

DESARROLLO DE APLICACIONES MULTIPLATAFORMA

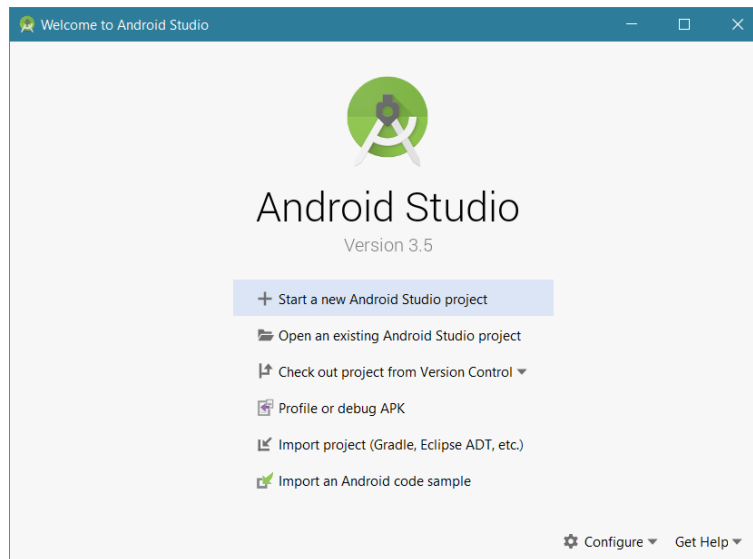
PROGRAMACIÓN MULTIMEDIA Y DISPOSITIVOS MÓVILES

