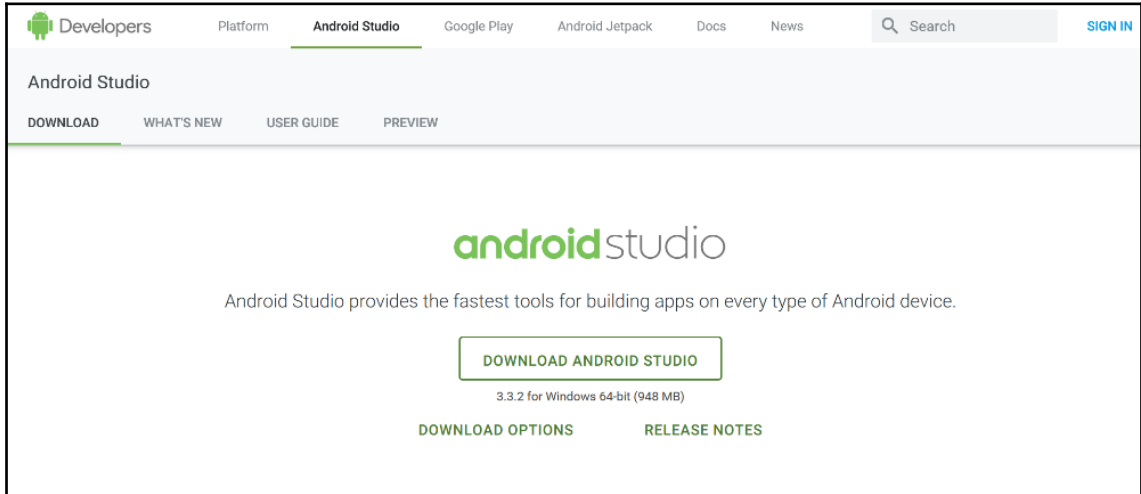


Chapter 1: Getting Started with Android and Kotlin



The screenshot shows the Android Studio download page. At the top, there is a navigation bar with the Android Developers logo and links for Platform, Android Studio (which is highlighted), Google Play, Android Jetpack, Docs, and News. A search bar and a SIGN IN link are also present. Below the navigation bar, the page title is "Android Studio". Underneath, there are four tabs: DOWNLOAD (highlighted), WHAT'S NEW, USER GUIDE, and PREVIEW. The main content area features the "androidstudio" logo, a description stating "Android Studio provides the fastest tools for building apps on every type of Android device.", and a prominent "DOWNLOAD ANDROID STUDIO" button. Below the button, it specifies the version and size: "3.3.2 for Windows 64-bit (948 MB)". At the bottom, there are two links: "DOWNLOAD OPTIONS" and "RELEASE NOTES".

Download Android Studio

Before downloading, you must agree to the following terms and conditions.

Terms and Conditions

This is the Android Software Development Kit License Agreement

1. Introduction

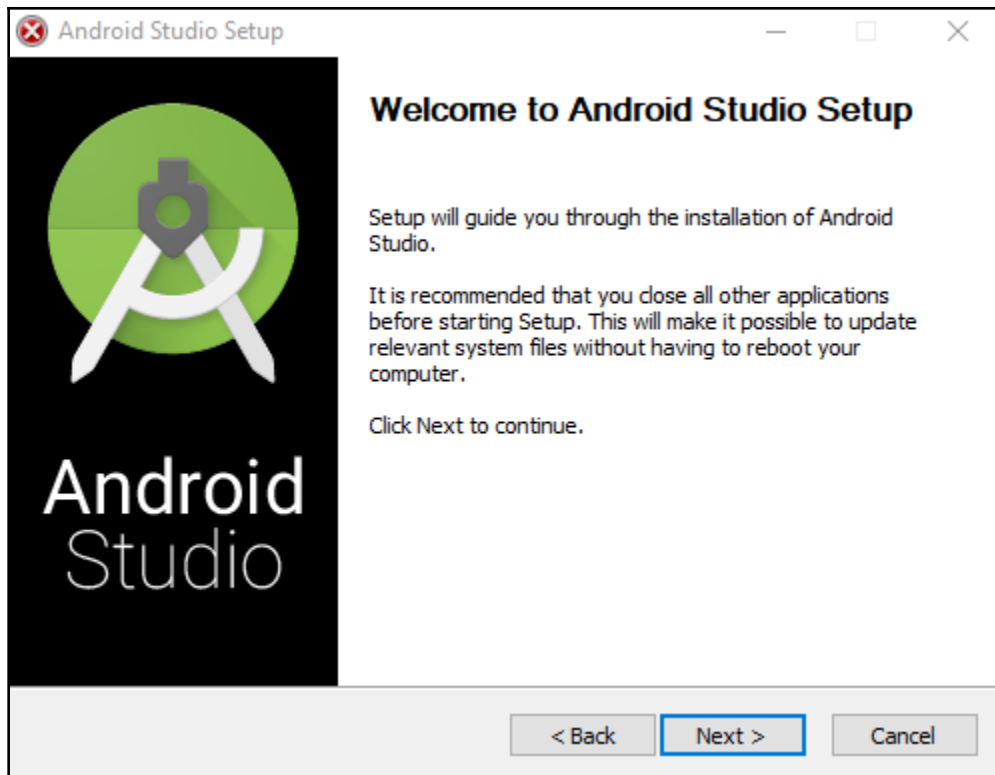
1.1 The Android Software Development Kit (referred to in the License Agreement as the "SDK" and specifically including the Android system files, packaged APIs, and Google APIs add-ons) is licensed to you subject to the terms of the License Agreement. The License Agreement forms a legally binding contract between you and Google in relation to your use of the SDK.

