1.Installing Android Studio:

* I visit the official Android Studio download page.
* I select my opera ng system and download the latest stable version.
* Once the download finishes, I open the installa on file.
* I run the .exe file and follow the on-screen instruc ons.
* A er installa on I launched Android Studio for the first me.
* During the ini al setup, Android Studio guides me through downloading the necessary SDK components.
* I choose a standard installa on and ensure I download all the required SDK tools.
* In Android Studio, I go to the AVD Manager from the "Tools" menu.
* I create a new virtual device by choosing a hardware profile (like Pixel 4) and selec ng a system image (e.g., API 30).
* I finish the setup and start the AVD to ensure it works properly.

2.Crea ng an Android App for "Hello Universe":

* I open Android Studio.
* I click on "Start a new Android Studio project."
* I select "Empty Ac vity" and click "Next."
* I name my applica on (e.g., "HelloUniverse").
* I set the package name (e.g., com.example.hellouniverse).
* I choose a loca on to save my project.
* I select the language (Kotlin or Java).
* I set the minimum SDK to API 31: Android 12.
* I click "Finish."
* I navigate to ac vity\_main.xml.

* Then I added the code as follows:

ac vity\_main.xml

<?xml version="1.0" encoding="u -8"?>

<Rela veLayout xmlns:android="h p://schemas.android.com/apk/res/android" xmlns:app="h p://schemas.android.com/apk/res-auto" xmlns:tools="h p://schemas.android.com/tools" android:id="@+id/main" android:layout\_width="match\_parent" android:layout\_height="match\_parent" tools:context=".MainAc vity">

<TextView android:id="@+id/text" android:layout\_width="269dp" android:layout\_height="wrap\_content" android:layout\_alignParentStart="true" android:layout\_alignParentTop="true" android:layout\_alignParentEnd="true" android:layout\_alignParentBo om="true" android:layout\_marginStart="90dp" android:layout\_marginTop="328dp" android:layout\_marginEnd="52dp" android:layout\_marginBo om="339dp" android:text="Hello Universe!" android:textAlignment="center" android:textSize="29dp"/>

</Rela veLayout>

3.Running The Applica on:

* I make sure there are no errors in my code by checking the build output at the bo om of Android Studio.
* I select the target device:
* For a physical device: I connect my Android device via USB. I enable Developer Mode and USB Debugging on the device.
* For an AVD: I ensure the virtual device is running in the AVD Manager.
* I click the "Run" bu on (green triangle) in Android Studio.

Output:

