
TUTORIAL 2

1. Start up Android Studio and open the Hello World project we created last time. Alternatively, create a new project - make sure to choose
 - a) an appropriate package name
 - b) an appropriate minimum SDK version, e.g. Lollipop 5.1
 - c) an appropriate default activity

2. Open the Android Virtual Device (AVD) Manager

Tools > AVD Manager

- Is there an AVD device already available?
- What exactly is a *virtual device*?

3. Create a new Android Virtual Device

+ Create Virtual device

Category: TV | Wear | Phone | Tablet (select phone)

Device: Select a new phone of your choice

Next

Select a system image:

> x86 Images

> pick an image greater or equal to minimum SDK of your project
(do not unnecessarily duplicate AVDs, they are ~ 500mb each)

Next

Verify Configuration

> Show Advanced Settings (explore)

Finish

4. Launch the new AVD, explore the device, start apps, etc.
5. Run your own app on the device
 - Why 'Hello World!' is printed on the screen?
 - Can you change the location of the 'Hello World!' text on the screen?
 - Can you change the font size of 'Hello World!'?
 - Can you print something else onto the screen?
6. Connect a physical device to run your app
 - Enable Developer Options: <https://developer.android.com/studio/debug/dev-options.html>
 - Enable USB debugging
 - Run your app on the device: <https://developer.android.com/studio/run/index.html>