



MOBILE APPLICATION DEVELOPMENT

ANDROID

By: AbuBakar Ubaid



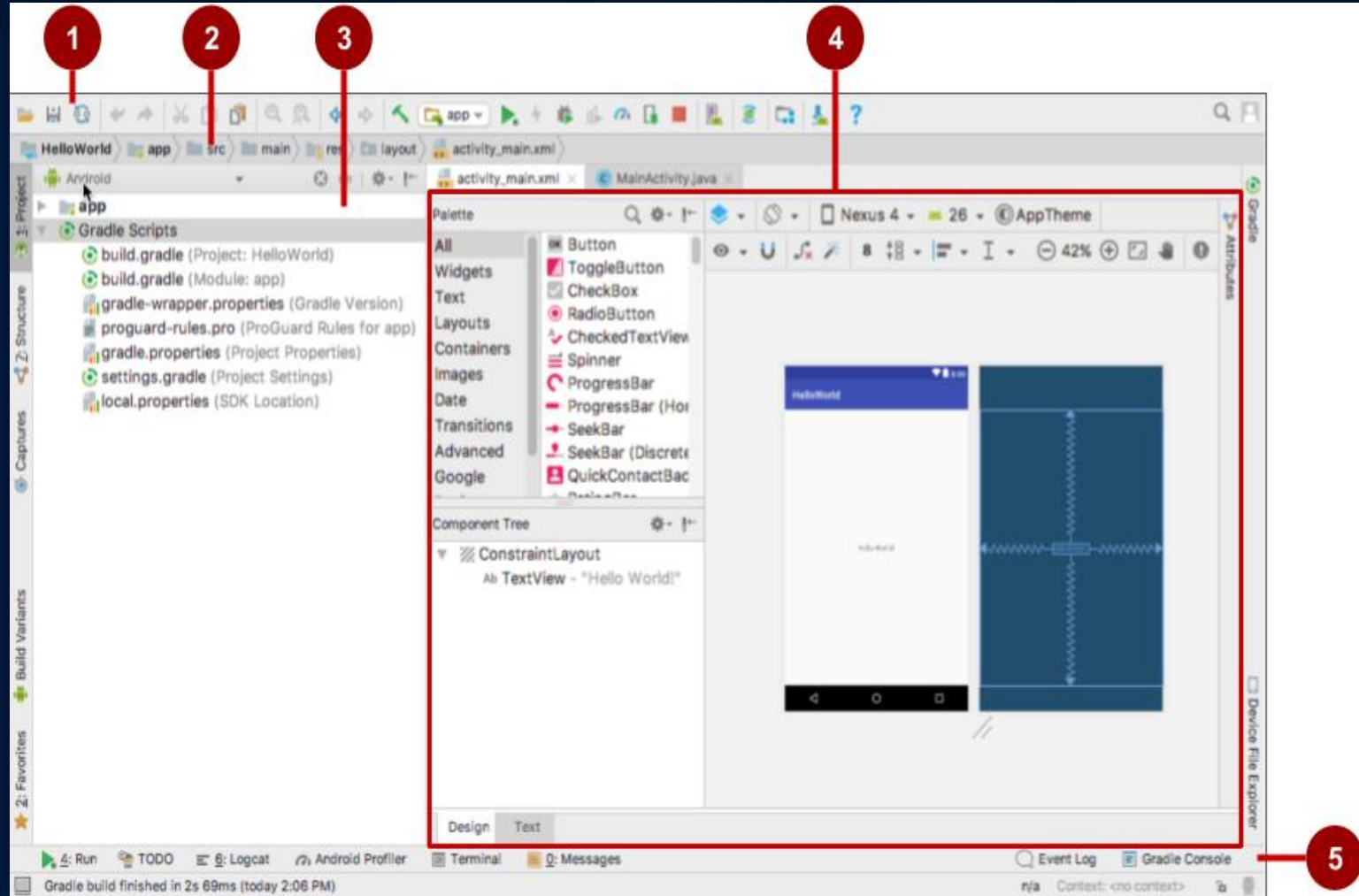
WHAT IS **ANDROID STUDIO**?

