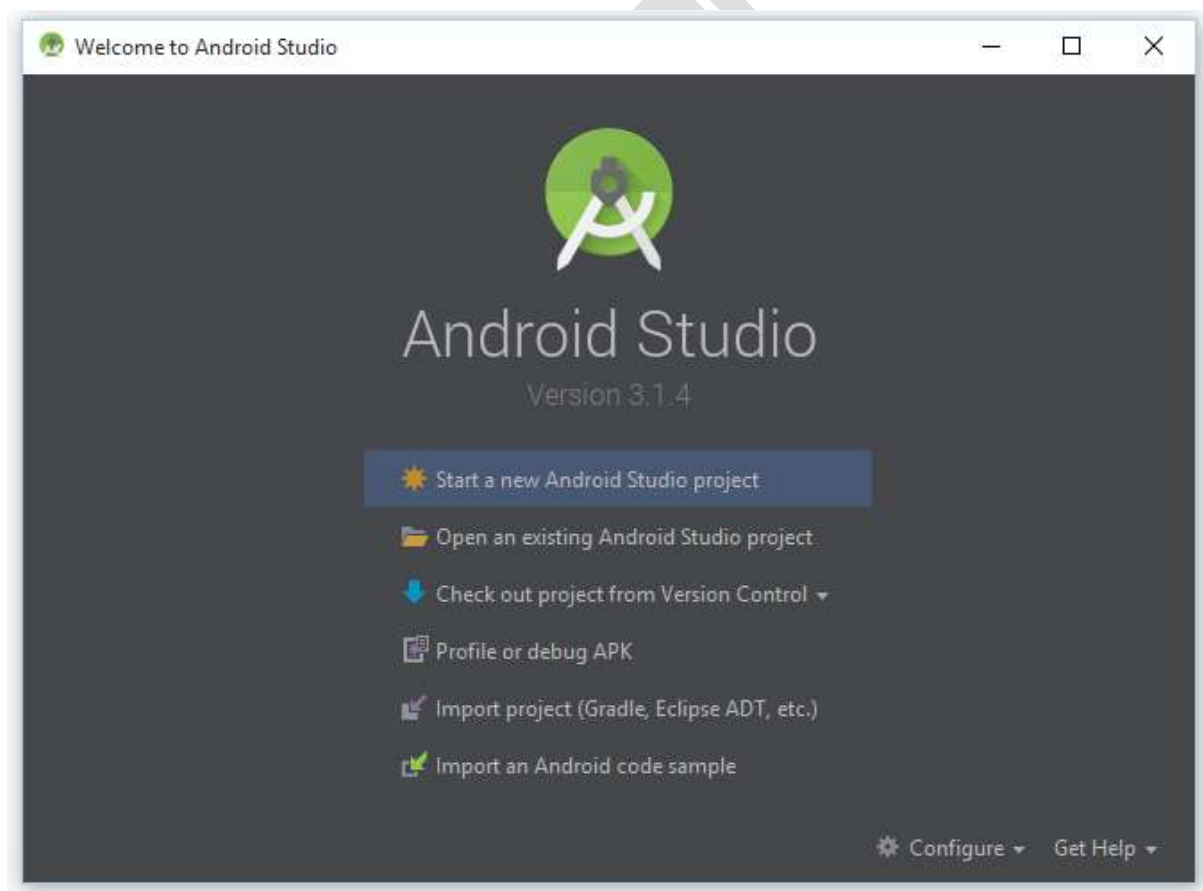




HELLO WORLD IN ANDROID STUDIO

Start the Android Studio IDE.



Create New Project

 Create Android Project

Application name

HelloWorld

Company domain

karamagi.robert

Project location

C:/Android/Projects/Website/HelloWorld

...

Package name

robert.karamagi.helloworld

Edit

☐ Include C++ support

☐ Include Kotlin support

Previous

Next

Cancel

Finish

Create New Project

 Target Android Devices

Select the form factors and minimum SDK

Some devices require additional SDKs. Low API levels target more devices, but offer fewer API features.