TEMA 1. INTRODUCCIÓN.

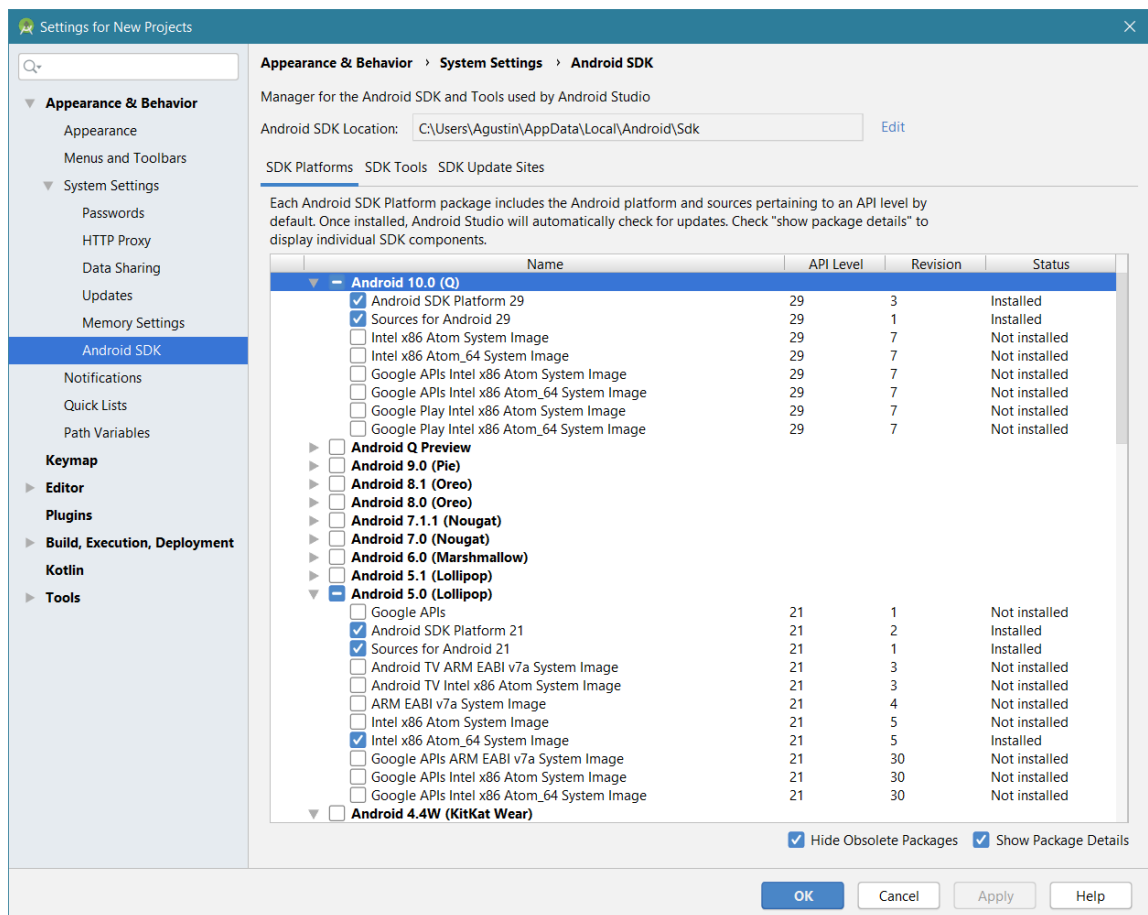
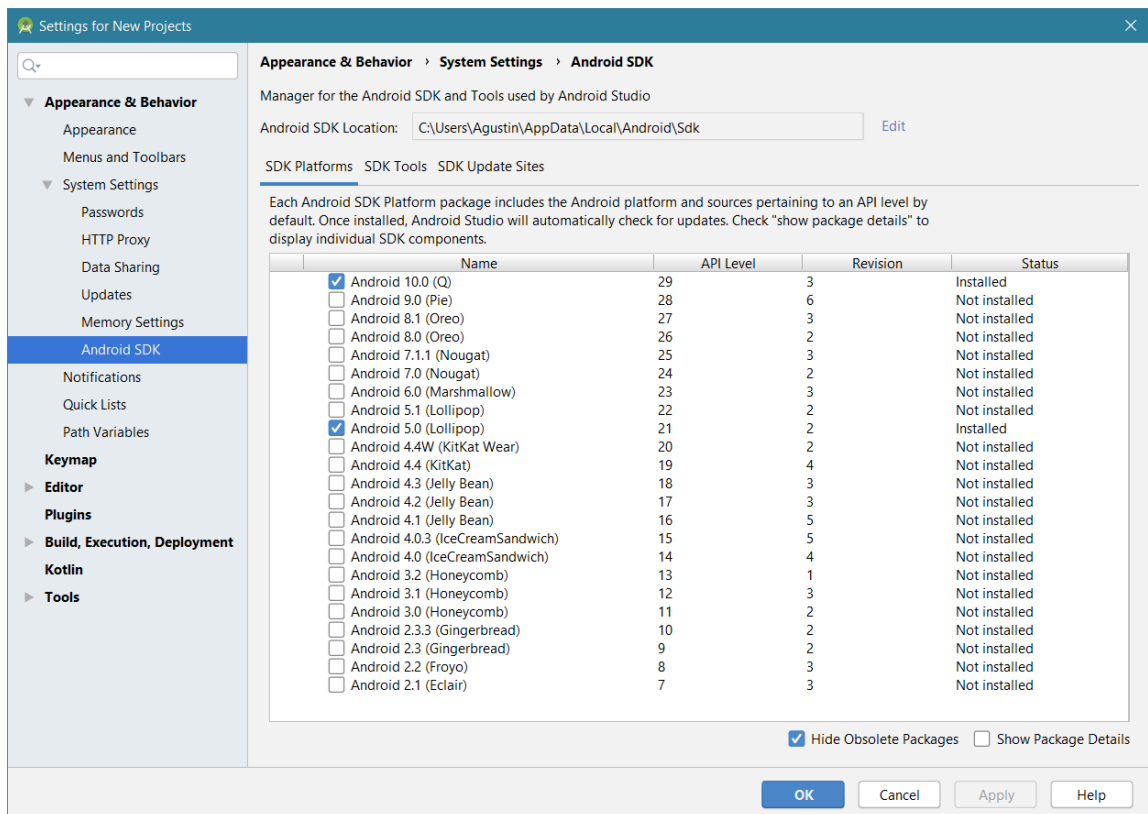
PRÁCTICA 1

