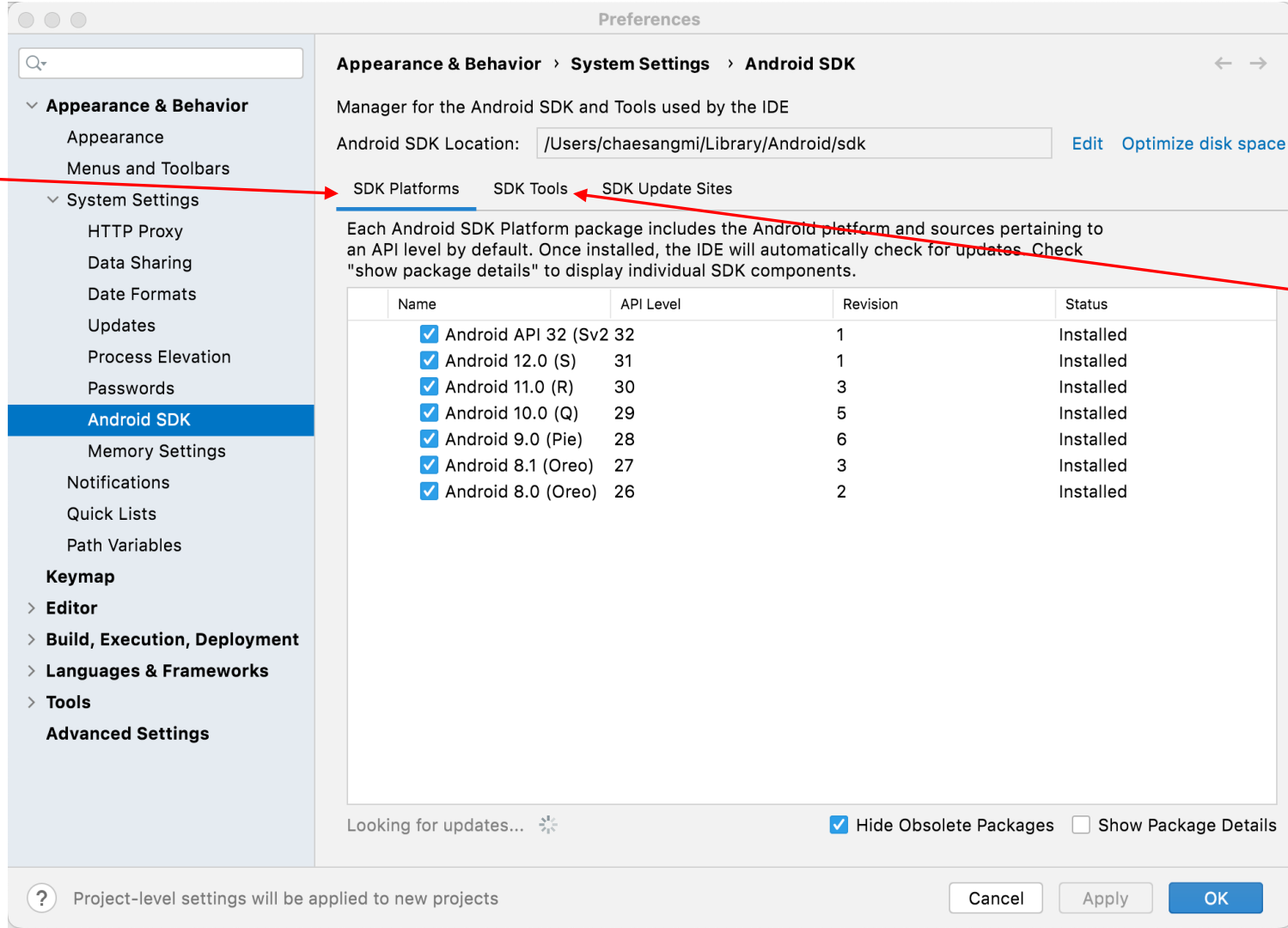


편의를 위한 설정

- SDK Manager : 안드로이드 SDK에 어떤 것들이 설치되었는 지와 각종 도구를 관리하는 메뉴

