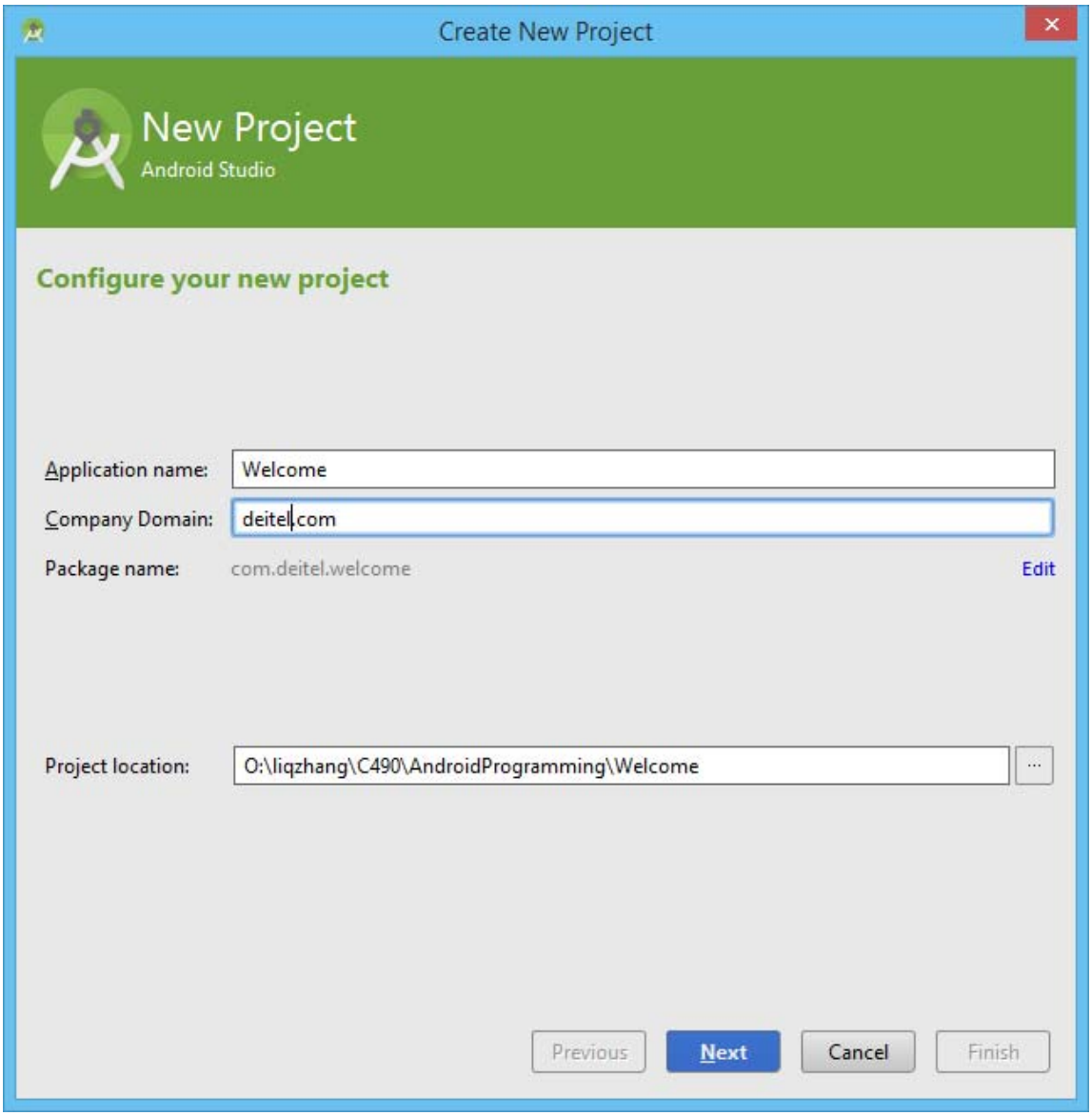
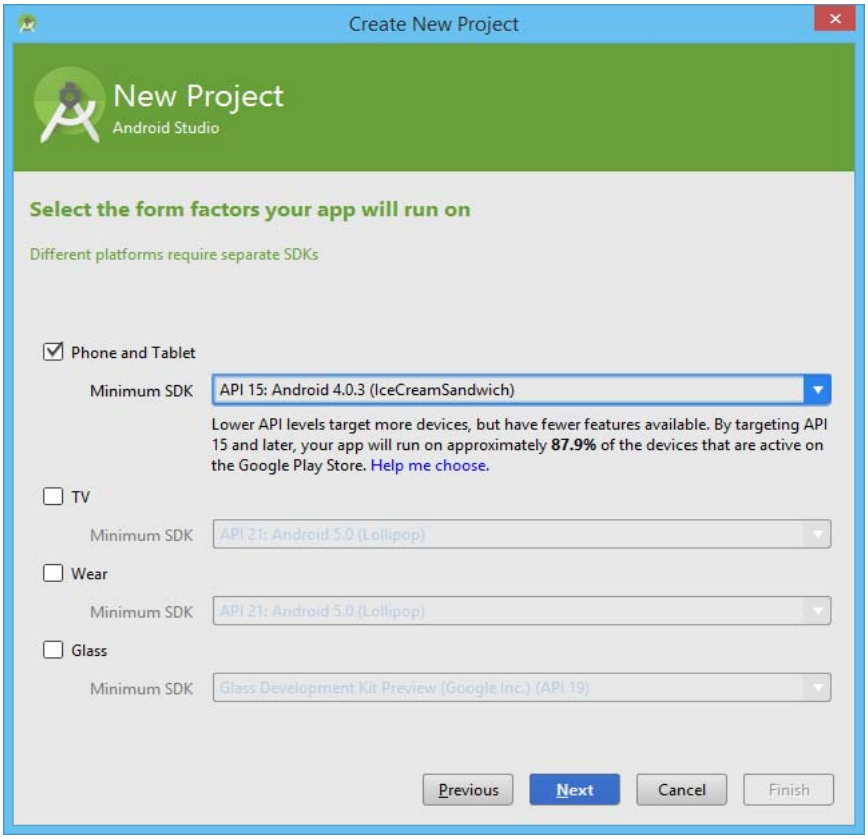
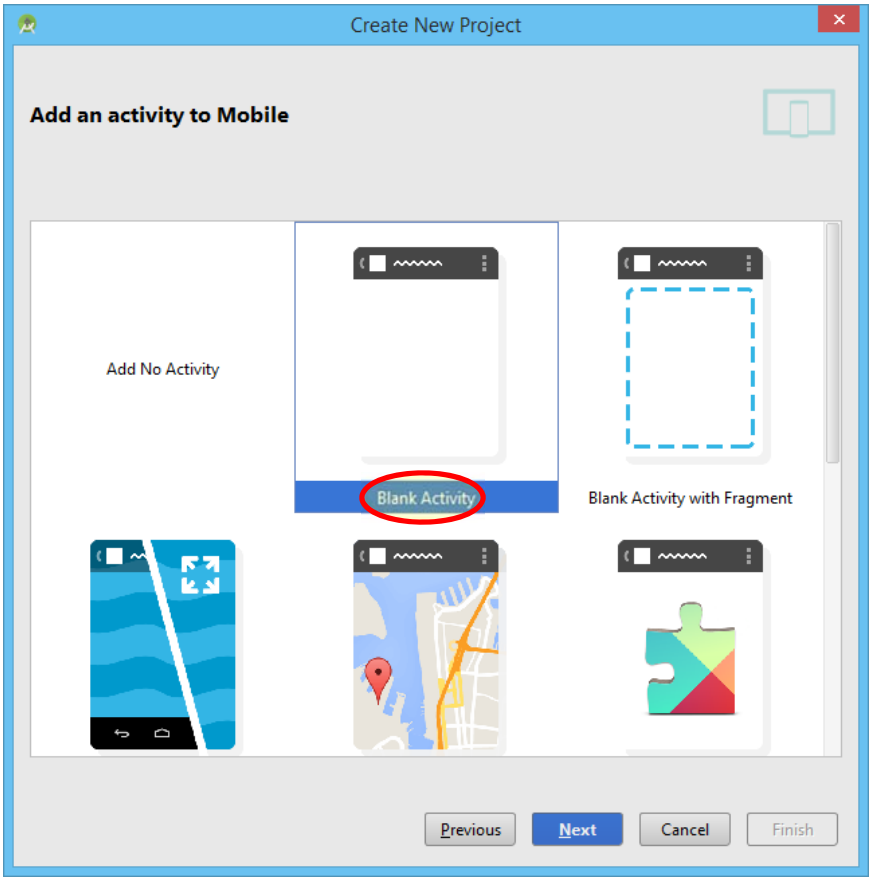
The example apps presented in textbook (Deitel's "Android How to Program") are based on ADT bundle, but they can be easily migrated to Android Studio. In Chpater 2 of the textbook, detailed insturcitons are given for creating the "Welcome" app using ADT bundle. This document shows the steps to create the same app using Android Studio. You might find reading Chapter 2 still very helpful because it introduces some important concepts that are independent of IDEs.