☒ Phone and Tablet

API 15: Android 4.0.3 (IceCreamSandwich)

By targeting API 15 and later, your app will run on approximately 100% of devices. [Help me choose](#)

☐ Include Android Instant App support

☐ Wear

API 21: Android 5.0 (Lollipop)

☐ TV

API 21: Android 5.0 (Lollipop)

☐ Android Auto

☐ Android Things

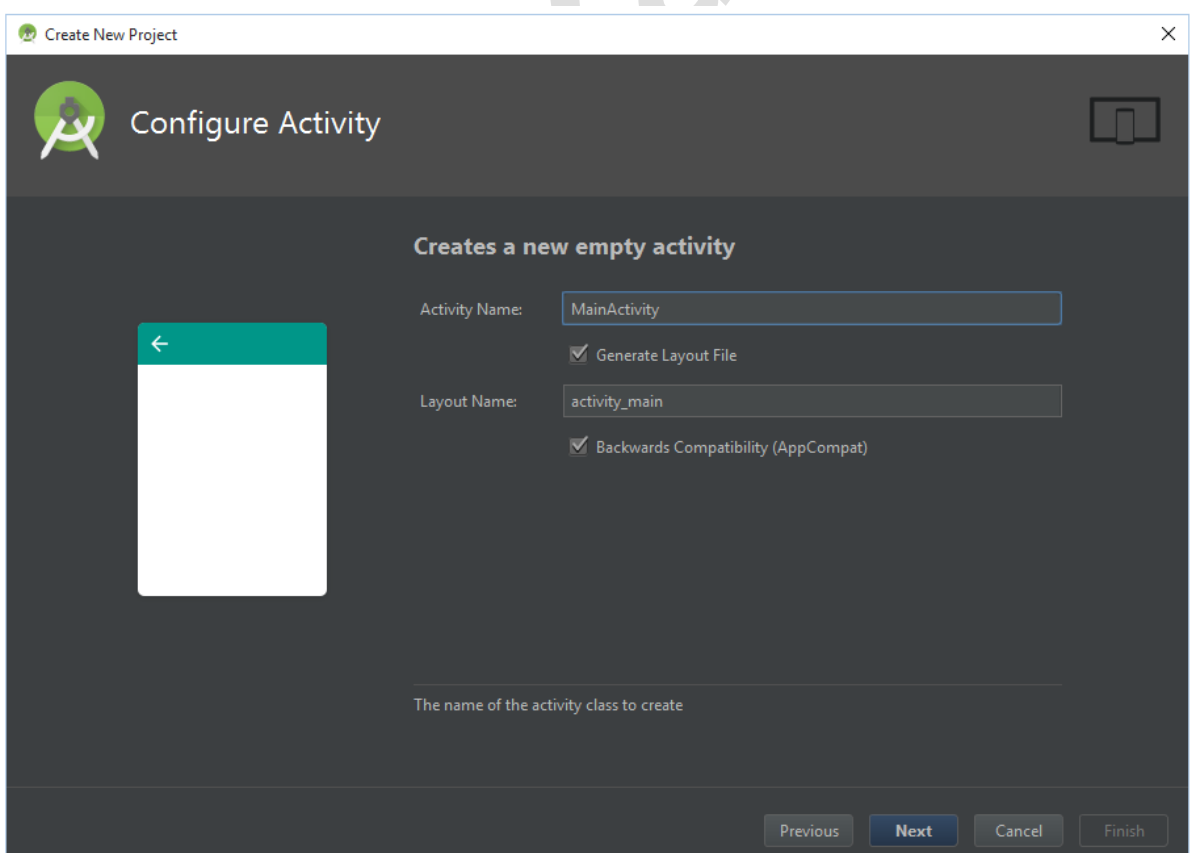
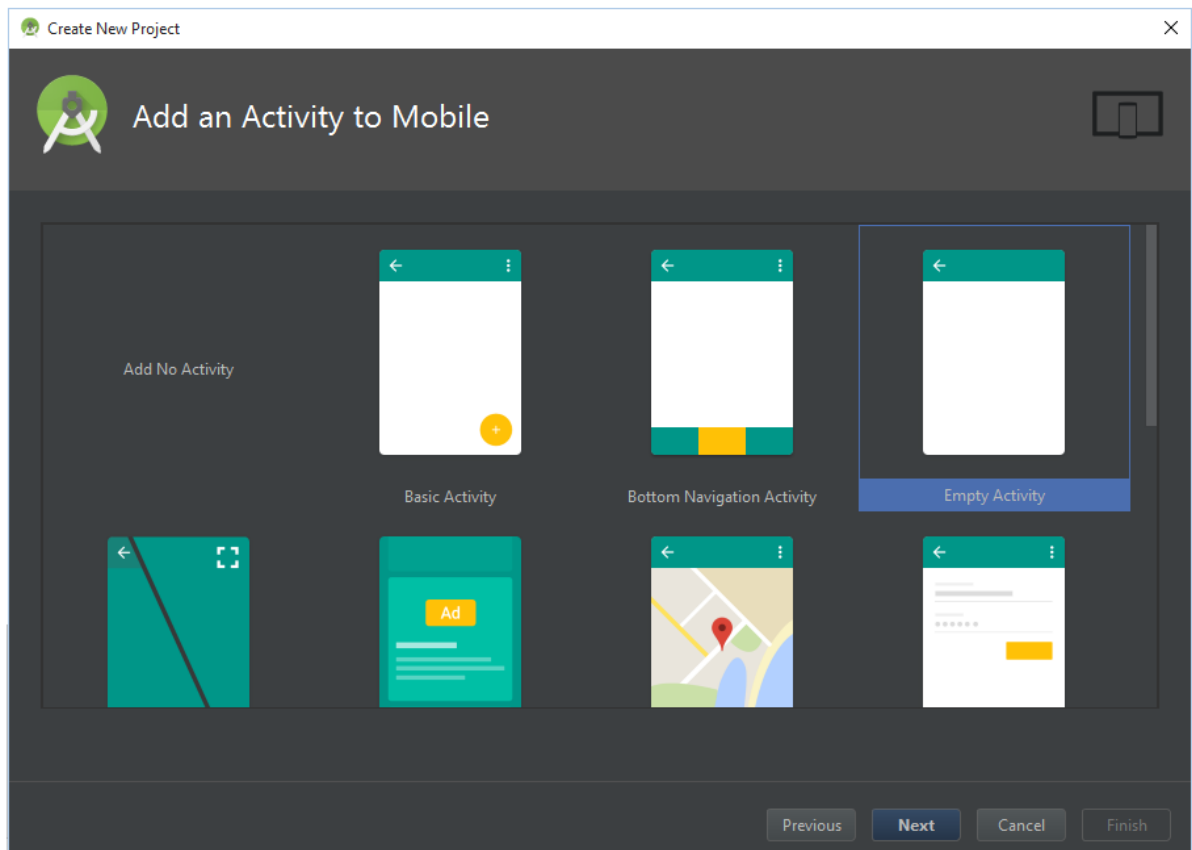
API 24: Android 7.0 (Nougat)