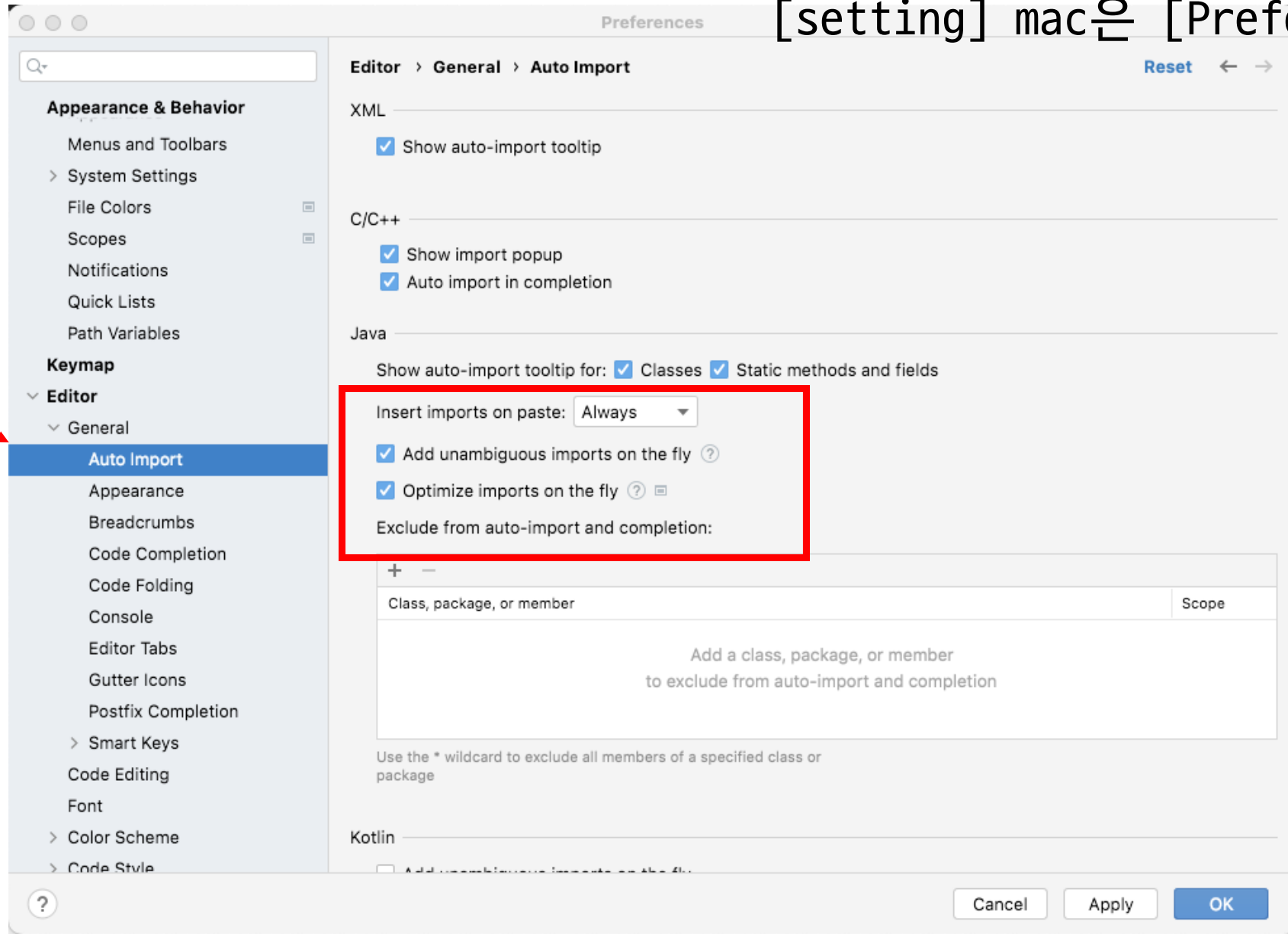
SDK에 설치된
안드로이드
플랫폼 확인



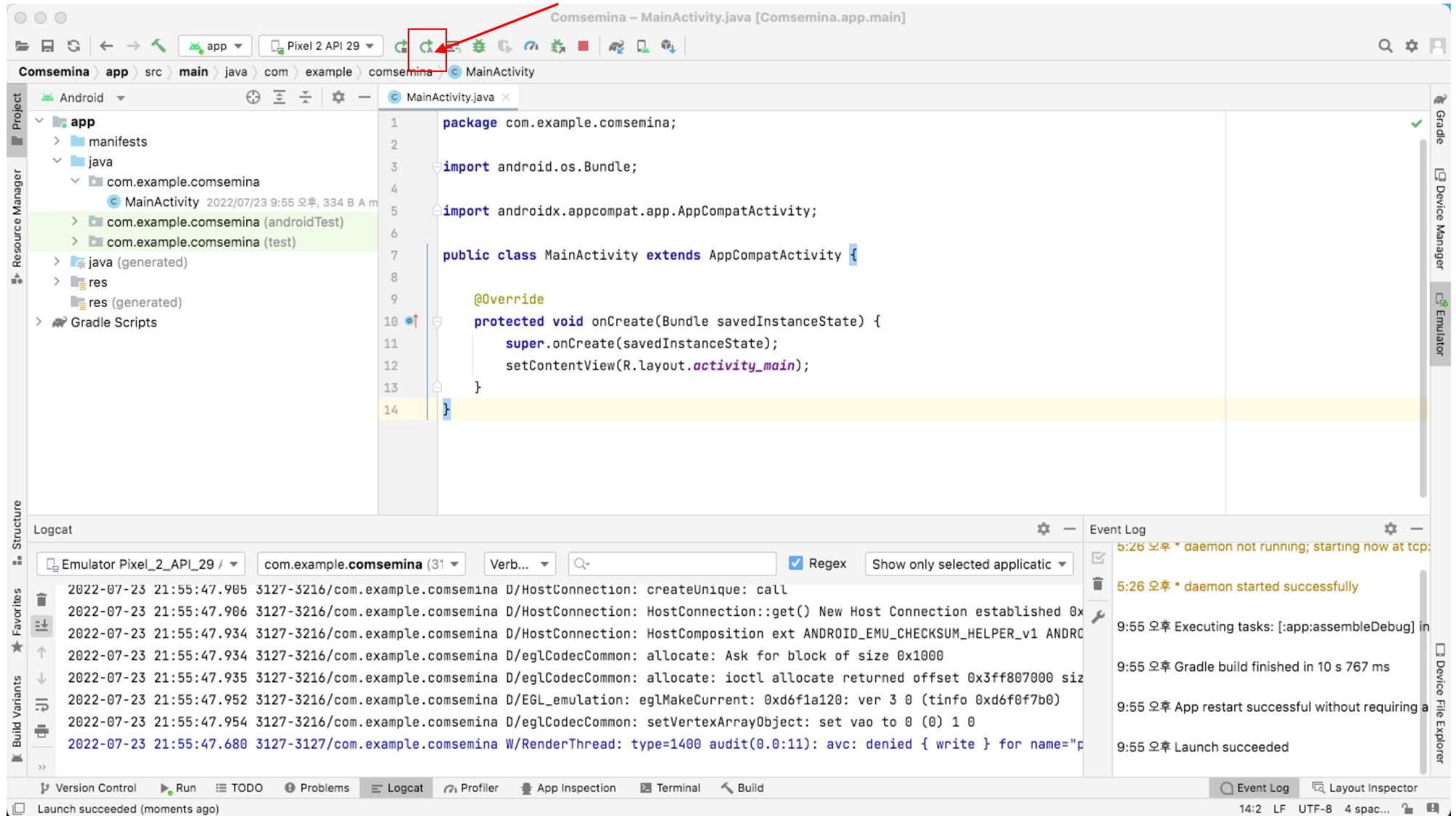
안드로이드 개발을
