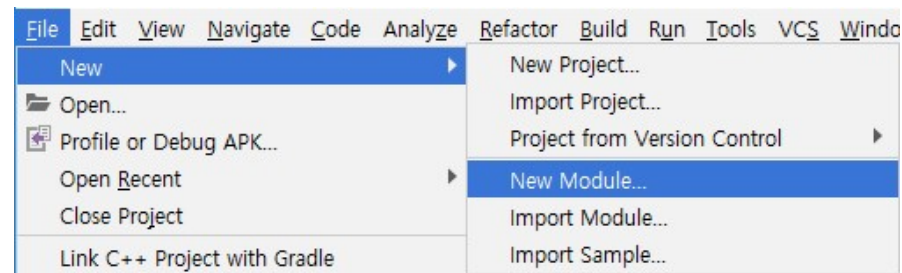


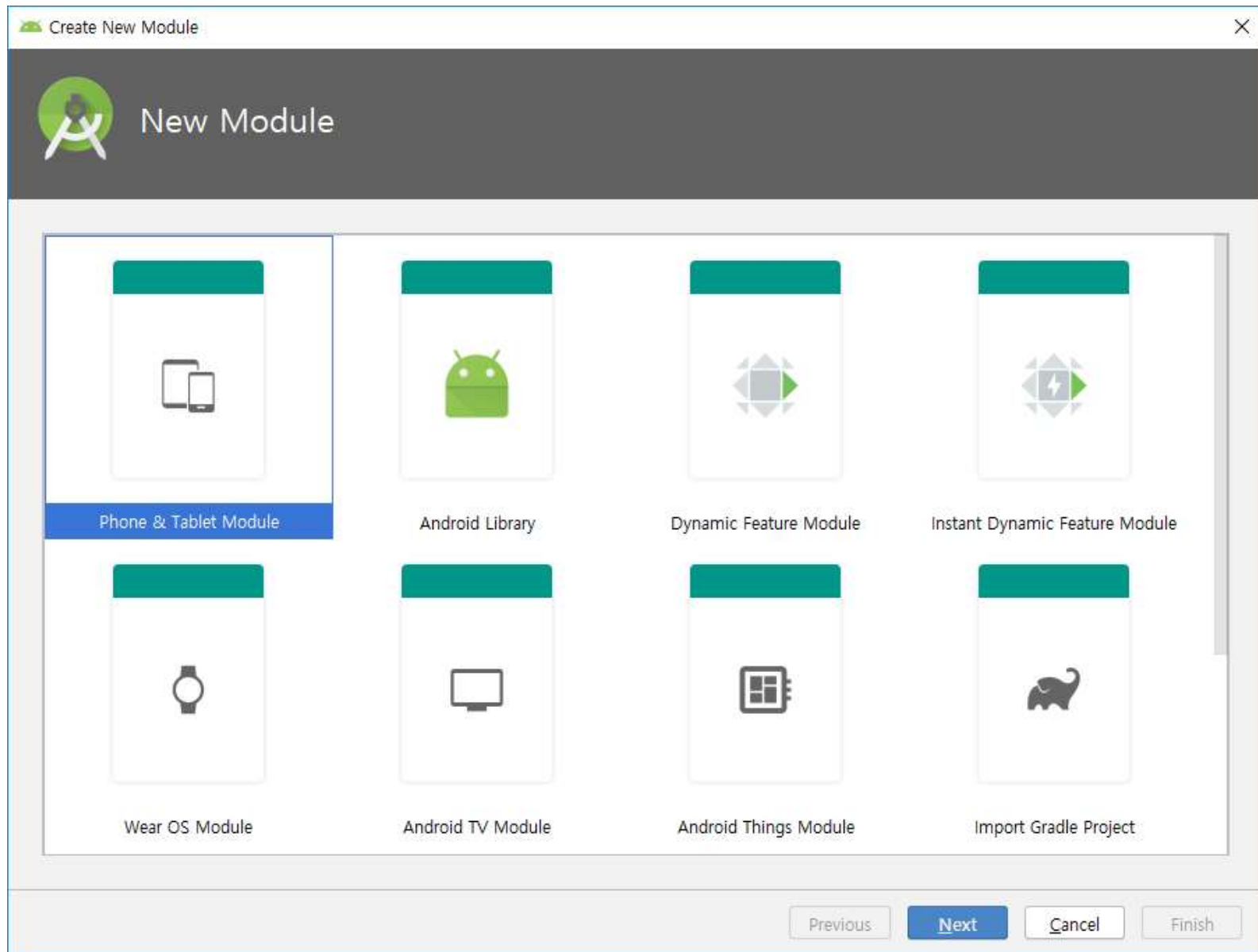
자바 코드로 화면 구성하기

현재는 효율성을 위해
리소스를 사용



Step 1 _ 모듈 생성

새로운 모듈을 만든다는 것은 새로운 앱을 작성한다는 의미





Create New Module

 Phone & Tablet Module

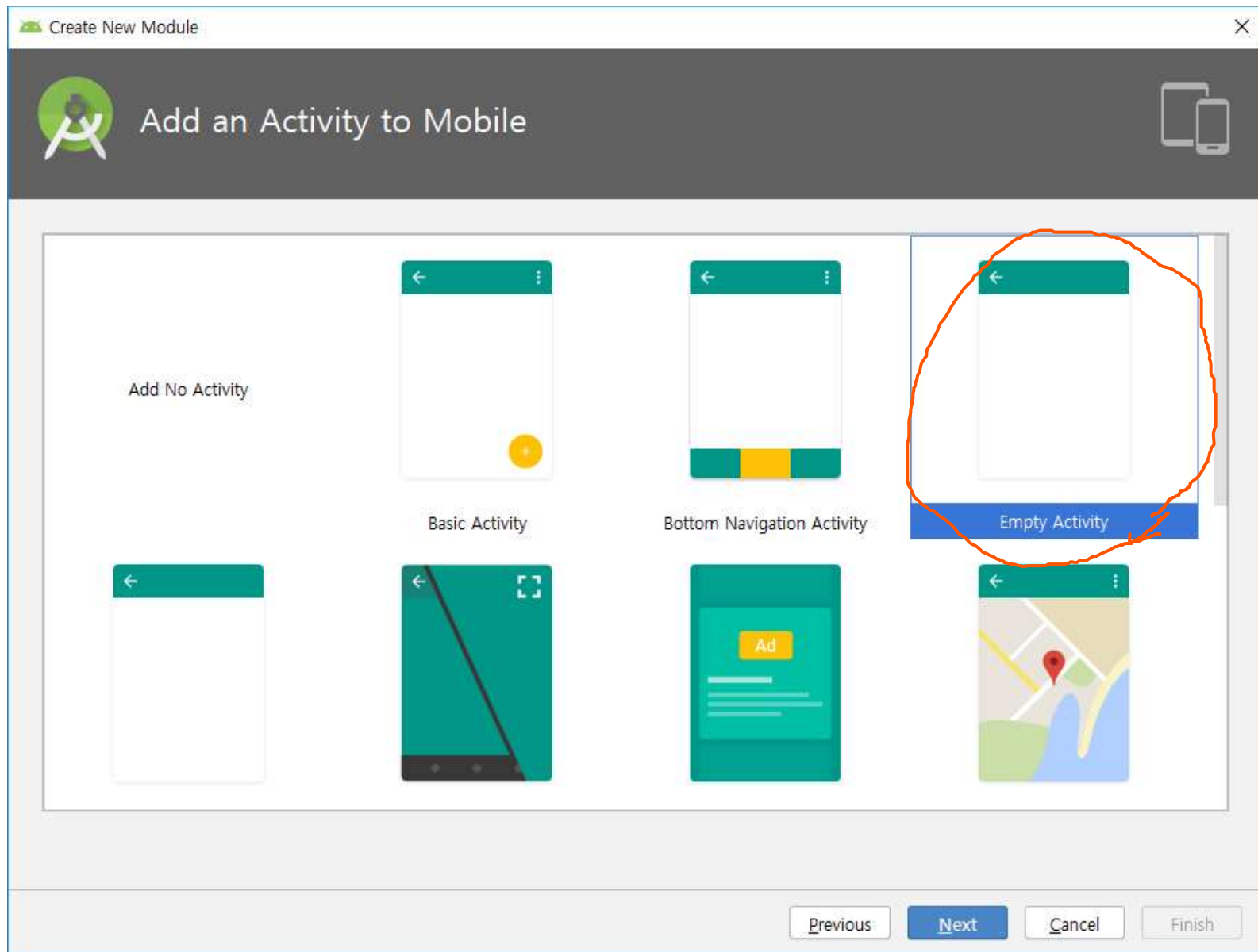
Configure the new module

Application/Library name



Module name

Package name
com.example.user.lab01

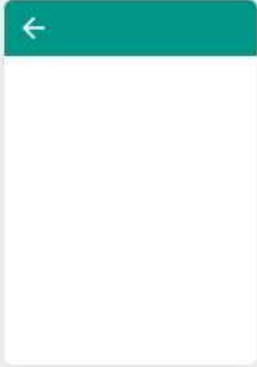
Minimum SDK



Create New Module

 Configure Activity 

Creates a new empty activity



Activity Name:

☒ Generate Layout File

Layout Name:

Source Language:

The name of the activity class to create

Previous

Next

Cancel

Finish

Step 2 _ MainActivity.java 작성

