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CS-360-H7255

3-2 Assignment: Android Studio Introduction

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**Android Studio Introduction**

To begin, open the Android Studio Layout Editor. For more details on how to open and use the Android Studio Layout Editor, review the Android Developers - Build a Simple User Interface reading that is linked in this module’s Resources section.

Specifically, you must address the following rubric criteria:

* **Create a new Android Studio project with an empty activity**. Complete the following in your set-up:
  + Name the project and be sure to include your name in the title. Make sure the selected language is Java.
  + Select API 28: Android Pie as the target SDK.  
    Graphical user interface, text

    Description automatically generated
  + Once the new project loads, edit the existing activity\_main.xml file.
  + Delete the existing TextView object.  
    A screenshot of a computer

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  + Create a new layout of your choosing. The layout must include a button, a TextView, and a plain text (also known as an EditText).  
    Text

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* **Identify the Android Studio elements using relevant names**. To accomplish this task, complete the following:
  + Name the button’s text as "Say Hello".  
    Text

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  + Remove all text from the TextView.  
    Text

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  + Label the ID of the button as “buttonSayHello”.  
    Text

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  + Label the Plain Text as “nameText”.  
    Text

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  + Label the TextView as “textGreeting”.  
    Text

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* **Discuss any challenges you experienced with Android Studio**. Now that you have had time to explore Android Studio, use this space to talk about your initial experience and ask any questions that you have. Explain any challenges you are experiencing with accessing or using Android Studio so that you will be prepared for later work in this course.  
    
  I didn’t really run into any real issues while setting up Android Studio. The Design view made it easy to incorporate buttons and the text options and the Code view made it easy to edit some of text and button titles.