위해 내려 받은
각종 도구의
설치 상태 확인

Auto Import

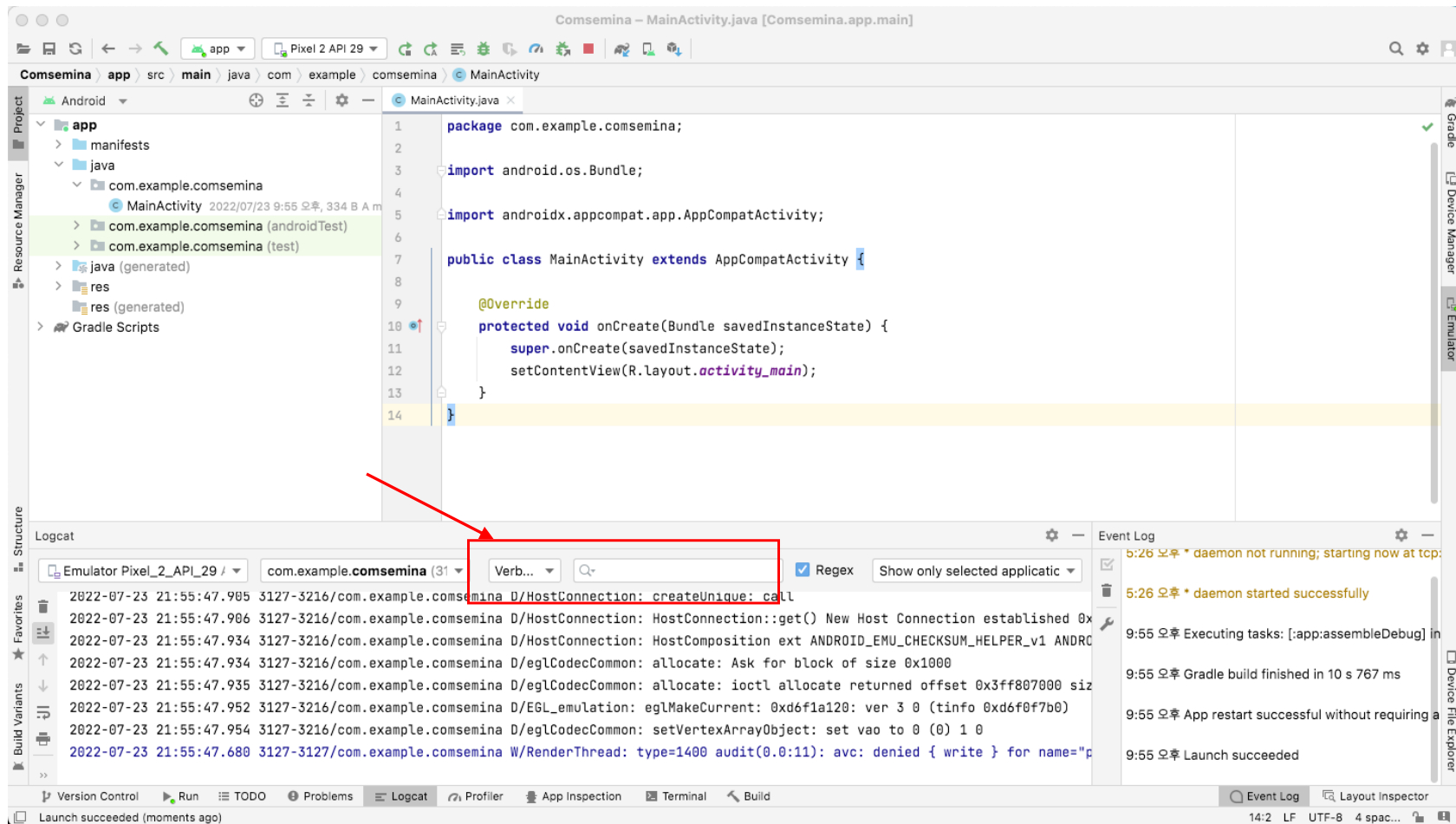
[setting] mac은 [Preferences]



