



# Programmazione di sistemi mobile e tablet

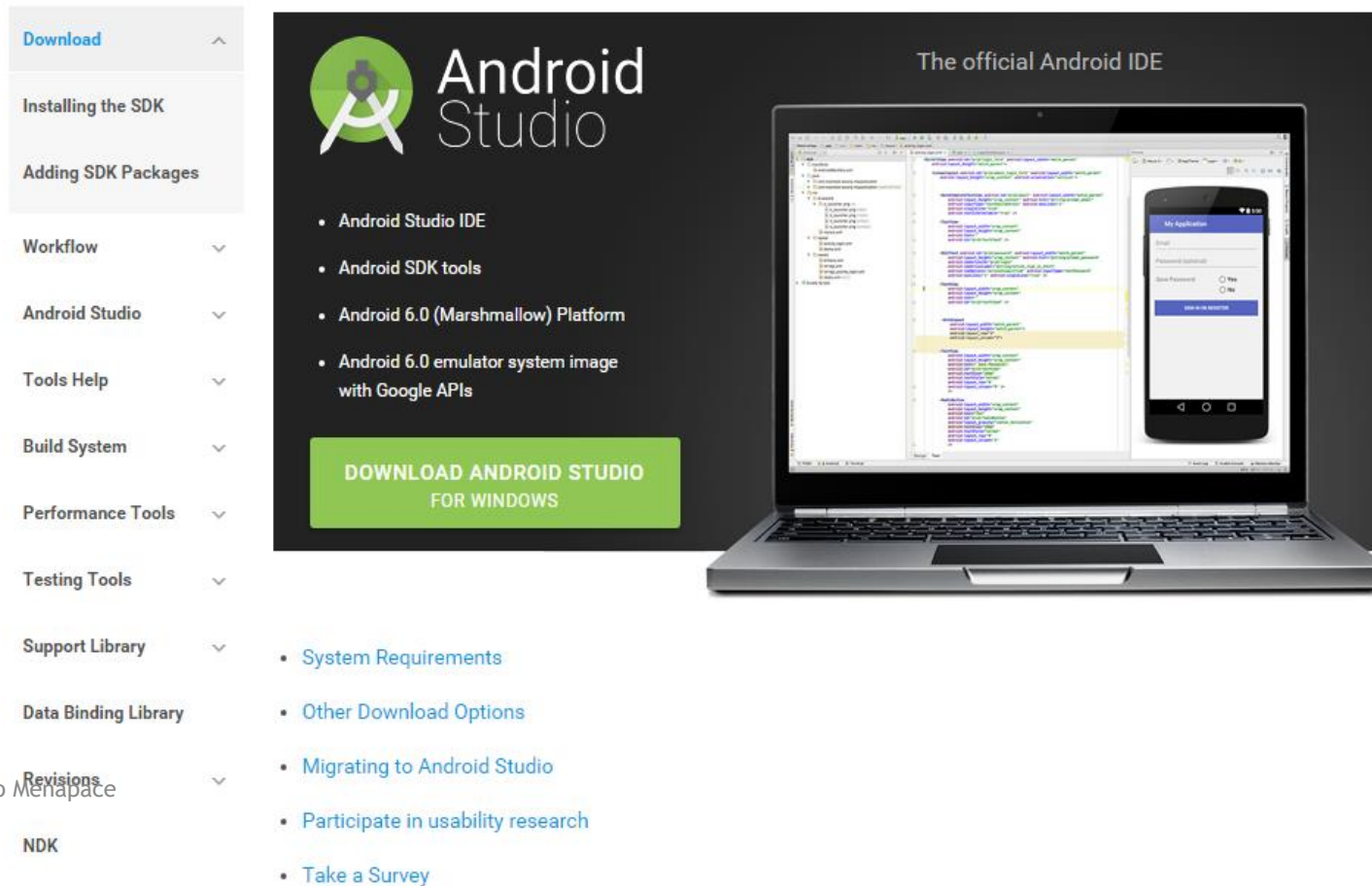
Android development

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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, a navigation menu lists various sections: Download, 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, a list of bullet points highlights key features: 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 labeled 'DOWNLOAD ANDROID STUDIO FOR WINDOWS' is visible. To the right, a laptop screen shows the Android Studio interface with a code editor and a virtual device emulator displaying a login screen. At the bottom, a list of links includes System Requirements, Other Download Options, Migrating to Android Studio, Participate in usability research, and Take a Survey.

Download

Installing the SDK

Adding SDK Packages

Workflow

Android Studio

Tools Help

Build System

Performance Tools

Testing Tools

Support Library

Data Binding Library

Revisions

NDK

**Android Studio**

The official Android IDE

- Android Studio IDE
- Android SDK tools
- Android 6.0 (Marshmallow) Platform
- Android 6.0 emulator system image with Google APIs

**DOWNLOAD ANDROID STUDIO FOR WINDOWS**

- [System Requirements](#)
- [Other Download Options](#)
- [Migrating to Android Studio](#)
- [Participate in usability research](#)
- [Take a Survey](#)

# 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....