- Android integrated development environment (IDE)
- Project and Activity templates
- Layout editor
- Testing tools
- Gradle-based build
- Log console and debugger
- Emulators



ANDROID STUDIO INTERFACE

1. Toolbar
2. Navigation bar
3. Project pane
4. Editor
5. Tabs for other panes



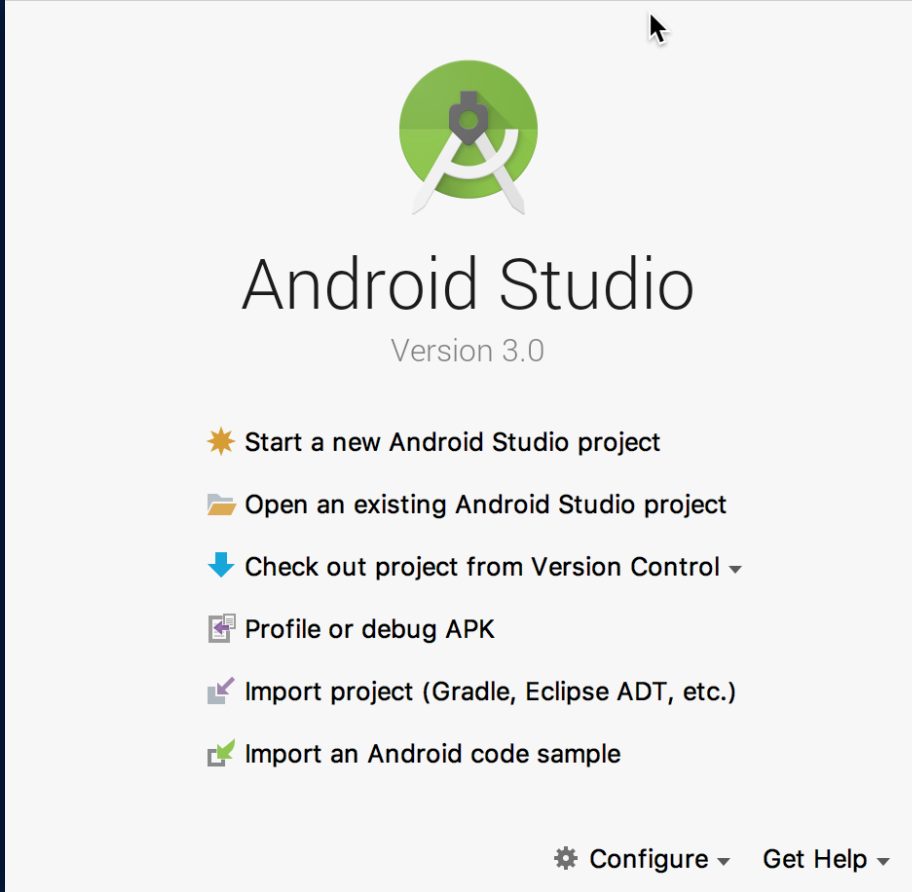



CREATING YOUR FIRST ANDROID APP



By: AbuBakar Ubaid

ANDROID

START ANDROID STUDIO



Android Studio
Version 3.0


- ★ Start a new Android Studio project
- 📁 Open an existing Android Studio project
- ⬇️ Check out project from Version Control ▾
- 📱 Profile or debug APK
- 🔗 Import project (Gradle, Eclipse ADT, etc.)
- 📄 Import an Android code sample

⚙️ Configure ▾ 🆘 Get Help ▾



NAME YOU APP

Create New Project

 Create Android Project

Application name
Hello World

Company domain
android.example.com

Project location
/Users/tbove/AndroidStudioProjects/HelloWorld ...