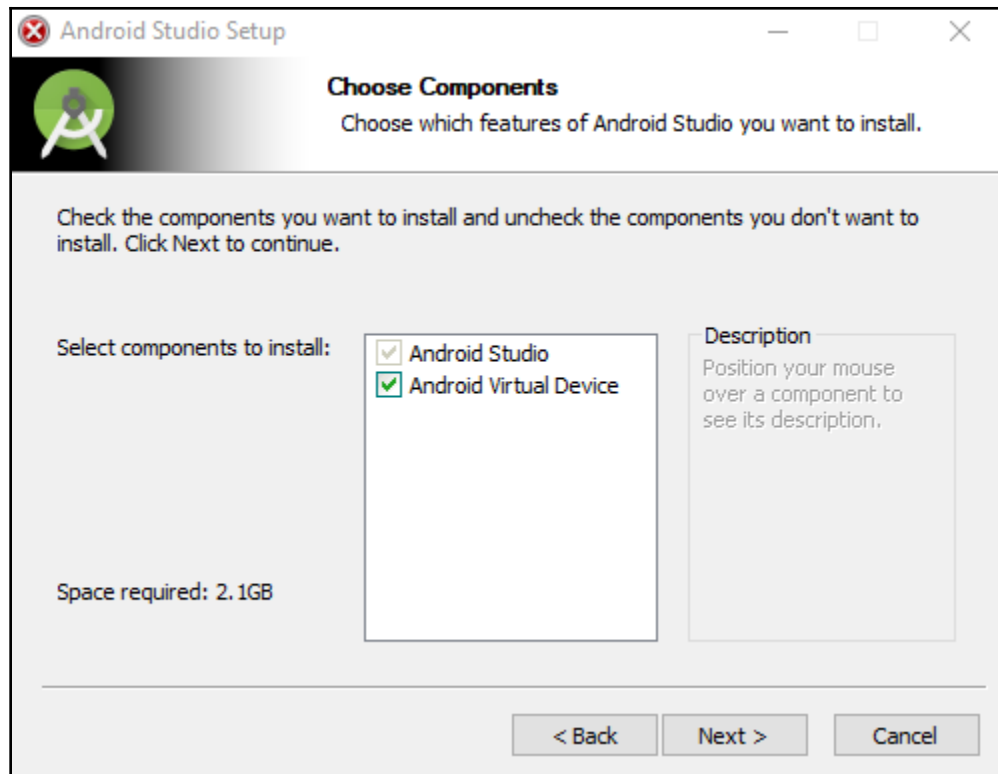
1.2 "Android" means the Android software stack for devices, as made available under the Android Open Source Project, which is located at the following URL: <http://source.android.com/>, as updated from time to time.