Realizar las siguientes actividades:

- Instalar *Android Studio* versión 3.5.



- Configurar *Android Studio*.
 - *Configure -> Settings:*
 - Appearance & Behavior*
 - System Settings*
 - Reopen last project on startup* (Desmarcar)
 - Android SDK*
 - Location* (Verificar)
 - Editor*
 - General*
 - Change font size with Ctrl+Mouse Wheel* (Marcar)
 - Inspections*
 - Spelling Typo (Profile Default)* (Desmarcar)
 - *Configure -> Check for Update* (Comprobar)
 - *Configure -> SDK Manager* (Comprobar e instalar)
 - SDK Platforms*
 - Android 10.0 (Q) (API 29)*
 - Android SDK Platform 29*
 - Sources for Android 29*
 - Android 5.0 (Lollipop) (API 21)*
 - Android SDK Platform 21*
 - Sources for Android 21*
 - Intel x86 Atom_64 System Image o ARM EABI v7a System Image !!*



SDK Tools

Android SDK Build-Tools

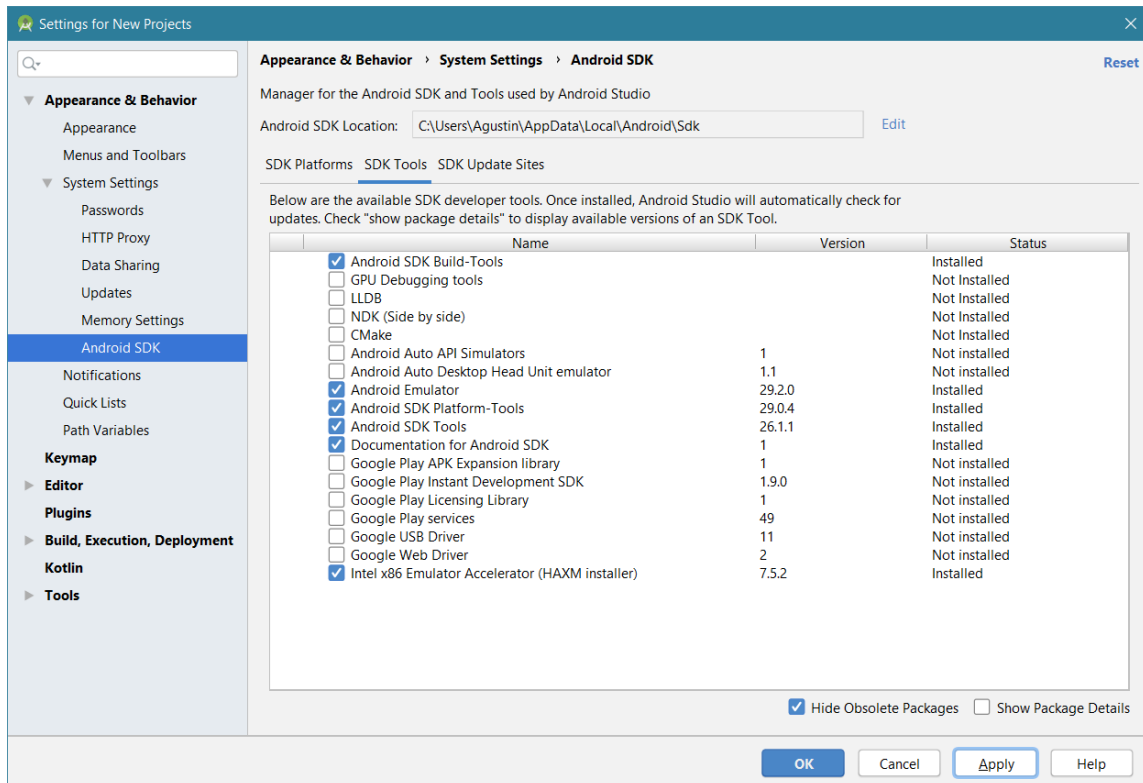
Android Emulator

Android SDK Platform-tools

Android SDK Tools

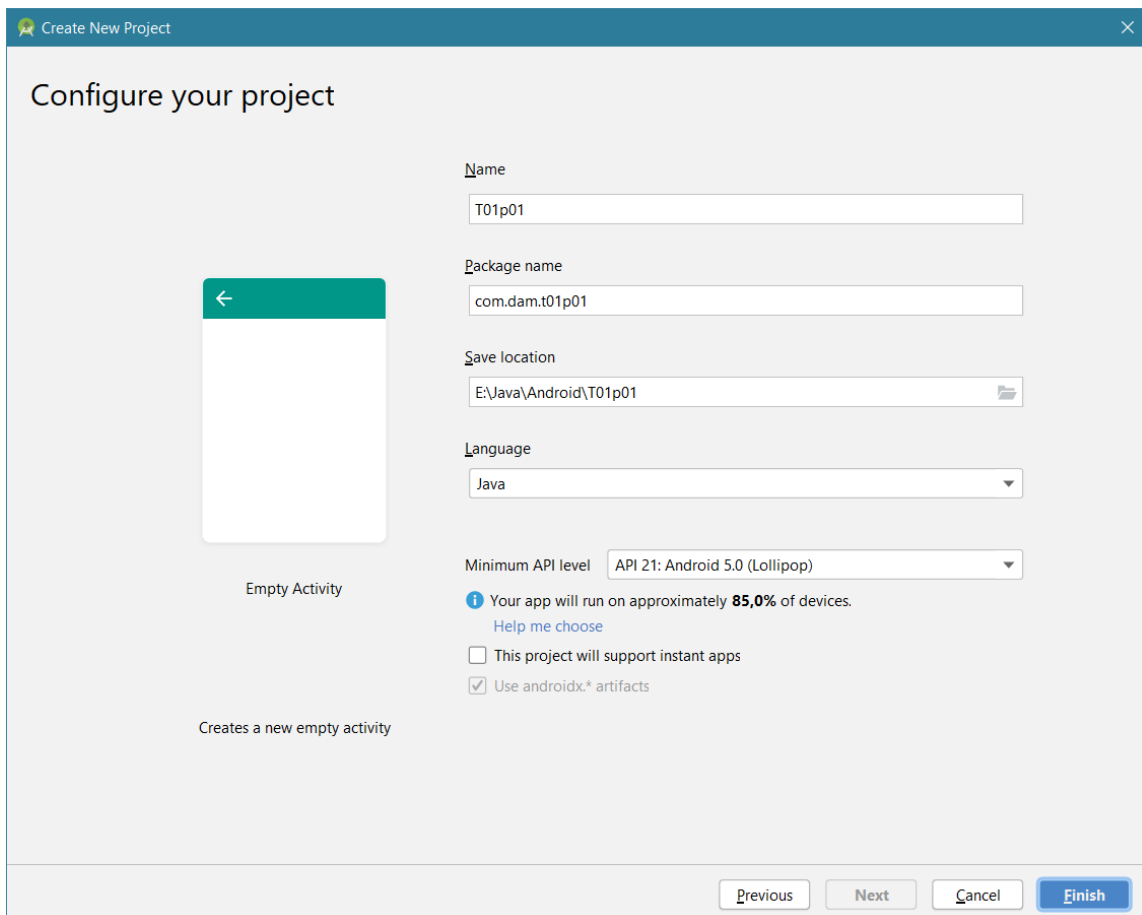
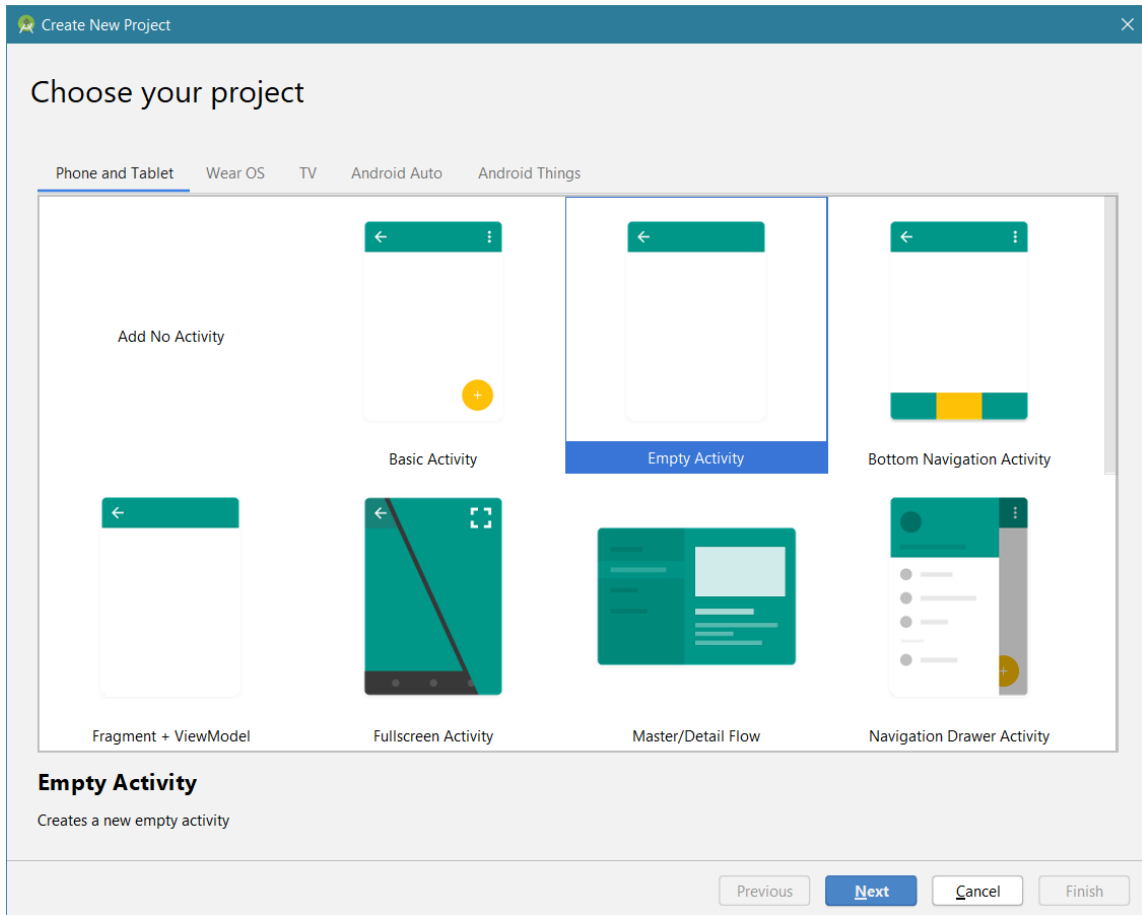
Documentation for Android SDK !!