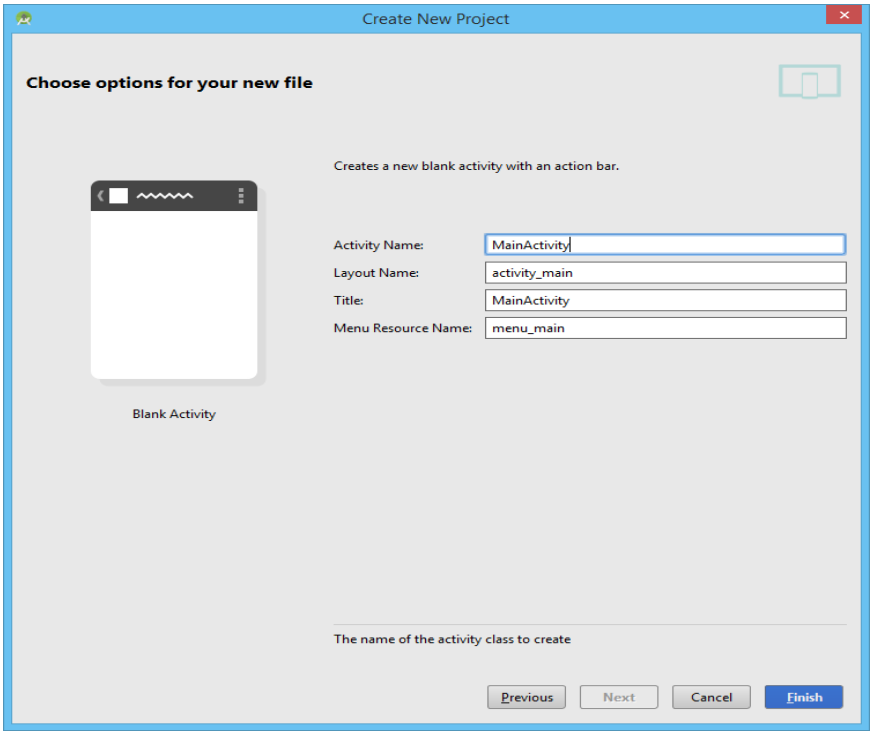
If you didn't have a project opened, Android Studio shows the Welcome screen. To create a new project, click Start a new Android Studio Project.

