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Hello world android

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Android is the most used mobile OS all over the world. Making an Android app is not as difficult as you think of. You just need to have less knowledge on the Android structure and little Java programming. How do you make an Android app? Do you ask questions below? How Create Android applications for beginners? How to create an Android app with a few lines of code? Create a project Well Android, in steps you will help you to build your first Android Application. Before starting Ã ¢ here is the final result of our application. All you need to know to write your first Android application Step-1 } } This tutorial will help you create your Android FirstÃ ¢ app with the help of Android Studio. This question is very increased with Android applications as it is never ignored completely. Android Studio is an easy to use software that will help develop better applications with simple interactive applications. This tutorial will take you around 30-60 minutes, depending on how fast you can download and install Android Studio. After using this tutorial to create your first Android application, youÃ ¢ LL being on the right road for a new hobby fun or perhaps even a promising mobile development career. Step by step procedure for the development of Android apps easily. 1stã, Install Android Studio: First of all you need to download Android Studio to make the Android application. To download it go to a �, for the Android Studio download. Use the default installer to install Android Studio following the instructions. You can easily download and ita s arrangement of all users free without further frantic passages. Step-2A Open a new project Start Android Studio. You will open guided Quick Start called in the quick start menu, click Start a new Android Studio project. In the Create new project window that you will open the Wizard Project information and by default is to give your application name for CrunchifyHelloWorld. Then you need to add the package name that could contain the name of the company. You can give name, if you wish. In our case we provided the package name: tutorials.crunchify.com then choose where you want to store the project. So choose the project path. Click Next. Step-3 Make sure that on that phone and tablet is the only dialogue that is checked. If you want to check the application on your phone, make sure that the minimum SDK should be imported the MobileÃ ¢ s operating system level. Click Next. Step-4 Select Activity, vacuum from the list of all activities. Click Next. Leave all the fields of the activity name as well as. Click Finish. This creates project structure like this: step-5. Open the Activity_Main.xml file double-click the Activity_Main file. Click on TextView -> Change text value to your desire to text Click the button from the clickable palette and the Drag button to be centered under your welcome message. Make sure the button is still selected. In the Property menu (on the right side of the window), scroll down to find the field for text. Change the text from New Button to the next page. Method Step 7.a Write button onclick () Open MainActivity.java file. Com.Crunchify.Tutorials.CrunchifyhelloWorld package, the Android.Content.Intent import, the import Android.support.v7.AppCompatactivity, the import Android.view.view, l'import android.widget.button; Public Class MainActivity Extend AppCompatActivity {Ã, Ã, Ã, Ã, Protected Oncreate void (bundle saviintancestate) {Ã, Ã, Ã, Ã, ã, super.oncreate (savedinstancestate); Ã, Ã, Ã, Ã, Ã, Ã, ã, setcontentview (r.layout.activity_main); Ã, Ã, Ã, Ã, Ã, Ã, ã, button = (button) findviewbyid (r.id.button); Ã, Ã, Ã, Ã, Ã, Ã, ã, button.setonclicklistener (new view.onclicklistener () {Ã, Ã, Ã, Ã, Ã, Ã, Ã, ã, Public void onclick (View v) {Ã, Ã, Ã, gotosecondactivity private void () {Ã, Ã, Ã, Ã, Ã, Ã, Ã, intent intent = new intent (this, secondactive.class). Just replace it with code above Step- 8 Create files secondActivity.java under the same file position as MainActivity.java package com.Crunchify.Tutorials.CrunchifyhelloWorld; *. *. From Crunchify the 7/5 / 17.Public Reportivity Class {Test the application by clicking on Run button and you will see the popup device selection. Select Pixel API 26 and click OK. You should now see your application running under Android phone simulation. And you're done! Congratulations. If you liked this article, please share it on social media. You still have questions about an article, leave you a comment. This practical codelab is part of Unit 1: preliminary operations in the Android developer fundamentals (version 2) of the course. You will get the maximum value from this course if you work through the sequential codeslabs: Note: This course uses the terms "codelab" and "practical" interchangeably. Introduction In this practice you learn how to install Android Studio, the Android development environment. You can also create and manage your first Android application, hello world, on an emulator and a physical device. What you should already know that you should be able to: Understanding the software development process in general for object-oriented applications using a (integrated development environment) IDE as Android Studio. Prove you have at least 1-3 years of experience in object-oriented programming, with some of it focused on the Java