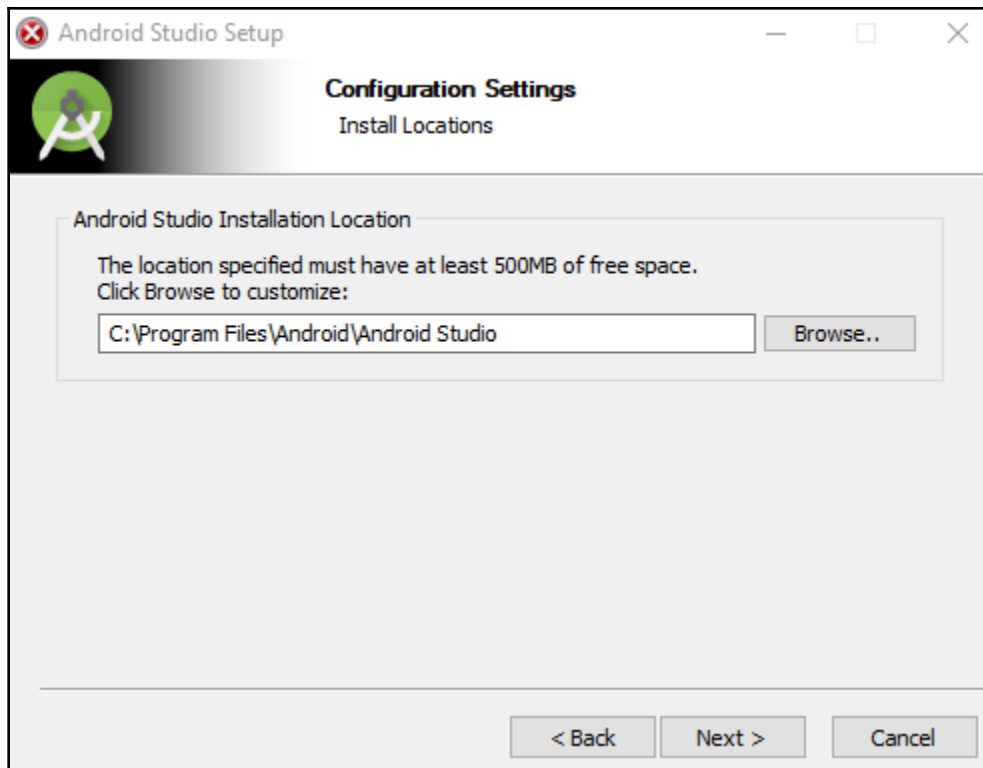
1.3 A "compatible implementation" means any Android device that (i) complies with the Android Compatibility Definition document, which

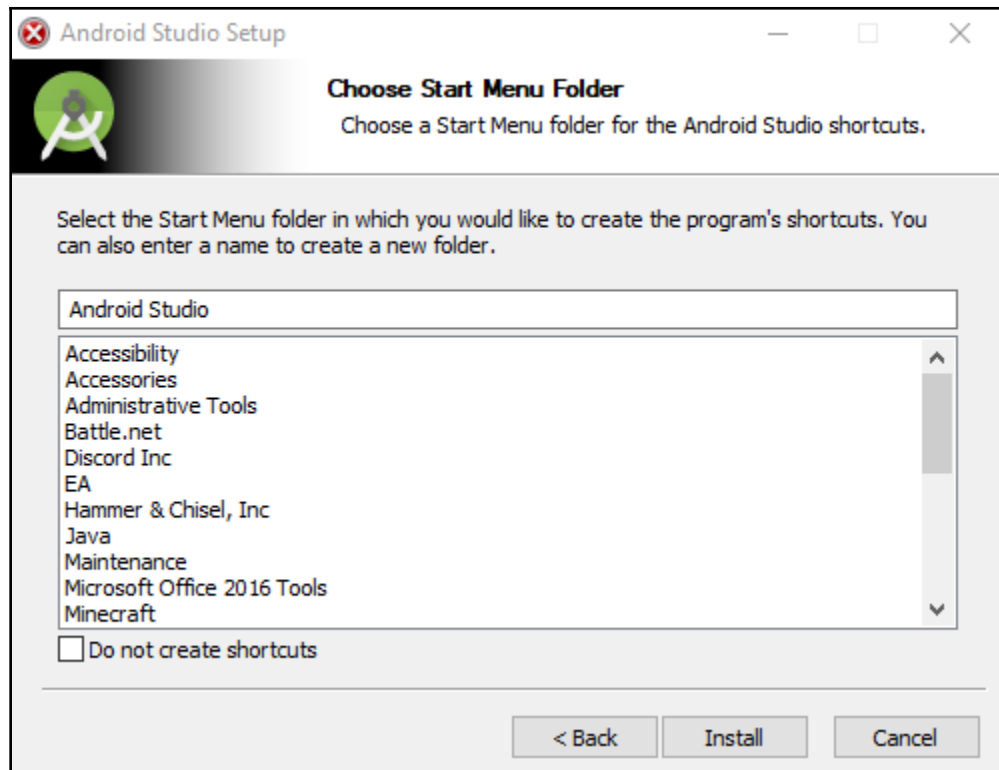
I have read and agree with the above terms and conditions