Instant Run : 앱 전체 빌드와 설치 없이 변경된 부분만 앱에 적용

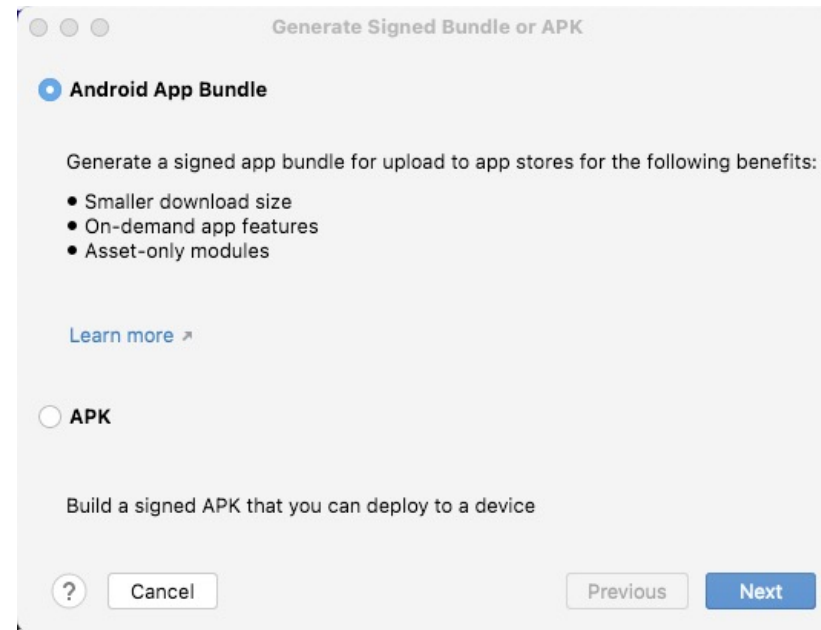
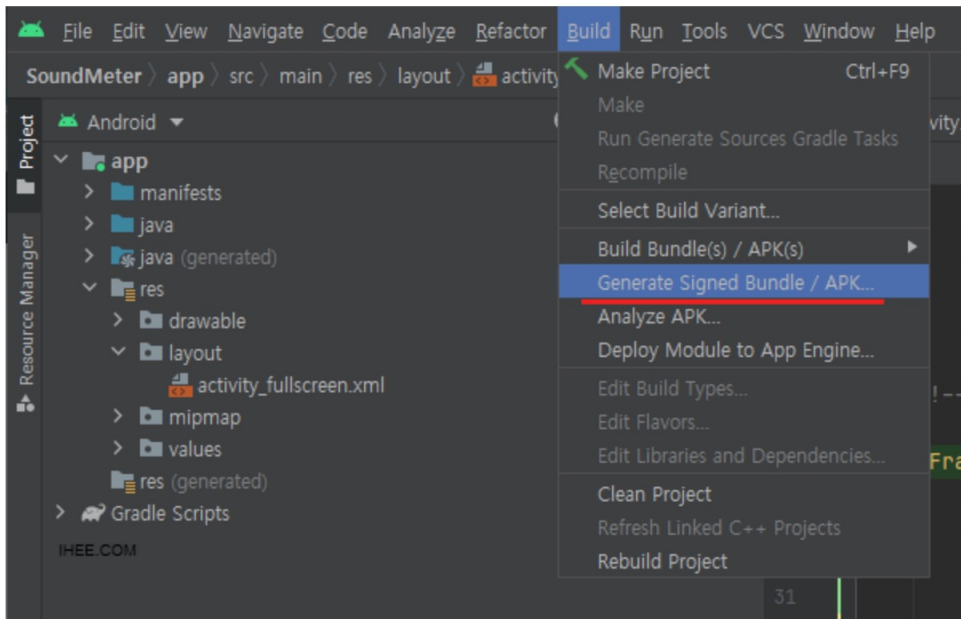


Logcat Filtering : 콤보박스를 확장해 로그의 종류를 필터링해서 볼 수 있으며, 검색란에 입력한 단어가 들어간 로그만 확인



APK 파일 추출

- [Build->Generate Signed APK] 메뉴를 클릭, 안드로이드 앱은 키(key)로 서명되어 있어야 함.
- 안드로이드 앱을 플레이스토어에 올리려면 배포(만들 때)할 때 자신의 코드 서명 인증서로 서명.



Generate Signed Bundle or APK

Module: Comsemina.app

Key store path: Create new... Choose existing...

Key store password:

Key alias:

Key password:

☐ Remember passwords

☒ Export encrypted key for enrolling published apps in [Google Play App Signing](#)

Encrypted key export path: /Users/chaesangmi/Desktop

? Cancel Previous Next

New Key Store

Key store path:

Password: Confirm:

Key

Alias: key0

Password: Confirm:

Validity (years): 25

Certificate

First and Last Name:

Organizational Unit:

Organization:

City or Locality:

State or Province:

Country Code (XX):

Cancel OK

원하는 이름으로
적기

경로는
프로젝트 경로
혹은
임의의 폴더

Choose keystore file

Save As: TestKEY

Tags:

Where: chaesangmi

Cancel Save

New Key Store

Key store path:

Password: Confirm:

Key

Alias:

Password: Confirm:

Validity (years):

Certificate

First and Last Name:

Organizational Unit:

Organization:

City or Locality:

State or Province:

Country Code (XX):

Generate Signed Bundle or APK

Module:

Key store path:

Key store password:

Key alias:

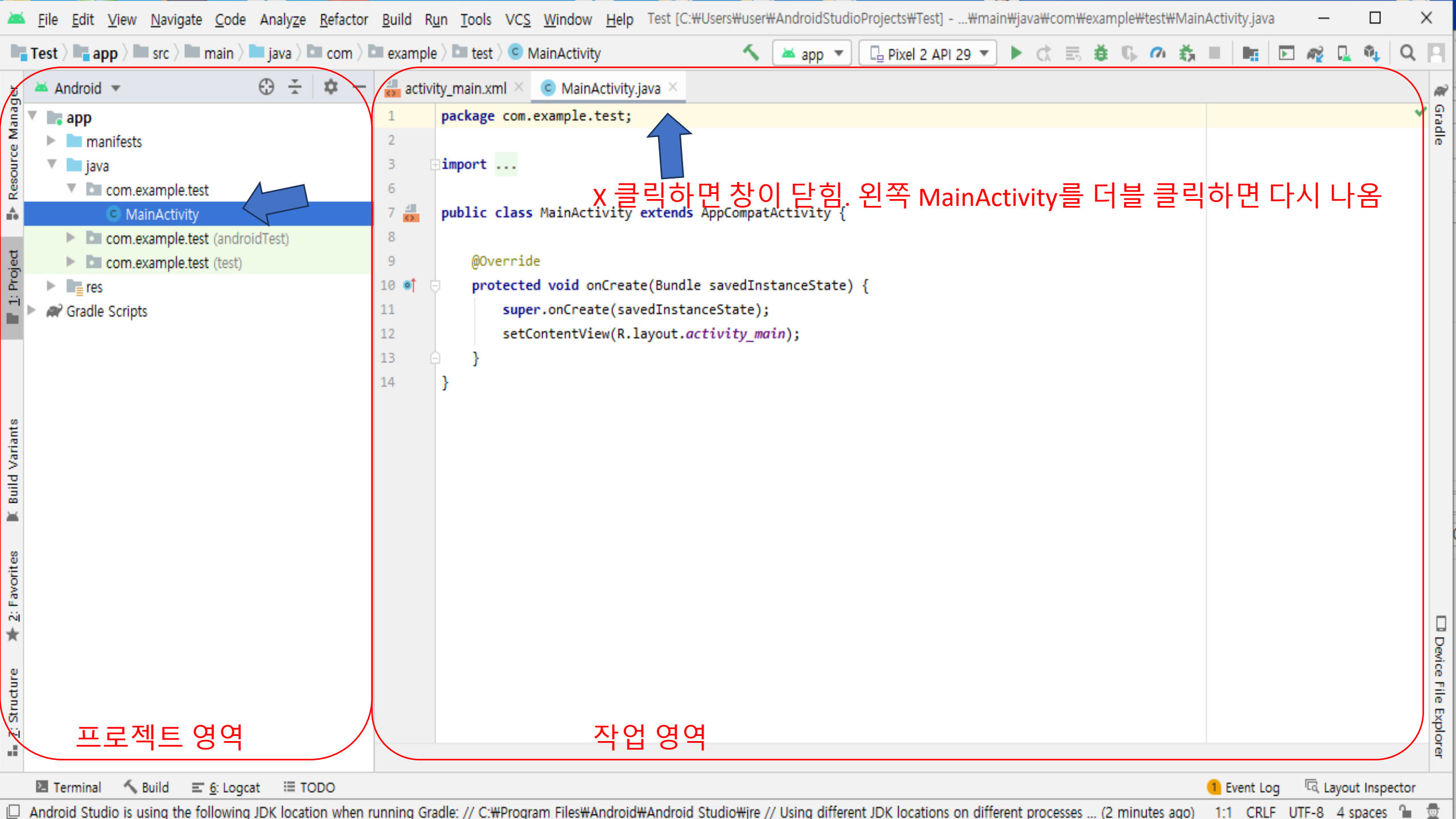
Key password:

