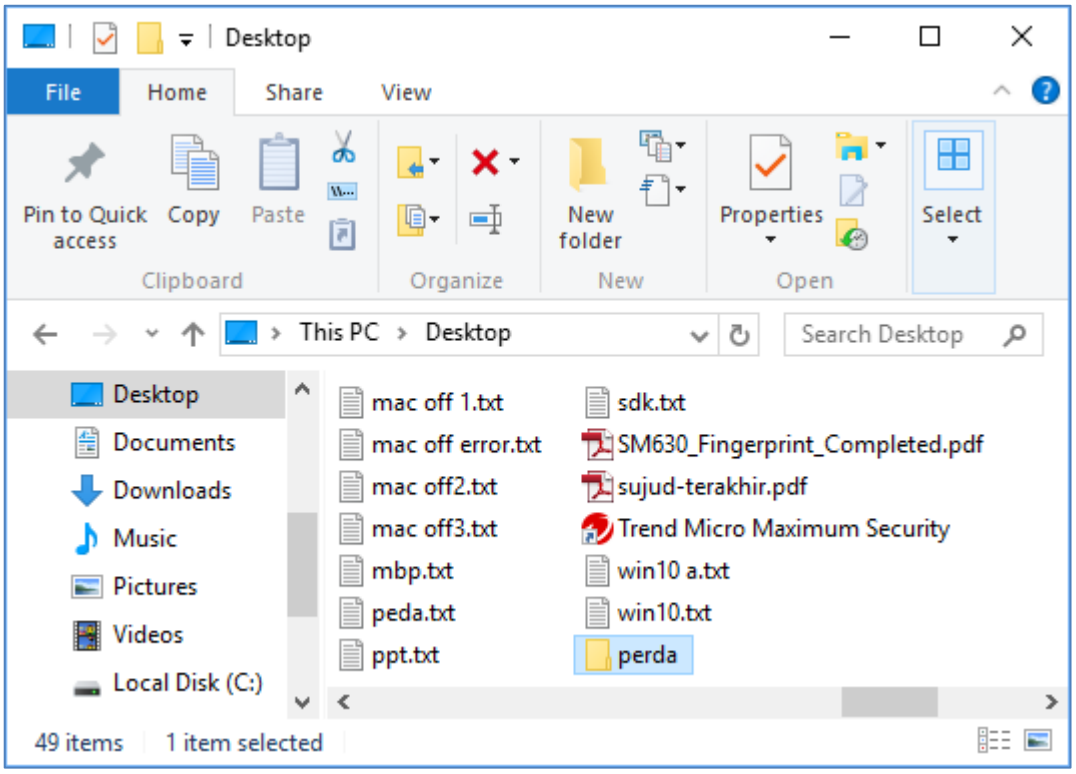
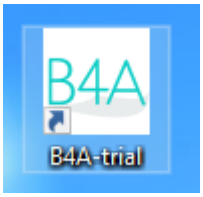
Step 1.

>>Create a new folder name **polibp** at **desktop**.