*Intel x86 Emulator Accelerator (HAXM installer) **



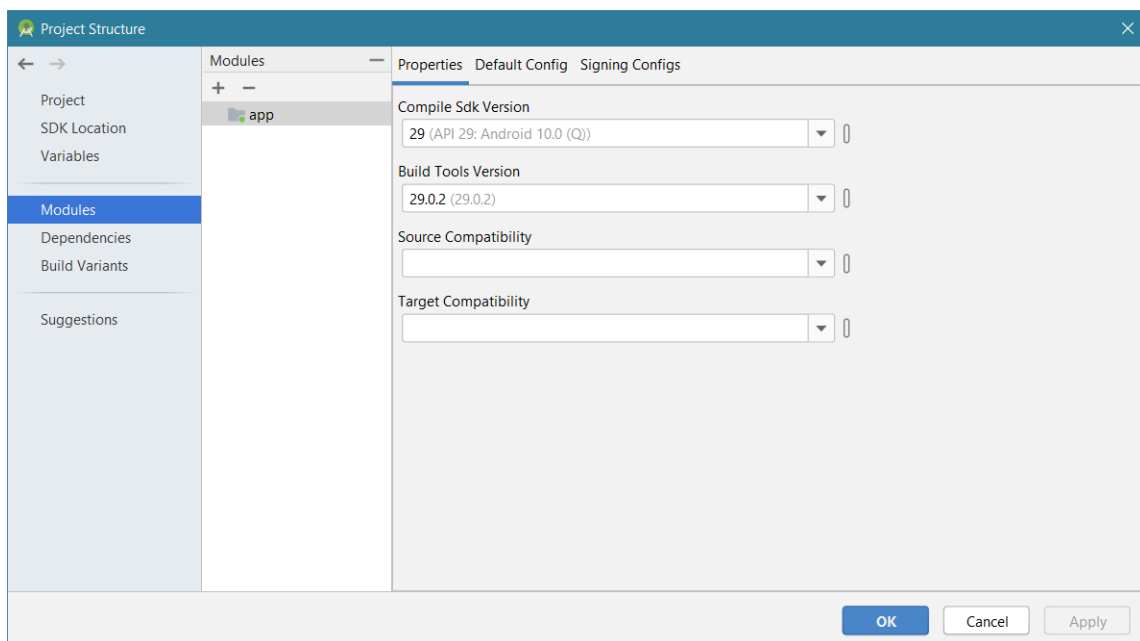
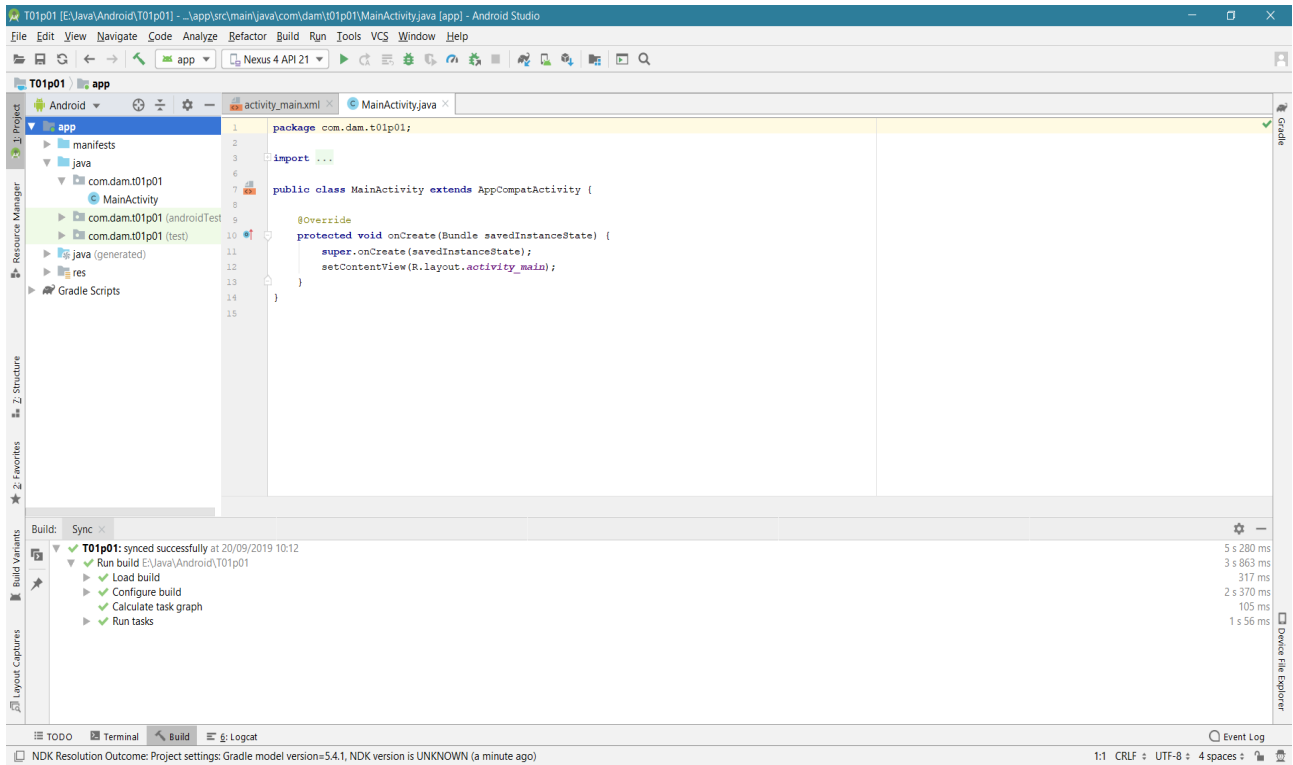
- Crear un nuevo proyecto:

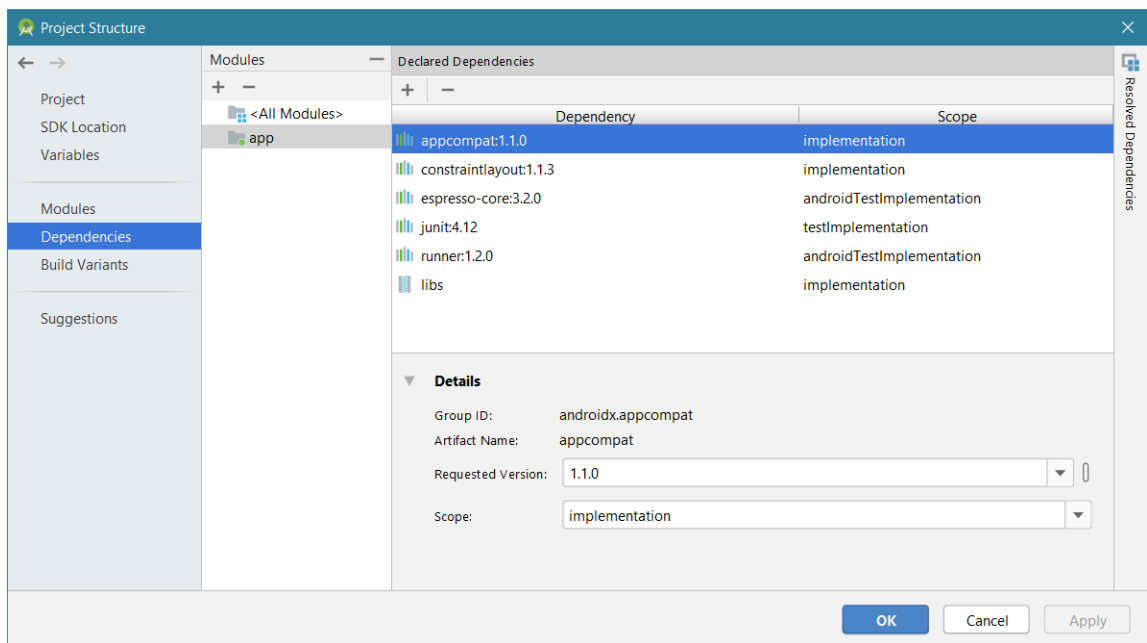
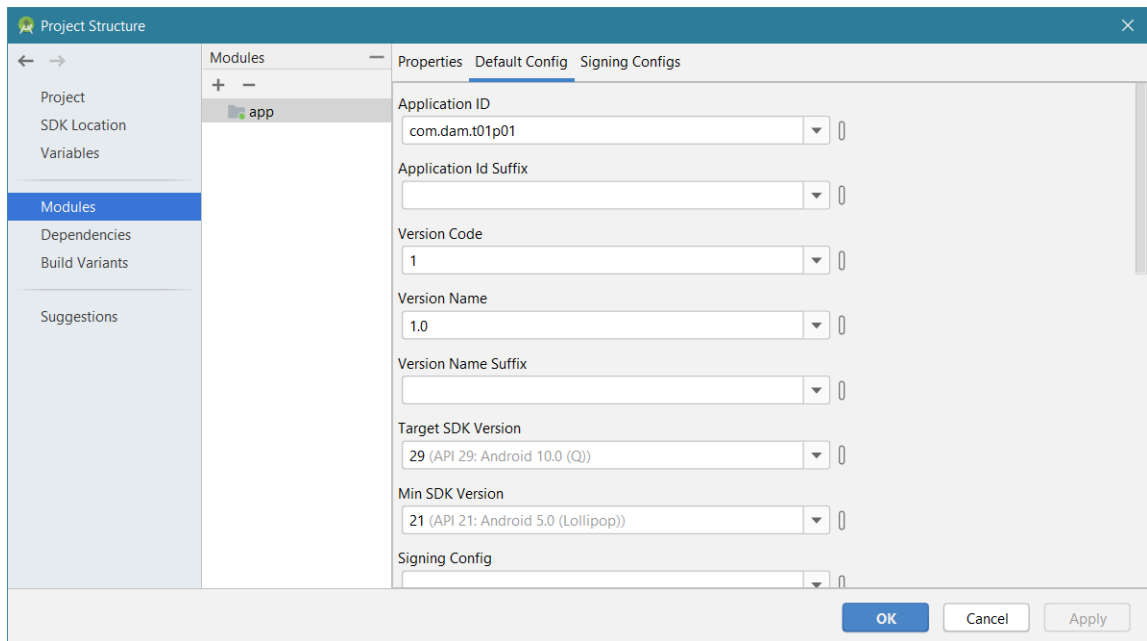
Type Activity	Empty Activity
Name	T01p01
Package Name	com.dam.t01p01
Save Location	D:\DAM\Android\T01p01
Language	Java
Minimum API Level	API 21 Android 5.0 (Lollipop)



- Analizar la estructura del proyecto.

- Vista “Android”.
- Vista “Project”.
- Project Structure.

