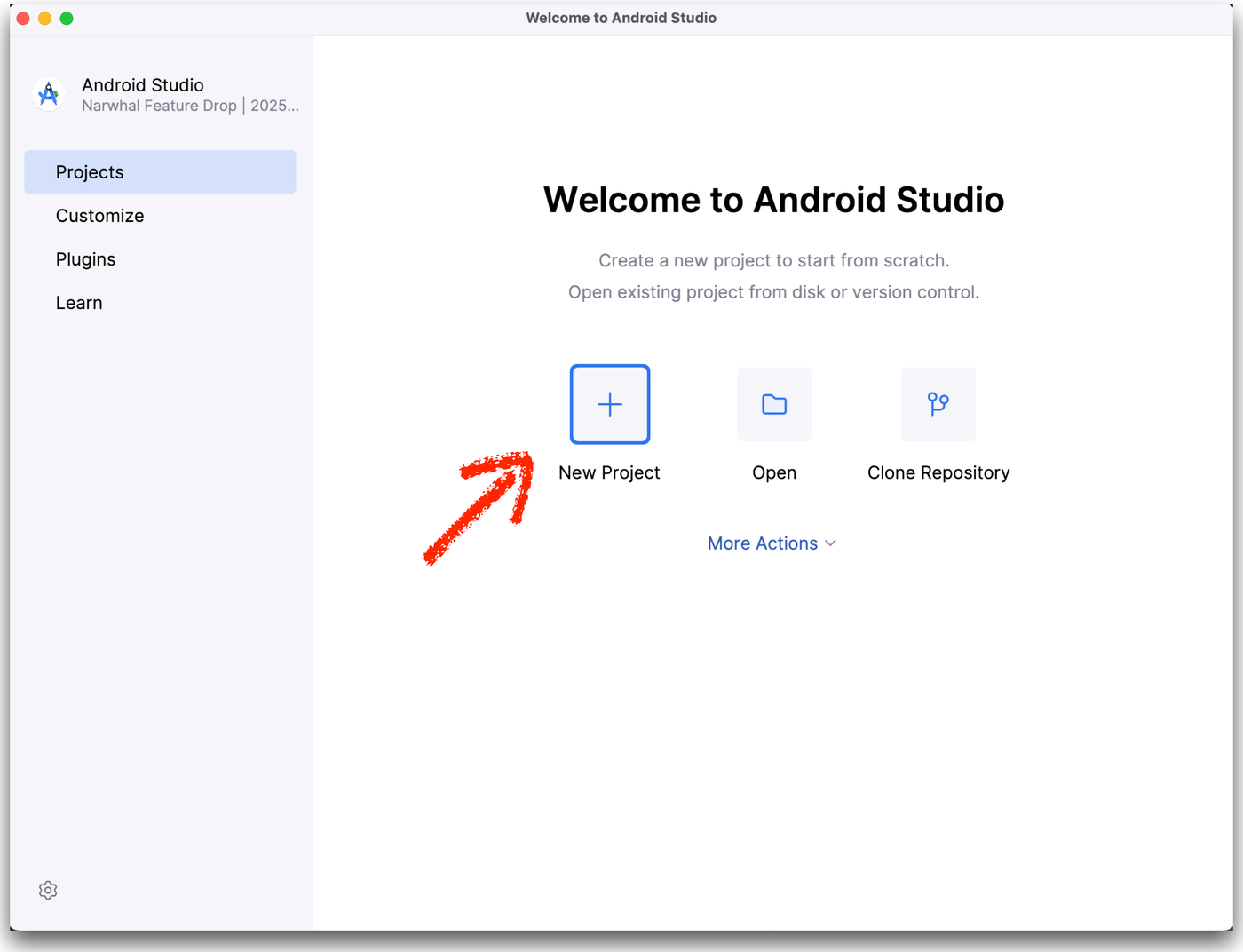
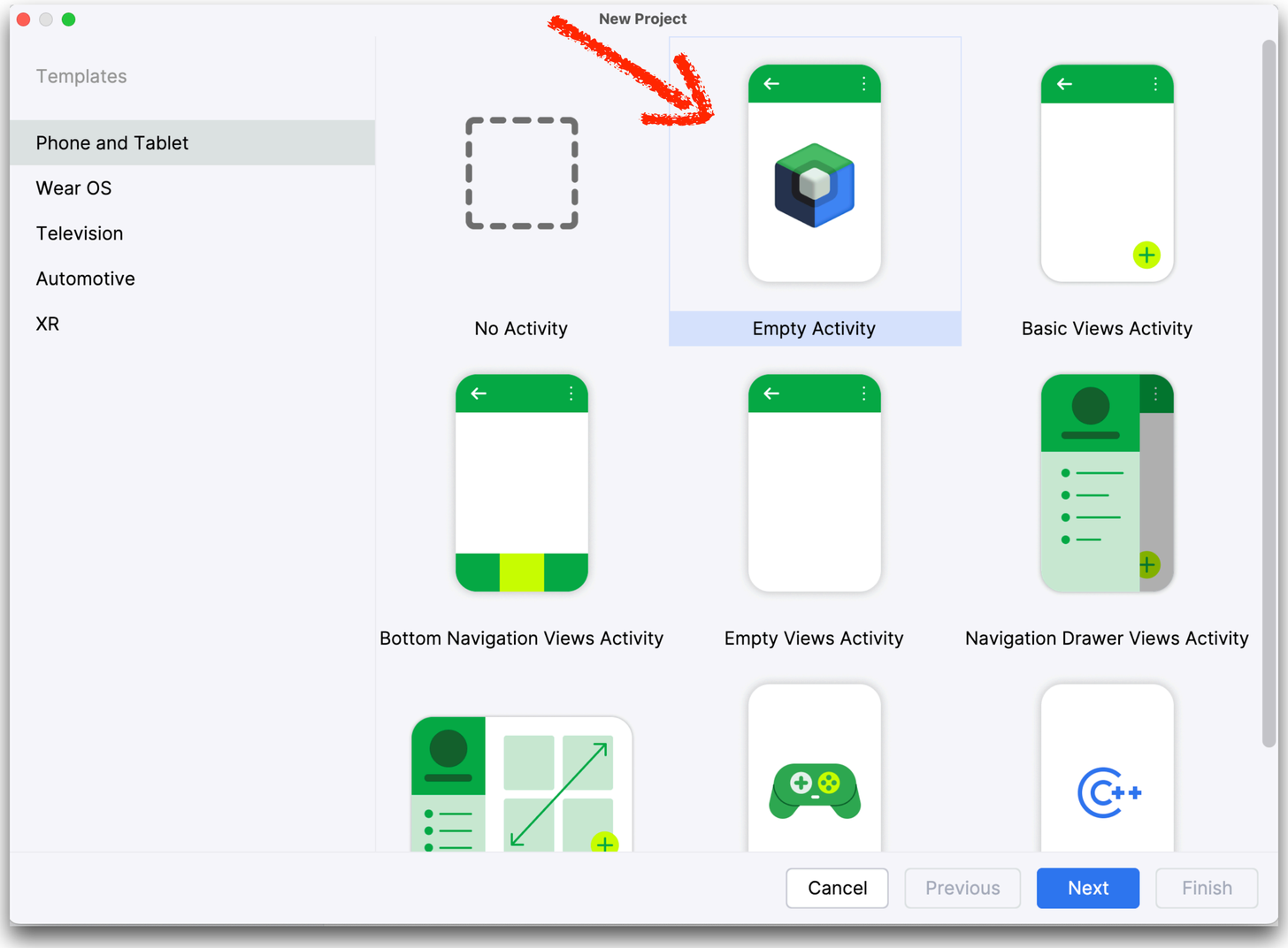
Ambiente de trabalho

- 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

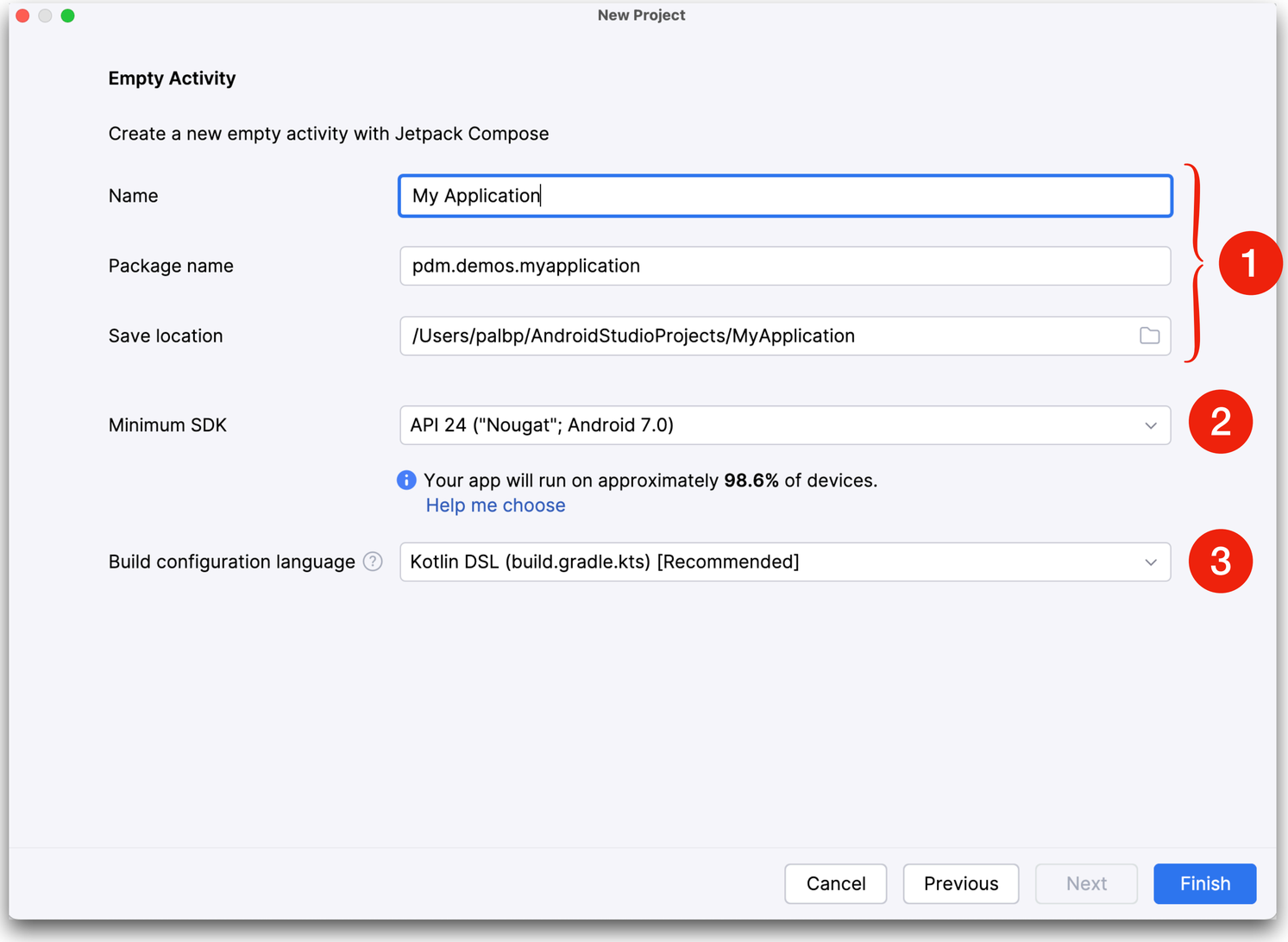