Previous

Next

Cancel

Finish



Go through the steps as shown in the figures above and once completed wait for your project to synchronize with the gradle.

Observe the files pre-written for you as the Hello World starter.

MainActivity.java

```
package robert.karamagi.helloworld;
```

```
import android.support.v7.app.AppCompatActivity;
```

```
import android.os.Bundle;
```

```
public class MainActivity extends AppCompatActivity {
```

```
    @Override
```

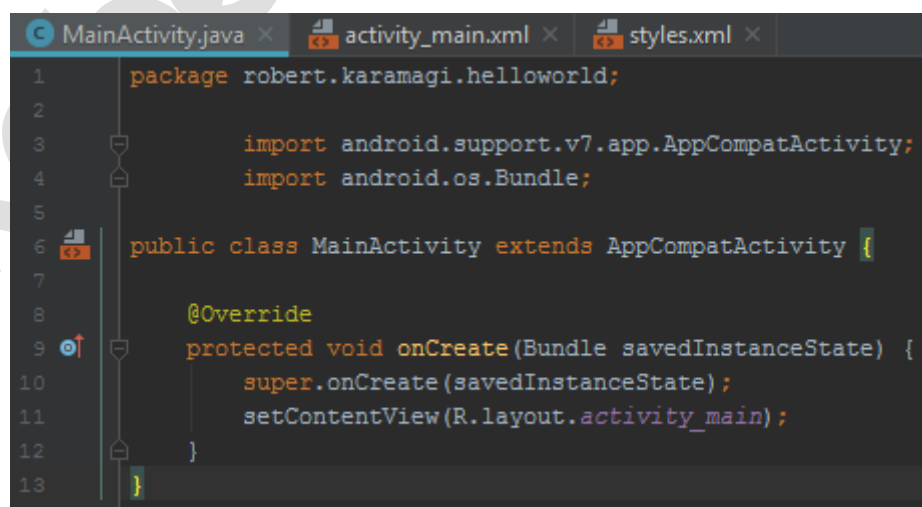
```
    protected void onCreate(Bundle savedInstanceState) {
```

```
        super.onCreate(savedInstanceState);
```