programming language. (These exercises will not explain object-oriented programming or Java language.) What you will need a computer with Windows or Linux operating system, or a running Mac MacOS. See the Android studio download page for up-to-date system requirements. Internet access or an alternative way to upload the latest Android Studio and Java installations on the computer. What you will learn how to install and use the Android Studio IDE. How to use the development process for creating Android applications. How to create an Android project from a model. How to add log messages for your application for debugging. What will you install the Android Studio development environment. Create an emulator (virtual device) to run your application on your computer. Create and run the Hello World application on virtual and physical devices. Explore the project layout. Generate and view log messages from your app. Explore the AndroidManifest.xml file. After successfully installed Android Studio, you will create a new project for the Hello World application from a model. This simple display app The "Hello World" string on the screen of the Android virtual device or physicist. Here is that the final application is similar: Android Studio provides a complete environment of integrated development (IDE) including an advanced code editor and a series of app models. Furthermore, it contains development tools, debug, testing, and performance that make it faster and easier to develop applications. You can check your applications with a wide range of preconfigured emulators or your mobile device, build production applications, and publish on Google Play Store. Note: Android Studio is continuously improved. For the latest information on system requirements and installation instructions, see Android Studio. Android Studio is available for computers running Windows or Linux and for running MacOS. The last OpenjdK (Java Development Kit) is supplied bundled with Android Studio. To get installed and working with Android Studio, first check the system requirements to ensure that the system encounters them. The installation is similar to all platforms. Any differences are indicated below. Go to the Android Developers website and follow the instructions to download and install Android Studio. Accept default configurations for all steps and make sure all They are selected for installation. After finishing the installation, the installation wizard will be downloaded and installed some additional components, including the Android SDK. Be patient, this could take some time depending on the Internet speed, and some of the steps may seem redundant. When the download is completed, Android Studio starts and you're ready to create your first project. Troubleshooting: if you run in With the installation, check the release notes of Android Studio or get help from the instructors. In this task, you will create an app that shows "Hello World" other useful tips. Click Close to close the message. The Android Studio editor appears. Follow these steps: Click the Activity_main.xml tab to view the layout editor. Click the design tab of the layout editor, if it is not already selected, to show a graphic reduction of the layout. As shown below. Click the MainActivity.java tab to view the code editor as shown below. 2.2 Explore the project> Android panel in this practical, you will explore how the project in Android Studio is organized. If it has not already been selected, click the Project tab in the Vertical tab on the left side of the Android Studio window. The project panel appears. To view the project in the standard Android project hierarchy, select Android from the popup menu at the top of the project pane, as shown below. Note: This chapter and other chapters refer to the project pane, when set to Android, such as the Android project panel> 2.3 Explore the script folder Gradle the Body Build system in Android Studio simplifies the inclusion of external tracks or other modules of Library for your construction as dependencies. When before An App project, the project> The Android pane displays the Script folder Gradle expanded as shown below. Follow these steps to explore the Gradle system: if the script folder Gradle is not expanded, click the triangle to expand. This folder contains all the necessary files from the build system. Search build.gradle file (Project: Helloworld). This is where you will find the configuration options that are common to all the modules that make up your project. Every Android Studio project contains a single build Gradle parent file. Most of the time, you do not make changes to this file, but it's still useful to understand its contents. By default, the upper level build file uses the BuildScript block to define the repositories and gradble dependencies that are common to all the project modules. When addition is something different from a local library or a file tree, Gradle looks for files in which the online repositories are specified in the repository of this file locking. By default, the new Android Studio projects declare JCenter and Google (which includes Google Maven repository) as the repository positions: Allprojects repository {{Google () jcenter ()}} Search Module (build.gradle file: App). In addition to the project level build.gradle files, each module has its own build.gradle files, allowing you to configure the compiler settings for each specific form (the app