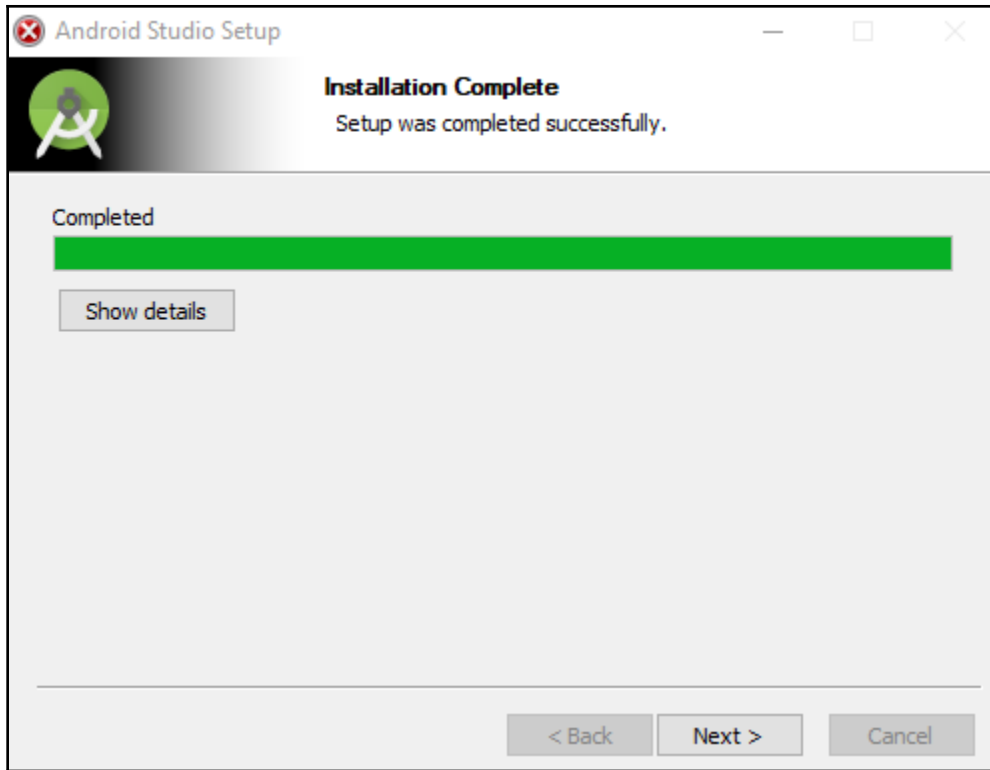
[DOWNLOAD ANDROID STUDIO FOR WINDOWS](#)

