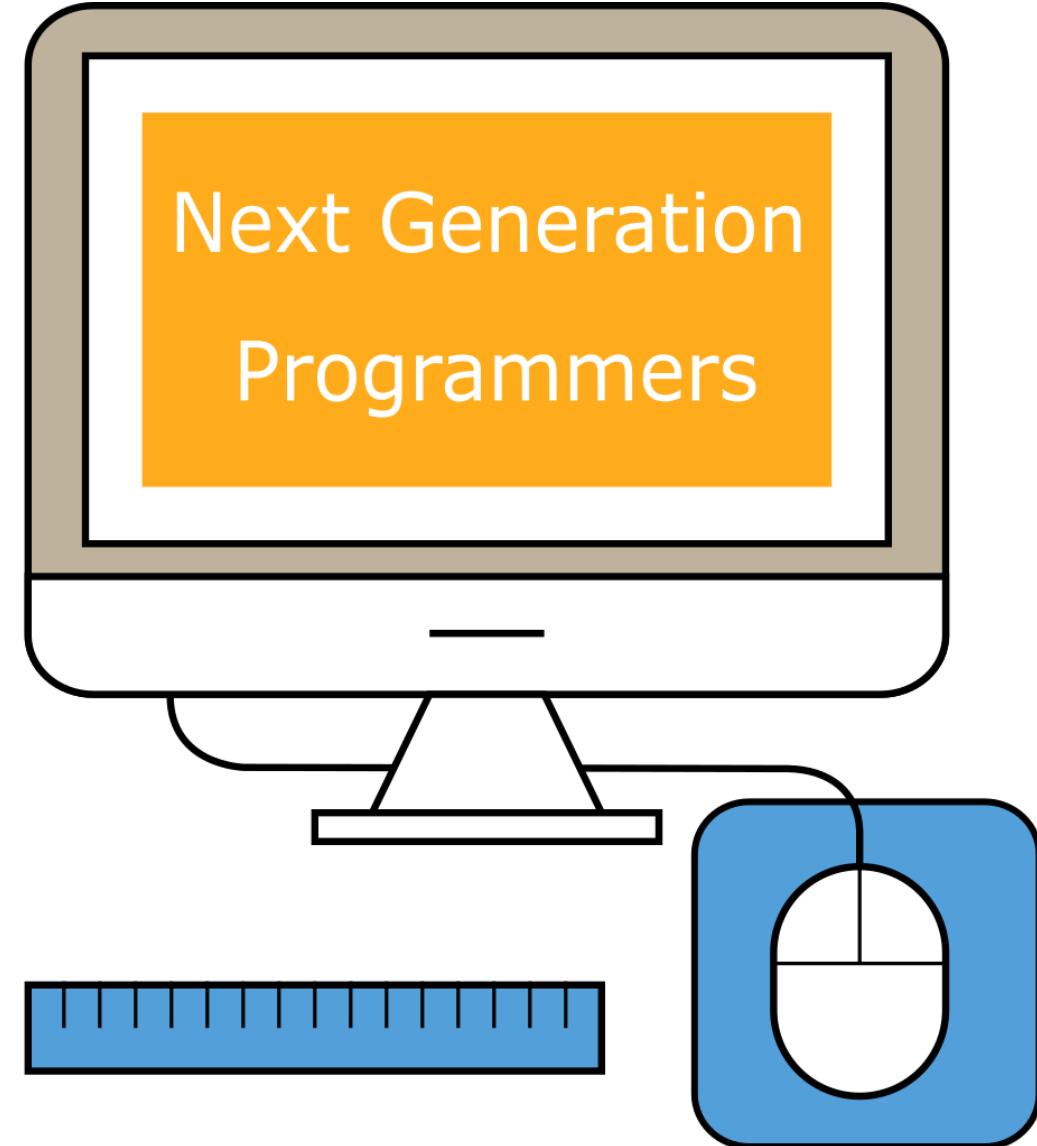
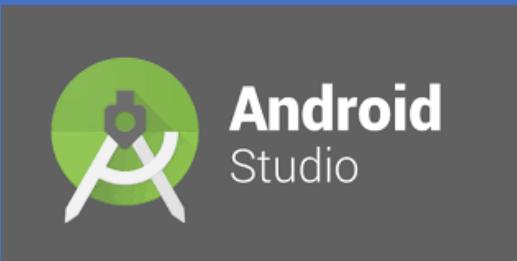


App development in Android Studio

David Azpiroz

June 2021



File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help My Application - FirstFragment.java [My_Application.app]

myapplication > C FirstFragment > m onViewCreated > anonymous OnClickListener > m onClick

Android app Nexus 5 API 23

1: Project Resource Manager I: Structure 2: Favorites Build Variants

FirstFragment.java fragment_first.xml

```
private int readInteger(EditText field, TextView text){  
    int result;  
    try {  
        result = Integer.parseInt(field.getText().toString());  
    } catch(NumberFormatException exception) {  
        text.setText("no number =(");  
        return 0;  
    }  
    return result;  
}  
  
public void onViewCreated(@NotNull View view, Bundle savedInstanceState)  
{  
    super.onViewCreated(view, savedInstanceState);  
    View parent = view;  
  
    binding.buttonFirst.setOnClickListener(new View.OnClickListener()  
    {  
        @Override  
        public void onClick(View view) {  
            TextView text = ((TextView)parent.findViewById(R.id.textView));  
            EditText fieldA = parent.findViewById(R.id.editTextText);  
            EditText fieldB = parent.findViewById(R.id.editTextText);  
            int a = readInteger(fieldA, text);  
            int b = readInteger(fieldB, text);  
            text.setText((a==0||b==0)? "no number =( ":"The answer is ");  
        }  
    });  
  
    binding.button.setOnClickListener(new View.OnClickListener()  
    {  
        @Override  
        public void onClick(View view) {  
            Launch succeeded
```

no number =(

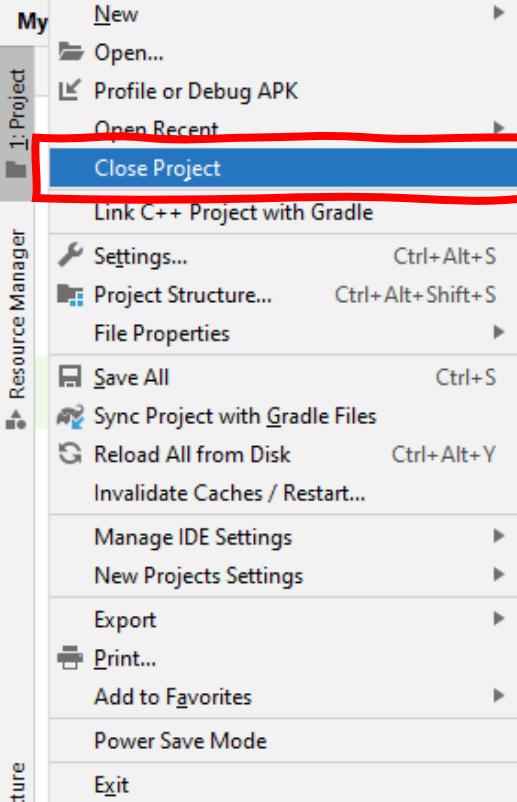
2

NEXT

BUTTON

✉

Launch succeeded (moments ago)



```
package com.example.myapplication;

import ...

public class FirstFragment extends Fragment {

    private FragmentFirstBinding binding;

    @Override
    public View onCreateView(
        LayoutInflater inflater, ViewGroup container,
        Bundle savedInstanceState
    ) {
        binding = FragmentFirstBinding.inflate(inflater, container, false);
        return binding.getRoot();
    }

    private int readInteger(EditText field, TextView text){
        int result;
        try {
            result = Integer.parseInt(field.getText().toString());
        } catch(NumberFormatException exception) {
            text.setText("no number =(");
            return 0;
        }
        return result;
    }

    public void onViewCreated(@NonNull View view, Bundle savedInstanceState) {
        super.onViewCreated(view, savedInstanceState);
        View parent = view;
    }
}
```

Welcome to Android Studio

My Application
~\AndroidStudioP...cts\MyApplication

MyApplication2
~\AndroidStudioPr...ts\MyApplication2

NGP example 1
~\AndroidStudioP...cts\NGP example 1

mountain-birch
C:\mountain-birch

Android Studio

Version 4.2.1

+ Create New Project

Open an Existing Project

Get from Version Control

New Project

Basic Activity

Creates a new basic activity with the Navigation component

Name: My Application

Package name: com.example.myapplication

Save location: C:\Users\David\AndroidStudioProjects\MyApplication2

Language: Java

Minimum SDK: API 23: Android 6.0 (Marshmallow)

Your app will run on approximately 84.9% of devices.
[Help me choose](#)

Use legacy android.support libraries ?
Using legacy android.support libraries will prevent you from using the latest Play Services and Jetpack libraries

⚠ 'MyApplication2' already exists at the specified project location and it is not empty.

Finish

New Project

Templates

Phone and Tablet

Wear OS

Android TV

Automotive

Android Things

No Activity

Basic Activity

Empty Activity

Fullscreen Activity

Bottom Navigation Activity

Interstitial Ad

Previous Next Cancel Finish

MainActivity.java

```
package com.example.myapplication;

import ...

public class MainActivity extends AppCompatActivity {

    private AppBarConfiguration appBarConfiguration;
    private ActivityMainBinding binding;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);

        binding = ActivityMainBinding.inflate(getLayoutInflater());
        setContentView(binding.getRoot());

        setSupportActionBar(binding.toolbar);

        NavController navController = Navigation.findNavController(activity: this, R.id.nav_host_fragment);
        appBarConfiguration = new AppBarConfiguration.Builder(navController.getGraph()).build();
        NavigationUI.setupActionBarWithNavController(activity: this, navController, appBarConfiguration);

        binding.fab.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                Snackbar.make(view, text: "Replace with your own action", Snackbar.LENGTH_LONG)
                    .setAction(text: "Action", listener: null).show();
            }
        });
    }

    @Override
    public boolean onCreateOptionsMenu(Menu menu) {
        // Inflate the menu: this adds items to the action bar if it is present
```

MyApplication2 > app



1:Project 2:Resource Manager 3:I:Structure 4:2:Favorites 5:Build Variants

Syncing... Gradle

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help My Application - MainActivity.java [My_Application.app]

MainActivity.java

```
package com.example.myapplication;
import ...;
public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        Toolbar toolbar = findViewById(R.id.toolbar);
        setSupportActionBar(toolbar);
        AppBarConfiguration appBarConfiguration = new AppBarConfiguration.Builder(navController.getGraph()).build();
        binding.setAppBarConfiguration(appBarConfiguration);
        binding.setNavController(navController);
        binding.getRoot().setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                Snackbar.make(view, "Replace with your own action", Snackbar.LENGTH_LONG)
                        .setAction("Action", null).show();
            }
        });
    }
}
```

New

- Link C++ Project with Gradle
- Cut Ctrl+X
- Copy Ctrl+V
- Paste Ctrl+Alt+Shift+Insert
- Find Usages Alt+F7
- Find in Path... Ctrl+Shift+F
- Replace in Path... Ctrl+Shift+R
- Analyze
- Refactor
- Add to Favorites
- Reformat Code Ctrl+Alt+L
- Optimize Imports Ctrl+Alt+O
- Run 'All Tests' Ctrl+Shift+F10
- Debug 'All Tests'
- Run 'All Tests' with Coverage
- Create 'All Tests'...
- Show in Explorer
- Directory Path Ctrl+Alt+F12
- Open in Terminal
- Local History
- Reload from Disk
- Compare With... Ctrl+D
- Open Module Settings F4
- Load/Unload Modules...
- Mark Directory as
- Remove BOM
- Create Gist...

Module

- Android Resource File
- Android Resource Directory
- Sample Data Directory
- File
- Scratch File Ctrl+Alt+Shift+Insert
- Directory
- C++ Class
- C/C++ Source File
- C/C++ Header File
- Image Asset
- Vector Asset
- Kotlin Script
- Kotlin Worksheet
- Activity
- Fragment
- Folder
- Service
- UiComponent
- Automotive
- XML
- Wear
- AIDL
- Widget
- Google
- Other
- EditorConfig File
- Resource Bundle

Emulator Device File Explorer

Event Log Layout Inspector

1: CRLF 4 spaces

Create new directory or package

ProjectGradle

Resource ManagerI: StructureEmulatorDevice File Explorer

Build Variants2: Favorites

BuildLogcatEvent Log

TerminalDatabase InspectorLayout Inspector

TODO6: ProblemsProfile

.gitignorebuild.gradleCRLFUTF-84 spaces

build.gradleGradle sync finished in 1 m 56 s 272 ms (37 minutes ago)

```
package com.example.myapplication;

import ...

public class MainActivity extends AppCompatActivity {

    private AppBarConfiguration appBarConfiguration;
    private ActivityMainBinding binding;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);

        binding = ActivityMainBinding.inflate(getLayoutInflater());
        setContentView(binding.getRoot());

        setSupportActionBar(binding.toolbar);

        NavController navController = Navigation.findNavController(activity: this, R.id.nav_host_fragment);
        appBarConfiguration = new AppBarConfiguration.Builder(navController.getGraph()).build();
        NavigationUI.setupActionBarWithNavController(activity: this, navController, appBarConfiguration);

        binding.fab.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                Snackbar.make(view, text: "Replace with your own action", Snackbar.LENGTH_LONG)
                    .setAction(text: "Action", listener: null).show();
            }
        });
    }

    @Override
    public boolean onCreateOptionsMenu(Menu menu) {
        // Inflate the menu: this adds items to the action bar if it is present
```

Syncing... Gradle

Resource Manager I: Structure 2: Favorites Build Variants

Project MyApplication2 [My Application] C:\Users\David\A .gradle .idea app assets New Link C++ Project with Gradle Cut Ctrl+X Copy Paste Find Usages Ctrl+F7 Find in Path... Ctrl+Shift+F Replace in Path... Ctrl+Shift+R Analyze Refactor Add to Favorites Reformat Code Ctrl+Alt+L Optimize Imports Ctrl+Alt+O Delete... Show in Explorer Ctrl+Alt+F12 Directory Path Ctrl+Alt+F12 Open in Terminal Local History Reload from Disk Compare With... Ctrl+D Mark Directory as Sources Root Remove BOM Test Sources Root Create Gist... Resources Root Convert Java File to Kotlin File Ctrl+Alt+Shift+K Test Resources Root Excluded Generated Sources Root

MainActivity.java

```
package com.example.myapplication;

import ...

public class MainActivity extends AppCompatActivity {

    private AppBarConfiguration appBarConfiguration;
    private ActivityMainBinding binding;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);

        binding = ActivityMainBinding.inflate(getLayoutInflater());
        setContentView(binding.getRoot());

        setSupportActionBar(binding.toolbar);

        NavController navController = Navigation.findNavController(activity: this, R.id.nav_host_fragment);
        appBarConfiguration = new AppBarConfiguration.Builder(navController.getGraph()).build();
        NavigationUI.setupActionBarWithNavController(activity: this, navController, appBarConfiguration);

        binding.fab.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                Snackbar.make(view, text: "Replace with your own action", Snackbar.LENGTH_LONG)
                    .setAction(text: "Action", listener: null).show();
            }
        });

        public boolean onCreateOptionsMenu(Menu menu) {
            // Inflate the menu; this adds items to the action bar if it is present
```

Gradle sync finished in 1 m 56 s 272 ms (43 minutes ago)

TODO Problems Terminal Build Logcat Profiler Database Inspector Event Log Layout Inspector 1:1 CRLF UTF-8 4 spaces

Project MainActivity.java fragment_first.xml

Palette

Common TextView

- Text
- Buttons
- Widgets
- Layouts
- Containers
- Helpers
- Google
- Legacy

Component Tree

ConstraintLayout

- textview_first "@string/h..."
- button_first "@string/next"

MainActivity.java

fragment_first.xml

Gradle Layout Validation Attributes

Emulator Device File Explorer

Code Split Design

Layout Inspector

Event Log

1:1 CRLF UTF-8 4 spaces

Resource Manager

1:1 Structure 2: Favorites

Build Variants

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help My Application - fragment_first.xml [My_Application.app]

Project

MyApplication2 [My Application] C:\Users\David\A

.gradle .idea

app

assets

images

map.PNG map2.PNG

libs

src

androidTest

main

java

res

drawable

drawable-v24

layout

activity_main.xml content_main.xml fragment_first.xml fragment_second.xml menu mipmap-anydpi-v26 mipmap-hdpi mipmap-mdpi mipmap-xhdpi mipmap-xxhdpi mipmap-xxxhdpi navigation values values-night AndroidManifest.xml test .gitignore build.gradle

Component Tree

ConstraintLayout

textview_first "@string/h..."

button_first "@string/next"

NEXT

NEXT

Hand + - 1:1

* daemon started successfully (2 minutes ago)

Project MainActivity.java fragment_first.xml

Palette

Common

- Ab TextView
- Text Button
- Buttons ImageView
- Widgets RecyclerView
- Layouts FragmentCo...
- Containers ScrollView
- Helpers Switch
- Google
- Legacy

Component Tree

ConstraintLayout

Resource Manager

1: Project

2: Favorites

3: Structure

4: Emulator

5: Device File Explorer

6: Problems

7: Terminal

8: Build

9: Logcat

10: Profiler

11: Database Inspector

12: Event Log

13: Layout Inspector

14: TODO

15: Pixel 30 Default (en-us)

16: Gradle

17: Attributes

18: Layout Validation

19: Daemon started successfully (10 minutes ago)

20: CRLF UTF-8 4 spaces

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help My Application - fragment_first.xml [My_Application.app]

MyApplication2 app src main res layout fragment_first.xml

Project

1: Project

2: Resource Manager

3: Favorites

4: Build Variants

Pick a Resource

Module: My_Application

Drawable Mip Map

Sample data (2)

- avatars Drawable | 1 version
- backgrounds/scenic Drawable | 1 version

My_Application.app (4)

- ic_launcher_background Drawable | 1 version
- ic_launcher_foreground Drawable | 1 version
- map Drawable | 1 version
- map2 Drawable | 1 version

Pick a Resource

Module: My_Application

Drawable Resource File

Image Asset

Vector Asset

Import Drawables

Preview

- avatars Drawable | 1 version
- backgrounds/scenic Drawable | 1 version

My_Application.app (4)

- ic_launcher_background Drawable | 1 version
- ic_launcher_foreground Drawable | 1 version
- map Drawable | 1 version
- map2 Drawable | 1 version

OK Cancel

TODO Problems Terminal Build Logcat Profiler Database Inspector Event Log Layout Inspector

* daemon started successfully (11 minutes ago) 1: CRLF UTF-8 4 spaces

Pick a Resource



Module: My_Applicat



Drawable Mip Map

Sample data (2)



avatars

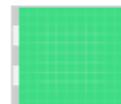
Drawable | 1 version



backgrounds/scenic

Drawable | 1 version

My_Application.app (4)