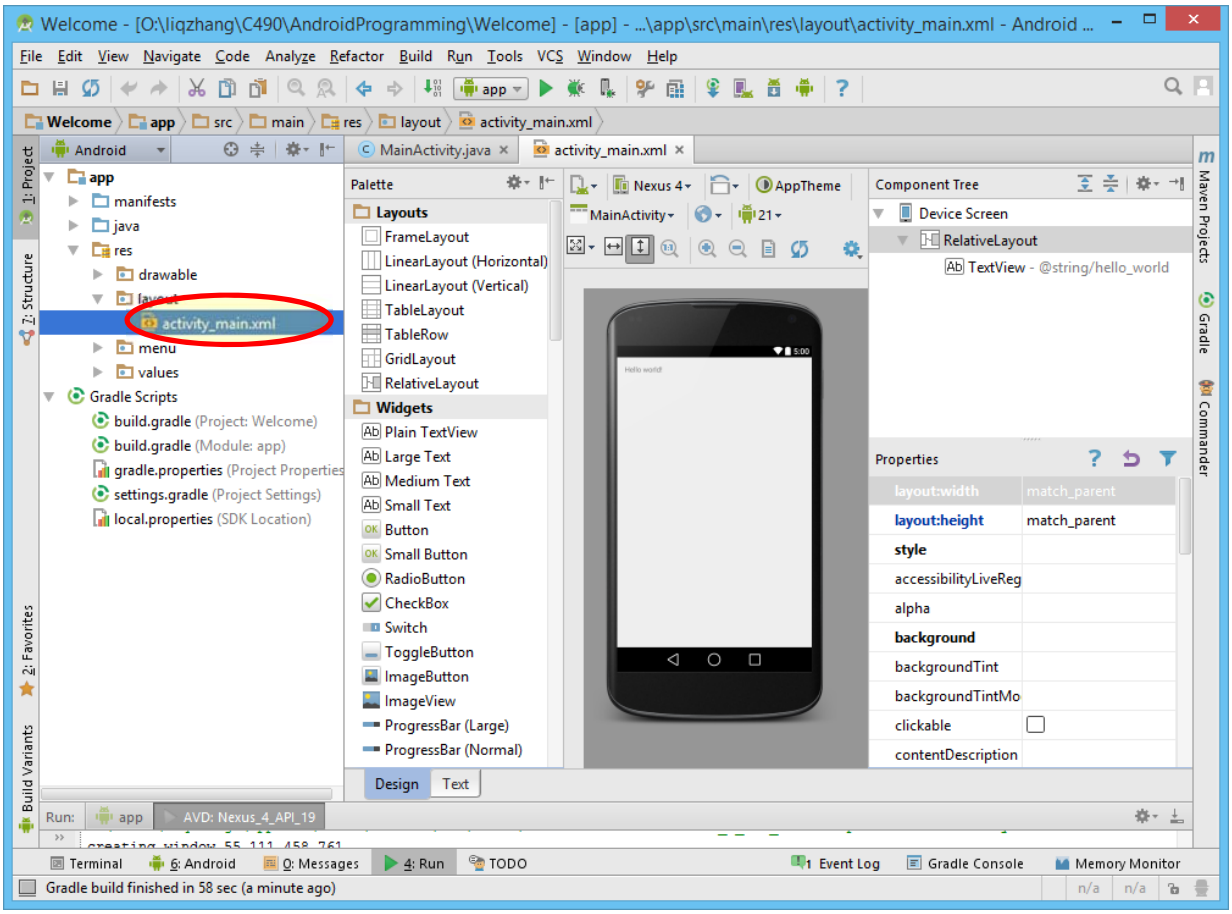
If you had a project opened, Android Studio shows the development environment. To create a new project, click File > New Project.



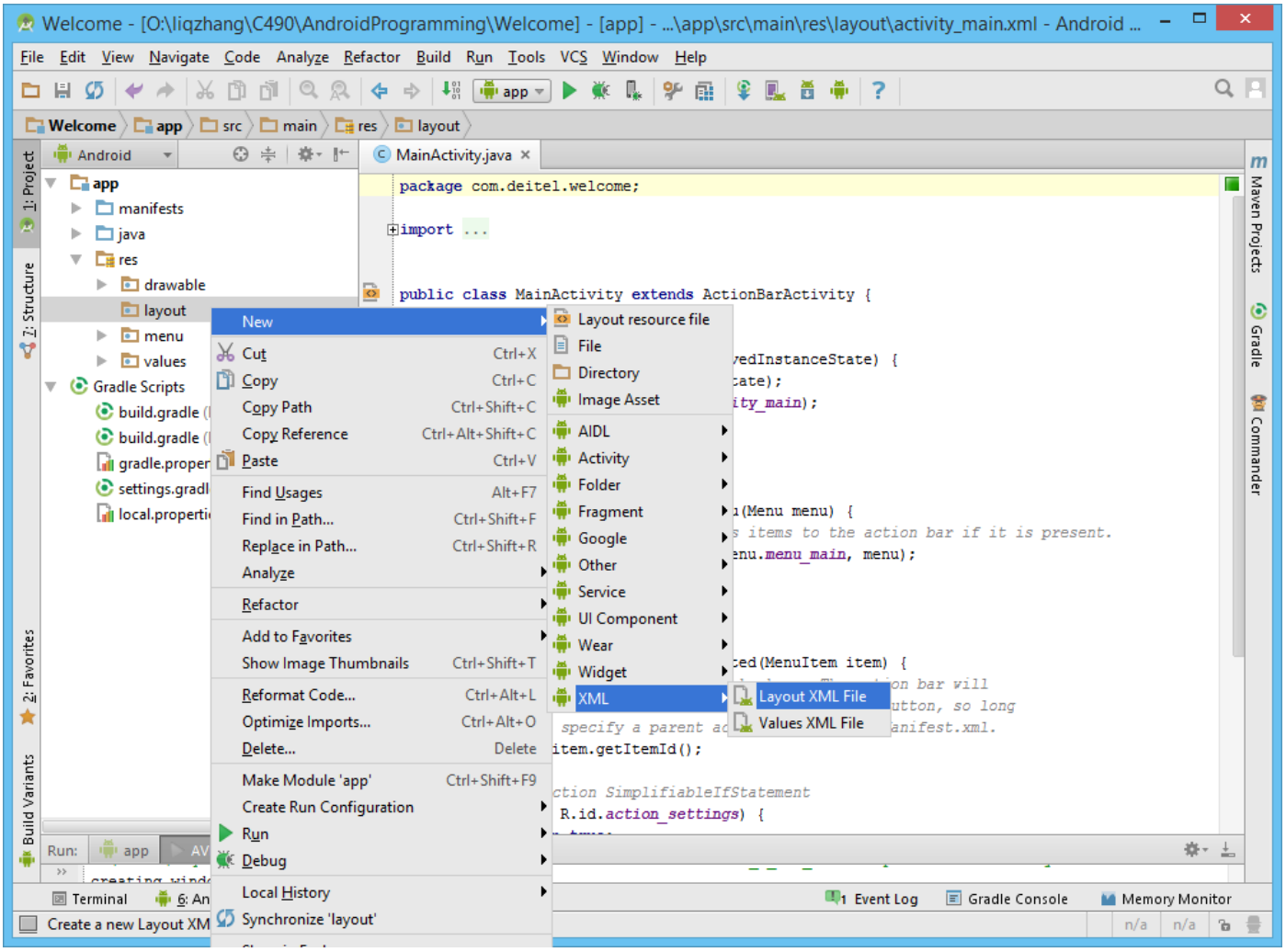

Create New Project
New Project
Android Studio
Select the form factors your app will run on
Different platforms require separate SDKs
Phone and Tablet
Minimum SDK
API 15: Android 4.0.3 (IceCreamSandwich)
Lower API levels target more devices, but have fewer features available. By targeting API 15 and later, your app will run on approximately 87.9% of the devices that are active on the Google Play Store. Help me choose.
TV
Minimum SDK
API 21: Android 5.0 (Lollipop)
Wear
Minimum SDK
API 21: Android 5.0 (Lollipop)
Glass
Minimum SDK
Glass Development Kit Preview (Google Inc.) (API 19)
Previous
Next
Cancel
Finish