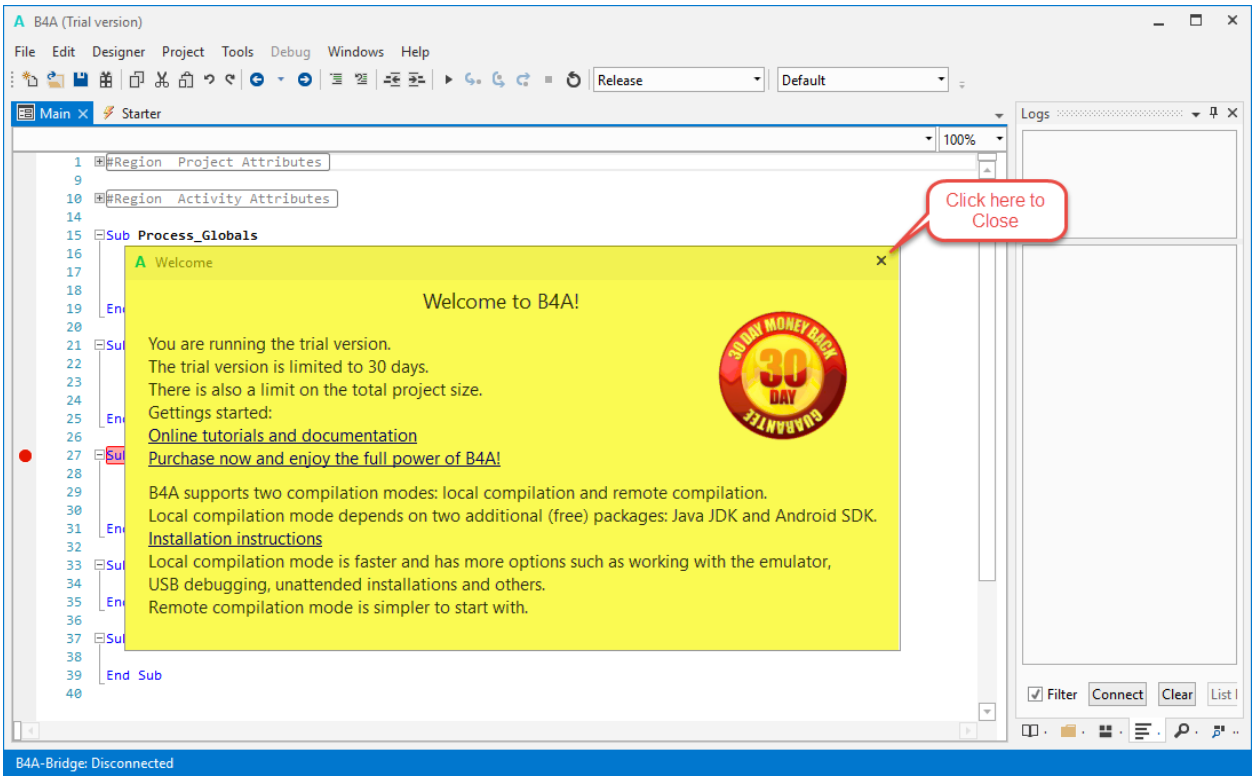
Step 2.

>>Double click the **B4A** shortcut.



Step 3.

>> Click **x** to close the **Welcome Window**.



Step 4.

>> Saving the project **.**

>> **File** >> **Save**.

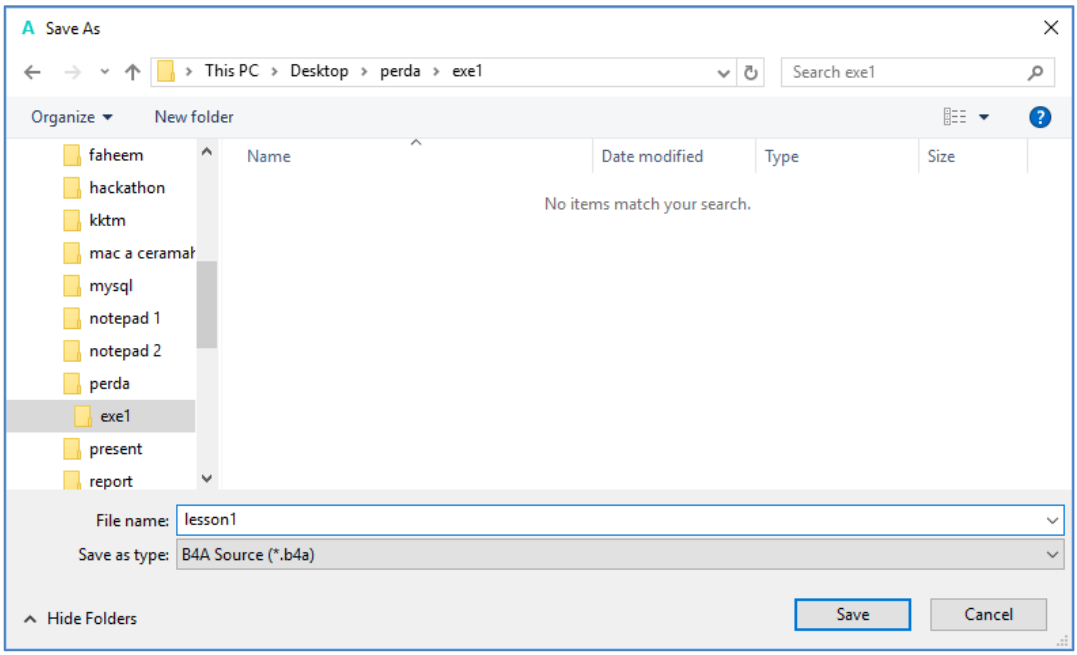
>> Desktop >> create **New Folder** name **perda** & double click.

>> Create another **New Folder** name **exe1** & double click.

Step 5.

>> **File name** >> **lesson1**.

