LECTURE - 02

MOBILE APPLICATION DEVELOPMENT

By: AbuBakar Ubaid

ANDROID

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

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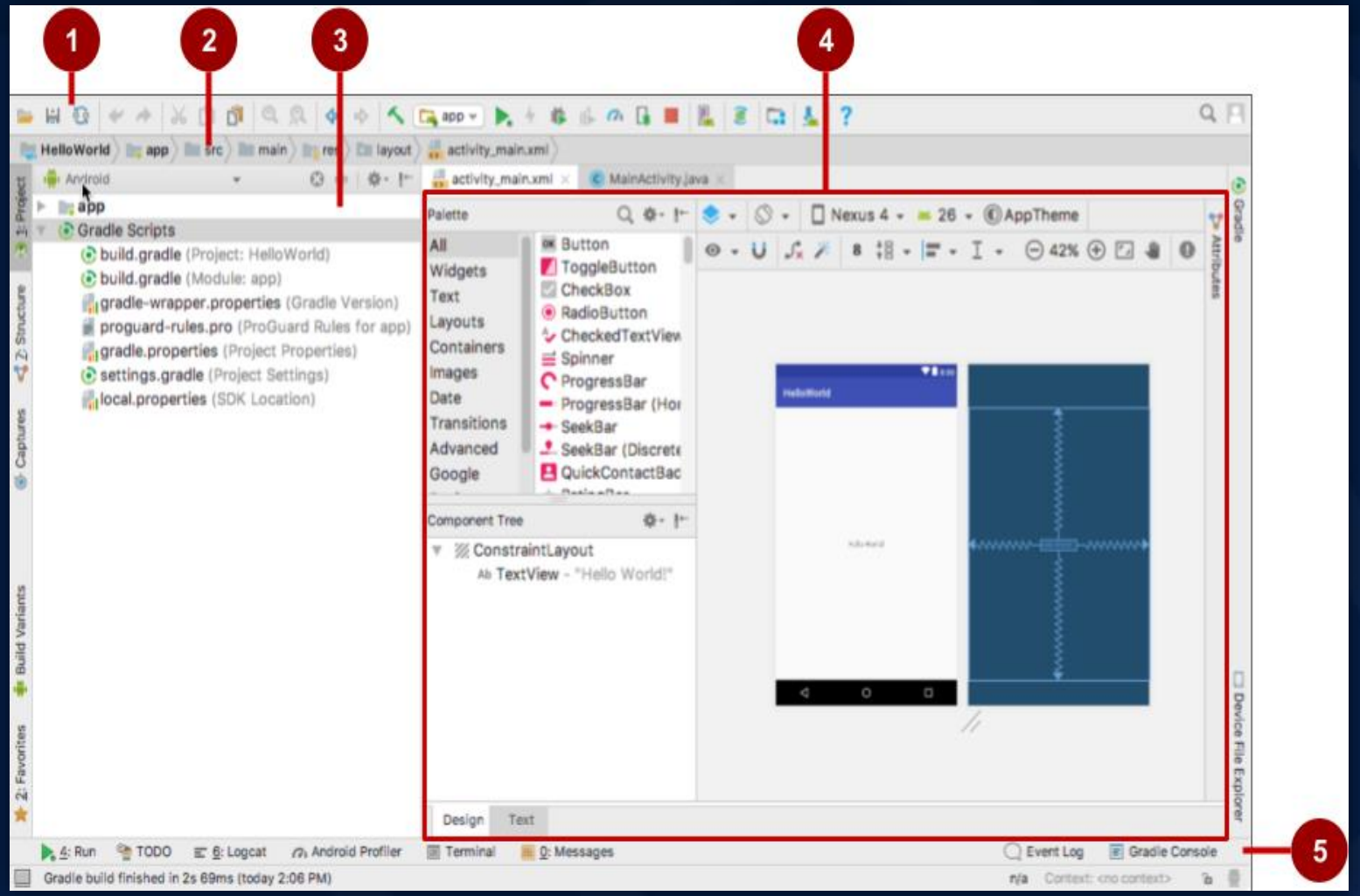
ANDROID STUDIO INTERFACE

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



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CREATING YOUR FIRST ANDROID APP