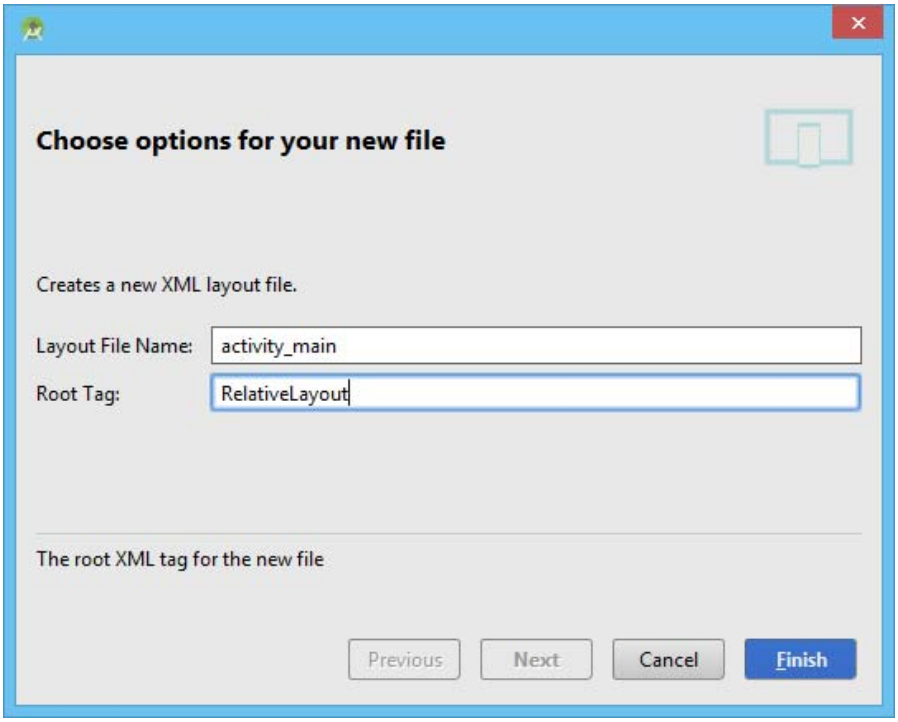

Create New Project
Add an activity to Mobile
Add No Activity
Blank Activity
Blank Activity with Fragment
Previous
Next
Cancel
Finish



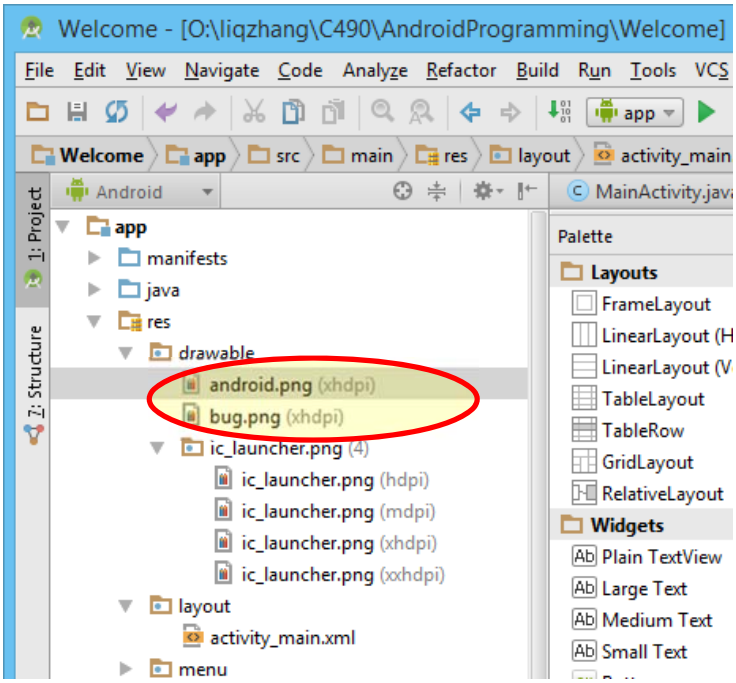


Delete the default *activity_main.xml* file (right-click the file → Delete), and create a new one (right-click "layout" → New → XML → Layout XML File).