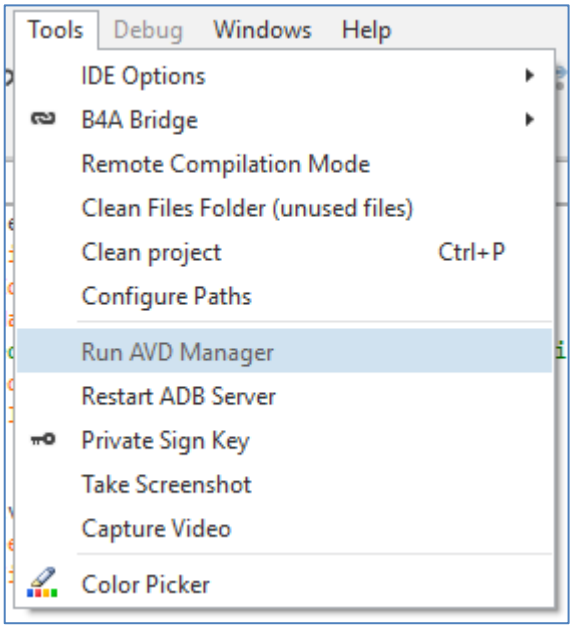
>> Press **Save**.

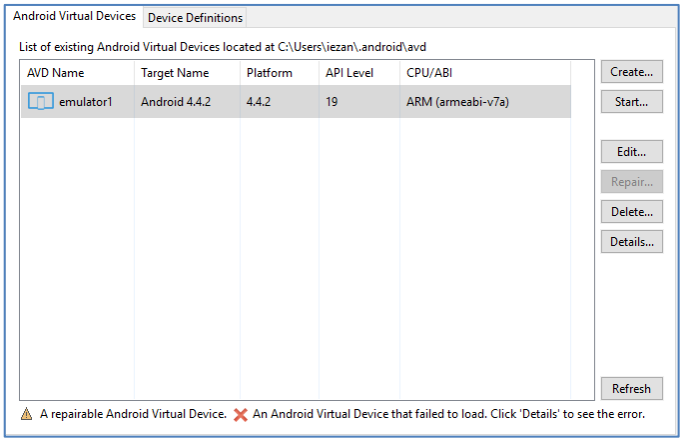


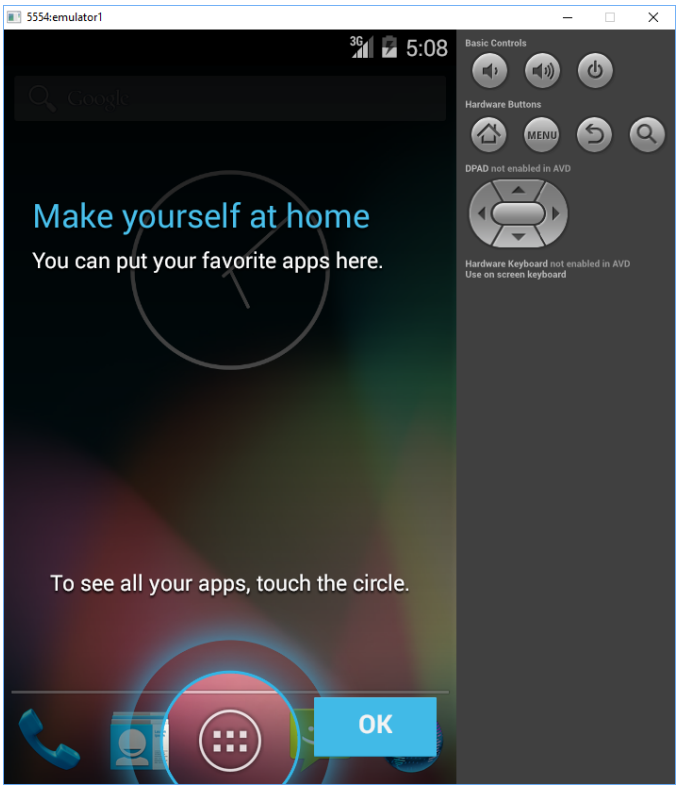
Step 6.

>> **Tools** >> **AVD Manager**.

>> Start the emulator.

