



#### Saying hello to android

simple Android Application which will print "Hello World!".

Create Android Application

The first step is to create a simple Android Application using Android studio. When you click on Android studio icon, it will show screen as shown below

*	Android Studio Setup Wizard	×
We	elcome to Android Studio	
Recent Projects	Quick Start	
	Start a new Android Studio project	
	Open an existing Android Studio project	
No Project Open Yet	Import an Android code sample	
	VCS Check out project from Version Control	
	Import project (Eclipse ADT, Gradle, etc.)	
		\$
	Docs and How-Tos	φ
Android Studio 1.1.0 Build 135.174	0770. Check for updates now.	





You can start your application development by calling start a new android studio project. in a new installation frame should ask Application name, package information and location of the project.—

<b>R</b>	Create New Project	×
New Android S	Project	
Configure you	r new project	
Application name:		
Company Domain:	saira_000.example.com	
Package name:	com.exemple.saira_000.	Edit
Project location:	C1/Users\saira_000\AndroidStudioProjects	
Please enter an applic	cation name (shown in launcher)	
	Previous Next Cancel Fi	nish

After entered application name, it going to be called select the form factors your application runs on, here need to specify Minimum SDK, in our tutorial, I have declared as API23: Android 6.0(Mashmallow) –





💮 Create New Project			×
Reference Android De	vices		
Select the form factors your app w	ill run on		
Different platforms may require separate SDKs			
🗹 Phone and Table			
Minimum SDK	API 23: Android 6.0 (Marshmallow)		-
	Lower API levels target more devices, but have fewer features available. By targeting API 23 and later, your app will run on approximately 4.7% of the devices that are active on the Google Play Store. Help me choose		
🗌 Wear			
Minimum SDK	API 21: Android 5.0 (Lollipop)		•
<b>□ T</b> V			
Minimum SDK	API 21: Android 5.0 (Lollipop)		•
C Android Auto			
Glass			
Minimum SDK	Glass Development Kit Preview (API 19)		•
		Previous Next	Cancel Finish

The next level of installation should contain selecting the activity to mobile, it specifies the default layout for Applications.



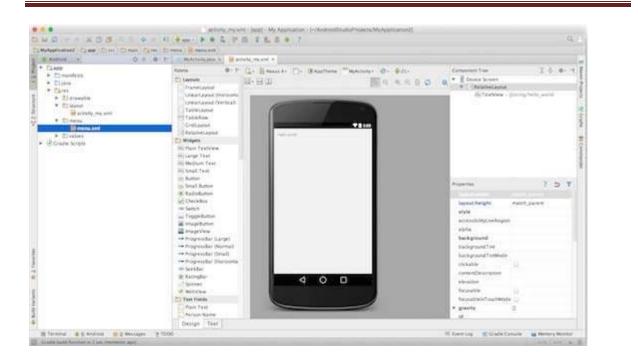


	Create New Project		
y to Mobile			
( <b>a</b> i)	( <b></b> )		
		* 6	· /
Blank Activity	Black Activity with Fragment	Fulliscreen Activity	Google Maps Activity
[manual]			
	Blank Activity	Image: Sank Activity     Image:	Image: Stark Activity       Image: Stark Activity         Image: Stark Activity       Image: Stark Activity

At the final stage it going to be open development tool to write the application code.







# Anatomy of Android Application

Before you run your app, you should be aware of a few directories and files in the Android project -





🖷 Android 🔹 😌 🖶 🕸 🖬
▼ 📑 app
manifests5
AndroidManifest.xml
🔻 🗖 java — 1
com.example.tutorialspoint7.myapplication
com.example.tutorialspoint7.myapplication (androidTest)
com.example.tutorialspoint7.myapplication (test)
▼ Ci res
drawable 2
V I layout
activity_main.xml 3
mipmap
<ul> <li>ic_launcher.png (5)</li> <li>values</li> </ul>
Colors.xml
<ul> <li>dimens.xml (2)</li> </ul>
strings.xml
i styles.xml
Gradle Scripts
📀 build.gradle (Project: MyApplication)
📀 build.gradle (Module: app) — 6
proguard-rules.pro (ProGuard Rules for app)
gradle.properties (Project Properties)
Settings.gradle (Project Settings)
local.properties (SDK Location)

# Running the Application

Try to run the **Hello World!** application just created. Then create **AVD** while doing environment set-up. To run the app from Android studio, open one of your project's activity





files and click Run  $\bigcirc$  icon from the tool bar. Android studio installs the app on AVD and starts it and if everything is fine with the set-up and application, it will display the Emulator window