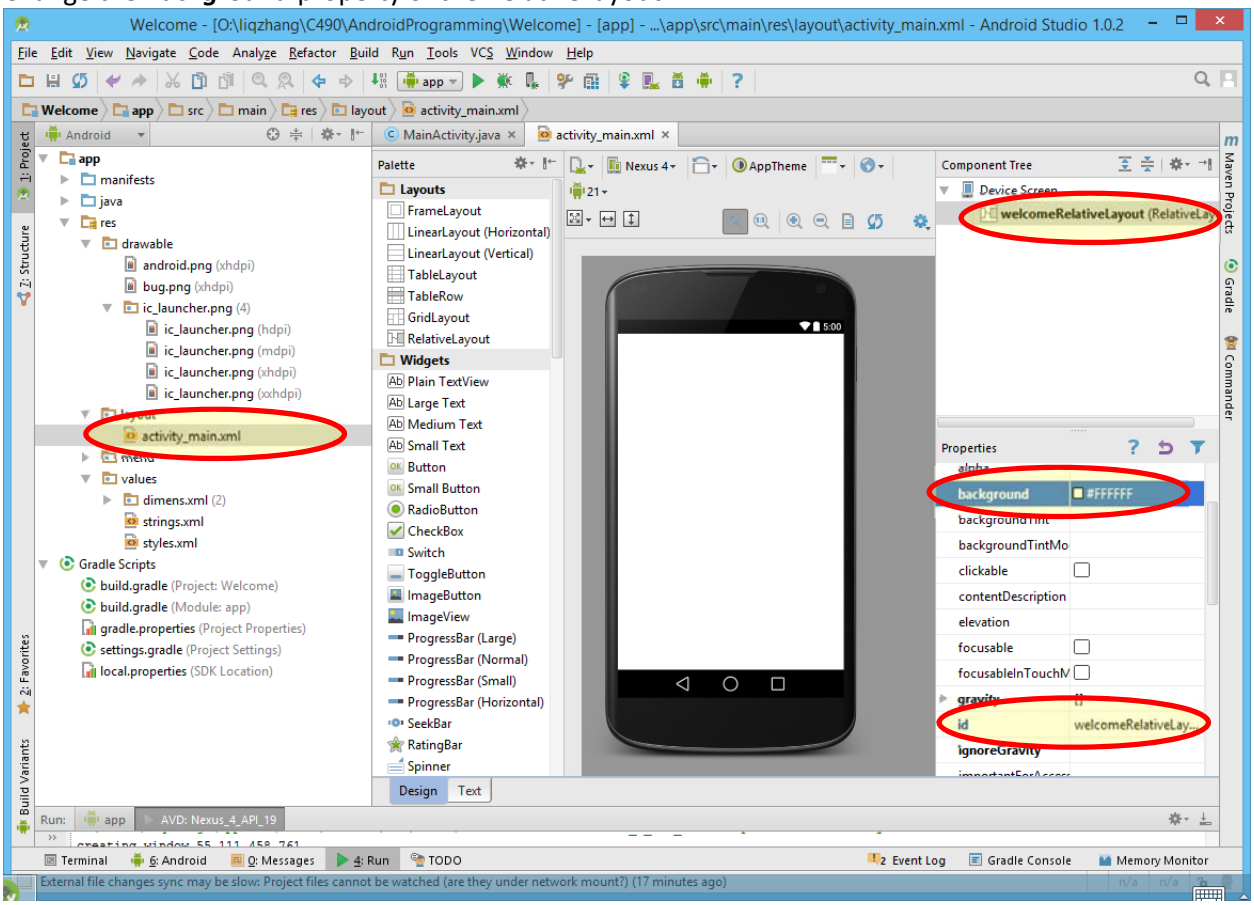

Welcome - [O:\liqzhang\C490\AndroidProgramming\Welcome] - [app] - ...\app\src\main\res\layout\activity_main.xml - Android ...
File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help
Welcome app src main res layout
Android
MainActivity.java
app
manifests
java
res
drawable
layout
menu
values
Gradle Scripts
package com.deitel.welcome;
import ...
public class MainActivity extends ActionBarActivity {
New
Cut Ctrl+X
Copy Ctrl+C
Copy Path Ctrl+Shift+C
Copy Reference Ctrl+Alt+Shift+C
Paste Ctrl+V
Find Usages Alt+F7
Find in Path... Ctrl+Shift+F
Replace in Path... Ctrl+Shift+R
Analyze
Refactor
Add to Favorites
Show Image Thumbnails Ctrl+Shift+T
Reformat Code... Ctrl+Alt+L
Optimize Imports... Ctrl+Alt+O
Delete... Delete
Make Module 'app' Ctrl+Shift+F9
Create Run Configuration
Run
Debug
Local History
Synchronize 'layout'
Layout resource file
File
Directory
Image Asset
AIDL
Activity
Folder
Fragment
Google
Other
Service
UI Component
Wear
Widget
XML
Layout XML File
Values XML File
Run:
Terminal
Event Log
Gradle Console
Memory Monitor
Create a new Layout XM


Choose options for your new file
Creates a new XML layout file.
Layout File Name: activity_main
Root Tag: RelativeLayout
The root XML tag for the new file
Previous
Next
Cancel
Finish

Adding images to the project (copy *bug.png* and *android.png* from "images" folder of book's source code (read "Preface" of the textbook to find where to download the source code), paste it under the folder of "*drawable*" in the Android window)

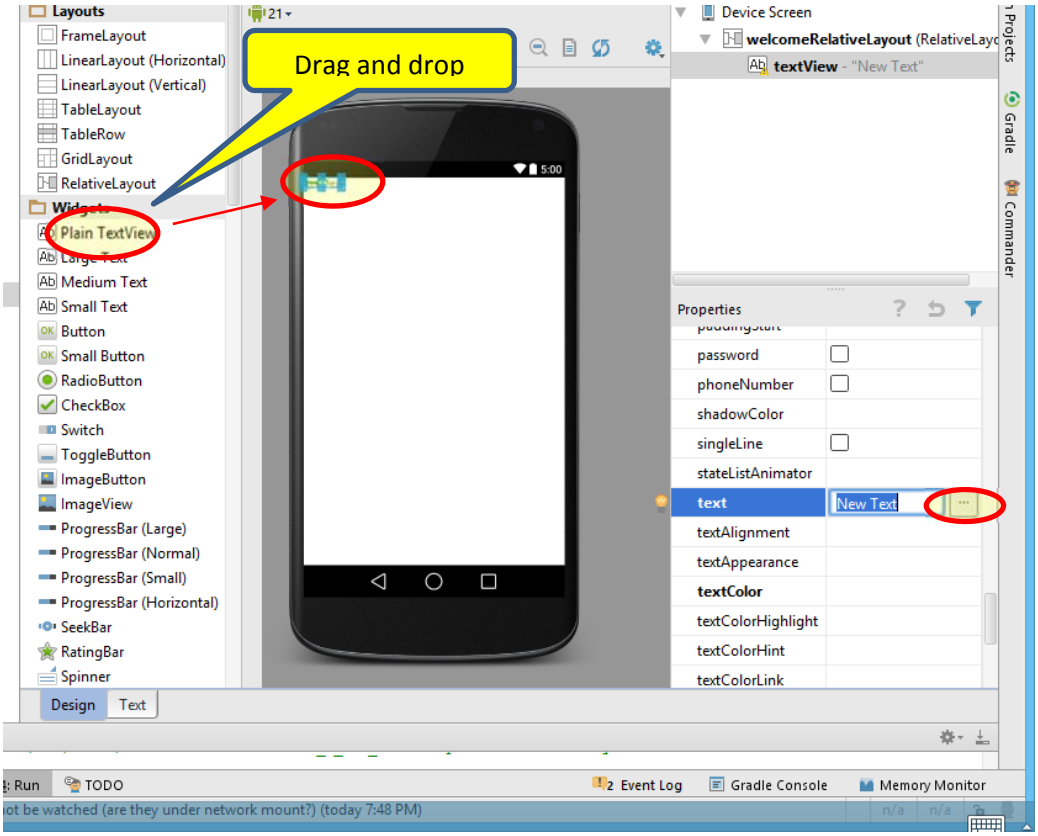


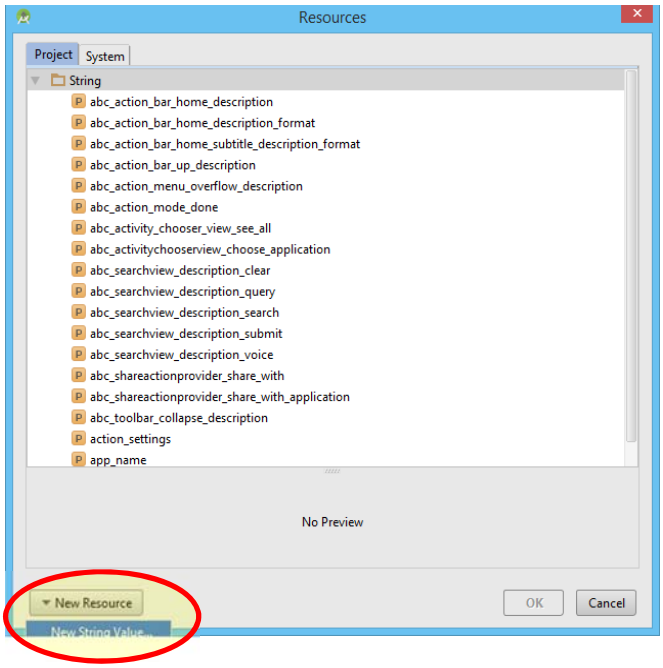
Change the ***Id*** property of the RelativeLayout → @+id/welcomeRelativeLayout
Change the ***Background*** property of the RelativeLayout → #FFFFFF