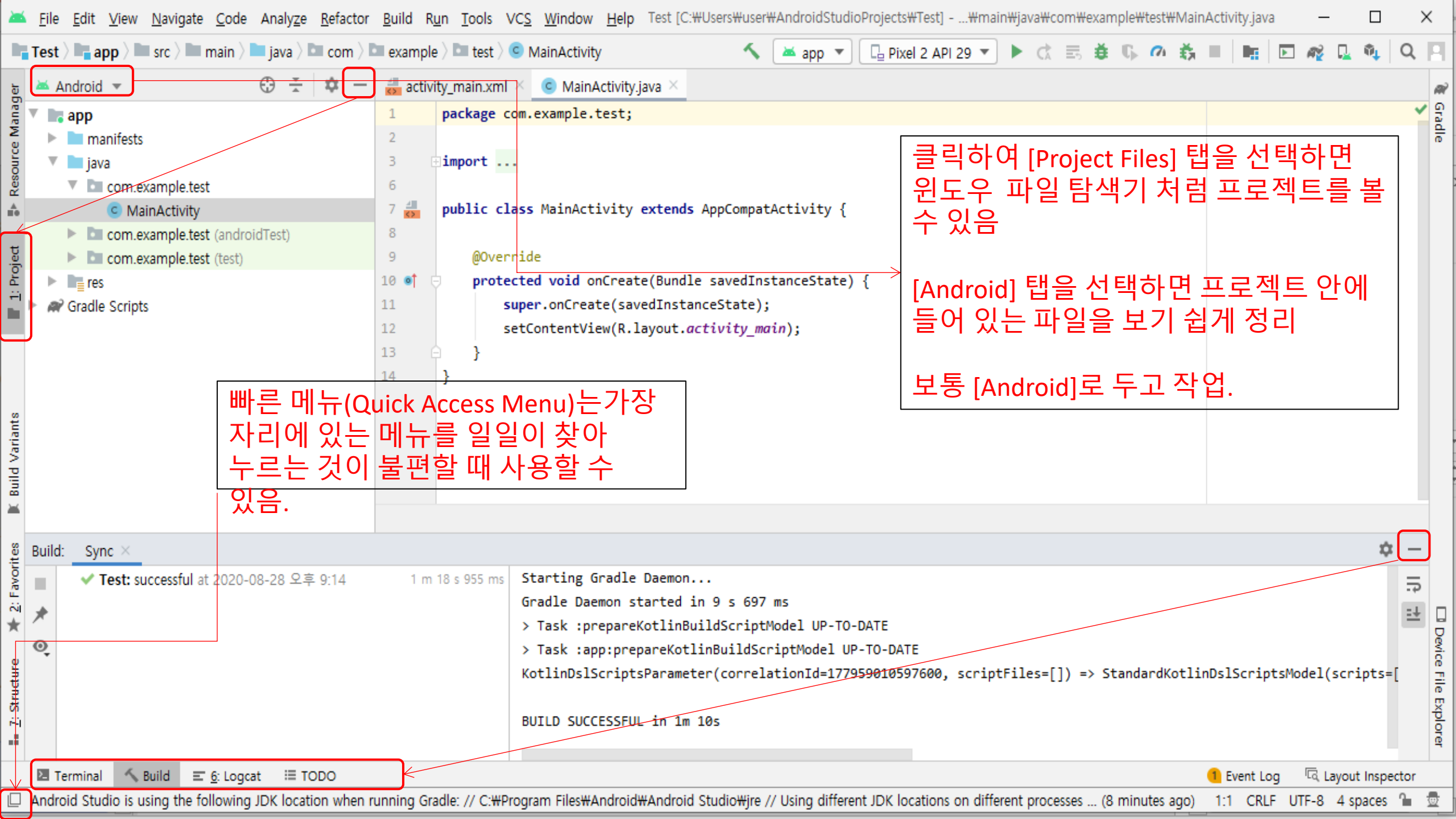
☐ Remember passwords

☒ Export encrypted key for enrolling published apps in [Google Play App Signing](#)

Encrypted key export path:

다음에는 새로 키를 만들 필요 없이 키가 잡혀 있으니
앱에 바로 서명을 할 수가 있음.