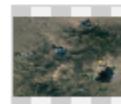
ic_launcher_background

Drawable | 1 version



ic_launcher_foreground

Drawable | 1 version



map

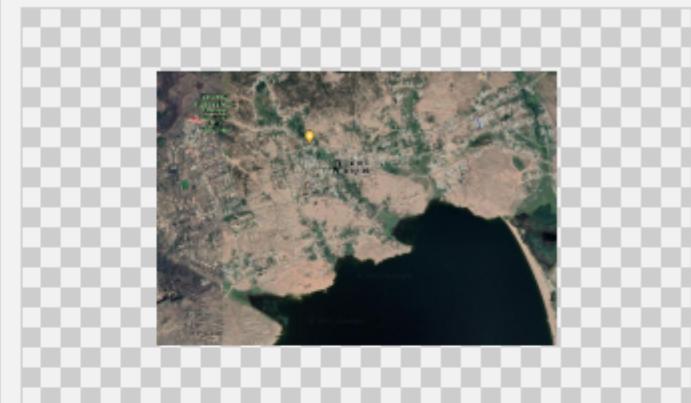
Drawable | 1 version



map2

Drawable | 1 version

Preview

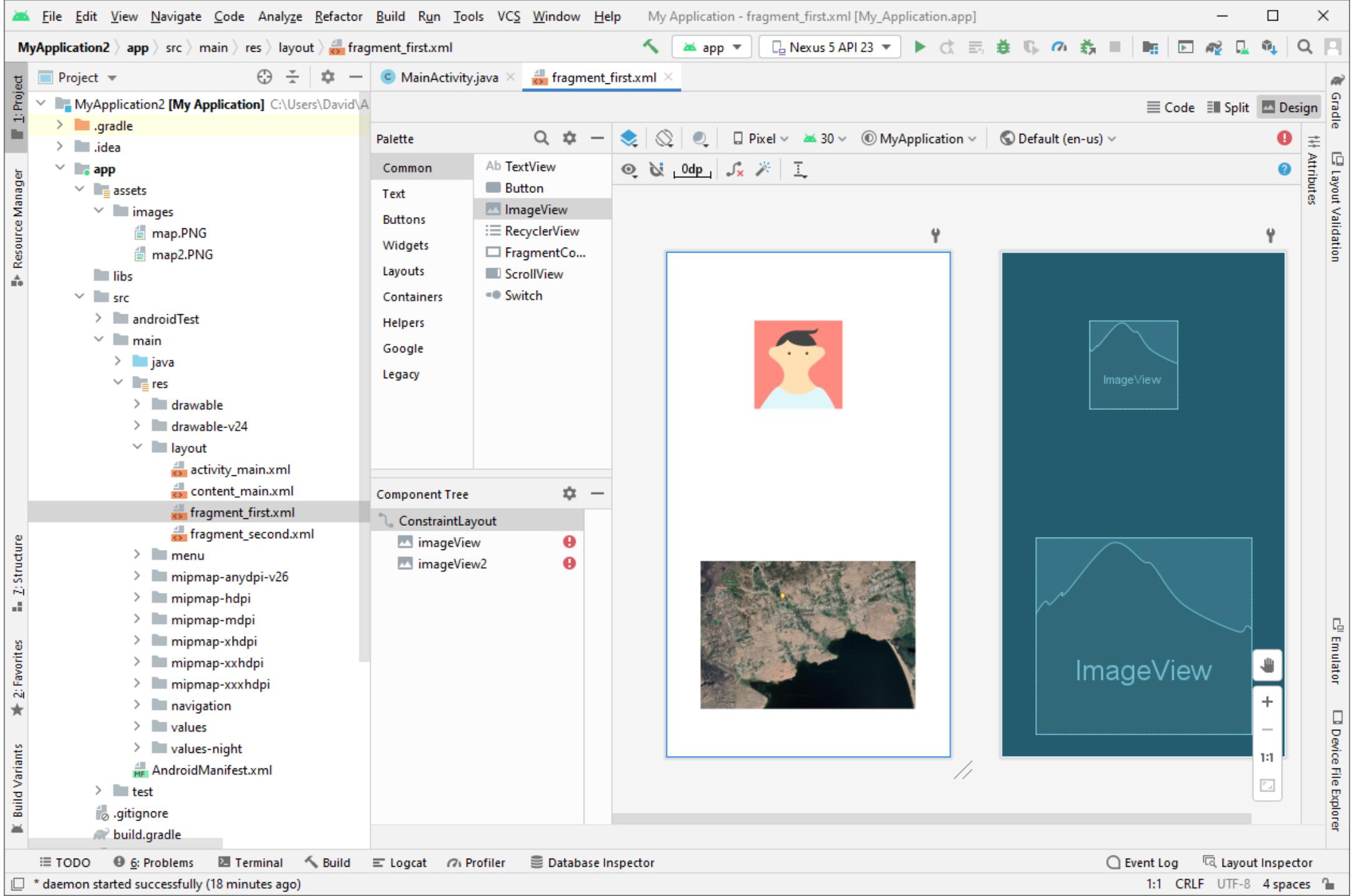


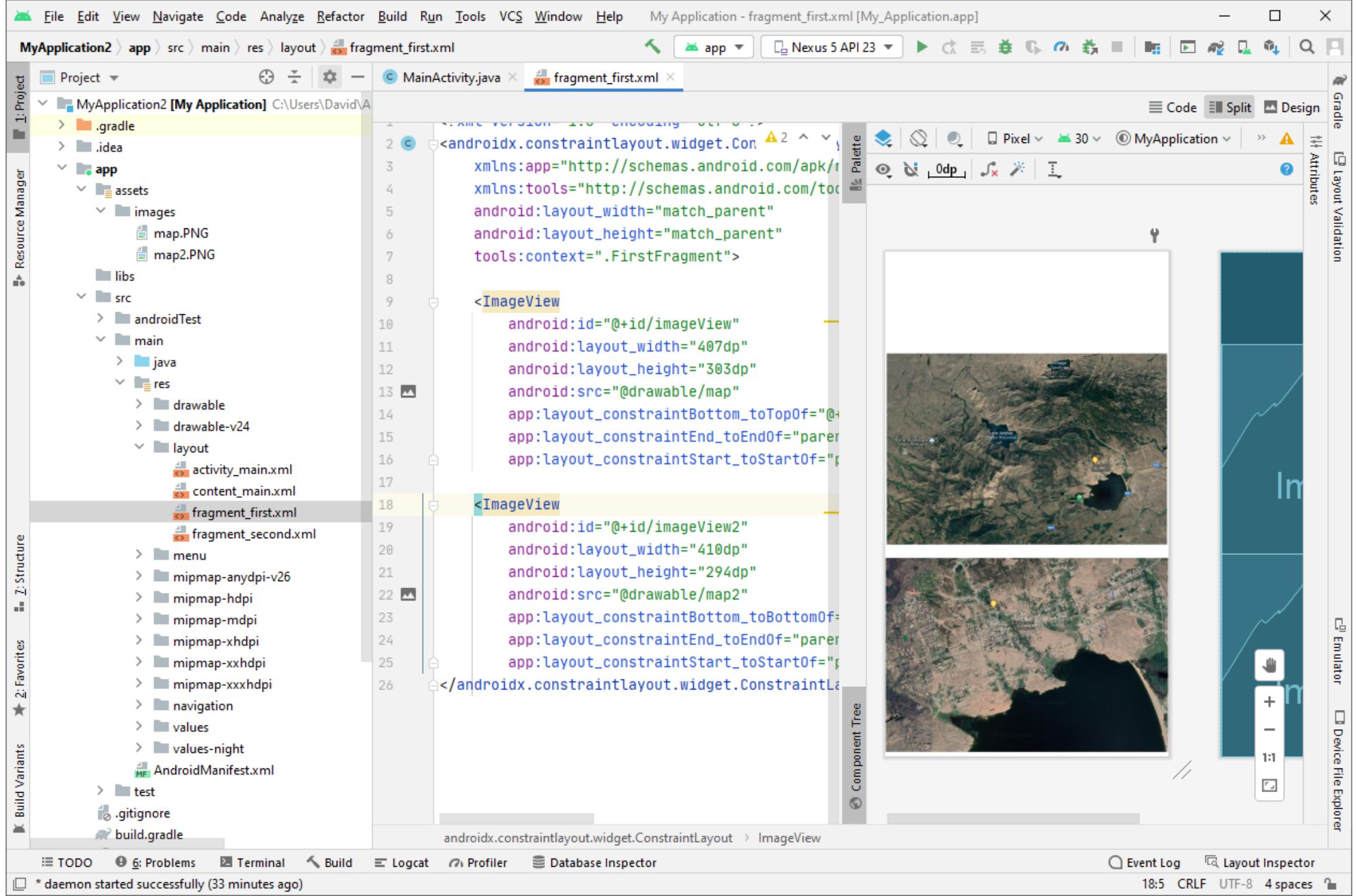
Name:	map2
Reference:	@drawable/map2
Type:	PNG
Configuration:	default
Value:	map2.PNG