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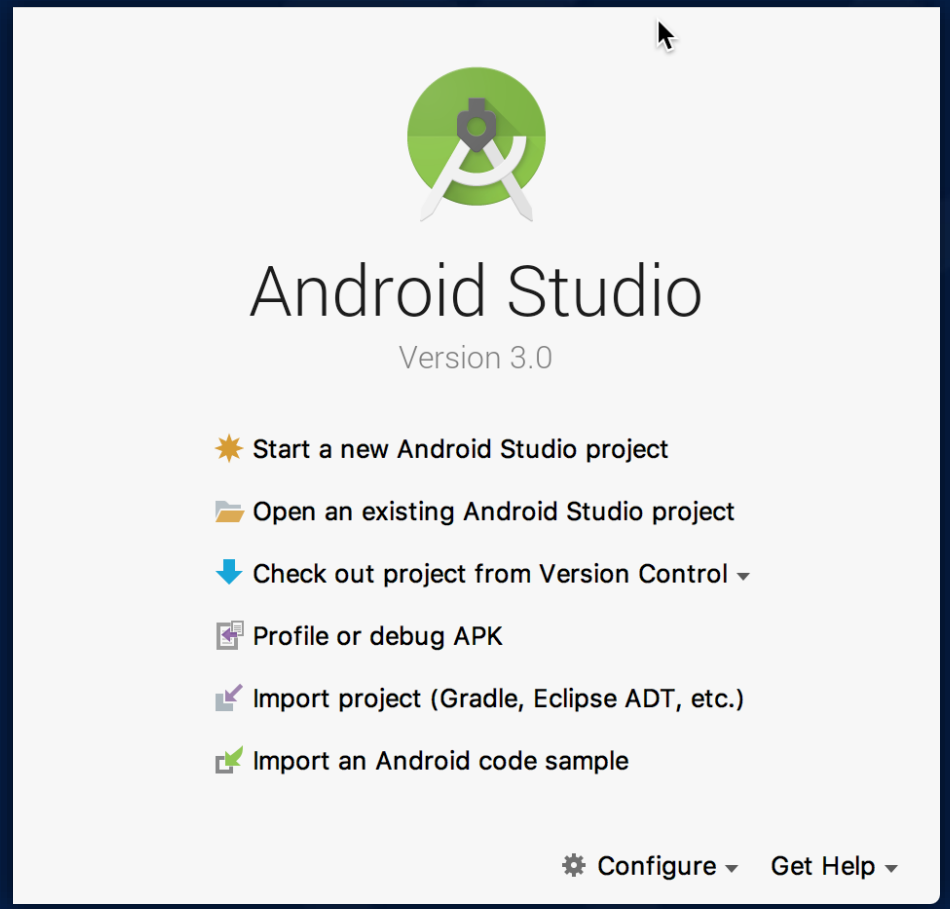
START ANDROID STUDIO



