

Session 1: AADK Task 1 – Android Fundamentals: Learn by Doing

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Session: Session 1 – Android App Development Kickstart

Understanding the Android Ecosystem

In this task, I explored the Android ecosystem and understood how Android powers different types of devices such as smartphones, tablets, TVs, and wearables.

I learned that Android applications are distributed through platforms like the Google Play Store and are designed to serve various user needs.

I also understood the importance of accessibility in app design, ensuring that applications are usable for people with disabilities, elderly users, and users with different interaction needs.

Exploring Android Studio

I installed and explored Android Studio, the official IDE for Android development.

I created a new project and examined its structure, including MainActivity.kt, the res folder (resources like layouts and strings), and AndroidManifest.xml.

This helped me understand how Android applications are organized before writing detailed code.

Understanding Basic App Structure

Activity controls the app's behavior and logic.

Layout defines the user interface.

AndroidManifest.xml contains essential app configuration details.

The app starts from the main activity defined in the manifest file.

My First App Idea

App Name: StudyTrack

Purpose: To help students track their daily study time and monitor progress.

Target Users: Students preparing for exams.

Key Features: Add subjects, record daily study hours, view total study time, and provide a simple and accessible interface.