OK

Cancel





Pick a Resource



Module: My_Applicat



Drawable Mip Map



spinner_dropdown_background

Drawable | 1 version



star_big_off

Drawable | 4 versions



star_big_on

Drawable | 4 versions



star_off

Drawable | 4 versions



star_on

Drawable | 4 versions



stat_notify_call_mute

Drawable | 1 version



stat_notify_chat

Drawable | 5 versions



stat_notify_error

Drawable | 5 versions



stat_notify_missed_call

Drawable | 5 versions

Preview



Name: star_on

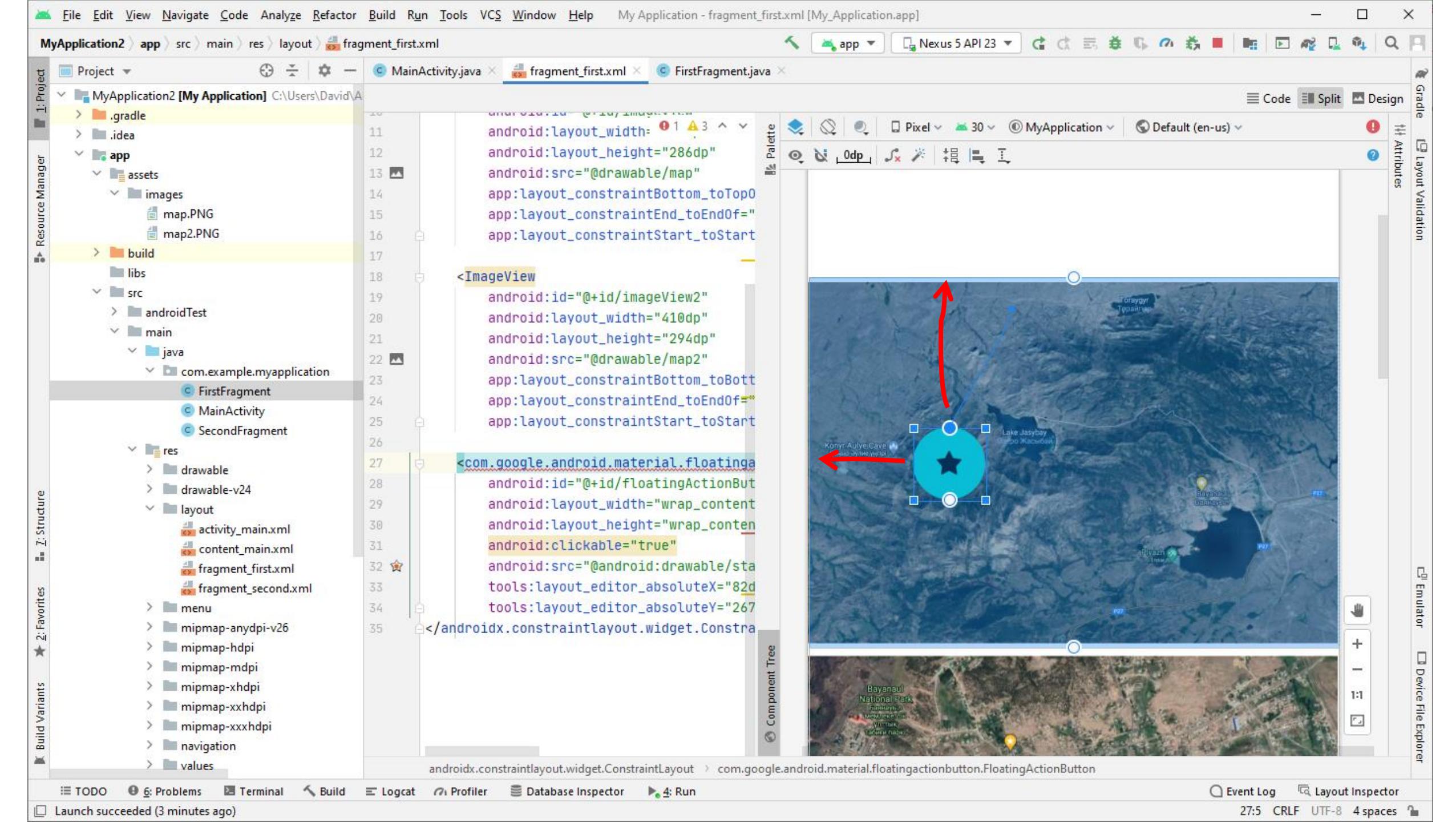
Reference: @android:drawable/star_on

Configuration	Value
hdpi	PNG - star_on.png
ldpi	PNG - star_on.png
mdpi	PNG - star_on.png
xhdpi	PNG - star_on.png



OK

Cancel



File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help My Application - fragment_first.xml [My_Application.app]

MyApplication2 app src main res layout fragment_first.xml

MainActivity.java fragment_first.xml FirstFragment.java

Project 1: Project Gradle Split Design

Resource Manager Attributes Layout Validation

1: Project .gradle .idea app assets images map.PNG map2.PNG build libs src androidTest main java com.example.myapplication FirstFragment MainActivity SecondFragment res drawable drawable-v24 layout activity_main.xml content_main.xml fragment_first.xml fragment_second.xml menu mipmap-anydpi-v26 mipmap-hdpi mipmap-mdpi mipmap-xhdpi mipmap-xxhdpi mipmap-xxxhdpi navigation values

Code Split Design

<?xml version="1.0" encoding="utf-8> <androidx.constraintlayout.widget.ConstraintLayout xmlns:app="http://schemas.android.com/apk/res/android" xmlns:tools="http://schemas.android.com/tools" android:layout_width="match_parent" android:layout_height="match_parent" tools:context=".FirstFragment">

<ImageView android:id="@+id/imageView" android:layout_width="410dp" android:layout_height="286dp" android:src="@drawable/map" app:layout_constraintBottom_toTopOf="com.google.android.material.floatingactionbutton.FloatingActionButton" app:layout_constraintEnd_toEndOf="parent" app:layout_constraintStart_toStartOf="parent" app:layout_constraintTop_toBottomOf="com.google.android.material.floatingactionbutton.FloatingActionButton" />

<ImageView android:id="@+id/imageView2" android:layout_width="410dp" android:layout_height="294dp" android:src="@drawable/map2" app:layout_constraintBottom_toBottomOf="parent" app:layout_constraintEnd_toEndOf="parent" app:layout_constraintStart_toStartOf="parent" />

<com.google.android.material.floatingactionbutton.FloatingActionButton android:id="@+id/floatingActionButton" android:layout_width="wrap_content" android:layout_height="wrap_content" android:layout_marginStart="144dp" android:src="@drawable/icon" />

Palette Pixel 30 MyApplication Default (en-us)

Component Tree

0dp 144 60

Lake Jasybay Озеро Жасыбай

Toreygyr Торейгыр

Konyr Aulye Cave Коныр Аулык мүндері

Riyazh Имаж

Bayanauл National Park Баянаул мемлекеттік националдық парк

Bayanauл

Emulator Device File Explorer

Component Tree

+

-

1:1

Layout Inspector

Event Log

Database Inspector

Profiler

Logcat

Build

Terminal

TODO

Problems

Launch succeeded (5 minutes ago)

9:5 CRLF UTF-8 4 spaces

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help My Application - FirstFragment.java [My_Application.app]

Project

1: Project

MyApplication2 > app > src > main > java > com > example > myapplication > FirstFragment > onViewCreated

app Nexus 5 API 23

Resource Manager

1: Project

MyApplication2 [My Application] C:\Users\David\A

.gradle .idea app assets images map.PNG map2.PNG build libs src androidTest main java com.example.myapplication FirstFragment MainActivity SecondFragment res drawable drawable-v24 layout activity_main.xml content_main.xml fragment_first.xml fragment_second.xml menu mipmap-anydpi-v26 mipmap-hdpi mipmap-mdpi mipmap-xhdpi mipmap-xxhdpi mipmap-xxxhdpi navigation values

MainActivity.java fragment_first.xml FirstFragment.java

```
package com.example.myapplication;
import ...
public class FirstFragment extends Fragment {
    private FragmentFirstBinding binding;
    @Override
    public View onCreateView(
        LayoutInflater inflater, ViewGroup container,
        Bundle savedInstanceState
    ) {
        binding = FragmentFirstBinding.inflate(inflater, container, false);
        return binding.getRoot();
    }
    public void onViewCreated(@NonNull View view, Bundle savedInstanceState) {
        super.onViewCreated(view, savedInstanceState);
        binding.floatingActionButton.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                NavHostFragment.findNavController(fragment).navigate(R.id.action_FirstFragment_to_SecondFragment);
            }
        });
    }
    @Override
    public void onDestroyView() {
        super.onDestroyView();
    }
}
```

Gradle

Change with our own button

TODO Problems Terminal Build Logcat Profiler Database Inspector Run Event Log Layout Inspector

Launch succeeded (6 minutes ago)

20 chars 32:37 CRLF UTF-8 4 spaces

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help My Application - FirstFragment.java [My_Application.app]

1:Project

MyApplication2 > app > src > main > java > com > example > myapplication > FirstFragment

Project

MyApplication2 [My Application] C:\Users\David\A

Resource Manager

1:Structure

2:Favorites

Build Variants

1:Project

MainActivity.java fragment_first.xml FirstFragment.java

1

2

3

import ...

14 public class FirstFragment extends Fragment {

15

16 private FragmentFirstBinding binding;

17

18 @Override

19 public View onCreateView(

20 LayoutInflator inflater, ViewGroup container,

21 Bundle savedInstanceState

22) {

23

24 binding = FragmentFirstBinding.inflate(inflater, container, attachToParent

25 return binding.getRoot();

26 }

27 }

28

29 public void onViewCreated(@NonNull View view, Bundle savedInstanceState) {

30 super.onViewCreated(view, savedInstanceState);

31

32 binding.floatingActionButton.setOnClickListener(new View.OnClickListener {

33 @Override

34 public void onClick(View view) {

35 NavHostFragment.findNavController(fragment: FirstFragment.this)

36 .navigate(R.id.action_FirstFragment_to_SecondFragment)

37 }

38 });

39 }

40

41 @Override

42 public void onDestroyView() {

43 super.onDestroyView();

Launch succeeded

Nexus 5 API 23

2:18

First Fragment

IntelliJ IDEA

Gradle Invocations

0 Errors

map.PNG

map2.PNG

build

libs

src

androidTest

main

java

com.example.myapplication

FirstFragment

MainActivity

SecondFragment

res

drawable

drawable-v24

layout

activity_main.xml

content_main.xml

fragment_first.xml

fragment_second.xml

menu

mipmap-anydpi-v26

mipmap-hdpi

mipmap-mdpi

mipmap-xhdpi

mipmap-xxhdpi

mipmap-xxxhdpi

navigation

values

TODO Problems Terminal Build Logcat Profiler Database Inspector Run

Launch succeeded (3 minutes ago)

The screenshot shows the IntelliJ IDEA interface with the code editor displaying the FirstFragment.java file. The code implements a Fragment that inflates a layout from fragment_first.xml, sets up a floating action button, and handles navigation between fragments. To the right, the Android emulator displays the resulting application screen, which is a satellite map of a coastal town. A red star is placed on the map, and a floating action button is visible at the bottom right corner.