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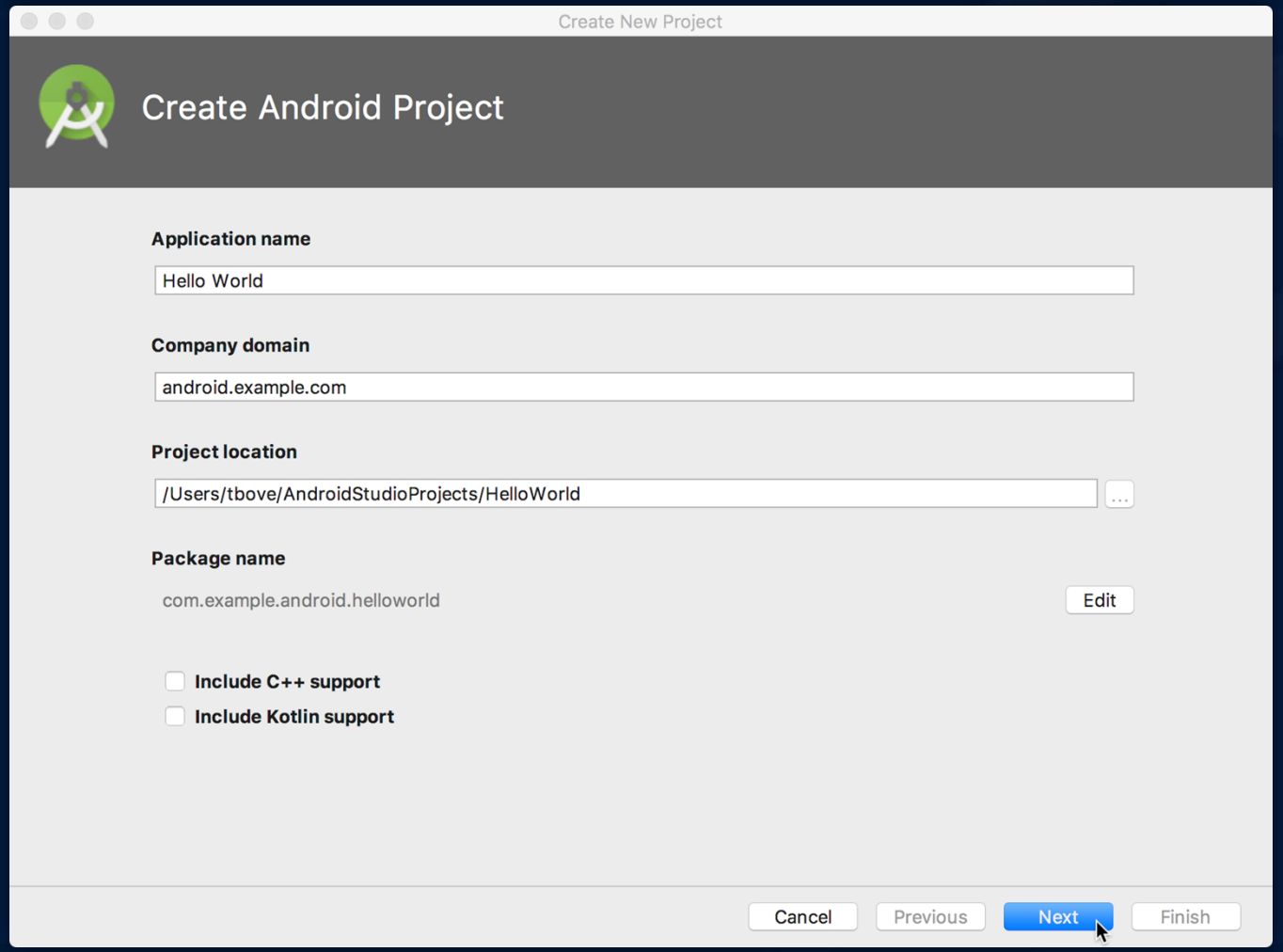
NAME YOU APP



