Android (Java + Kotlin)	
1.	
- Linux Kernel — ■■■■ ■■	
- HAL (Hardware Abstraction Layer)	
- Native Libraries ■ Android Runtime (ART)	
- Application Framework (Activity, View, ContentProvider ■ ■■.)	
Applications (FERRIS FIRE FIRE FIRE FIRE FIRE FIRE FIRE FIRE	

2. Android:

- android.app.*, android.view.*, android.widget.*
- androidx.lifecycle.*, androidx.room.*, androidx.navigation.* (Jetpack)
- kotlinx.coroutines, retrofit2, okhttp3 ■ Kotlin ■■■■■■■■■

3. **AND AND AND AND ADDITION OF THE AND ADDITION OF THE AND ADDITION OF THE AD**

- ■■■■■■■■■■ : AndroidManifest.xml, MainActivity.java/.kt, layout ■■■■■
- - Room, WebView, ViewModel

4. ■■■■■■ Android:

- drawable (

5.

- LinearLayout, RelativeLayout, ConstraintLayout, FrameLayout, ScrollView

6. **BELLEUR:** BELLEUR Android-BELLEUR, BELLEUR BELLEUR. BELLEUR.

7. SDK Manager —

8.

- LinearLayout, ConstraintLayout, RelativeLayout, FrameLayout, TableLayout