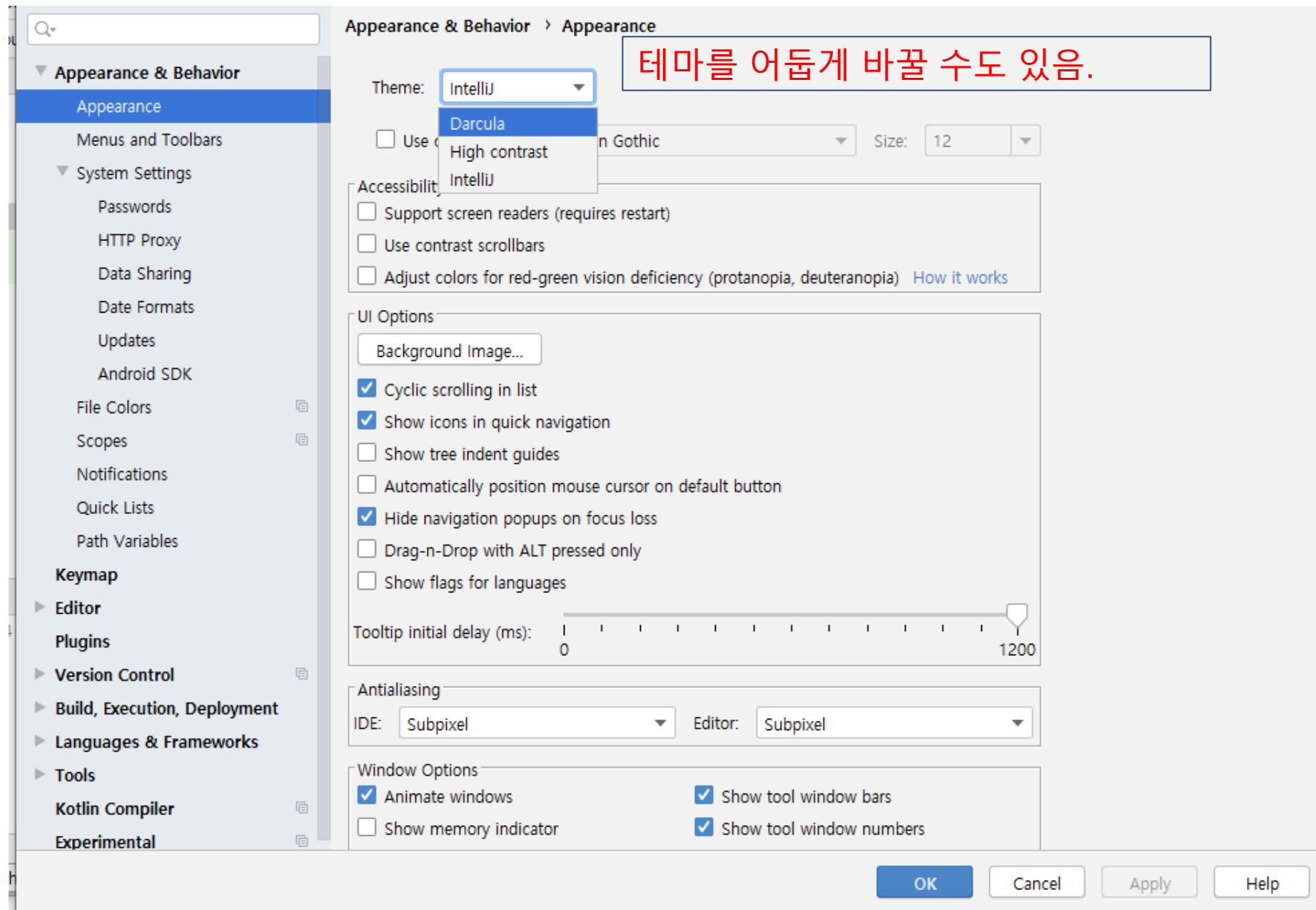
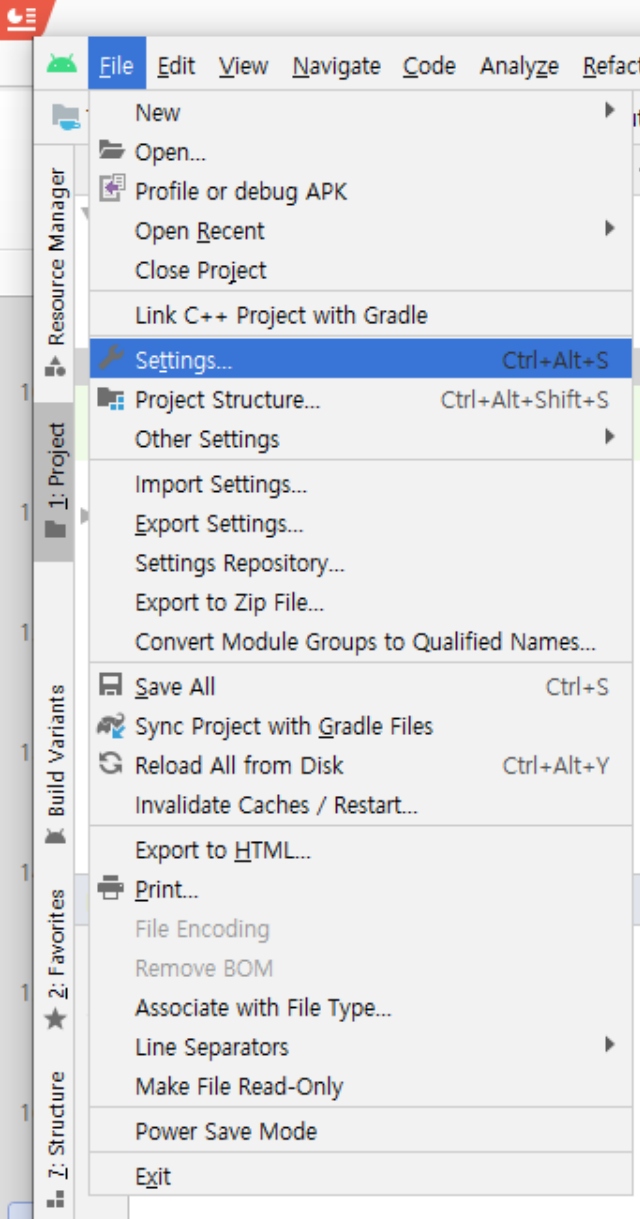