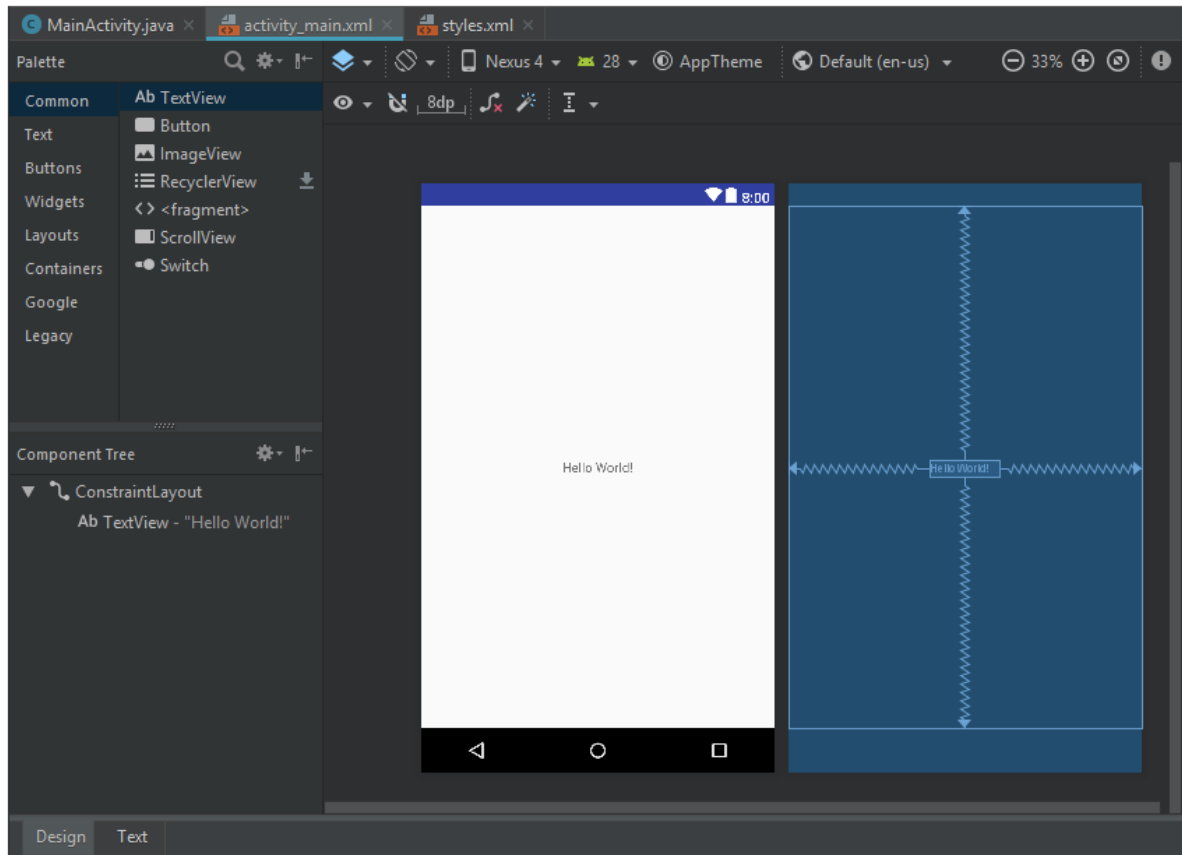
```
        setContentView(R.layout.activity_main);
```

```
    }
```

```
}
```



activity_main.xml [Design]



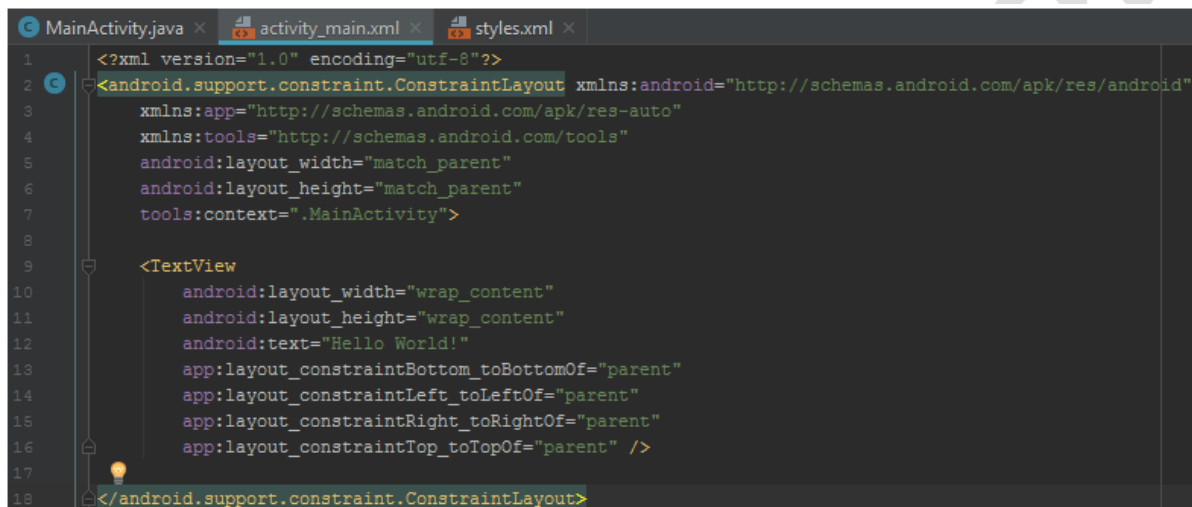
activity_main.xml [Text]

```
<?xml version="1.0" encoding="utf-8"?>
<android.support.constraint.ConstraintLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
```

