TUTORIAL 3

1. Start up Android Studio and open an existing project (e.g. Hello World) or create a new one (using appropriate values for package name, minimum SDK version and default activity.

2. Open the layout file for your MainActivity (or any other activity in your project).

   Project > app > res > layout > activity_main.xml

3. Switch to the XML (Text) view and examine the code.

4. Use the Layout Editor to create a non-trivial user interface: add new layouts and components and configure them. You can experiment changing values of a component added one at a time. As you go along, switch between graphical and XML view to examine visual layout and code.
   - Where lie the strengths of each method?
   - Can the generated code be optimised?

   Related link: https://developer.android.com/studio/write/layout-editor.html

5. Create variations of your non-trivial layout for extra-large screens, landscape formats and extra-high density screens.

   Related Link: https://developer.android.com/guide/practices/screens_support.html

6. (Please note we will be discussing task 6 (click me app) in the next lecture so for this part of the tutorial you should take a research and experimental approach, you can work in pairs / small groups to share your approach / ideas)

   Write an app which only has one button. If the button (labeled as 'Click me!') is clicked, the text 'Hello World!' will be printed below the button.
   Can you use the println() function to print the text?
   Test your app on either the AVD or your own mobile phone.