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help My Application - activity_main.xml [My_Application.app]

MyApplication2 app src main res layout activity_main.xml

Project

1: Project

MyApplication2 [My Application] C:\Users\David\A

.gradle .idea app assets images map.PNG map2.PNG build libs src androidTest main java com.example.myapplication FirstFragment MainActivity SecondFragment res drawable drawable-v24 layout activity_main.xml content_main.xml fragment_first.xml fragment_second.xml menu mipmap-anydpi-v26 mipmap-hdpi mipmap-mdpi mipmap-xhdpi mipmap-xxhdpi mipmap-xxxhdpi navigation values

Palette

Common TextView Text Buttons Widgets Layouts Containers Helpers Google Legacy

MainActivity.java fragment_first.xml activity_main.xml content_main.xml FirstFragment.java

Code Split Design

Gradle Attributes Layout Validation

Resource Manager

2: Structure

3: Favorites

Build Variants

Component Tree

CoordinatorLayout AppBarLayout toolbar <include> @layout/cont... fab

Nexus 5 API 23

Pixel 30 NoActionBar Default (en-us)

Make smaller

Delete

Emulator + - 1:1

Device File Explorer

TODO Problems Terminal Build Logcat Profiler Database Inspector Run Event Log Layout Inspector

Launch succeeded (a minute ago) 37:96 CRLF UTF-8 4 spaces

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help My Application - activity_main.xml [My_Application.app]

MyApplication2 app src main res layout activity_main.xml

Project

1: Project

MyApplication2 [My Application] C:\Users\David\A

.gradle .idea app assets images map.PNG map2.PNG build libs src androidTest main java com.example.myapplication FirstFragment MainActivity SecondFragment res drawable drawable-v24 layout activity_main.xml content_main.xml fragment_first.xml fragment_second.xml menu mipmap-anydpi-v26 mipmap-hdpi mipmap-mdpi mipmap-xhdpi mipmap-xxhdpi mipmap-xxxhdpi navigation values

Palette

Code Split Design

Common TextView Text Buttons ImageView Widgets RecyclerView Layouts FragmentContainer ScrollView Containers Switch Helpers Google Legacy

Component Tree

CoordinatorLayout AppBarLayout toolbar <include> @layout/cont...

Nexus 5 API 23

Resource Manager

Gradle Attributes Layout Validation

Emulator Device File Explorer

1: Structure 2: Favorites

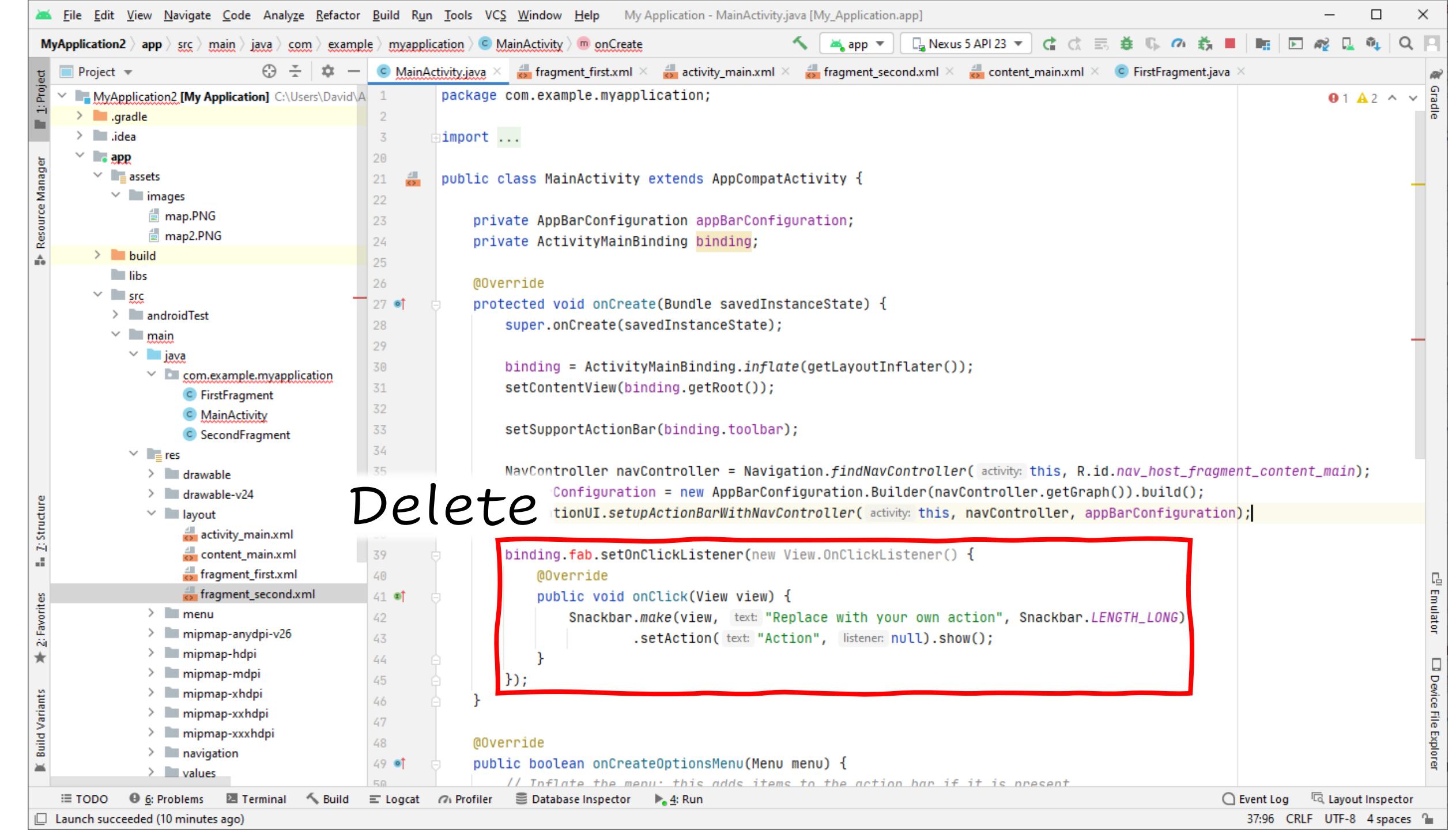
Build Variants

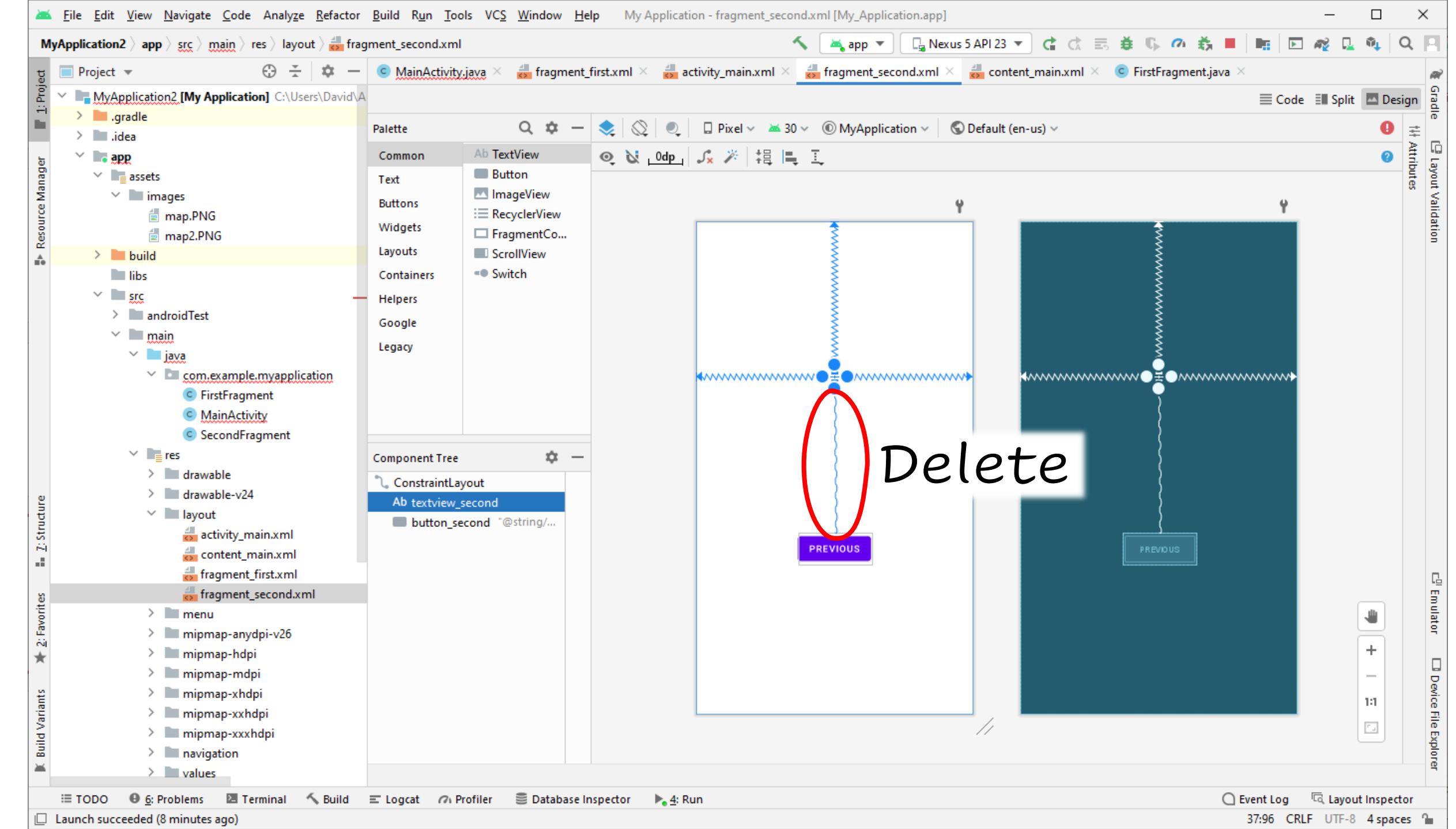
TODO Problems Terminal Build Logcat Profiler Database Inspector Run Event Log Layout Inspector