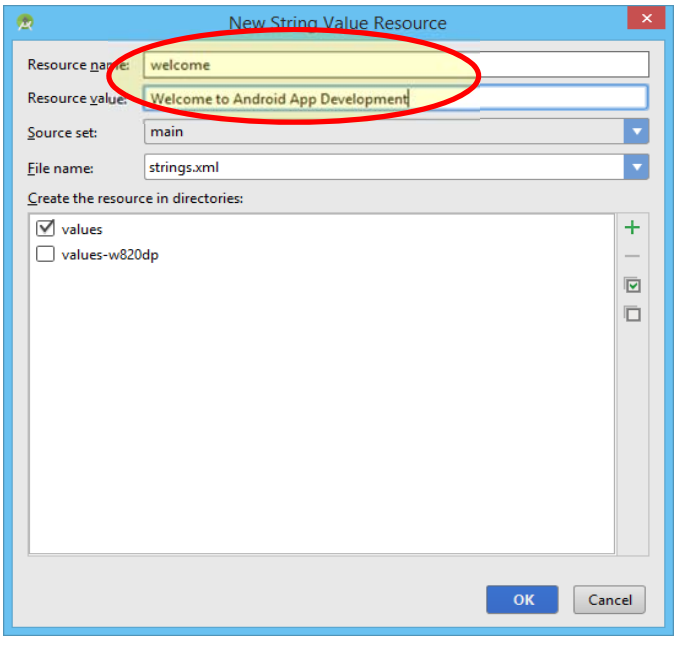


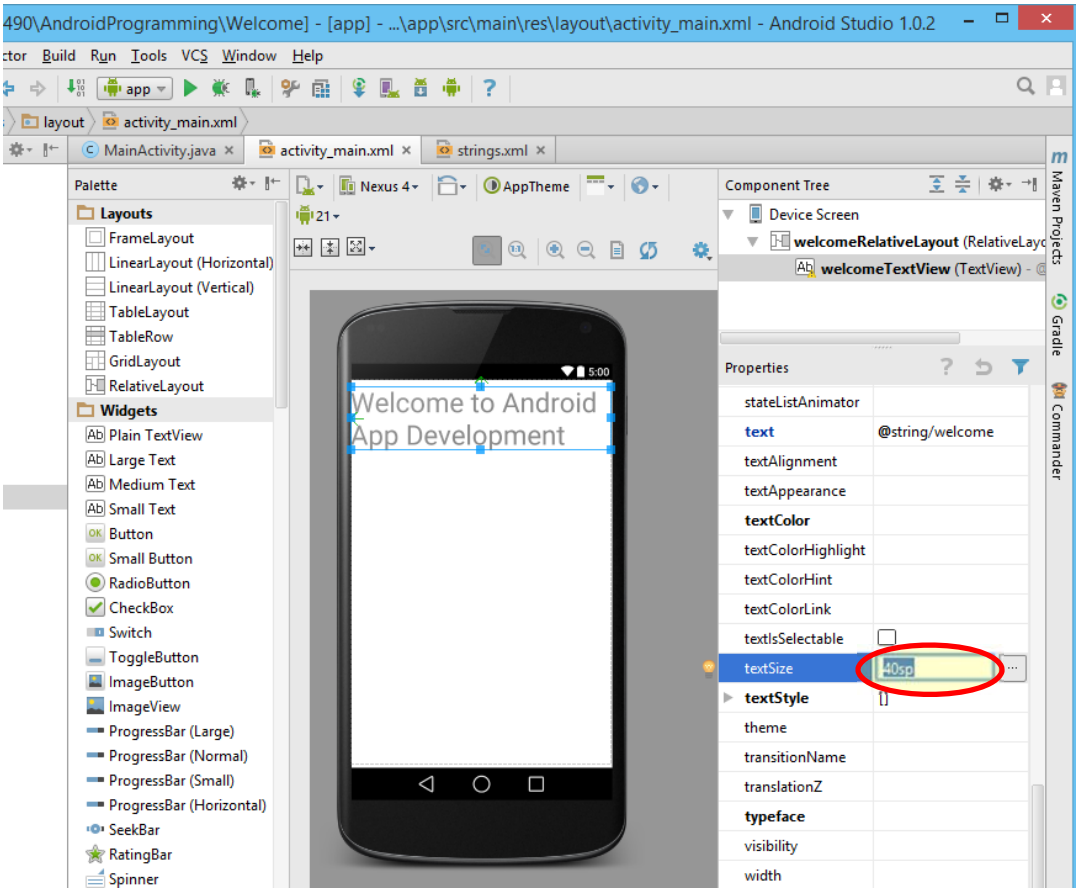
Add a new TextView.