Package name
com.example.android.helloworld Edit

Include C++ support
 Include Kotlin support

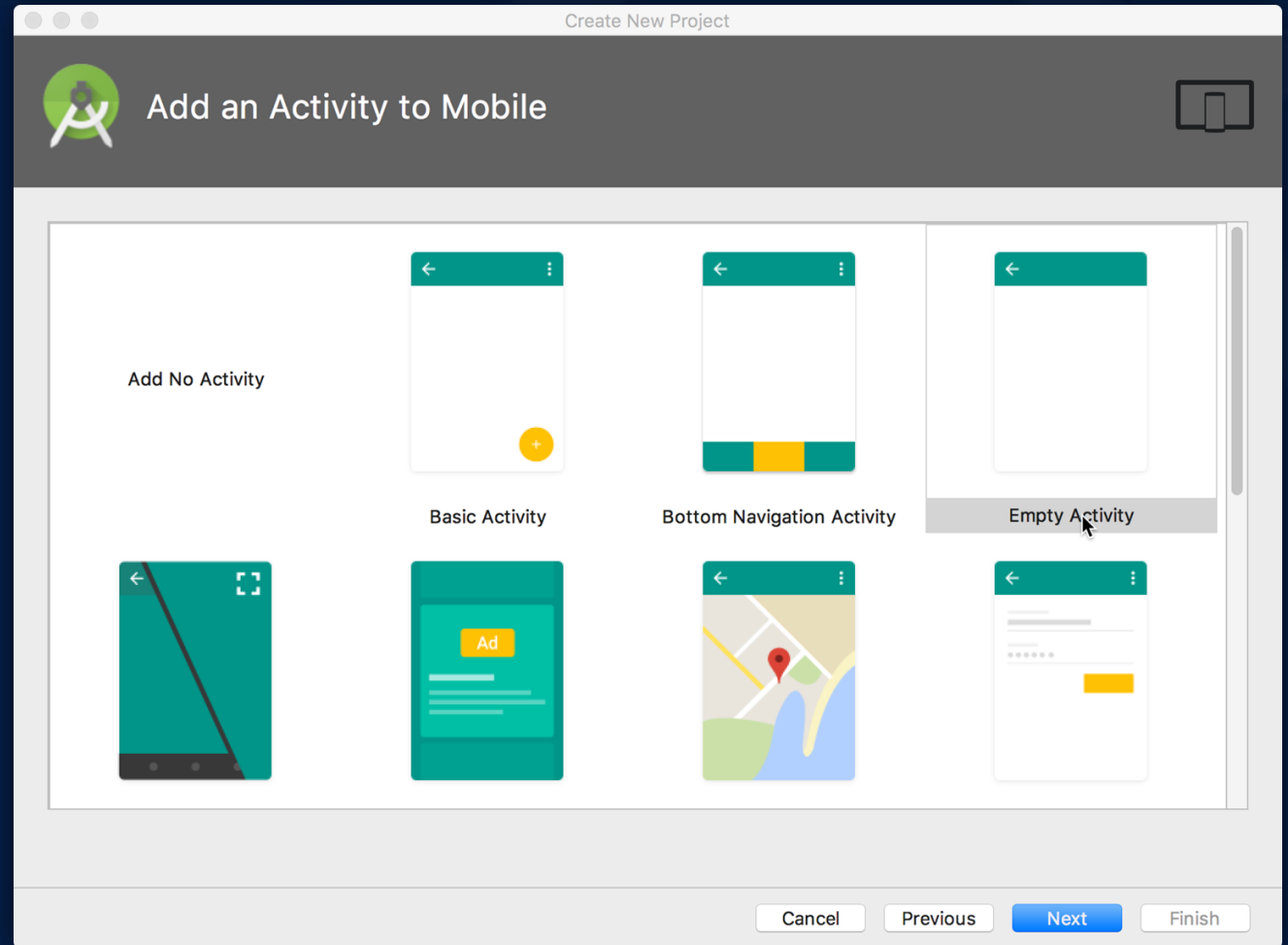
Cancel Previous Next Finish