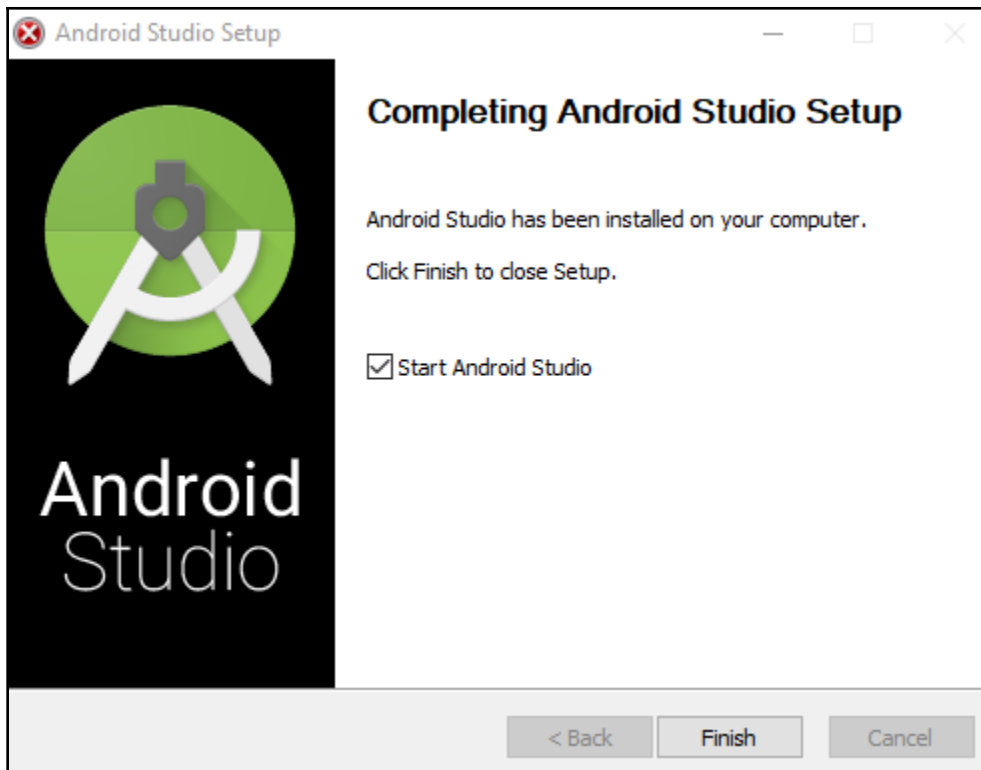


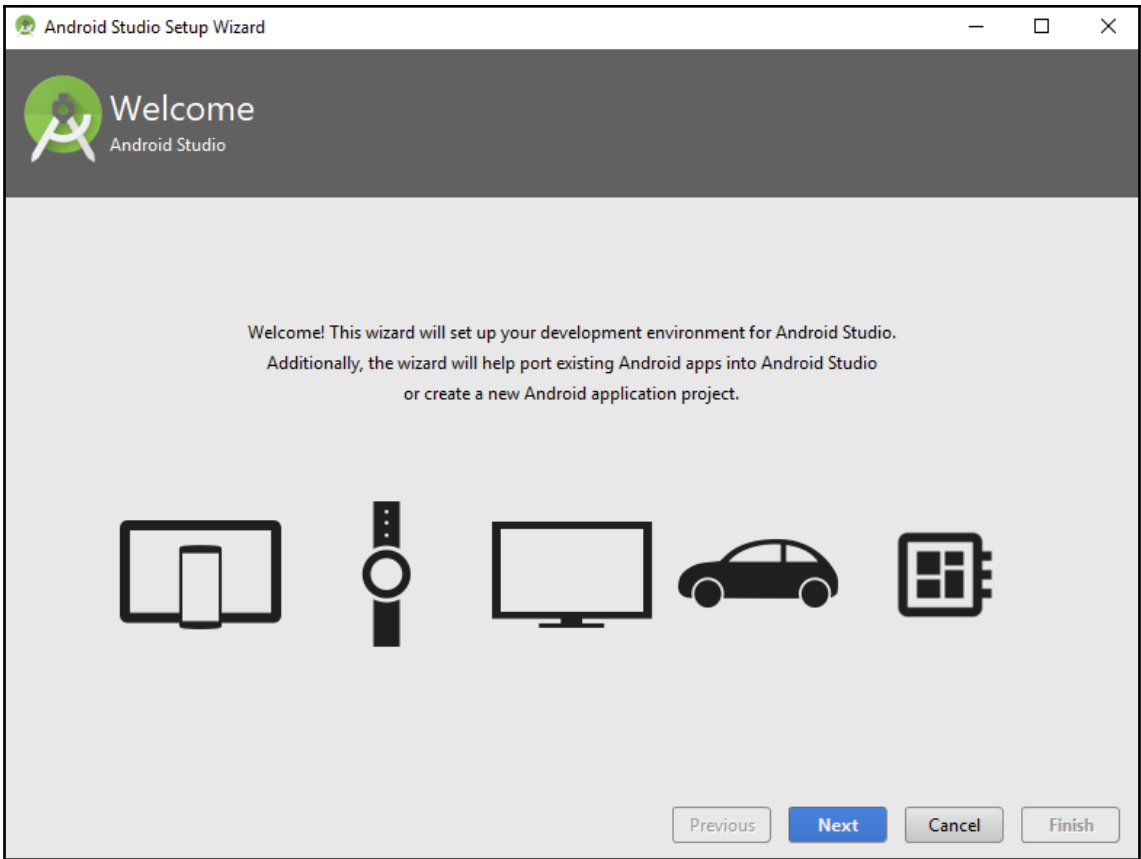


