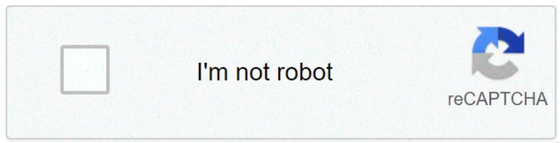

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Android Studio is the official IDE (integrated development environment) for the development of Android applications from Google. It is based on the IDEA Ã ã, jetbrainsÃ ¢ intellij software and has a lot of amazing features that help developers in creating Android App. Android Studio is available for free download on Windows, Mac OS X and Linux. Here we are going to share a lot of driving, advice, tricks and quick choice of developer help studio to easily understand the instrument. Eclipse vs Android Studio Android development app is largely done in two Eclipse and Android IDE ie Studio. Eclipse previously was the popular IDE, but now Android Studio has taken up of it. This is because Google has finished support for eclipse and now concentrated only on Android Studio. Google has also recommended developer to import their Android projects and use Android Studio. Ã, we are concentrated on Android Study so that our team can provide a great experience in a unified development environment. Android tools within Eclipse will continue to live in the open source community through the Eclipse Foundation.Ã ¢ Prerequisites for Android Studio learning: there are two prerequisites for learning Tips Studio Android: system requirements a first operating system System must be or Windows, Max OS X or Linux with under requirement: Microsoft Windows 10 / 8.1 / 8/7 / Vista / 2003 / XP (32 or 64 bits) Mac OS X 10.8.5 or higher, up to at 10.10 to 10.10.2 up 10.10.3 out of 10.10.5 (Yosemite) Gnome or KDE or Unity Desktop on Ubuntu or Fedora or Linux Linux Debian Ram / Minimum: 2 GB of RAM Recommended: 4 GB Disc space: 500 MB of Android Disk Space SDK Space Requirement: At least 1 GB for Android SDK, Emulator System Images, and Store JDK Cache: Java Development Kit (JDK) 7 or higher Screen Resolution: 1280Ãƒ Minimum resolution 800 Screen I prefer faster processor in Base to your Android Studio budget: the second thing you need And it's download Android Studio on the system and install it. It is available for free download on Windows, Mac OS X and Linux OS. Android Studio Tutorial for beginners A step by step: Below are links Tutorials, on Android Studio: WhatÃ ¢ s Next Android Studio Tutorial: To create a native Android application, one that can directly use all the features and functionality Available on an Android or Tablet phone, you need to use Java API framework of the Android platform. This is the API that allows you to perform the most common operations, such as text design, shapes and colors on the screen, playback of sounds or videos, and the interaction with the hardware sensors of a device. Over the years, the Android API framework has evolved to become more stable, intuitive and concise. As a result, being an Android developer today is easier than even more if you use Android Studio, the official tool to work with the picture. In this tutorial, you will show you how to create your first Android application. In doing so, I will also present important concepts of Android-specific, such as view, layout and activities. We will start from scratch to create a simple application in this tutorial. If you prefer to write less code or need to develop your application as quickly as possible, however, consider using one of the native Android app models available on Codecanyon. Using an application model, you can have a shiny, ready for publishing in the app just a matter of hours. You can learn how to use an Android application model from referring to the following tutorial: Android SDK How to start with an Android App Template Ashraff Hathibelagal Prerequisites To be able to follow, you need: the latest version of study A device or emulator running Android Marshmallow or higher, if you don't have Android Studio, don't refer to the following tutorial to learn how to install and configure it: Android SDK How to start doing Android Apps Ashraff Hathibelagal 1. Create a project is New 'LL need for an Android study project to design, develop and build your app. Then launch Android Studio and click the Start button a new Android Studio Projecta button. Projecta. The next screen, choose Add any business: because we don't want to use any of the models offered by Android Studio. Then press Next to proceed. You will see a form in which you can insert important details on your app, like its name and package name. The name is obviously the name that your users will see on their phones when installing your app. The package name, on the other hand, is a unique identifier for your app on Google Play. You must follow the denomination conventions of the Java package while specify it. For example, if your App's name is MyFirstapp and jobs for an organization whose website address is Example.com, the package name would ideally be "com.Example.MyFirstapp". Subsequently, you need to decide the programming language you want to use during app coding. For now, select Java and Fine Press.ã, Android Studio will now take a minute or two to generate and configure the project. 2. Creating a business activity is one of the most important components of an Android app. This allows you to create and view a user interface to your users. An app can have one or more activity, each of which allows the user to perform an action. For example, an application of the e-mail client can have three activities: one for the user to register, one to be accessed and one to dial an e-mail. To keep this tutorial simple, we will create an app with a single activity. To create the activity, in the Android Studio project panel, right-click AppÃ ¢ and select New> Activities> Empty Activities. In the dialog box that opens, type the motherhood as the activity name, check the start-up option and press END. LAUNCHER activity control is important is important because it allows users to open the activity using an Android launcher. As such, a Launcher activity acts as an entry point to your app. 3. Create a layout every activity usually has at least one layout associated with it. When you have created your business in the previous step, you also generated an empty layout for this. Take a look, open the Activity_main.xml file. Layout of a business is mainly from views and views. A view, sometimes indicated as a widget, is a single component of your user interface. Buttons, text fields, labels and progress bars are common examples of views. A view group is a component that can act as a container for views. Usually, viewing groups also help you place and set the size of your opinions. The ConstaturalLayout is one of the most powerful and flexible visualization groups available today. By default, it is the root node of the activity layout XML file. It looks like this:

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