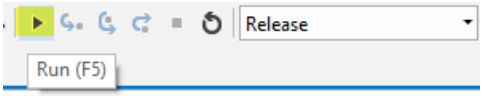


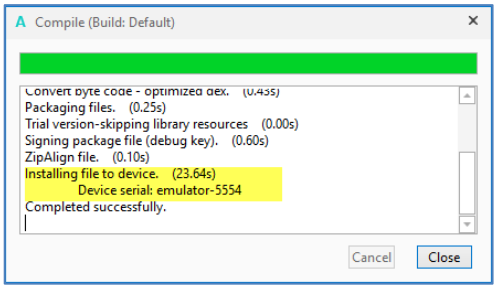

Android Virtual Devices
Device Definitions
List of existing Android Virtual Devices located at C:\Users\iezan\.android\avd
AVD Name
Target Name
Platform
API Level
CPU/ABI
emulator1
Android 4.4.2
4.4.2
19
ARM (armeabi-v7a)
Create...
Start...
Edit...
Repair...
Delete...
Details...
Refresh
A repairable Android Virtual Device.
An Android Virtual Device that failed to load. Click 'Details' to see the error.

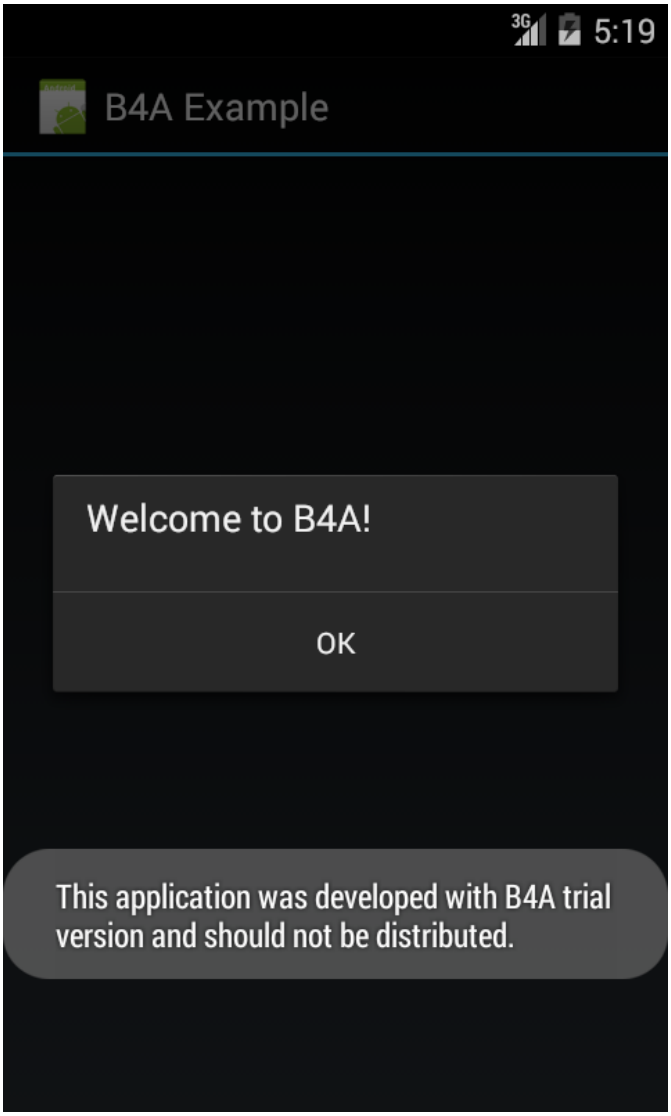

5554:emulator1
5:08
Basic Controls
Hardware Buttons
MENU
DPAD not enabled in AVD
Hardware Keyboard not enabled in AVD
Use on screen keyboard
Make yourself at home
You can put your favorite apps here.
To see all your apps, touch the circle.
OK

Step 7.