Configuring the TextView's Text Property using a *String Resource*





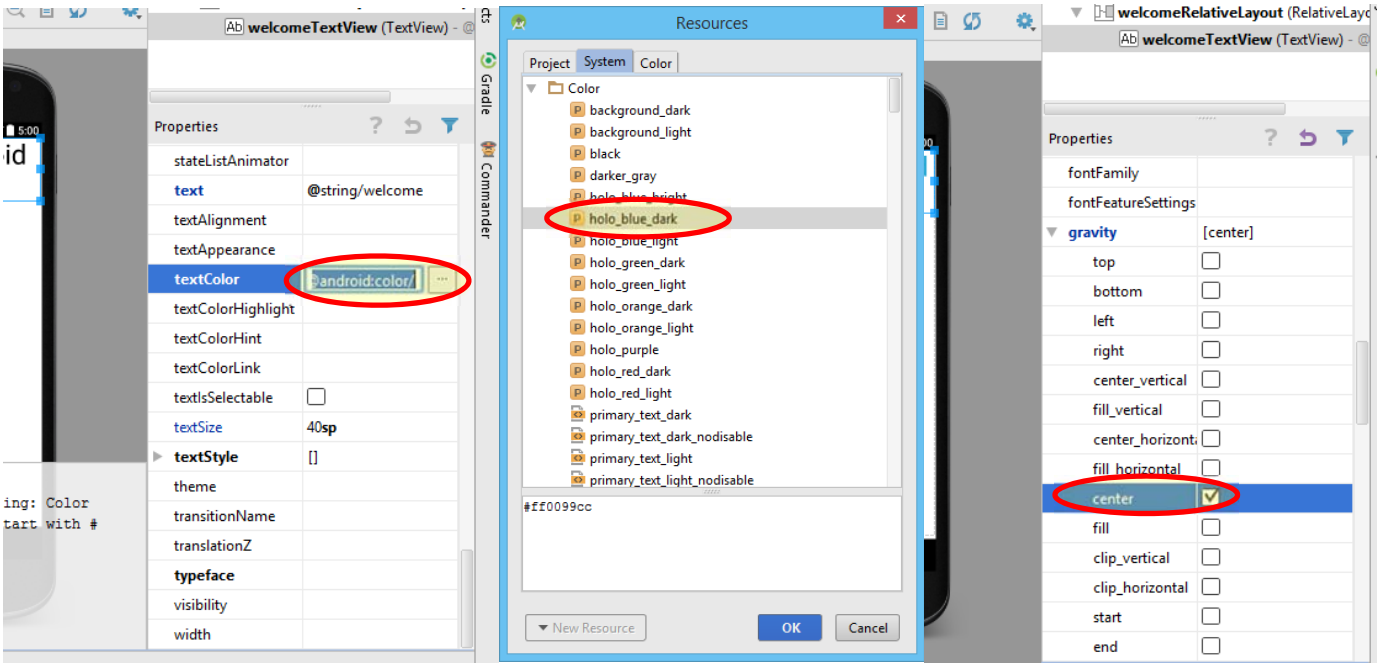




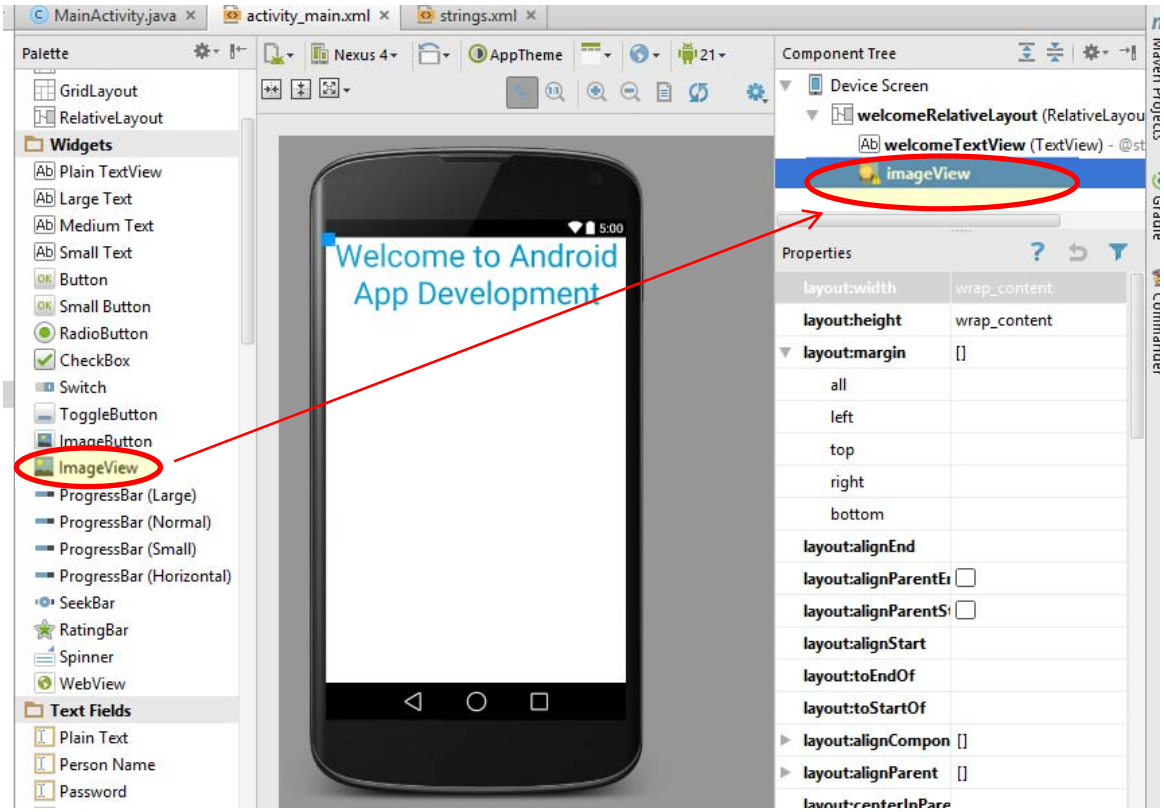
Continue to configure additional properties for the TextView (shown as below).

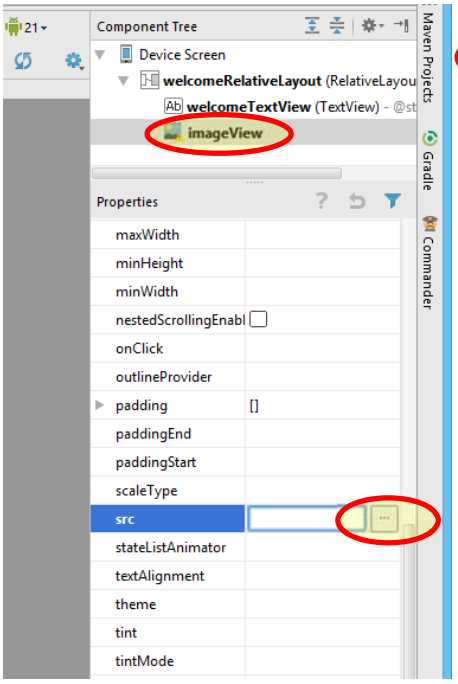
Sets its textColor property to: @android:color/holo_blue_dark.

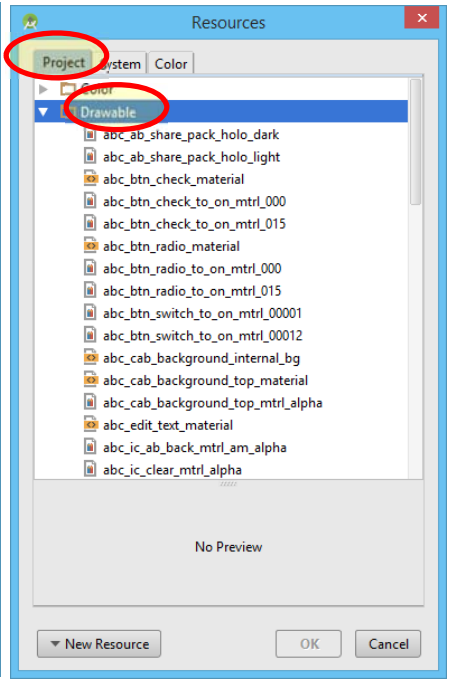
To center the text in the TextView if it wraps to multiple lines, set its Gravity property to center.