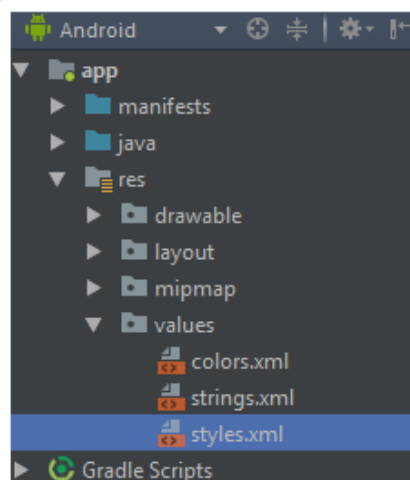
```
android:text="Hello World!"
app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintLeft_toLeftOf="parent"
app:layout_constraintRight_toRightOf="parent"
app:layout_constraintTop_toTopOf="parent" />
```

```
</android.support.constraint.ConstraintLayout>
```



Sometimes you may find that the View in your activity_main.xml[Design] does not show up. You may rectify this by changing the styles.xml in your values folder.

app\res\values\styles.xml



Add "Base" to your Style parent.

styles.xml

```
<resources>
```

```
    <!-- Base application theme. -->
```

```
    <style name="AppTheme"
```

```
        parent="Base.Theme.AppCompat.Light.DarkActionBar">
```

```
        <!-- Customize your theme here. -->
```

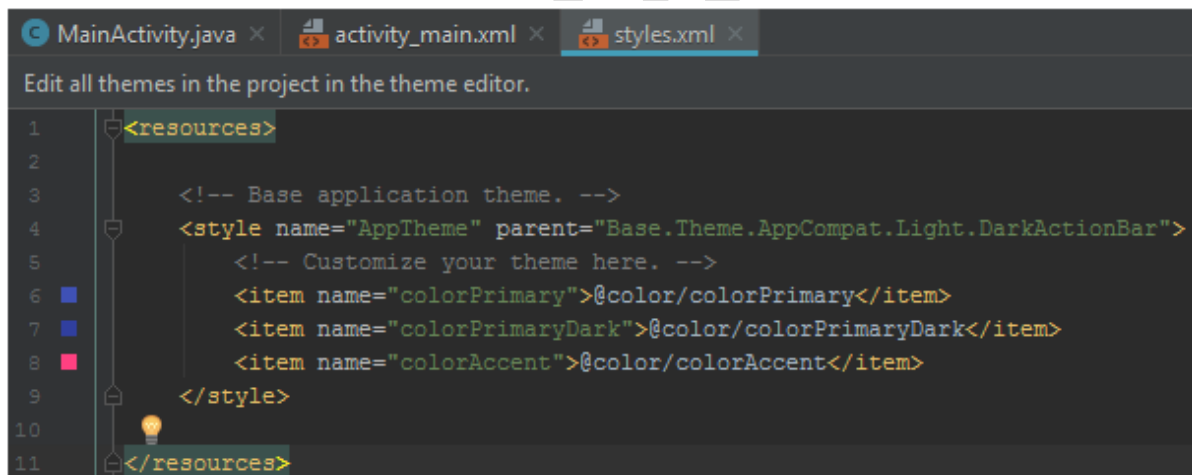
```
        <item name="colorPrimary">@color/colorPrimary</item>
```

```
        <item name="colorPrimaryDark">@color/colorPrimaryDark</item>
```

```
        <item name="colorAccent">@color/colorAccent</item>
```

```
    </style>
```

```
</resources>
```