Criação do projecto (1)



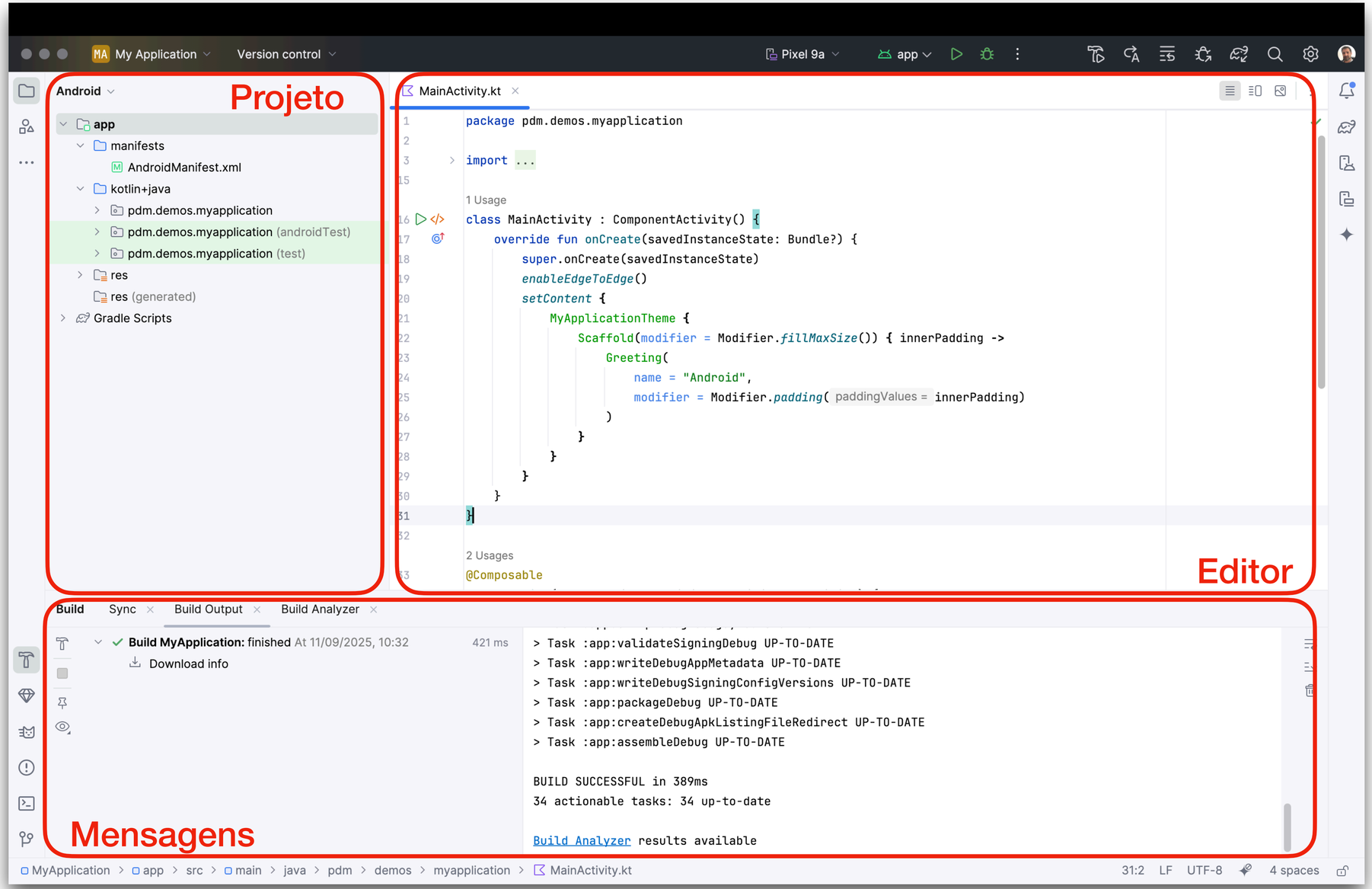
Criação do projecto (2)



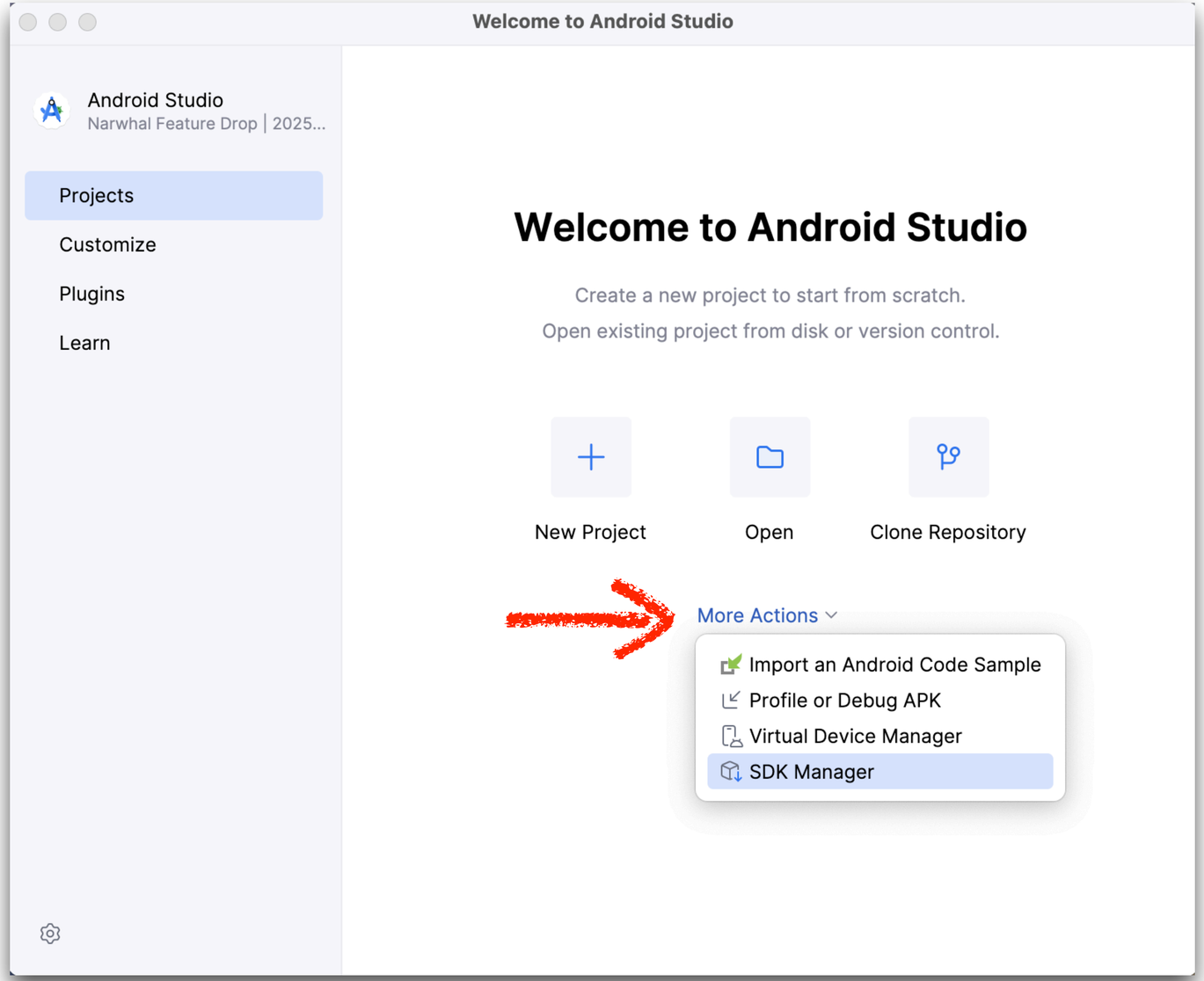
Criação do projecto (3)



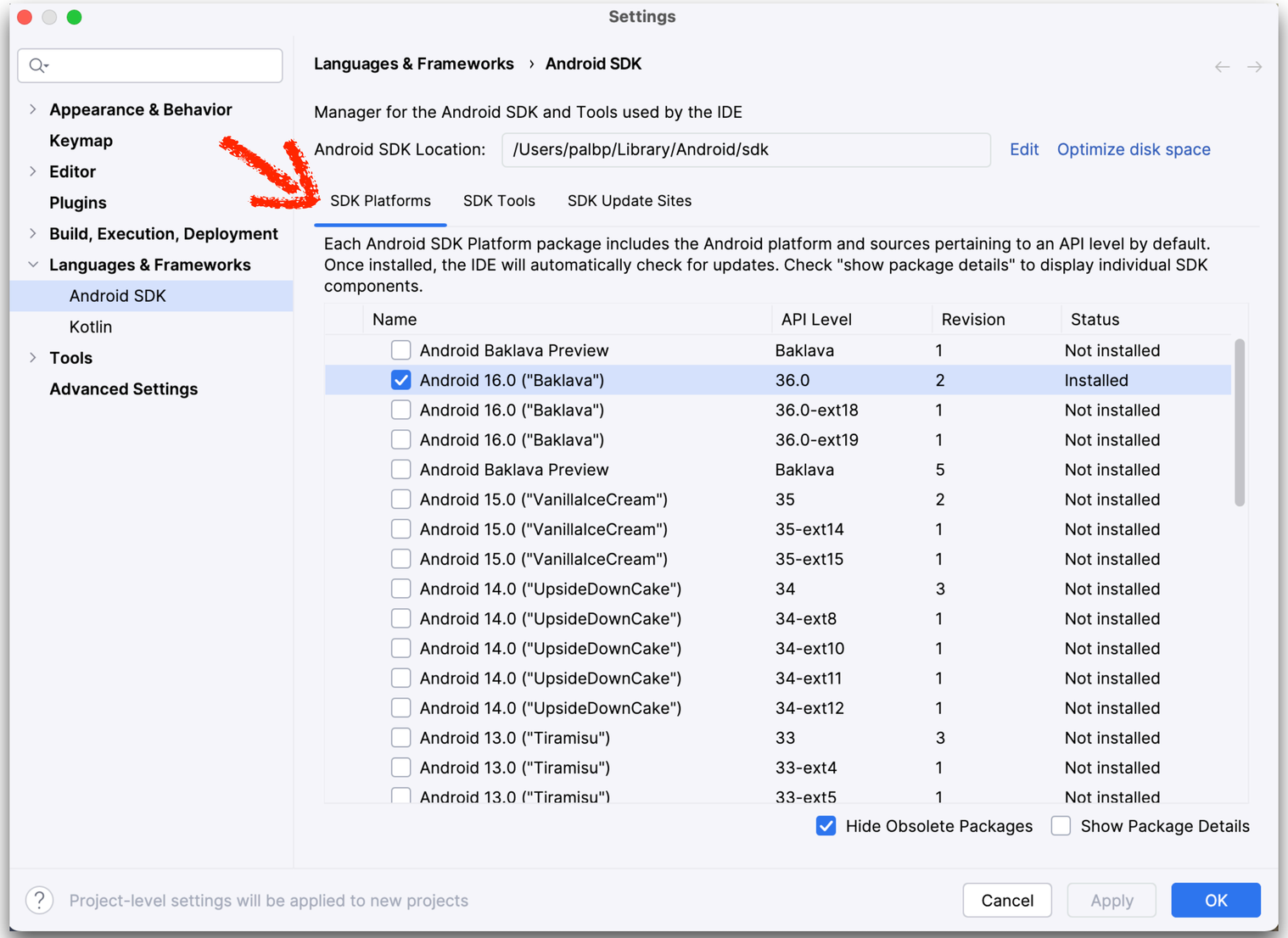