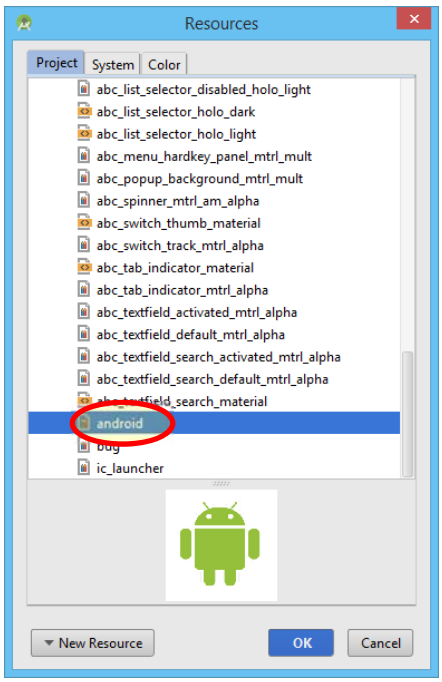


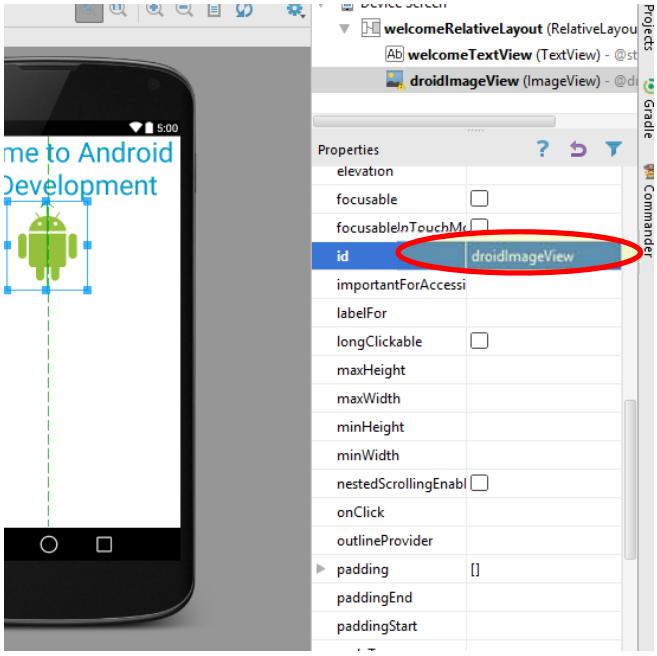
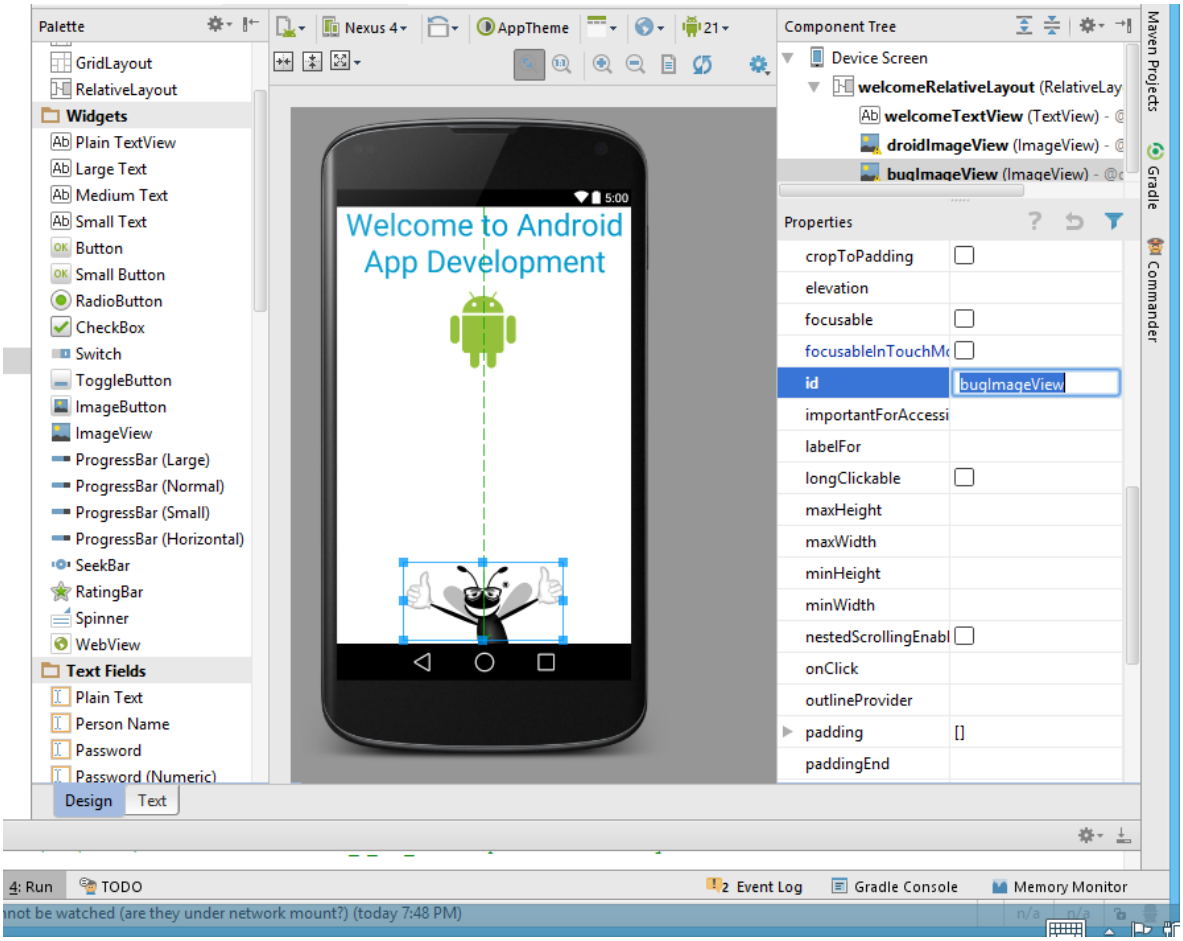
Adding *ImageView* to display the Android Logo (drag "ImageView" and drop it into the *Component Tree* window as shown below).











In a similar way, add another ImageView to display the Deitel Bug Logo.