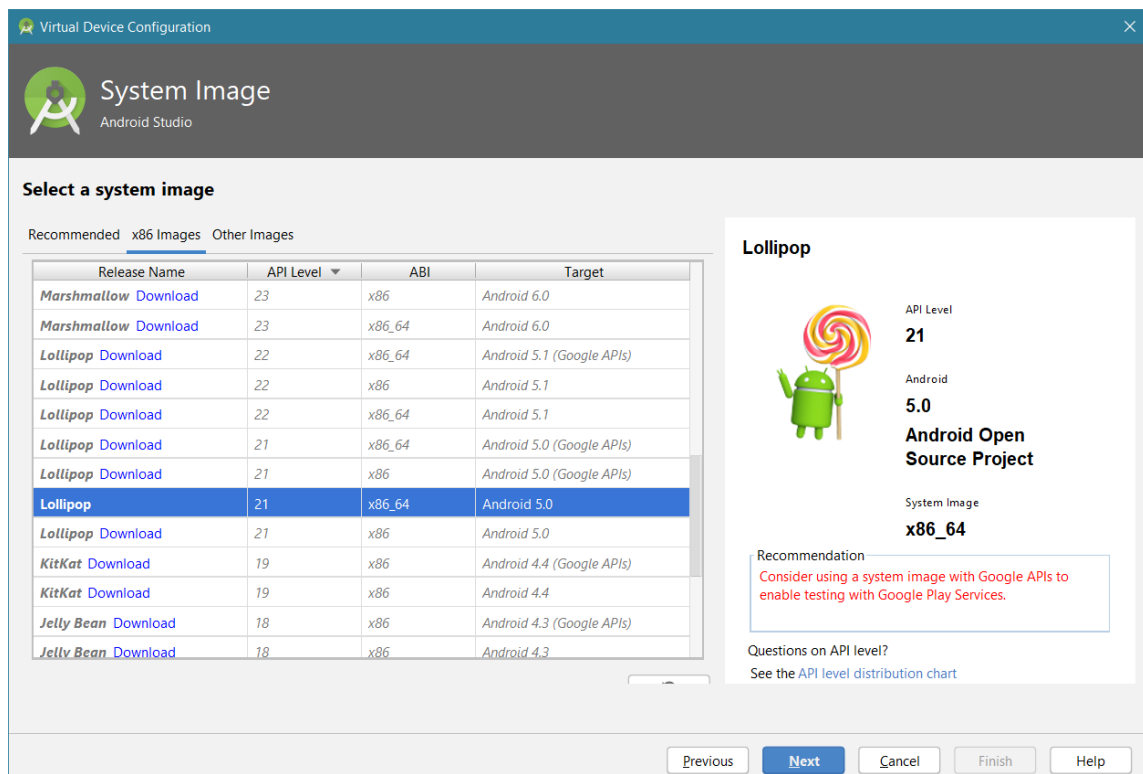
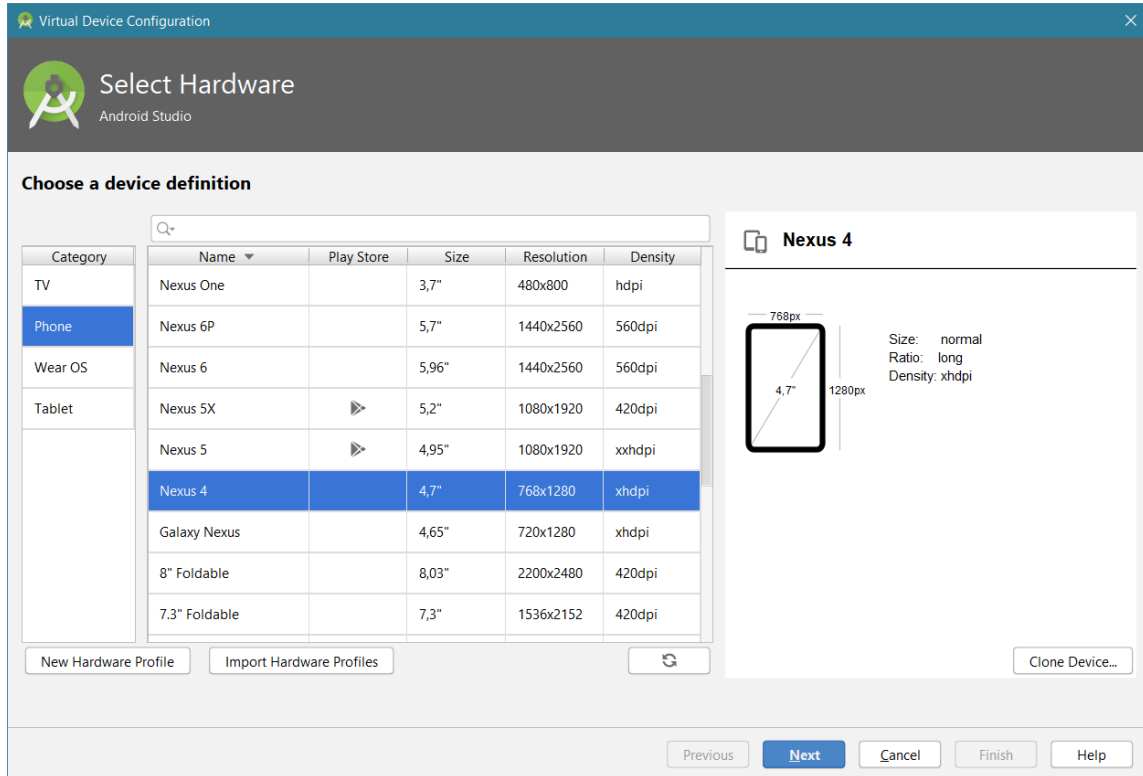