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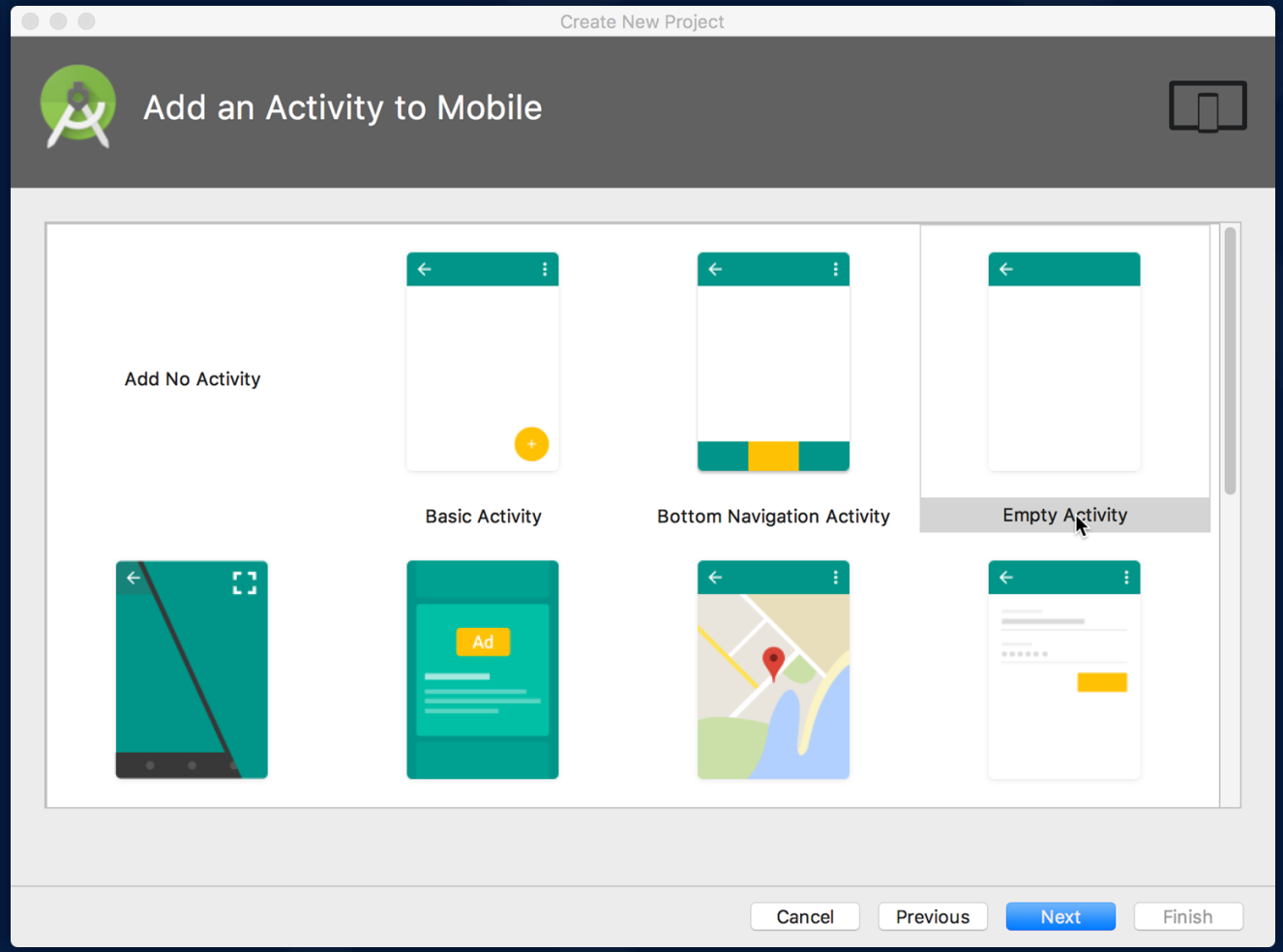
PICK ACTIVITY TEMPLATE

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

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



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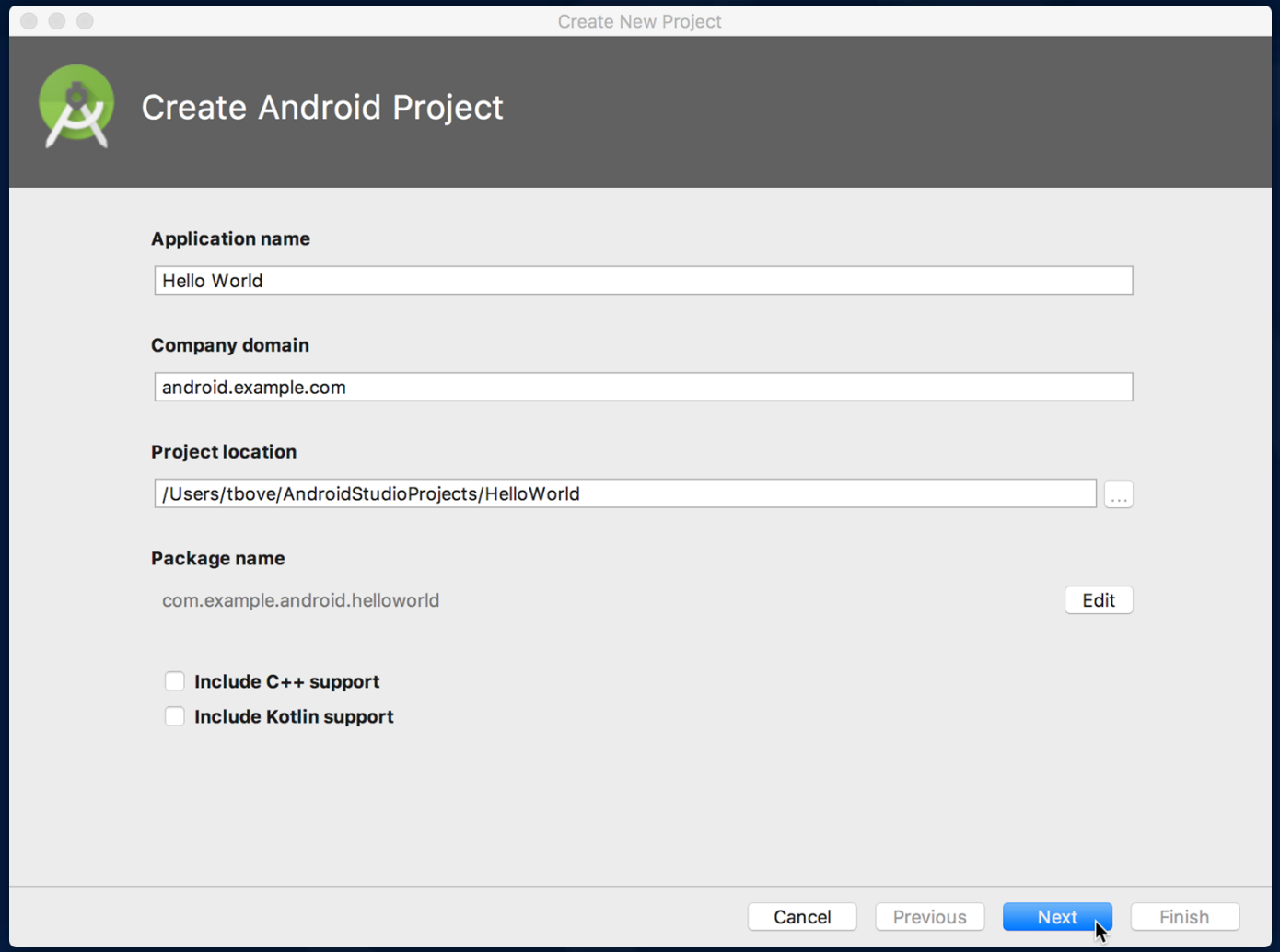
NAME YOUR ACTIVITY