Android Studio (visão geral)



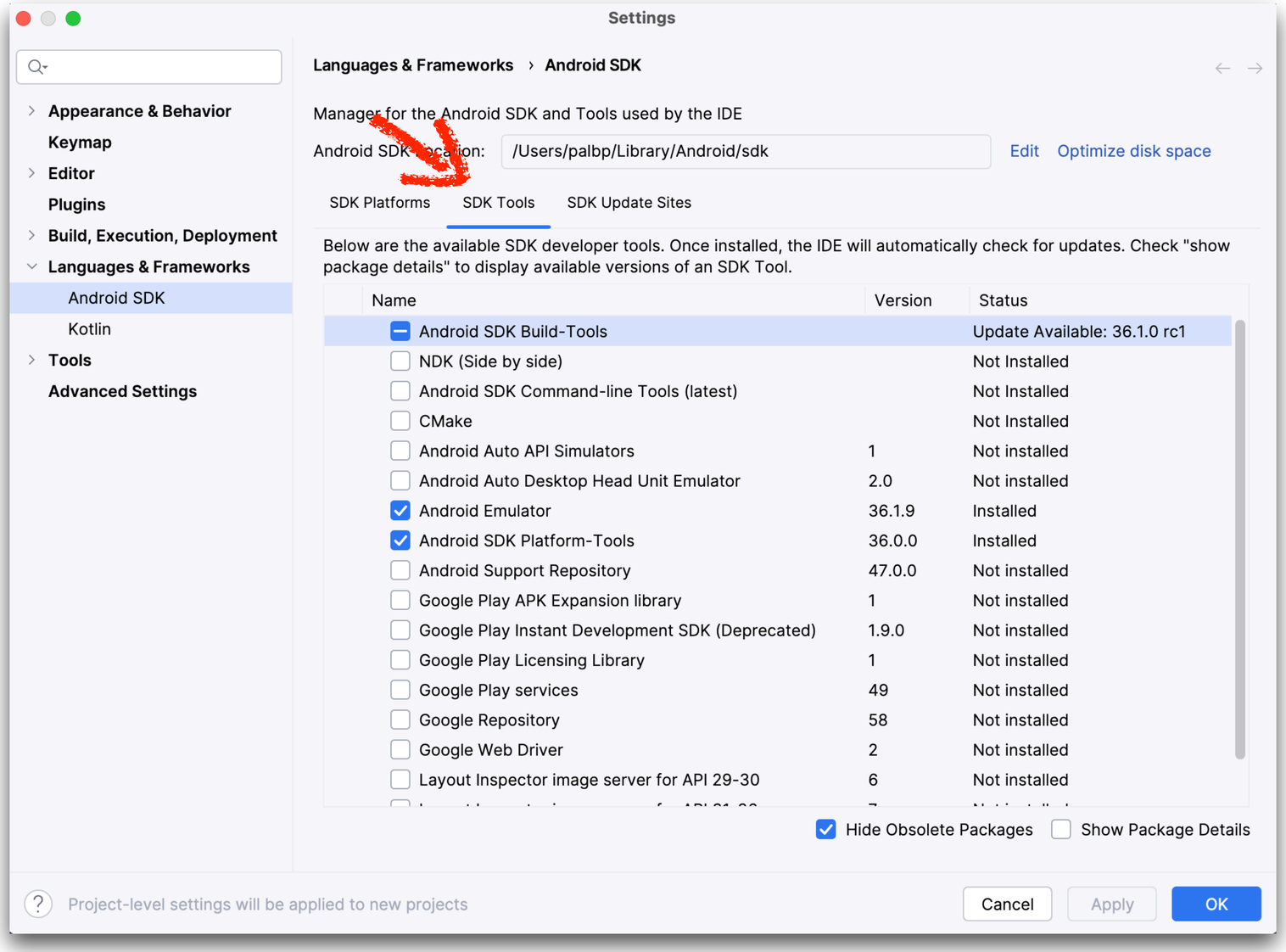
Ferramentas



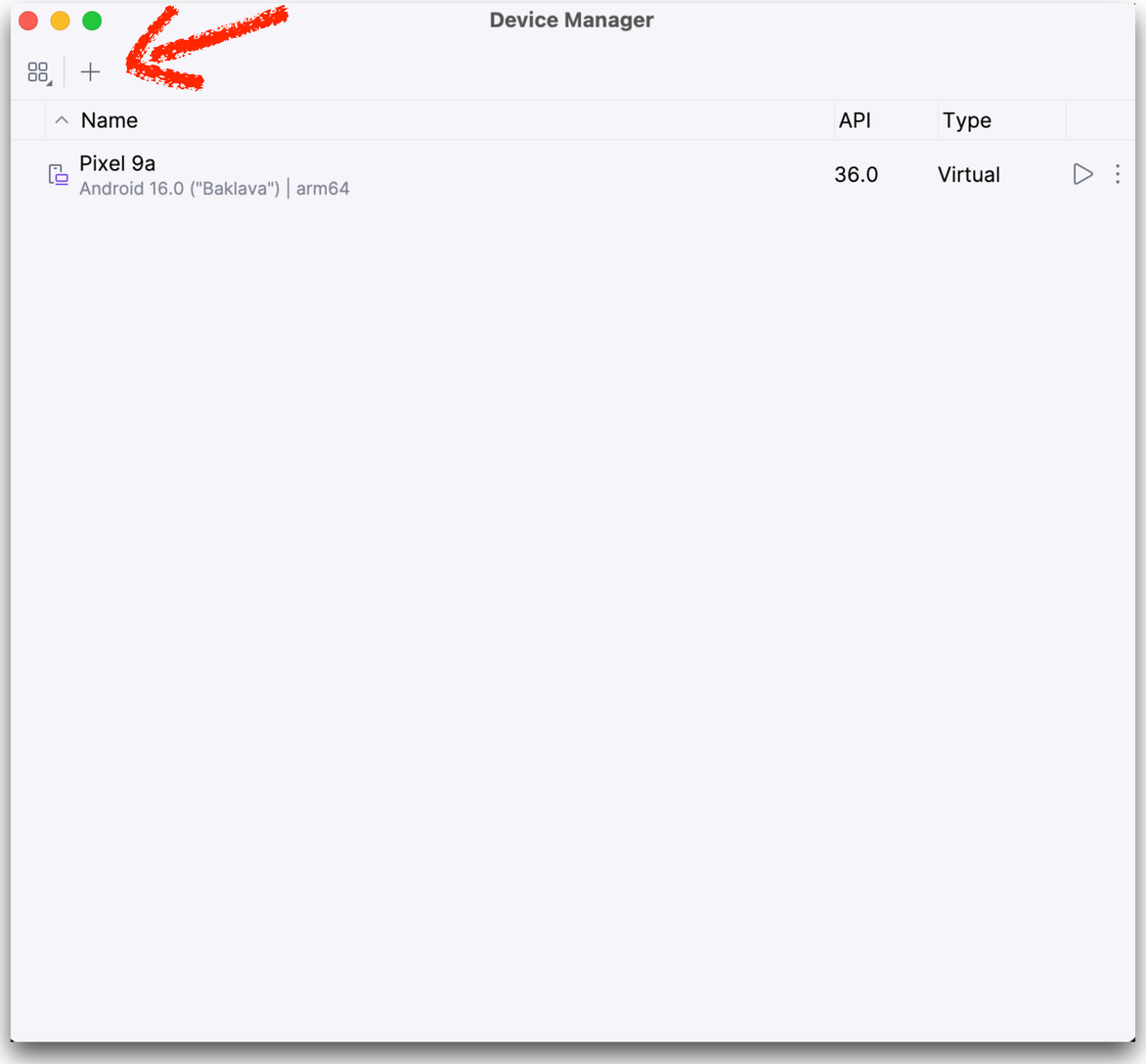
SDK Manager (1)



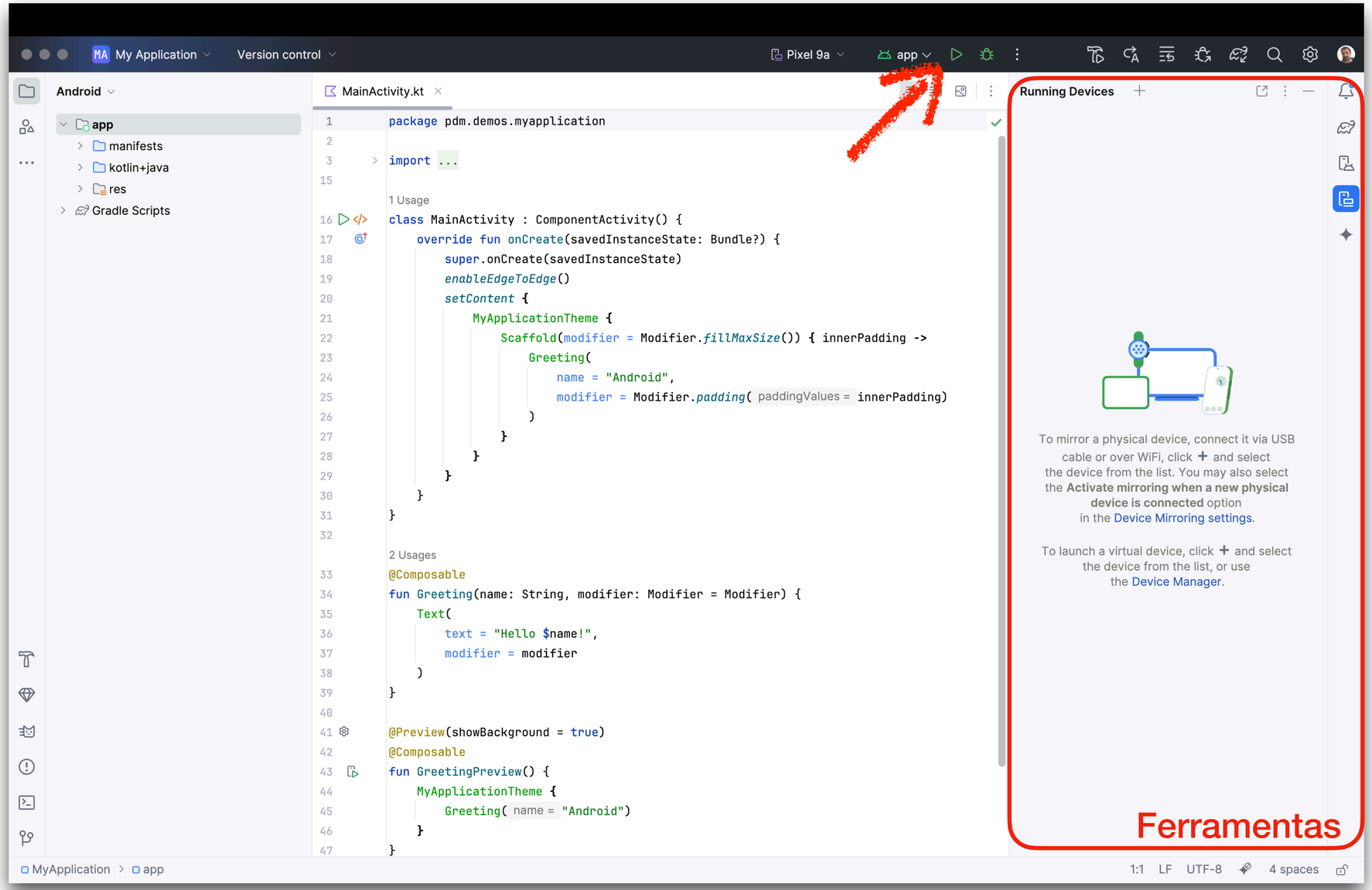
SDK Manager (2)