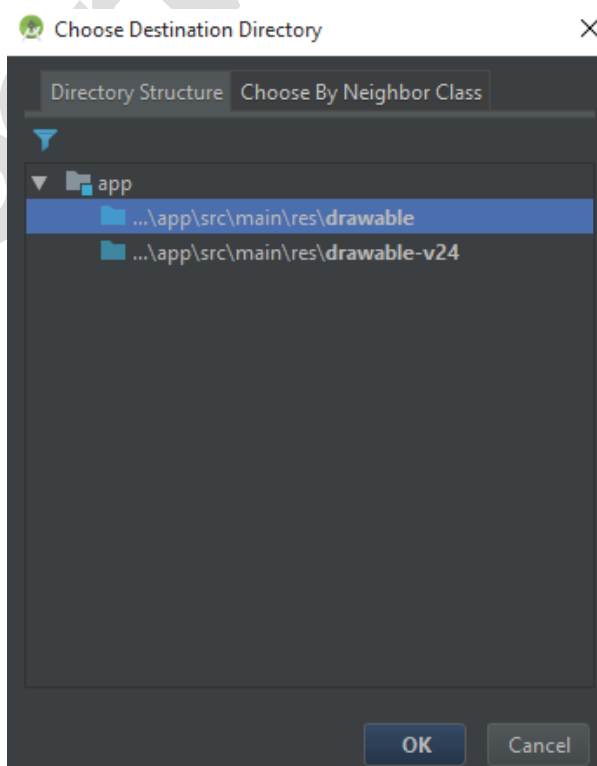
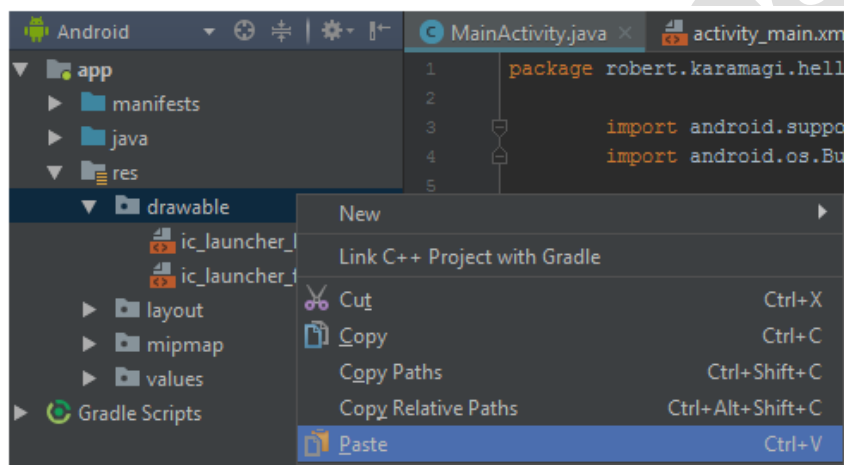
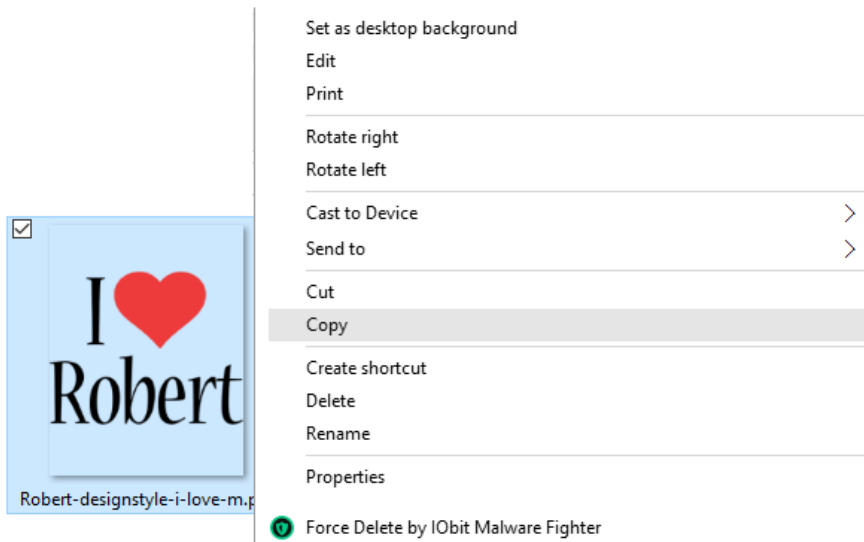


You may add an icon to your project. Copy the icon from its location on your computer or storage device and paste it in your drawable folder in the Android Studio IDE.