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



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PROJECT FOLDER

1. **manifest**

   description of app read by the Android runtime

2. **Java**

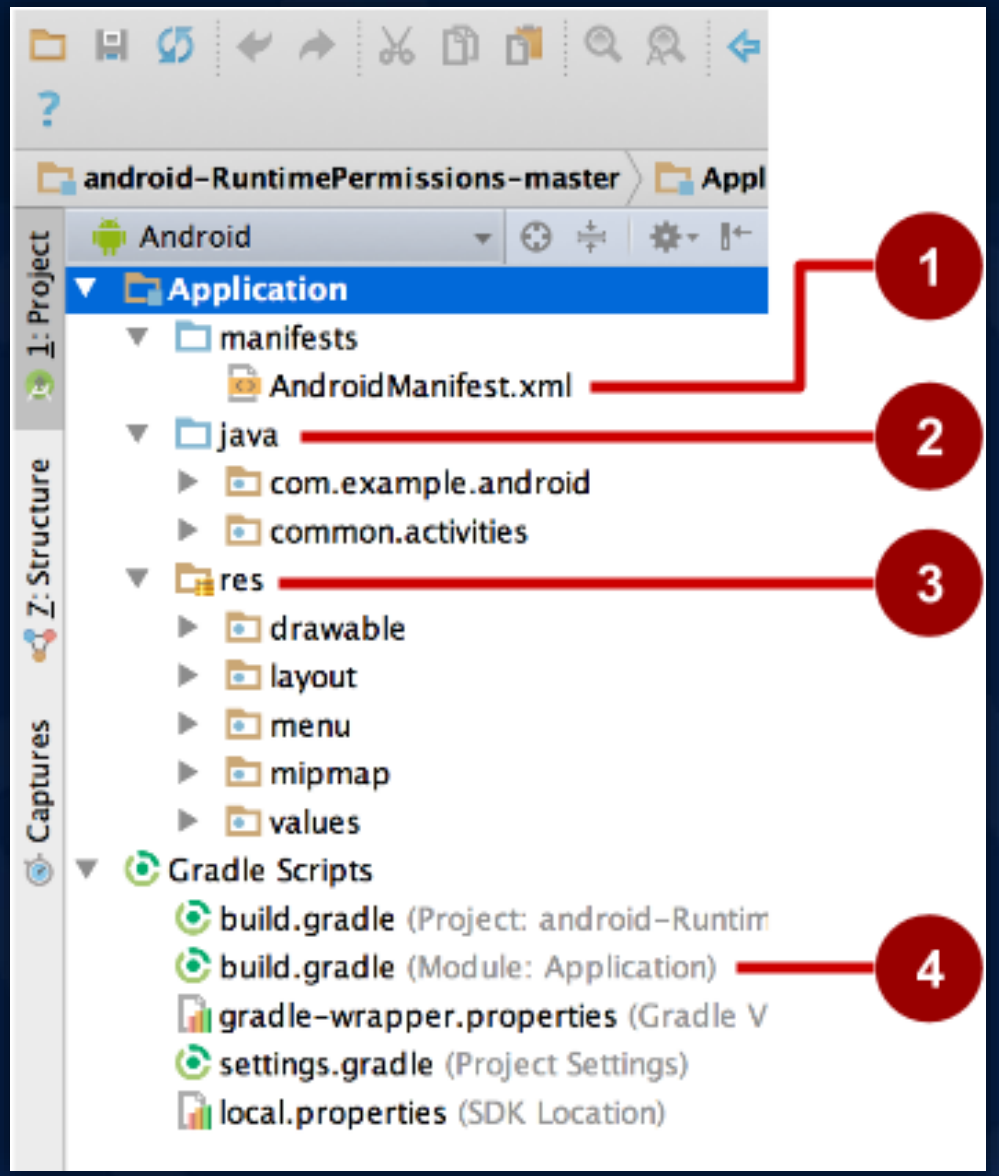