PICK ACTIVITY TEMPLATE

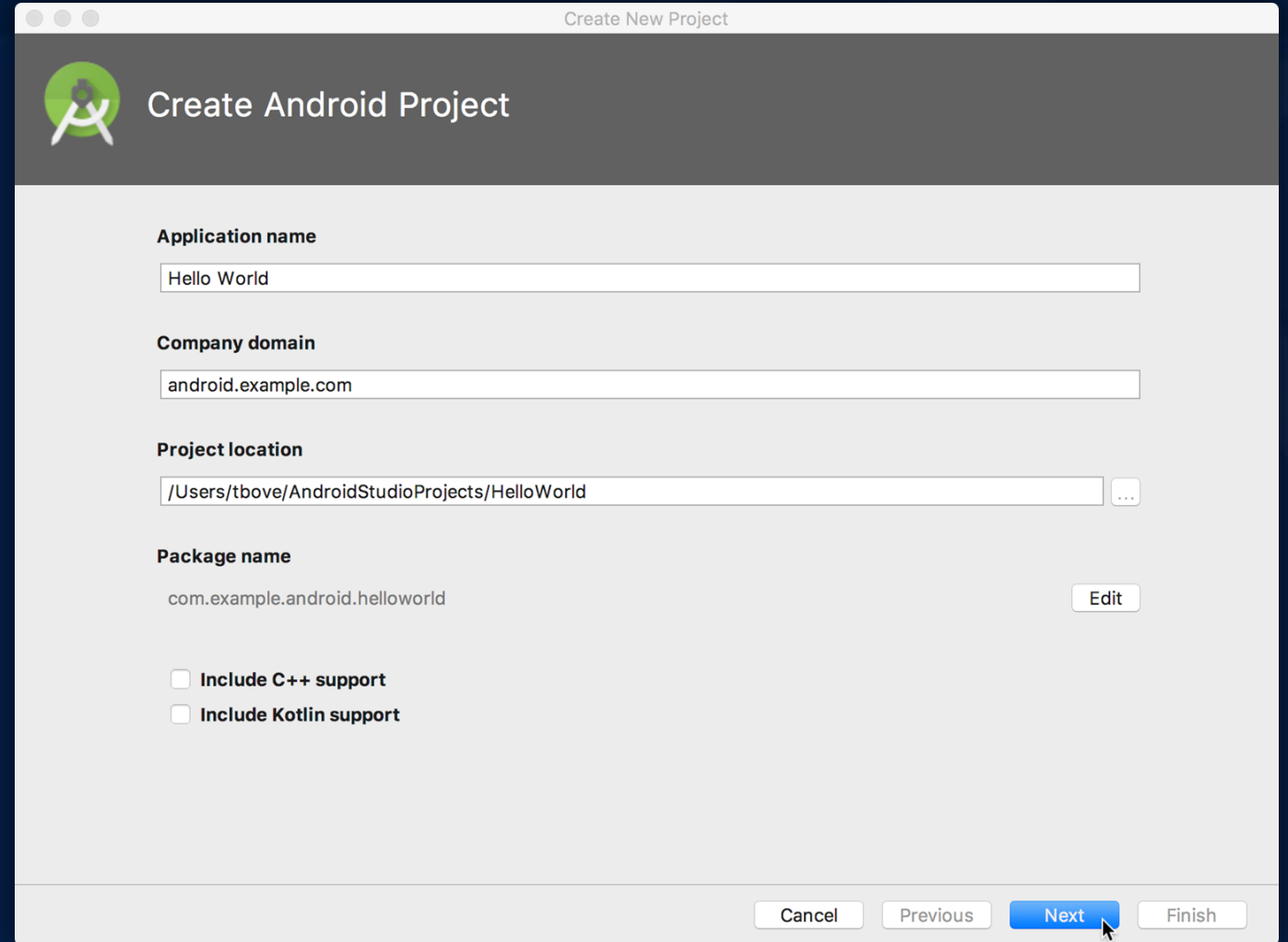
Choose templates for common activities, such as maps or navigation drawers.

