**Gradle** is an open source build automation system that builds upon the concepts of Apache Ant and Apache Maven and introduces a Groovy-based domain-specific language (DSL) instead of the XML form used by Apache Maven for declaring the project configuration.

In **Android** Studio, **Gradle** is a custom build tool used to build **android** packages (apk files) by managing dependencies and providing custom build logic.

Android Application Development Tutorial - 7 - Creating A Button in XML and Adding an ID

<**Button  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:text="Don't Click"  
 android:textSize="20sp"  
 android:id="@+id/button1"** />

Android Application Development Tutorial - 9 - Set up a Button with OnClickListener

* Button b1 = (Button) findViewById(R.id.***button1***);
* b1.setOnClickListener(**new** View.OnClickListener(){}
* **public void** onClick(View va){

Android Application Development Tutorial - 11 - Adding Resources and Setting Background

* **android:background="@drawable/filename" in <LinearLayout**> block.
* **To Add drawable mdpi, hdpi, ldpi**

.Right-click on the \res folder

.Select new > android resource directory

.In the New Resource Directory window, under Available qualifiers *resource type* section, select drawable.

* Music will be in \res\raw folder.

Android Application Development Tutorial - 12 - Setting up an Activity and Using SetContentView

* **public void** onButtonClick(View vb) {  
   String button\_text;  
   button\_text = ((Button) vb).getText().toString();  
   **if** (button\_text.equals(**"Open Second Activity"**)) {  
   Intent i = **new** Intent(MainActivity.**this**, secondActivity.**class**);  
   startActivity(i);  
   }  
  }
* <**activity android:name=".secondActivity"**></**activity**>

**protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.third\_layout);  
}

Android Application Development Tutorial - 13 - Introduction to the Android Manifest

* <**activity android:name=".welcomeScreen"**> //this will launch first
* Whenever a new screen is added, add the line of code

<**activity android:name=".secondActivity"**></**activity**>

CREATE A DROWDOWN MENU