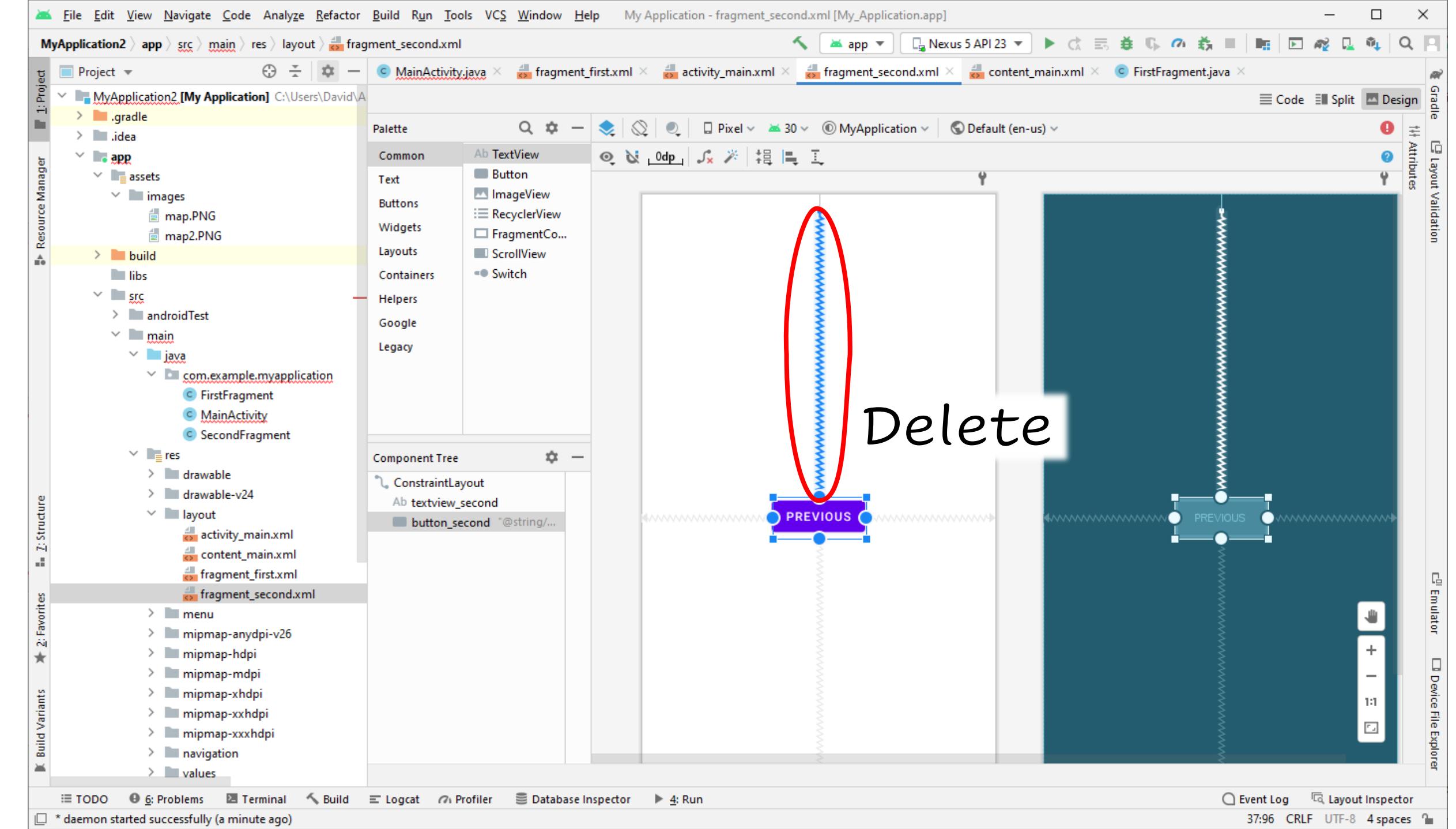
Launch succeeded (a minute ago)