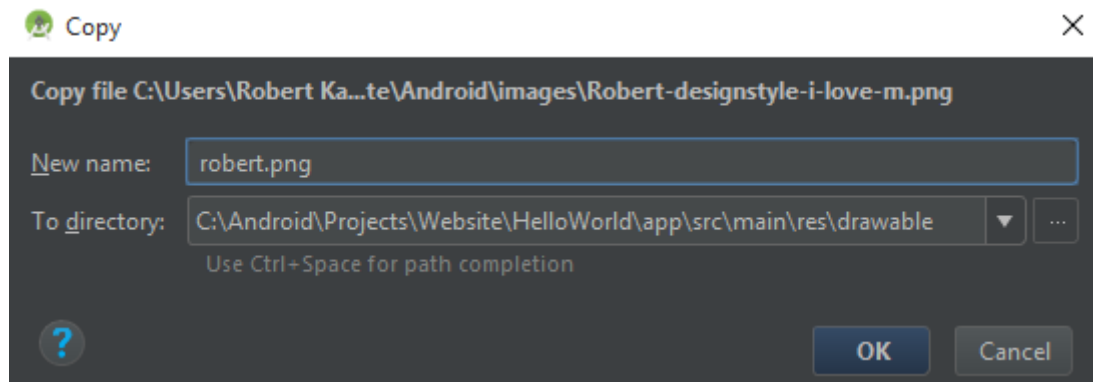
i.e. app\res\drawable

Or directly to the drawable folder of your Project, wherever saved on the disk.

C:\...\HelloWorld\app\src\main\res\drawable



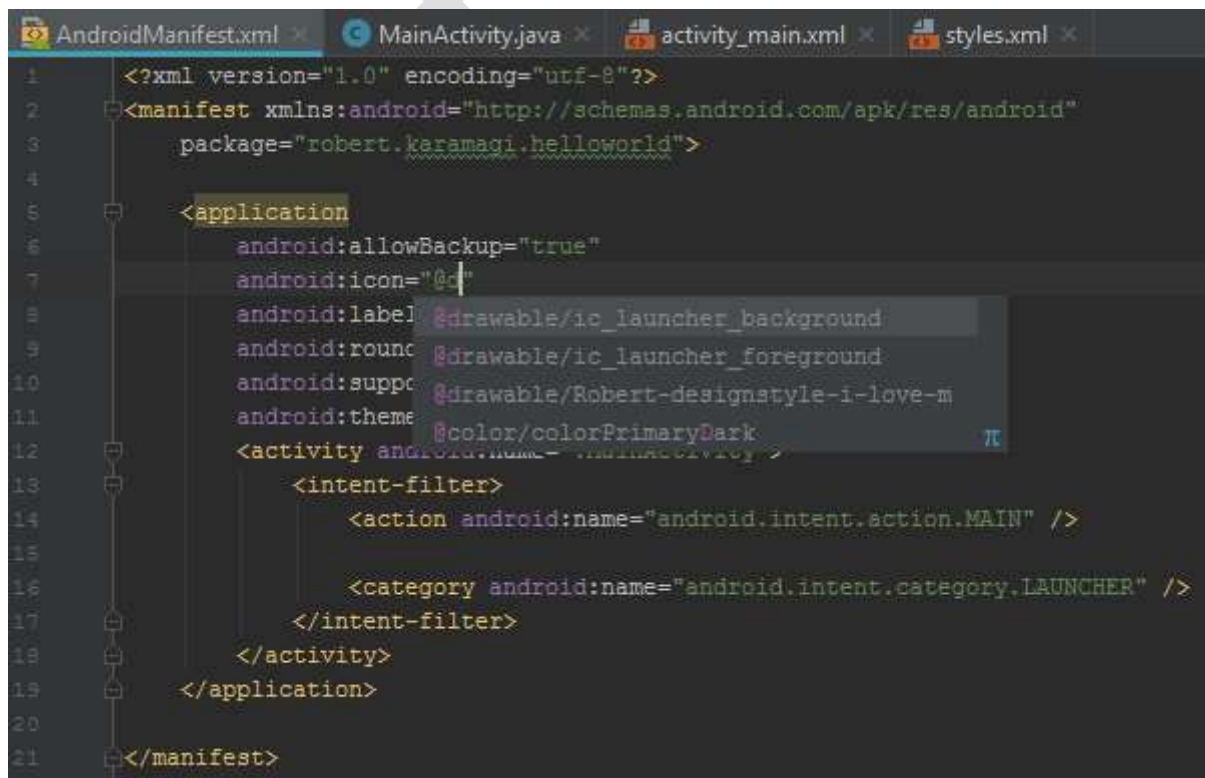
Change the name of your image because File-based resource names must contain only lowercase a-z, 0-9, or underscore.



Open your Manifest file in app\manifests\AndroidManifest.xml. In the <application > tag enter the code for your application icon as:

android:icon="@drawable/<<Your Application Image>>"

When working with the IDE, as soon as you type letter "d" a list of hints will populate, some being the contents in your drawable folder. You may easily then select your icon.