```
public class MainActivity extends AppCompatActivity {
```

@Override

```
protected void onCreate(Bundle savedInstanceState) {  
    super.onCreate(savedInstanceState);
```

```
    LinearLayout linear = new LinearLayout(this);
```

```
    Button bt = new Button(this);  
    bt.setText("Button 1");  
    linear.addView(bt);
```

```
    Button bt2 = new Button(this);  
    bt2.setText("Button 2");  
    linear.addView(bt2);
```

```
    setContentView(linear);
```

```
}
```

```
}
```

screen

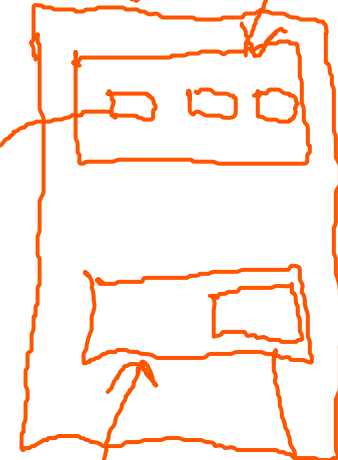
top view



Layout

Layout

widget



Layout

Layout

추가로
customize

자기 위에
다른 widget을
올릴 수 있다.



✓ 객체, 정수 오버로딩

Step 3 _ 앱 실행