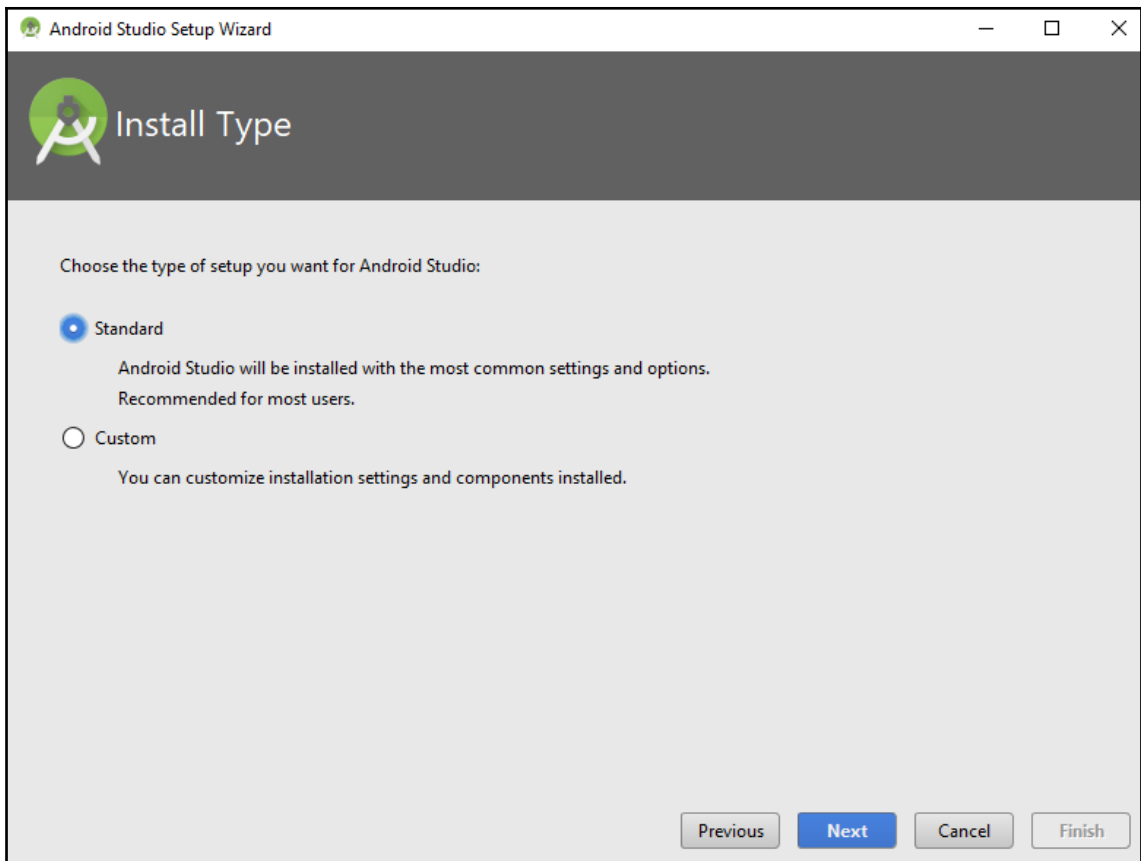


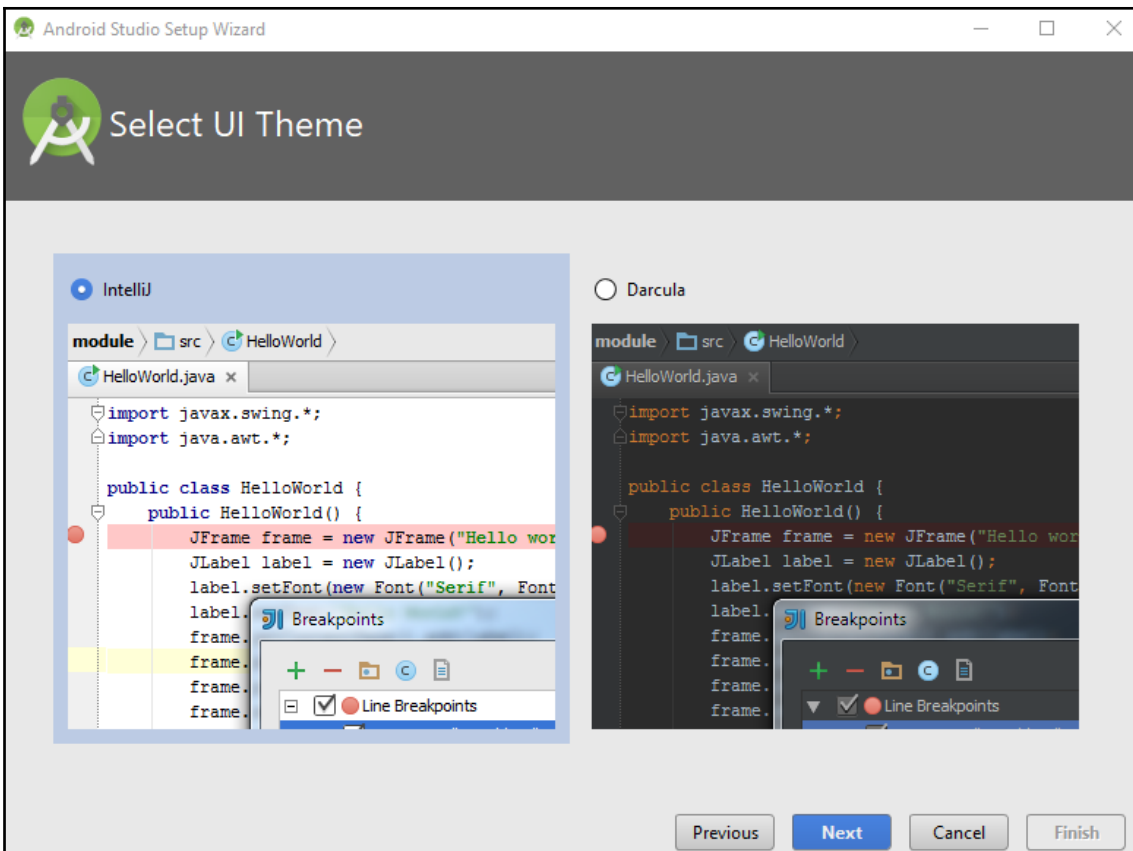


