



In Android Studio, every app project follows a standard structure. The training material highlights the key folders and files:

- manifests/
 - Contains the `AndroidManifest.xml` file.
 - Declares essential information about the app: package name, permissions, activities, services, and app entry point.
- java/
 - Holds all the Java/Kotlin source code.
 - Each Activity, Fragment, or helper class lives here.
 - Organized into packages (e.g., `com.ltimindtree.myapp`).
- res/ (Resources)
 - Stores non-code assets that define the look and feel of the app.
 - Subfolders include:

Anatomy: Project Structure in Android

- layout/ XML files for UI screens.
- values/ XML files for strings, colors, dimensions, styles.
- drawable/ Images and graphics.
- mipmap/ App icons.
- Gradle Scripts
 - Build configuration files (build.gradle) that manage dependencies, SDK versions, and compilation settings.

While the `AndroidManifest.xml` acts as the blueprint for your app's identity, the `build.gradle` files serve as the "recipe" for how your app is actually cooked (compiled and packaged).

In modern Android development (using Android Studio), the build system is powered by Gradle. Most projects have two distinct `build.gradle` files to keep things organized.