>> Click **Run** & the app will be uploaded into the emulator

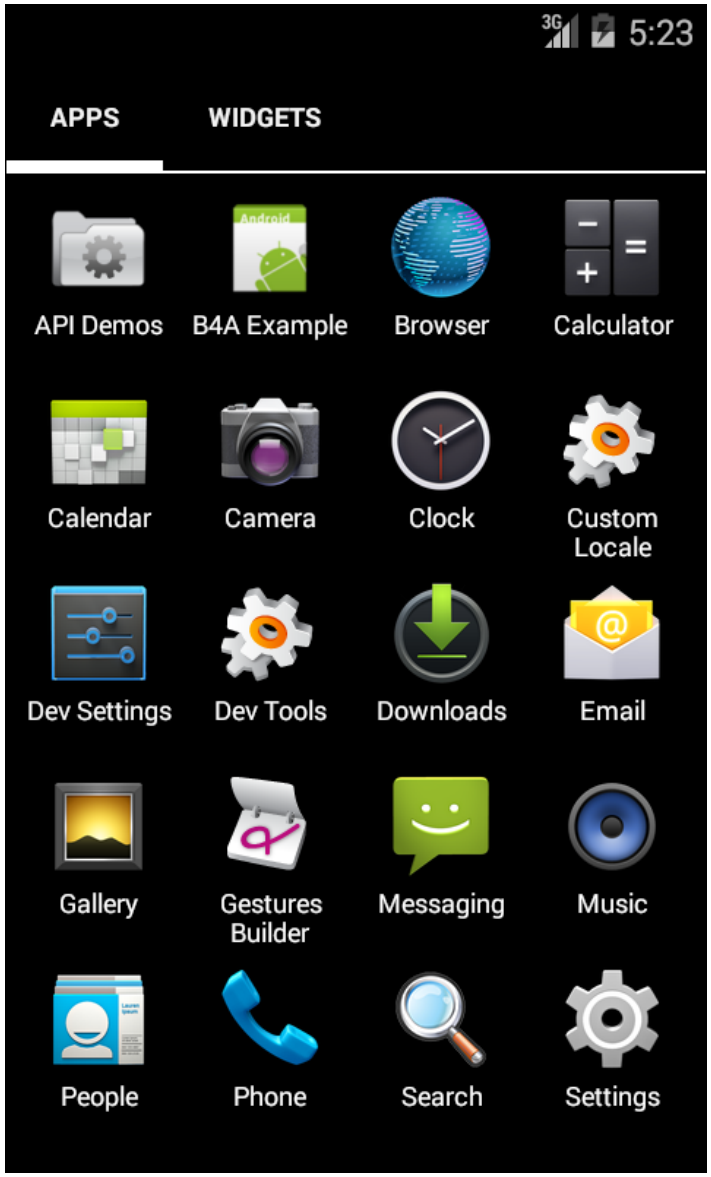






Step 8.

>> the app name: **B4A Example**.



Step 9.

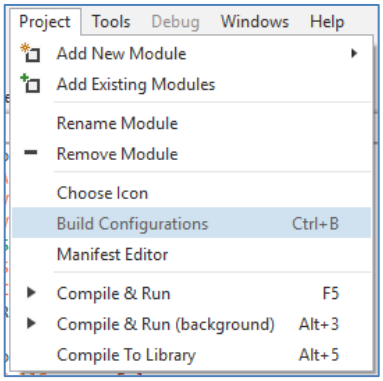
>> Important things to consider.

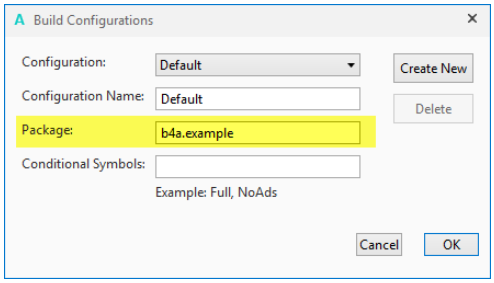
>>**1. The Application Label**.

```
#Region  Project Attributes
    #ApplicationLabel: B4A Example
    #VersionCode: 1
    #VersionName:
    'SupportedOrientations possible values: unspecified, landscape or portrait.
    #SupportedOrientations: unspecified
    #CanInstallToExternalStorage: False
#End Region

#Region  Activity Attributes
    #FullScreen: False
    #IncludeTitle: True
#End Region

Sub Process_Globals
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.

End Sub

Sub Globals
    'These global variables will be redeclared each time the activity is created.
    'These variables can only be accessed from this module.

End Sub

Sub Activity_Create(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
    'Activity.LoadLayout("Layout1")
    Msgbox("Welcome to B4A!", "")
End Sub

Sub Activity_Resume

End Sub

Sub Activity_Pause (UserClosed As Boolean)

End Sub

```

Step 10.

>>2. The Build Configurations.





PACKAGE NAME:

This is the lowest level name if you will. Most users will never really see it. They usually look like:

com.ayedroid.butang

Top Level Domain – com

Sub Domain – ayedroid

App Name – butang

Important to note, you should always use only lowercase for the package name.

Application label :

This is simply the text that is shown to the user for your app e.g in the app drawer, in the uninstall menu e.t.c

Windows File Name (.b4a) :

This is your project file. It ties together all your bits off code into a lovely package. As you can imagine, it is exclusive to Basic4android but every IDE does something identical.

Activity Title :

This is quite different to the rest of these. It is part of the program rather than the filenames. If you want to change it you can either do it manually in the designer or use:

End of B4A – How To?