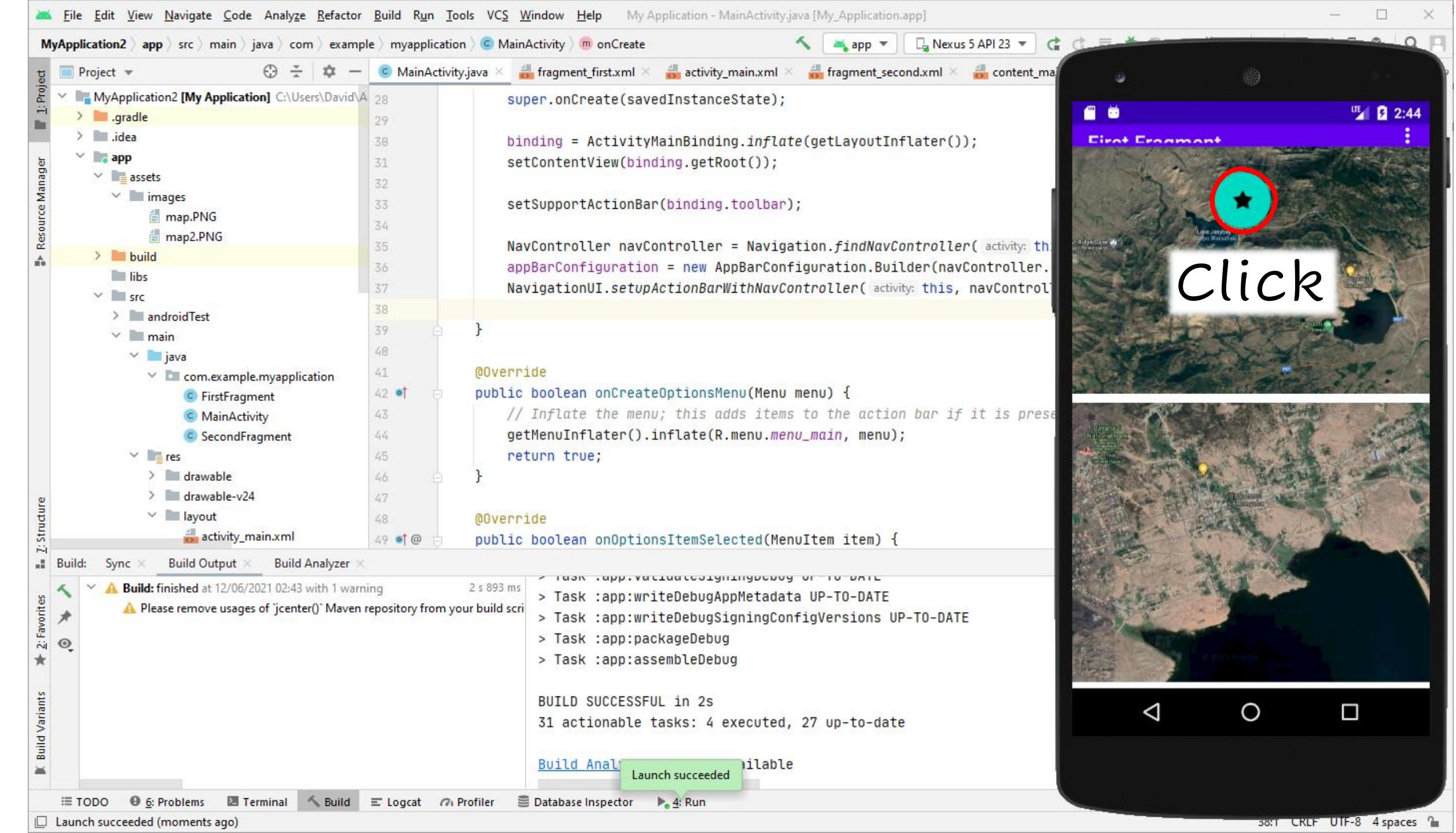
37:96 CRLF UTF-8 4 spaces

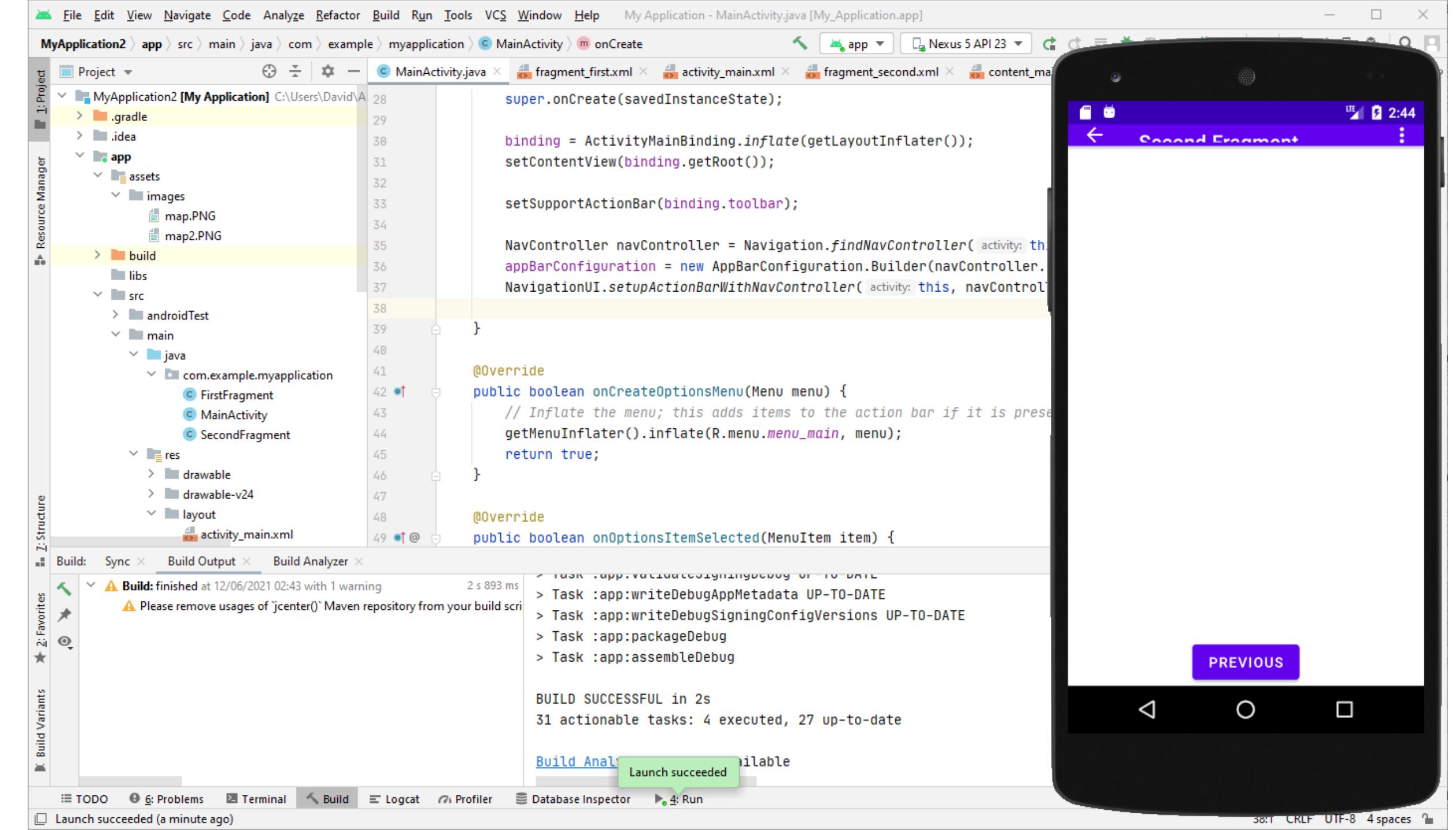
The screenshot shows the Android Studio interface with the project 'MyApplication2' open. The 'activity_main.xml' layout is being edited in the design tab. The layout consists of a CoordinatorLayout containing an AppBarLayout with a toolbar, and an include tag pointing to 'content_main.xml'. The main area of the layout displays a satellite map of a coastal town. A cyan circle with a black star is overlaid on the map, indicating a specific location. To the right, the 'content_main.xml' layout is shown as a blank teal-colored area. The palette on the left lists various UI components like TextView, Button, ImageView, etc. The bottom navigation bar includes tabs for TODO, Problems, Terminal, Build, Logcat, Profiler, Database Inspector, Run, Event Log, and Layout Inspector.











Type this code

```
public class SecondFragment extends Fragment {

    private FragmentSecondBinding binding;

    private static String text;
    public static void setText(String s){
        text = s;
    }

    @Override
    public View onCreateView(
        LayoutInflater inflater, ViewGroup container,
        Bundle savedInstanceState
    ) {

        binding = FragmentSecondBinding.inflate(inflater, container, false);
        return binding.getRoot();
    }

    public void onViewCreated(@NonNull View view, Bundle savedInstanceState) {
        super.onViewCreated(view, savedInstanceState);

        binding.textviewSecond.setText(text);

        binding.buttonSecond.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                NavHostFragment.findNavController(fragment: SecondFragment.this)
                    .navigate(R.id.action_SecondFragment_to_FirstFragment);
            }
        });
    }
}
```

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help My Application - FirstFragment.java [My_Application.app]

MyApplication2 > app > src > main > java > com > example > myapplication > FirstFragment

Project Main Activity.java fragment_first.xml activity_main.xml fragment_second.xml content_main.xml FirstFragment.java SecondFragment.java

Resource Manager

1: Project

MyApplication2 [My Application] C:\Users\David\A

- .gradle
- .idea
- app
 - assets
 - images
 - map.PNG
 - map2.PNG
 - build
 - libs
 - src
 - androidTest
 - main
 - java
 - com.example.myapplication
 - FirstFragment
 - MainActivity
 - SecondF

Type this code

```
public class FirstFragment extends Fragment {  
    private FragmentFirstBinding binding;  
  
    @Override  
    public View onCreateView(  
        LayoutInflater inflater, ViewGroup container,  
        Bundle savedInstanceState  
    ) {  
  
        binding = FragmentFirstBinding.inflate(inflater, container, attachToParent: false);  
        return binding.getRoot();  
    }  
  
    public void onViewCreated(@NonNull View view, Bundle savedInstanceState) {  
        super.onViewCreated(view, savedInstanceState);  
  
        binding.floatingActionButton.setOnClickListener(new View.OnClickListener() {  
            @Override  
            public void onClick(View view) {  
                SecondFragment.setText("Lake Zhasybay");  
                NavHostFragment.findNavController(fragment: FirstFragment.this)  
                    .navigate(R.id.action_FirstFragment_to_SecondFragment);  
            }  
        });  
    }  
  
    @Override  
    public void onDestroyView() {  
        super.onDestroyView();  
        binding = null;  
    }  
}
```