Helloworld has only one module). The configuration of these build settings allows you to provide custom packaging options, such as additional types of filling and product flavors. You can also override the settings in AndroidManifest.xml or build.gradle top-level file. This file is more often the file to edit when changing configurations in terms of apps build. Depending on the speed of the computer, this may take a while. Your app builds, and once the emulator is ready, Android Studio The app on the emulator and execute it. You should see the Hello World app as shown in the following figure. Tip: During the test on a virtual device, it is a good practice to start it once, at the beginning of the session. You shouldn't close it until you have finished testing your app, so that your app has not again through the device startup process. To close the emulator, click the X button at the top of the emulator. Select Exit from the menu or press Control-Q in Windows or Command-Q in MacOS. In the final task, You'll run your app on a physical mobile device like a phone or tablet. You should always test your apps on virtual and physical devices. This you need: an Android device like a phone or tablet. A data cable to connect the Android device to the computer via the USB port. If you are using a Linux or Windows system, you may need to perform additional steps to be performed on a hardware device. Check the documentation using hardware devices. For a deeper look of USB debugging. On Windows, see the OEM USB drivers. 4.1 Enable USB debugging To enable Android Studio Communicate with your device, you need to enable USB debugging on your device. This is enabled in the developer options settings of your device. On Android 4.2 and higher, the Developer Options screen is hidden by default. To show options for developers and enable USB debugging: the device, open the settings, try the phone, click Telephone and touch Build number seven times. Go back to the previous screen (Settings / System). The developer's options appear in the list. Touch the developer options. Choose the USB debugging. 4.2 Run your app on a device Now you can connect your device and run the app from Android Studio. Connect your device to the development machine with a USB cable. Click the Run button in the toolbar. The Select Deployment Destination window opens with the list of available emulators and related devices. Select your device and click OK. Android Studio installs and runs the app on your device. Troubleshooting If your Android Studio does not recognize your device, try the following: Remove and replace your device. Restart Android Studio. If your computer still can not find the device or declared "unauthorized", follow these steps: Disconnect the device. On your device, the app works options Developer settings. TAP revokes USB debugging permissions. Reconnect the device to the computer. When requested, grant permissions. You may need to install the appropriate USB driver for your device. See the documentation using hardware devices. In this task you'll change something about the application of the app in build.gradle module file: app) to learn how to make changes and synchronize them to your Android Studio project. 5.1 Changing the minimum version of the SDK for app Follow these steps: Expand the Gradle Scripts folder if it is not already open, double-click the Module (build.gradle file: App). The contents of the file is displayed in the code editor. Inside the predefinedConfig block, modify the value minSdkVersion to 17 as shown below (it was originally set to 15). The code editor displays a notification bar at the top with the Sync Now button. 5.2 Synchronize the new configuration Gradle When you make changes to Build configuration files in a project, Android Studio requires you to synchronize your project file so that it can import the changes to the configuration setup and run some checks to make sure that the configuration is not will create build errors. To synchronize project files, click Sync Now in the notification bar that appears when you make a change (as shown above) or click the Sync project with the icon of Gradle File in the toolbar. When the build is finished syncing, the message BULLLE BUSIN BULLING appears in the area development window and then click OK. In the configuration of the Builde Builds documentation. In this activity, you will add log instructions to your app, which display messages in the LogCat pane. Register messages are a powerful debug tool that you can use to check values, execution paths and exceptions reports. 6.1 Displays the LogCat pane to display the LogCat pane. See the panoramic of the build system and at the bottom of the Android Studio window as shown in the following figure. In the figure above: the LogCat tab for opening and closing the LogCat pane, which displays information about your app as it is running. If you add registry statements Your app, the log messages appear here. The log layer menu set to verbose (the default value), which shows all the registry messages. Other settings include debugging, error, information and warning. 