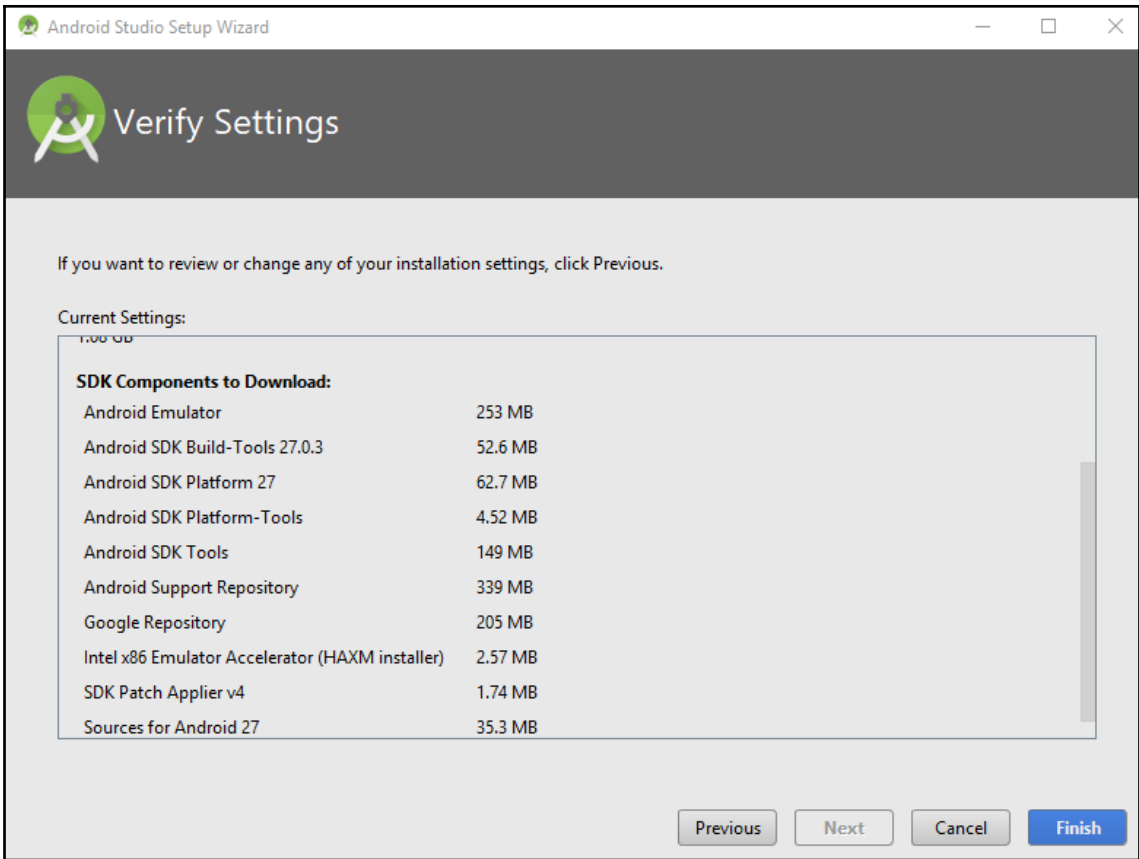


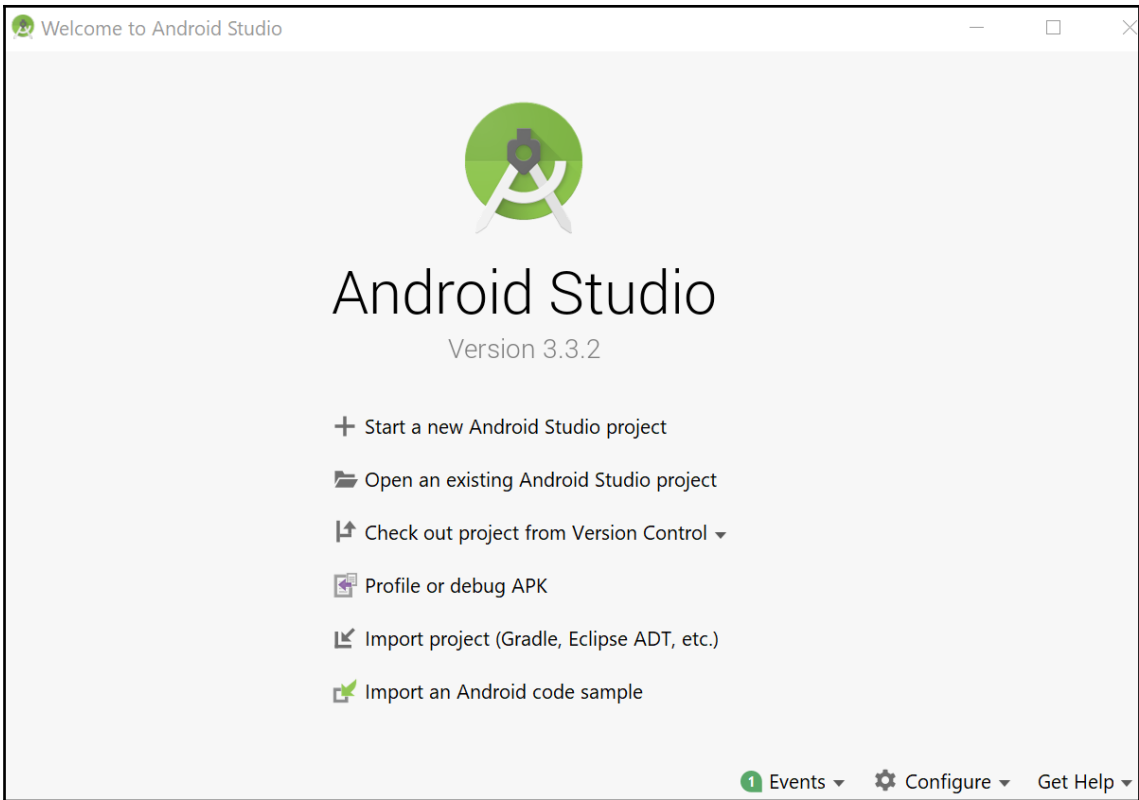