You may change the name to appear on your application activity window by editing the:

```
<string name="app_name">Name of Application</string>
```

in your strings.xml file that shall reciprocate in your AndroidManifest.xml at the:
android:label="@string/app_name"

strings.xml

```
<resources>  
    <string name="app_name">Hello World</string>  
</resources>
```

AndroidManifest.xml

```
<?xml version="1.0" encoding="utf-8"?>  
<manifest xmlns:android="http://schemas.android.com/apk/res/android"  
    package="robert.karamagi.helloworld">  
  
    <application  
        android:allowBackup="true"  
        android:icon="@drawable/robert"  
        android:label="@string/app_name"  
        android:roundIcon="@mipmap/ic_launcher_round"  
        android:supportsRtl="true"  
        android:theme="@style/AppTheme">  
        <activity android:name=".MainActivity">  
            <intent-filter>  
                <action android:name="android.intent.action.MAIN"  
                    android:label="Hello World"/>  
  
                <category android:name="android.intent.category.LAUNCHER" />
```

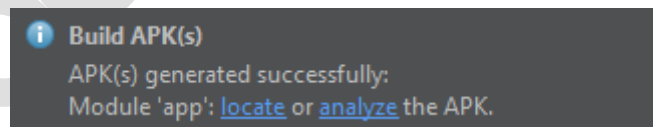
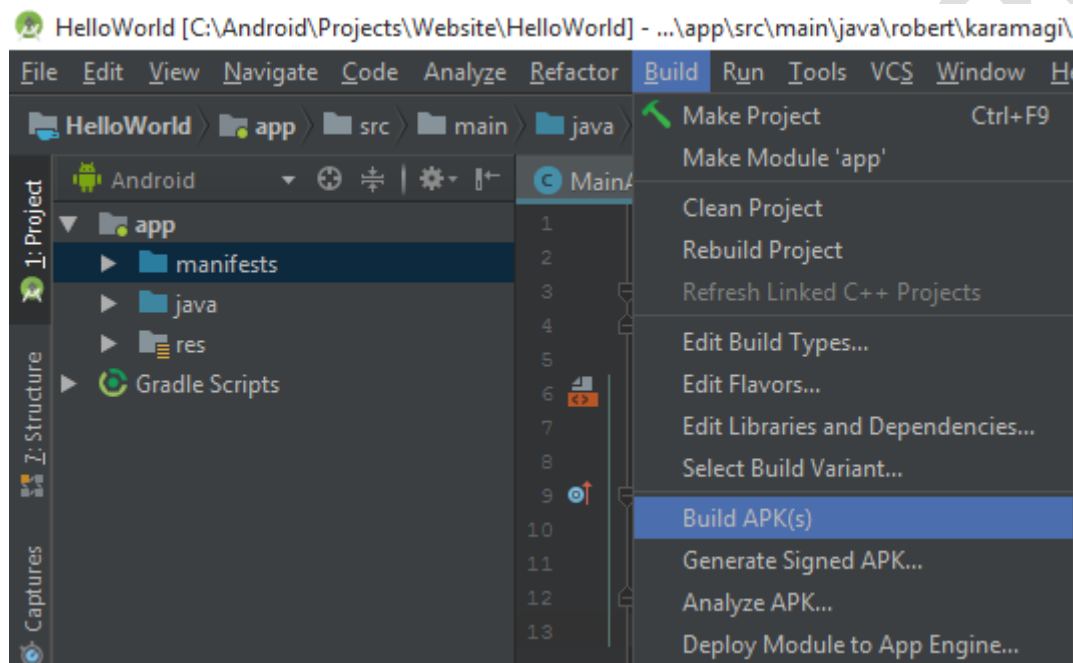
</intent-filter>

</activity>

</application>

</manifest>

Build your Project by Selecting the Build -> Build APK(s) option in the Top Menu.



Click on - Module 'app': [locate](#) or [analyze](#) the APK. Select Locate to open the save location of the Android Package Kit (.apk) file.

C:\...\HelloWorld\app\build\outputs\apk\debug\app-debug.apk

C:\Android\Projects\Website\HelloWorld\app\build\outputs\apk\debug				
☐ Name		Date modified	Type	Size
 app-debug.apk		21-Sep-18 12:11 PM	APK File	1,625 KB
 output.json		21-Sep-18 12:11 PM	JSON File	1 KB

You may copy the .apk file to any Android device above the Operating System (OS) version 4.03. Open the apk file in your smart phones File Manager then install and run the application.



91% 12:27



Hello World

Do you want to install an update to this existing application? Your existing data will not be lost. It does not require any special access.

CANCEL INSTALL





Hello World



Installing...





Hello World

Hello World!





3G 91% 12:28

I ❤️
Robert

Hello World



Apps