   Java source code packages

3. **Res**

   layout, strings, images, dimensions, colors…

4. **build.gradle**

   Gradle build files



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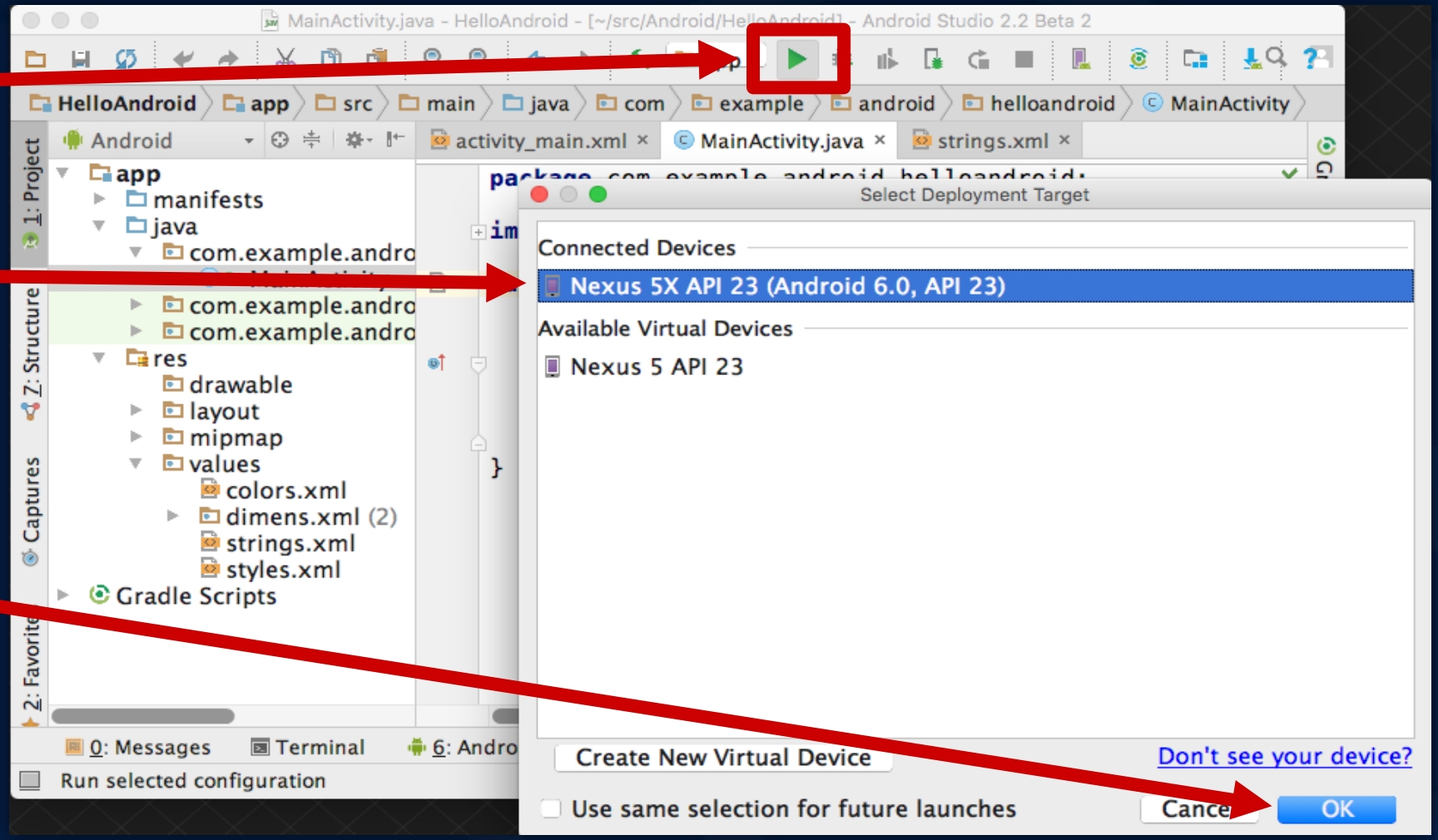
RUN YOUR APP

