



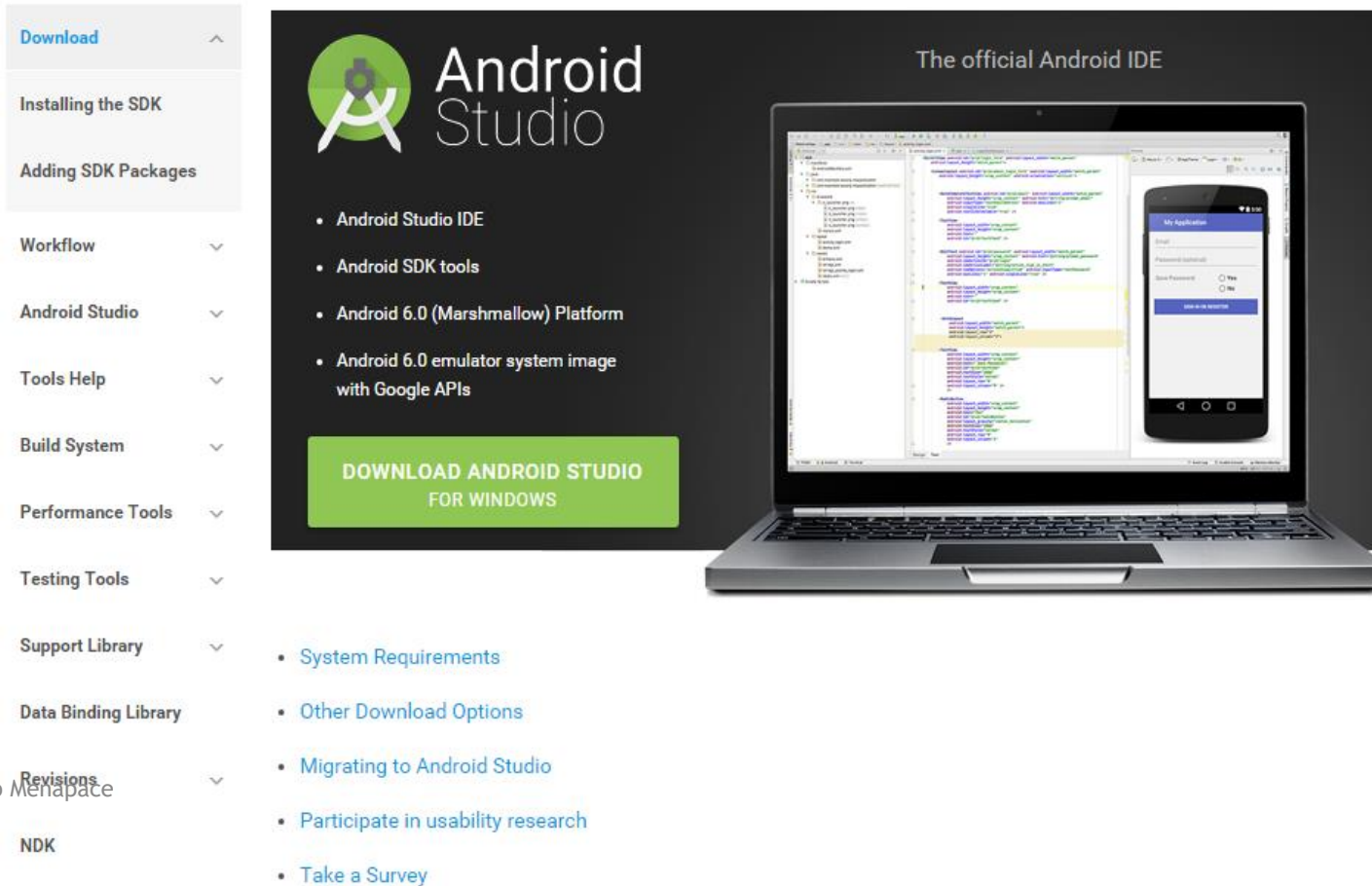
Programmazione di sistemi mobile e tablet

Android development

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DEVELOPMENT TOOLS

- Android Studio(download at <http://developer.android.com/sdk/index.html>)



The screenshot displays the official Android Studio website. On the left is a navigation menu with the following items: Download (expanded), Installing the SDK, Adding SDK Packages, Workflow, Android Studio, Tools Help, Build System, Performance Tools, Testing Tools, Support Library, Data Binding Library, Revisions, and NDK. The main content area features the Android Studio logo and the text "The official Android IDE". Below this is a list of links: Android Studio IDE, Android SDK tools, Android 6.0 (Marshmallow) Platform, and Android 6.0 emulator system image with Google APIs. A prominent green button reads "DOWNLOAD ANDROID STUDIO FOR WINDOWS". At the bottom, there are five more links: System Requirements, Other Download Options, Migrating to Android Studio, Participate in usability research, and Take a Survey. In the background, a laptop screen shows the Android Studio IDE interface with a code editor and a virtual device emulator.

EXERCISE 1

Very very easy

Create a sample **HelloWorld** application with Android.

Execute the **HelloWorld** application you just created and play with the emulator!

Feel free to use whatever control you want!

HANDS ON!



EXERCISE 2

If you find the previous exercise too boring, too easy or too stupid, then try this one!!

Create a simple application with a **text field**, a **button** and a **label**.

You should be able to insert some text and, pressing the button, you have to show whatever you inserted into the label.

Feel free to use the design pattern you like and the controls you want!!

EXTRA SLIDE

Let's do some **very strong** exercise :

- Let's add another button (say cancel button)
- Pressing the delete button we have to delete everything

THE LAST ONE?

Well, at this point we are able to play with some components, let's create a simple calculator.

- Let's add a button (say plus button), an equal button and two EditText components
- Pressing the equal button we should evaluate the result

That's all for today, any question is appreciated....