6.2 Add log statements to the app log instructions in your App code Displays messages in the LogCat pane. For example: Log.D ("MainActity", "Hello World"); The message parts are: Log: the log class for sending registry messages to the LogCat pane. D: Setting the debug log level for the filter log message display in the logcat pane. Other registry levels are and by mistake, W for Warn and I for information. "MAINALTY": The first argument is a tag that can be used to filter messages in the LogCat pane. This is commonly the name of the activity from which the message originates. However, you can make everything that is useful for you for debugging. By agreement, the registry tags are defined as constants for the activity: private static string Private log_tag = mainactivity.class.getimpolense (); "Hello world": the second argument is the real message. Follow these steps: Open your Hello World App in Android Studio and open the Mainativitã. To add imports not automatically automatically to create a virtual device (also known as emulator) that simulates the configuration for a particular type of Android device and use that virtual device to run the app. Note that the Android emulator has additional requirements beyond the basic requirements of the Android Studio session. Using the AVD manager, defines the hardware features of a device, its API level, storage, skin and other properties and save as a virtual device. With virtual devices, you can test the apps on different device configurations (such as tablets and phones) with different API levels, without having to use physical devices. 3.1 Create an Android virtual device (AVD) To run an emulator on your computer, you have to create a configuration that describes the virtual device. In Android Studio, select Tools> Android> Avd Manager or click the AVD Manager icon in the toolbar. The screen of your virtual devices is displayed. If you have already created virtual devices, the screen shows them (as shown in the following figure); Otherwise see an empty list. Click on the device + Create virtual device. The Select Hardware window appears showing a list of pre-configured hardware devices. For each device, the table provides a column for the size of the diagonal display (dimensions), the resolution of the pixel screen (resolution) and the density of the pixel (density). Choose a device like Nexus 5x or XL pixel and click Next. The system image screen appears. Click the Recommended tab if it is not already selected and choose the version of the Android system to run on the virtual device (like Oreo). There are many more versions available than that shown in the recommended tab. Watch X86 images and other image cards to see them. If a download link is visible next to a system image you want to use, it is not yet installed. Click the link to start the download and click Finish when it's done. After choosing a system image, click Next. The Android Virtual Device window (AVD) is displayed. You can also change the name of the AVD. Check the configuration and click Finish. 3.2 Run the app on the virtual device in this activity, you will finally run your Hello World app. In Android Studio, choose Run> Run App or click the Run icon in the toolbar. The Select Target Deployment window, under available virtual devices, select the virtual device, which you have just created and click OK. Android Studio Change the Build.gradle file (module: app) when you need to add new libraries to your projects or change the versions of the library. All the codes and resources for the app are found just like a physical device. Depending on the speed of the computer, this may take a while. Your app builds. Use filtering in LogCat to find the log instructions and adjust the levels to display only debugging or error registration instructions. Answer these questions Question 1 What is the name of the layout file for the main activity? MainActivity.java AndroidManifest.xml activity _main.xml Build.gradle Question 2 What is the string resource that specifies the name of the application? App name xmlns: Android app: Applicationid name Question 3 Which tool do you use to create a new emulator? Android Device Monitor Avd Manager Editor Theme question Question 4 Suppose your app includes this registration statement: Log.I ("MainActivity", "MainActivity Layout is complete"); See the statement "Mainaptivity Layout is complete" in the LogCat pane if the Level Level menu is set up on which of the following? (Tip: more Answers are OK.) Verbose Debug Info Warn Error Assert control control to change the name of the App has the following: a business that displays "Hello World" on the screen. Registry declarations in owed () in the main activity. The log's level in the LogCat pane shows only debugging or error registration instructions. To find the next Practical CodeLab during the fundamental Android developers (V2), consult CodeLabs for the foundations of Android developer (V2). For an overview of the course, including links to chapters, apps and concept slides, see the foundations of Android developers (version 2). [{"TYPE": "thumb-down", "id": "MissingTheInformationINEED", "Label": "The information I need"} is missing, {"type": "thumb-down", "ID": "TOCOMPLICEDTOOMANYSTAILS", "Label": "Too complicated / too many passages"}, {"Type": "thumb-down", "ID": "OUTOFDATE", "Label": "Out of date"}, {"Type ":" Thumb - down "," id ":" sampleScodeissue ", " label ":" emission of samples / code "}, {" Type ":" thumb-down ", id ":" OtherDown "," Label ":" Other "}] [{" Type ":" thumb-up ", " id ":" EasyToundStand "," Label ":" Easy to understand "}, {" Type ":" thumb-up ", "ID":" SOLVEDMYPROBLEM", "Label": "Solved my problem"}, {"Type": "thumb-up", "ID": "OtherP", "Label": "Other"}]}]