1. **RUN**
2. **Select Virtual or Physical Device**
3. **OK**



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RUN ON PHYSICAL DEVICE

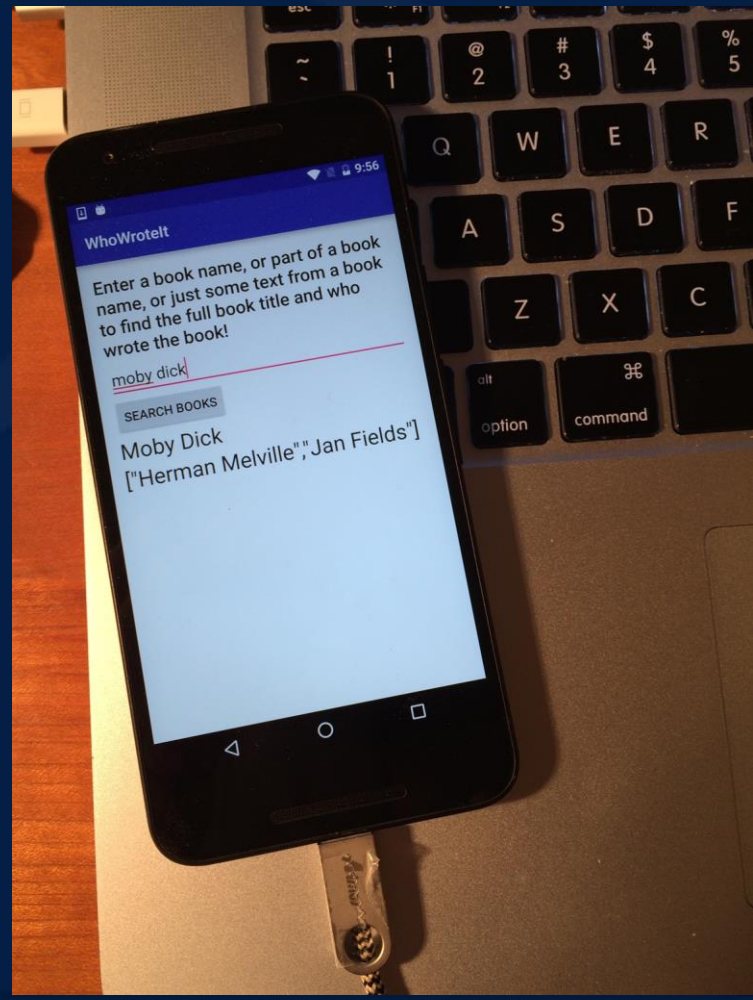
1. Turn on Developer Options:
   a. **Settings > About phone**
   b. Tap **Build number** seven times
2. Turn on USB Debugging
   a. **Settings > Developer Options > USB Debugging**
3. Connect phone to computer with cable

Windows/Linux additional setup:

- Using Hardware Devices

Windows drivers:

- OEM device Drivers



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THANK YOU ☺