Pick Empty Activity or Basic Activity for simple and custom activities.



NAME YOUR **ACTIVITY**

- **Naming:**
 - Name main activity
 - Name layout
- Use AppCompatActivity
- Generating layout file is convenient



Create New Project

Create Android Project

Application name
Hello World

Company domain
android.example.com

Project location
/Users/tbove/AndroidStudioProjects/HelloWorld

Package name
com.example.android.helloworld Edit

Include C++ support
 Include Kotlin support

Cancel Previous Next Finish



PROJECT FOLDER

1. manifest

description of app read by the Android runtime

2. Java

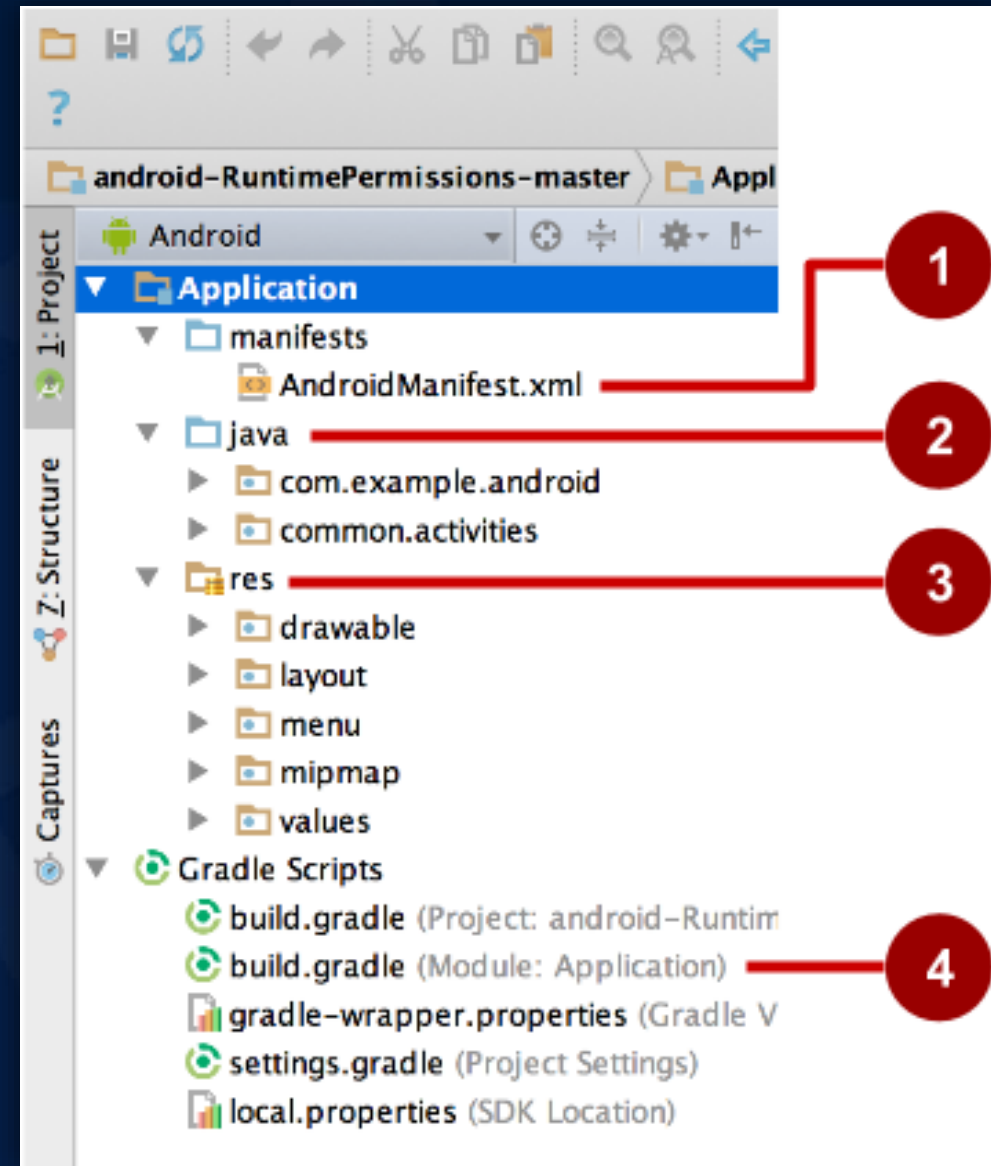
Java source code packages

3. Res

layout, strings, images, dimensions, colors...