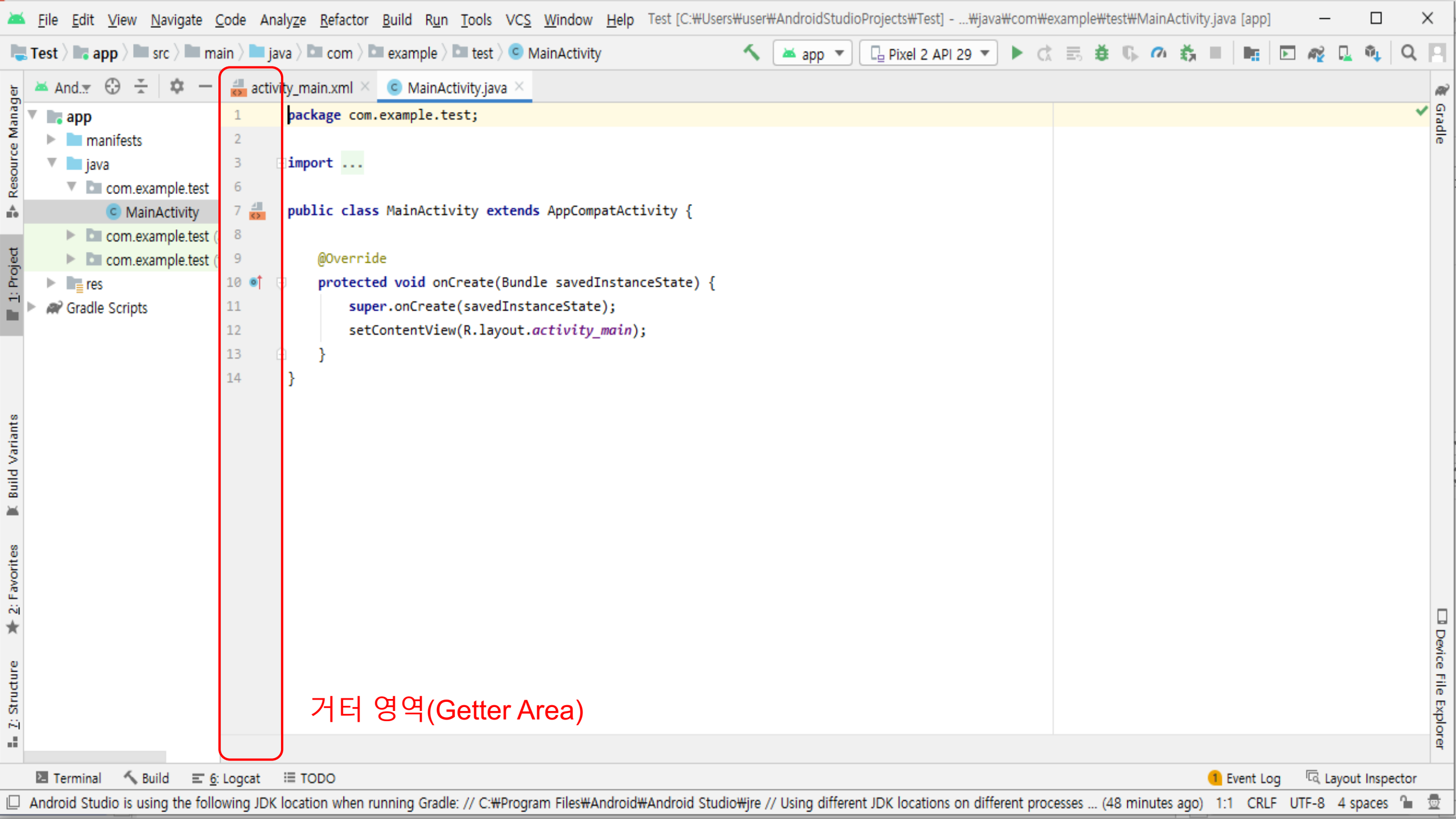
The screenshot shows the Android Studio IDE with the following components:

- Top Bar:** File, Edit, View, Navigate, Code, Analyze, Refactor, Build, Run, Tools, VCS, Window, Help. The active tab is MainActivity.java.
- Left Panel:** Resource Manager (showing app, manifests, java, com.example.test, MainActivity), Project (showing 1: Project, 2: Favorites, 3: Structure, 4: Build Variants, 5: Gradle Scripts), Build Variants, Build (Sync), Test: successful at 2020-08-28 오후 9:14 (1 m 18 s 955 ms).
- Right Panel:** Gradle, Device File Explorer.
- Main Editor:** MainActivity.java. The code is:

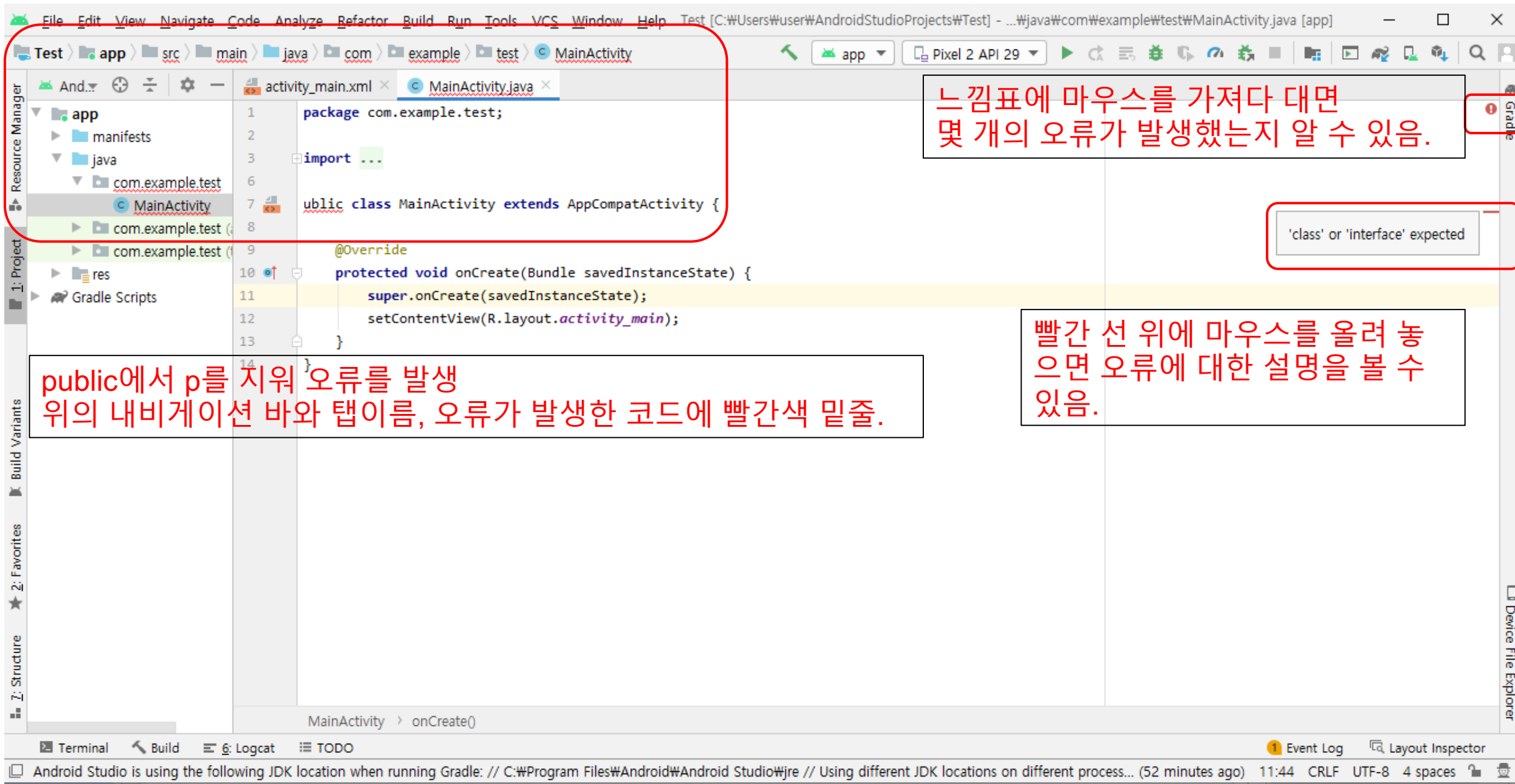
```
1 package com.example.test;
2
3 import ...
4
5
6
7 public class MainActivity {
8
9     @Override
10    protected void onCreate(Bundle savedInstanceState) {
11        super.onCreate(savedInstanceState);
12        setContentView(R.layout.activity_main);
13    }
14 }
```
- Context Menu:** A menu is open over the MainActivity.java file, listing various tools and recent locations. The menu items are: 1: Project, 2: Favorites, 6: Logcat, 7: Structure, B: Build, D: Device File Explorer, E: Event Log, G: Gradle, L: Layout Inspector, O: TODO, R: Resource Manager, T: Terminal, Y: Build Variants. Recent Locations Ctrl+Shift+E.
- Red Text Box:** A red text box with Korean text is overlaid on the context menu: "[Ctrl] + [Tab] 을 누르면 현재 열려 있는 파일 중 하나를 빠르게 선택하여 열 수 있음."

[Ctrl] + [Tab] 을 누르면 현재 열려 있는 파일 중 하나를 빠르게 선택하여 열 수 있음.





거터 영역(Getter Area)



activity_main.xml x MainActivity.java x

app
manifests
java
com.example.test
MainActivity
com.example.test
com.example.test
res
Gradle Scripts

```
1 package com.example.test;
2
3 import ...
4
5
6
7 public class MainActivity extends AppCompatActivity {
8
9     @Override
10     protected void onCreate(Bundle savedInstanceState) {
11         super.onCreate(savedInstanceState);
12         setContentView(R.layout.activity_main);
13     }
14 }
```

코드 안에서 사용되고 있는 클래스에 대한 설명이 궁금하다면,
[해당 클래스클릭] - [Ctrl]+[Q] - API 문서를 보면 됨.

```
androidx.appcompat.app
public class AppCompatActivity
extends androidx.fragment.app.FragmentActivity
implements androidx.appcompat.app.AppCompatActivity, androidx.core.app.TaskStackBuilder.SupportOnBackPressedCallback

Base class for activities that wish to use some of the newer platform features on older Android devices. Some of these backported features include:
```

- Using the action bar, including action items, navigation modes and more with the `setSupportActionBar()` API.
- Built-in switching between light and dark themes by using the `Theme.AppCompat.DayNight` theme and `AppCompatActivity.setDefaultNightMode(int)` API.
- Integration with `DrawerLayout` by using the `getDrawerToggleDelegate()` API.

Note that every activity that extends this class has to be themed with `Theme.AppCompat` or a theme that extends that theme.

Developer Guides

For information about how to use the action bar, including how to add action items, navigation modes and more, read the [Action Bar](#) API guide.

Gradle: androidx.appcompat:appcompat:1.2.0@aar