



Experiment Title- 1.2

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1. Aim: To design an android application to display Hello World

2. Objective:

Android Studio is the official IDE (Integrated Development Environment) for Android app development and it is based on JetBrains' IntelliJ IDEA software

3. System Requirements:

- Microsoft Windows 7/8/10(32 Bit or 64bit)
- 4GB RAM minimum, 8GB RAM recommended(plus 1GB for the Android Emulator)
- 2GB of available disk space minimum, 4GB recommended(500MB for IDE plus 1.5GB for Android SDK and emulator system image)
- 1280 x 800 minimum screen resolution

CODE:

Mainactivity.java

package com.example.helloworldapplication;

import androidx.appcompat.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);

}

{

}

The Layout File

<RelativeLayoutxmlns:android<u>="http://schemas.android.com/apk/res/android"</u> xmlns:tools<u>="http://schemas.android.com/tools"</u> android:layout_width="match_parent" android:layout_height="match_parent" >

<TextViewandroid:layout_width="wrap_content" android:layout_centerHorizontal="true" android:layout_centerHorizontal="true" android:padding="@dimen/padding_medium" android:text="@string/hello_world" tools:context=".MainActivity" />

4. Steps to Install Android Studio:

I. The first step is to use Android Studio to construct a straightforward Android application. The screen that appears when you click the Android Studio icon is seen below.









Start a new Android Studio project to begin developing your application. The name of the application, package details, and project location should be requested in a new installation frame:

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the Hello World Project Details configuration By configuring the project's name, location, and API version, we'll complete its creation.









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	androidx.constraintlayout.widget.ConstraintLayout TextView			

We go in the design option and check the text written in the codes which will be displayed further.





















5. Learning outcomes (What I have learnt):

1) I learnt how to write and display text on my android phone.

6. Evaluation Grid :

Sr. No.	Parameters	Marks Obtained	Maximum Marks
1.	Student Performance		12
	(Conduct of experiment)		
	objectives/Outcomes.		
2.	Viva Voce		10
3.	Submission of Work Sheet		8
	(Record)		
	Total		30