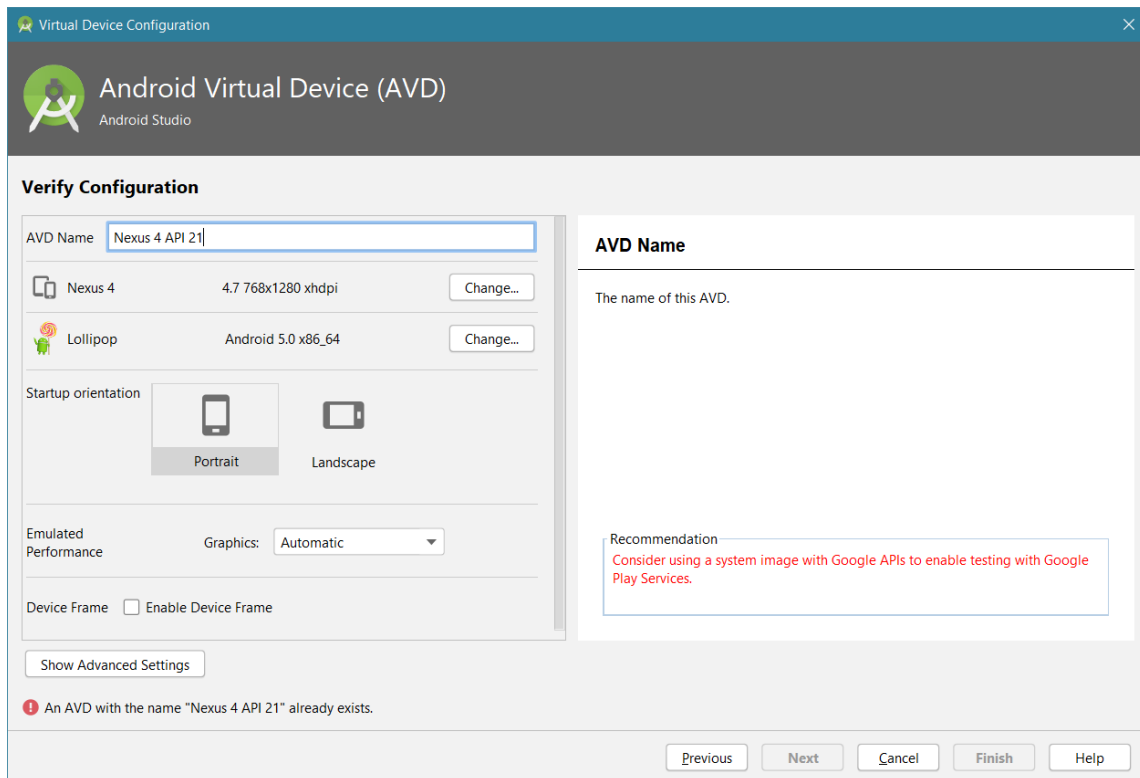


- Crear un AVD (Android Virtual Device).

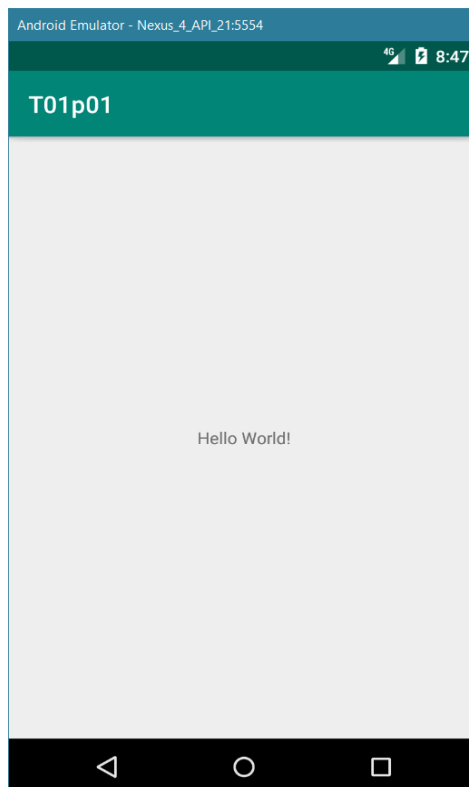
Nexus 4 y API 19.

Disable Device Frame y Disable keyboard input.





- Compilar el proyecto (*Make Project*).
- Ejecutar el proyecto en el emulador.



Entregar en la tarea correspondiente de Moodle un fichero .ZIP que contenga:

- *El fichero .APK del proyecto (..\app\build\outputs\apk\debug\app-debug.apk).*
- *Otro fichero .ZIP con el código fuente del proyecto que previamente se ha limpiado mediante Build->Clean Project y se han borrado las carpetas “.gradle” y “app\build”.*