4. build.gradle

Gradle build files

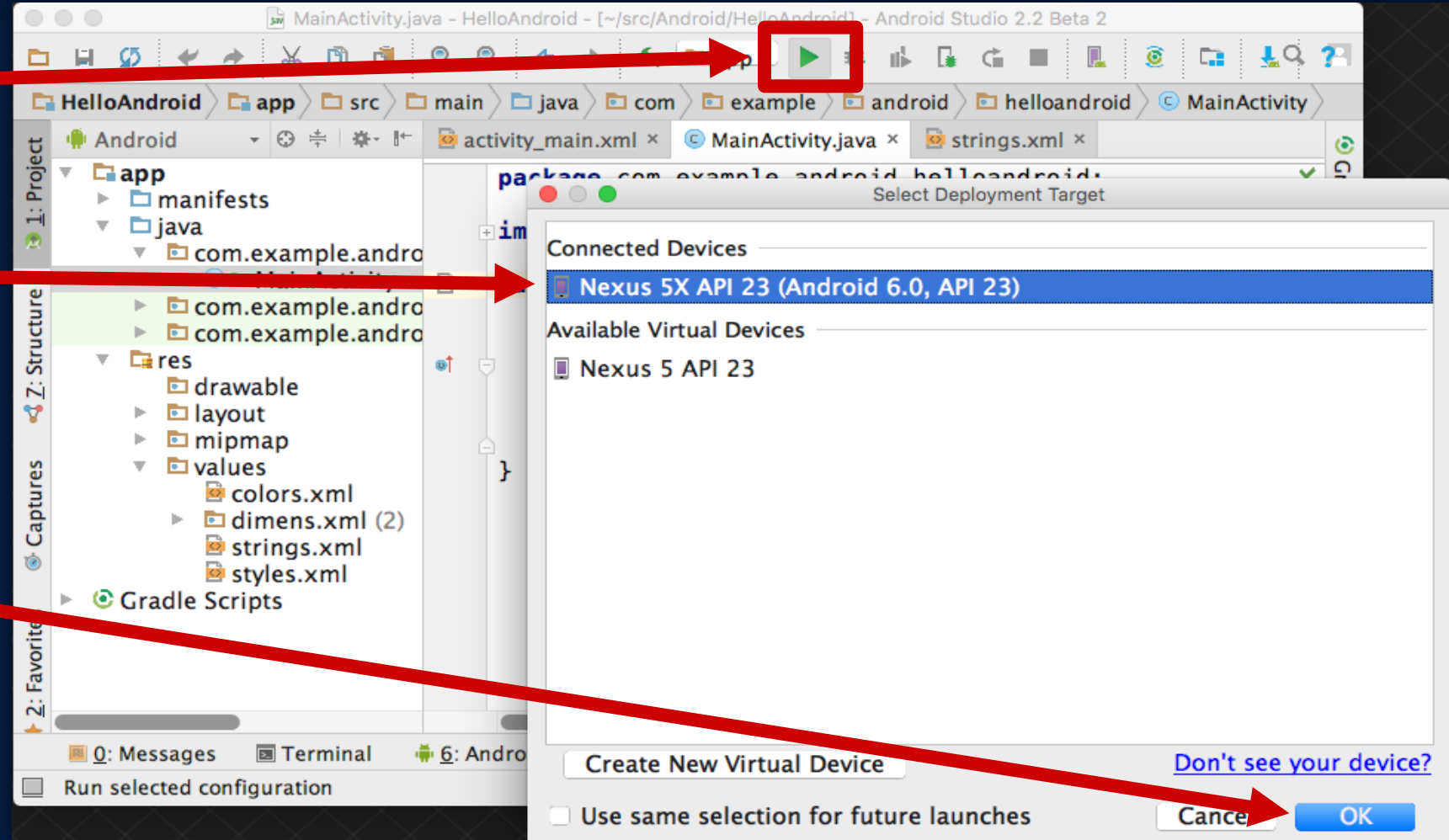


RUN YOUR APP

1. RUN

2. Select Virtual
or Physical
Device

3. OK



RUN ON PHYSICAL DEVICE

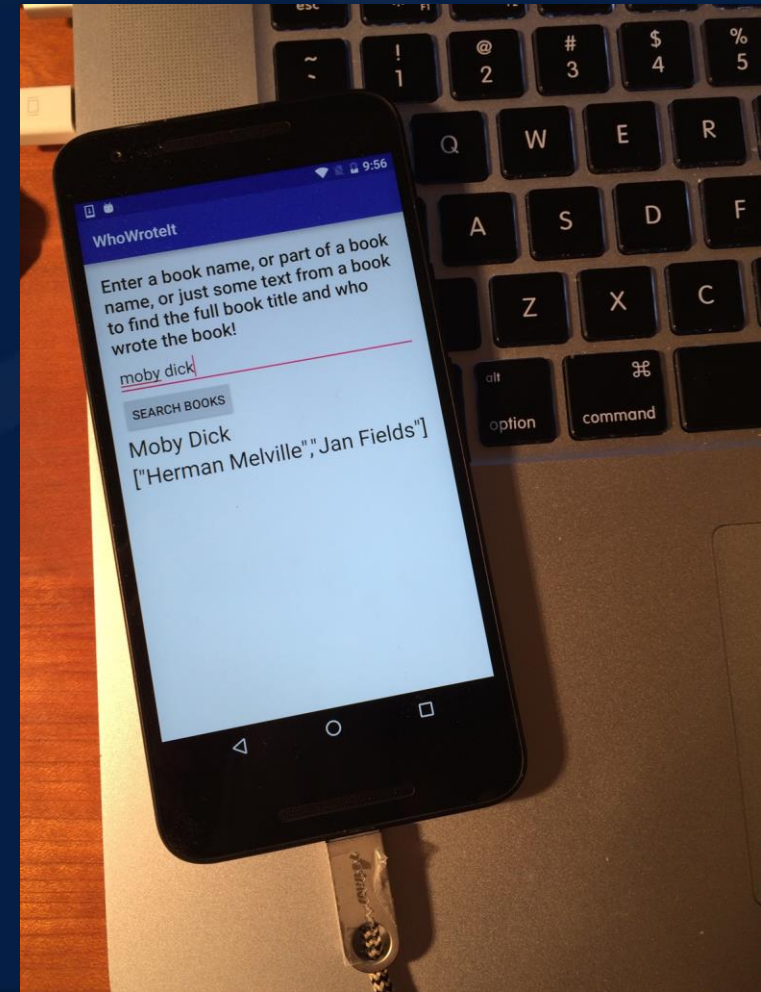
1. Turn on **Developer Options**:
 - a. **Settings** > **About phone**
 - b. Tap **Build number** seven times
2. Turn on **USB Debugging**
 - a. **Settings** > **Developer Options** > **USB Debugging**
3. **Connect phone** to computer with cable

Windows/Linux additional setup:

- **Using Hardware Devices**

Windows drivers:

- **OEM device Drivers**



LECTURE - 02 “Create Your First Android App”

THANK YOU 😊



By: AbuBakar Ubaid

ANDROID