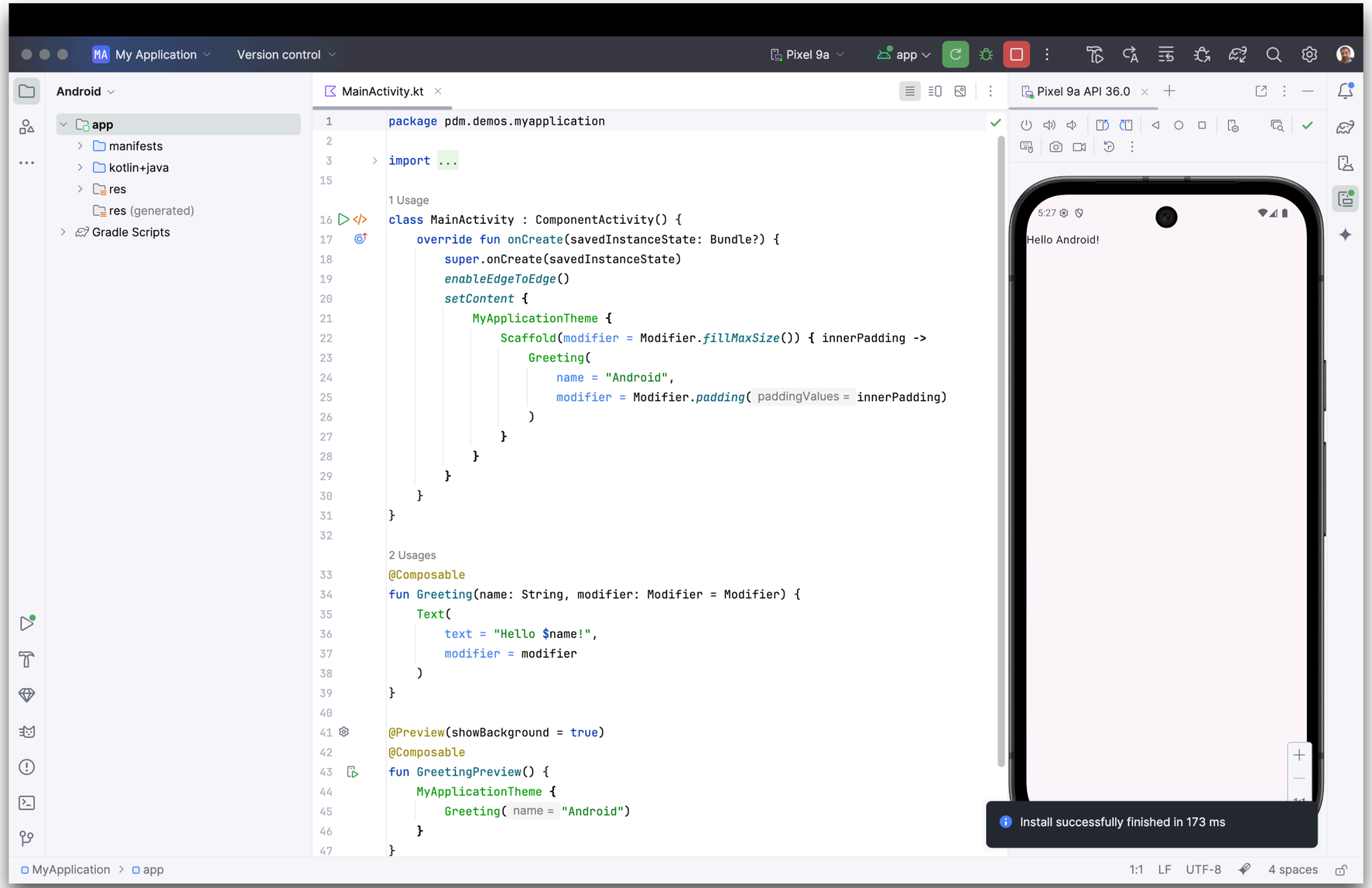
AVD Manager


Device Manager
Name
API
Type
Pixel 9a
Android 16.0 ("Baklava") | arm64
36.0
Virtual

Verificação do Ambiente (1)



Verificação do Ambiente (2)




```kotlin
package pdm.demos.myapplication

import ...

1 Usage
class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        enableEdgeToEdge()
        setContent {
            MyApplicationTheme {
                Scaffold(modifier = Modifier.fillMaxSize()) { innerPadding ->
                    Greeting(
                        name = "Android",
                        modifier = Modifier.padding( paddingValues = innerPadding)
                    )
                }
            }
        }
    }
}

2 Usages
@Composable
fun Greeting(name: String, modifier: Modifier = Modifier) {
    Text(
        text = "Hello $name!",
        modifier = modifier
    )
}

@Preview(showBackground = true)
@Composable
fun GreetingPreview() {
    MyApplicationTheme {
        Greeting( name = "Android")
    }
}
```

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