Gradle

Structure

Emulator

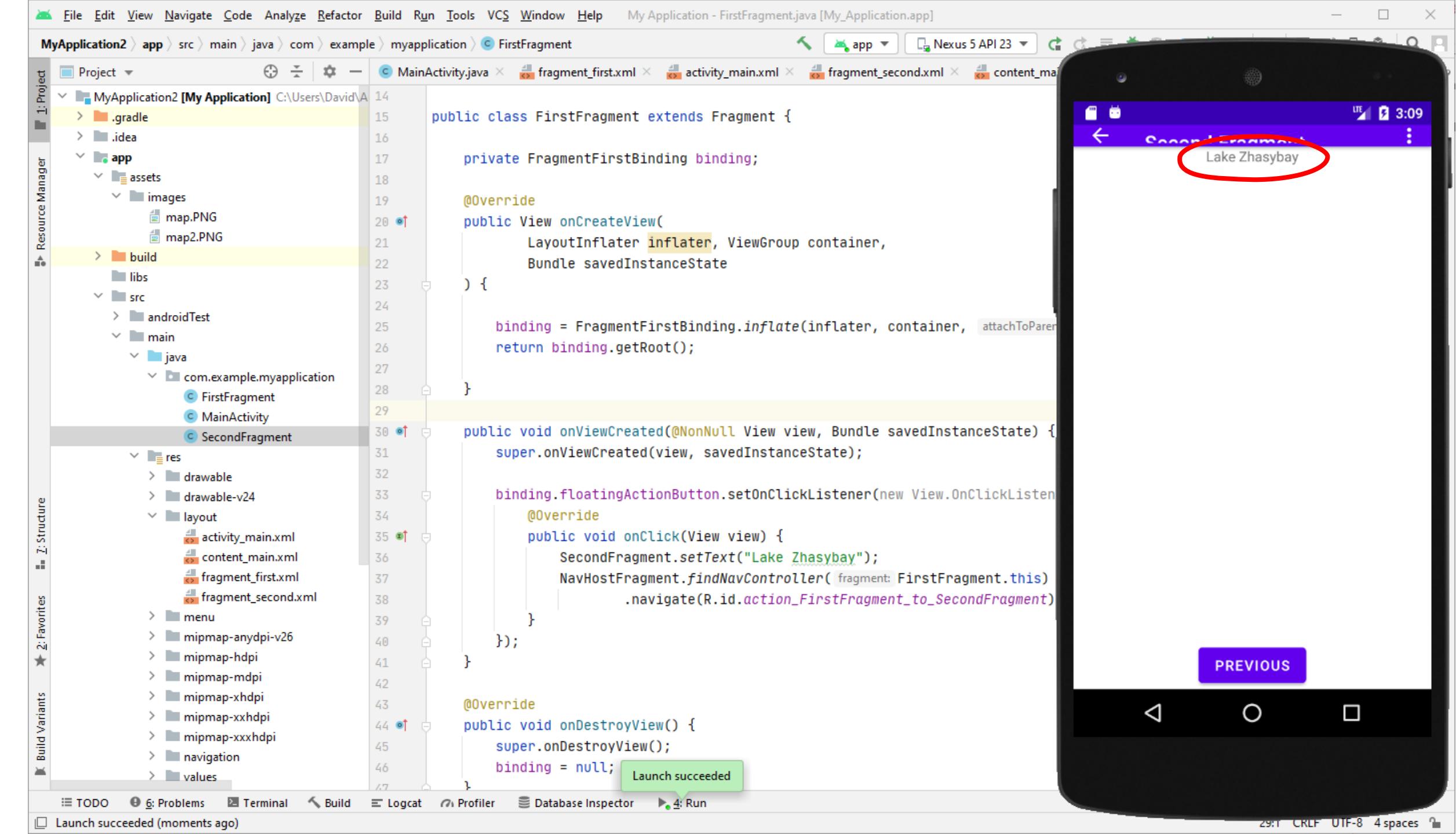
Device File Explorer

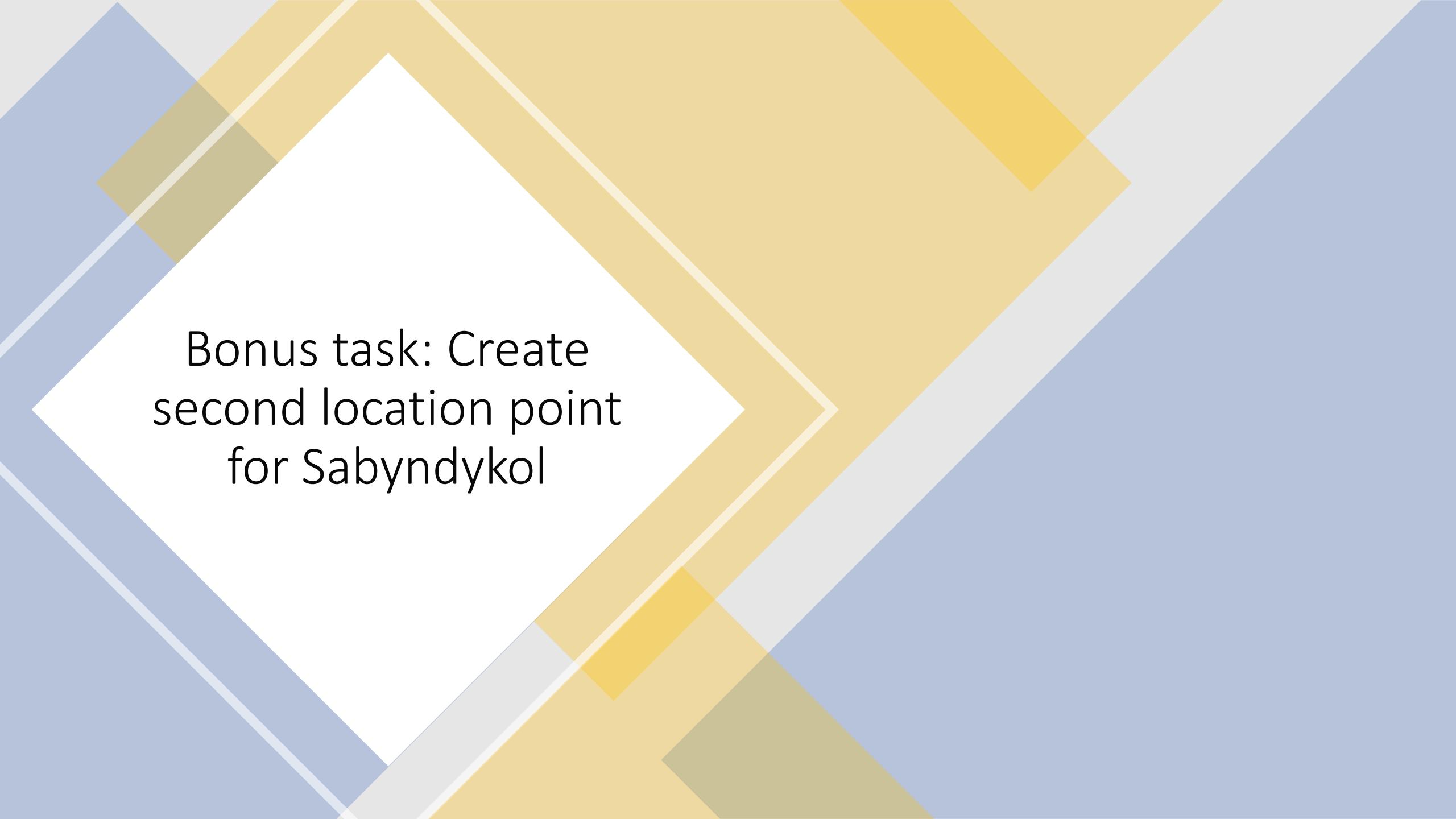
Your anti-virus program might be impacting your build performance. Android Studio checked the...

Actions Details

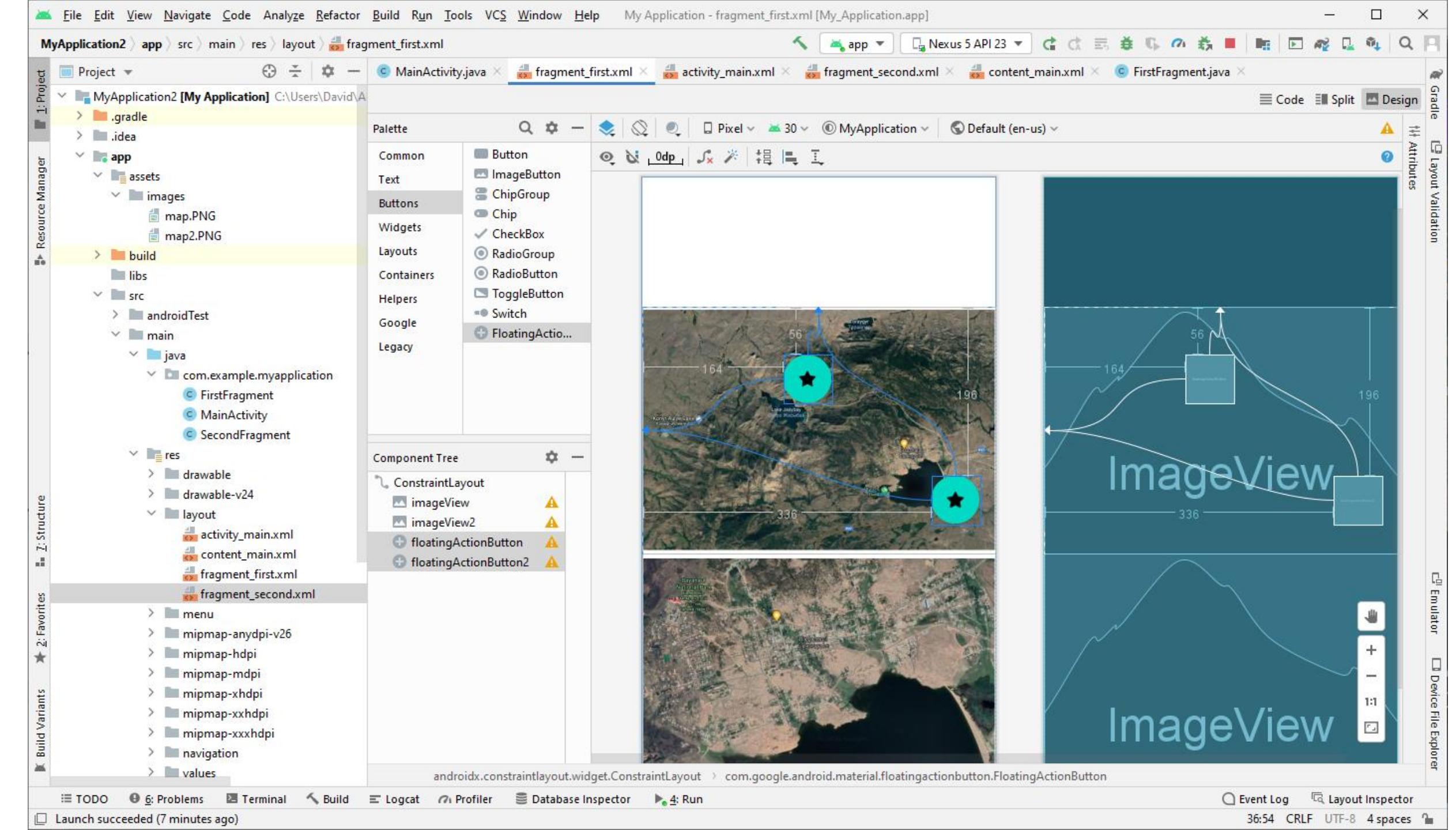
TODO Problems Terminal Build Logcat Database Inspector Run Event Log Layout Inspector

Launch succeeded (11 minutes ago) 29:1 CRLF UTF-8 4 spaces





Bonus task: Create
second location point
for Sabyndykol



Video game design: 3D modelling





File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting +

Global View Layer

Object Mode View Select Add Object

Transform

Location:

- X 0 m
- Y 0 m
- Z 0 m

Rotation:

- X 0°
- Y 45°
- Z 45°

XYZ Euler

Scale:

- X 1.000
- Y 1.000
- Z 1.000

Properties

pineA
pineB
pineC
oakA
boulderA
boulderB
spruceA

viking

saxon

- chapel
- monastery
- house
- manor
- tower
- logwall
- stonewall
- cross

projectiles

terrain

- flat
- mesa
- sky
- rune

Scene

Render Engine Eevee

Sampling

Render 256
Viewport 64
 Viewport Denoising

Ambient Occlusion

Distance 0.2 m
Factor 1.00
Trace Precision 1.000
 Bent Normals
 Bounces Approximation

Bloom
Depth of Field
Subsurface Scattering
Screen Space Reflections
Motion Blur

2.93.0

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting +

Global View Layer

Edit Mode View Select Add Mesh Vertex Edge Face UV

User Perspective (1) volvahut

Transform
Median:
X -0.23904 m
Y -0.15989 m
Z 1.561 m
Global Local

Vertices Data:
Mean Bevel Weight 0.00

Edges Data:
Mean Bevel Weight 0.00
Mean Crease 0.00

Scene
Render Engine Eevee

Sampling
Render 256
Viewport 64
 Viewport Denoising

Ambient Occlusion
Distance 0.2 m
Factor 1.00
Trace Precision 1.000
 Bent Normals
 Bounces Approximation

Bloom
Depth of Field
Subsurface Scattering
Screen Space Reflections
Motion Blur

pineA
pineB
pineC
oakA
boulderA
boulderB
spruceA

viking
saxon
chapel
monastery
house
manor
tower
logwall
stonewall
cross
projectiles

terrain
flat
mesa
sky
rune

study

Select Linked All
Delimit
Normal
Material
Seam **Sharp**
UVs

Call Menu

2.93.0