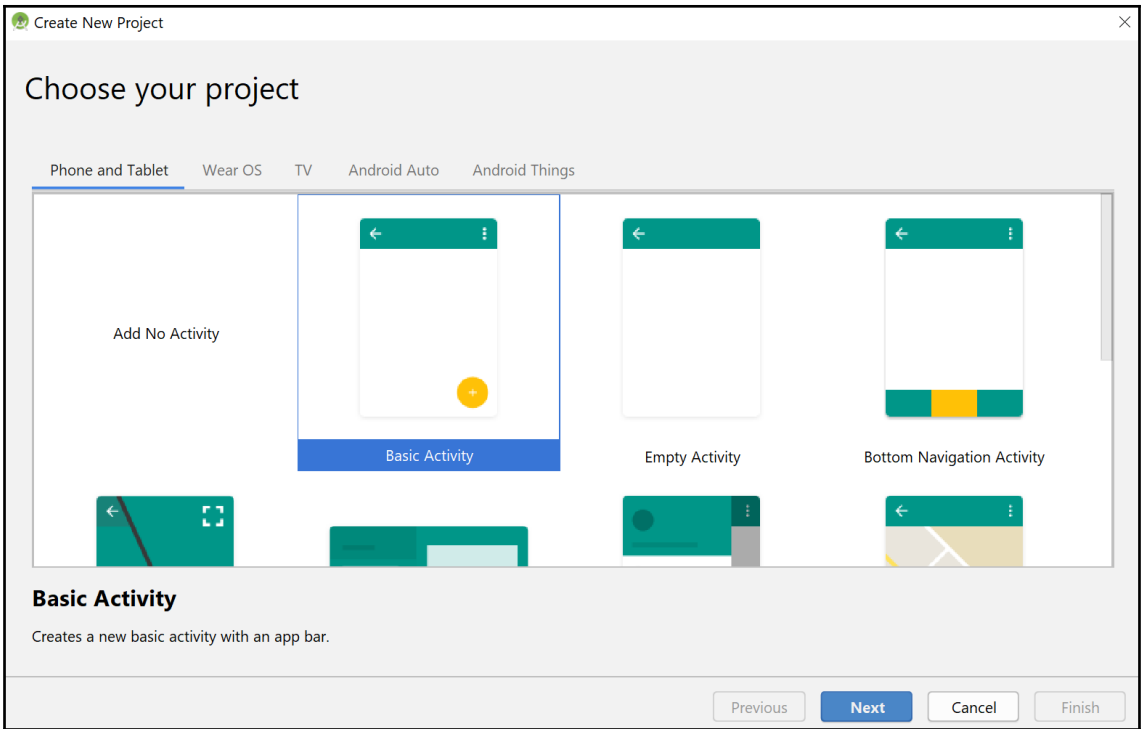


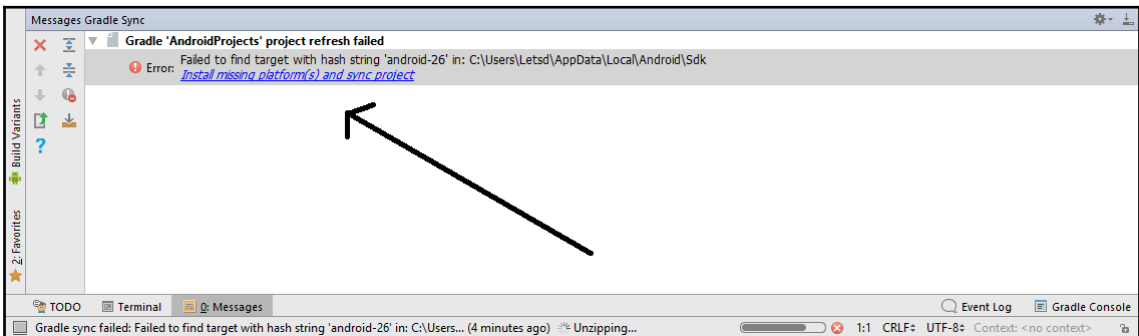
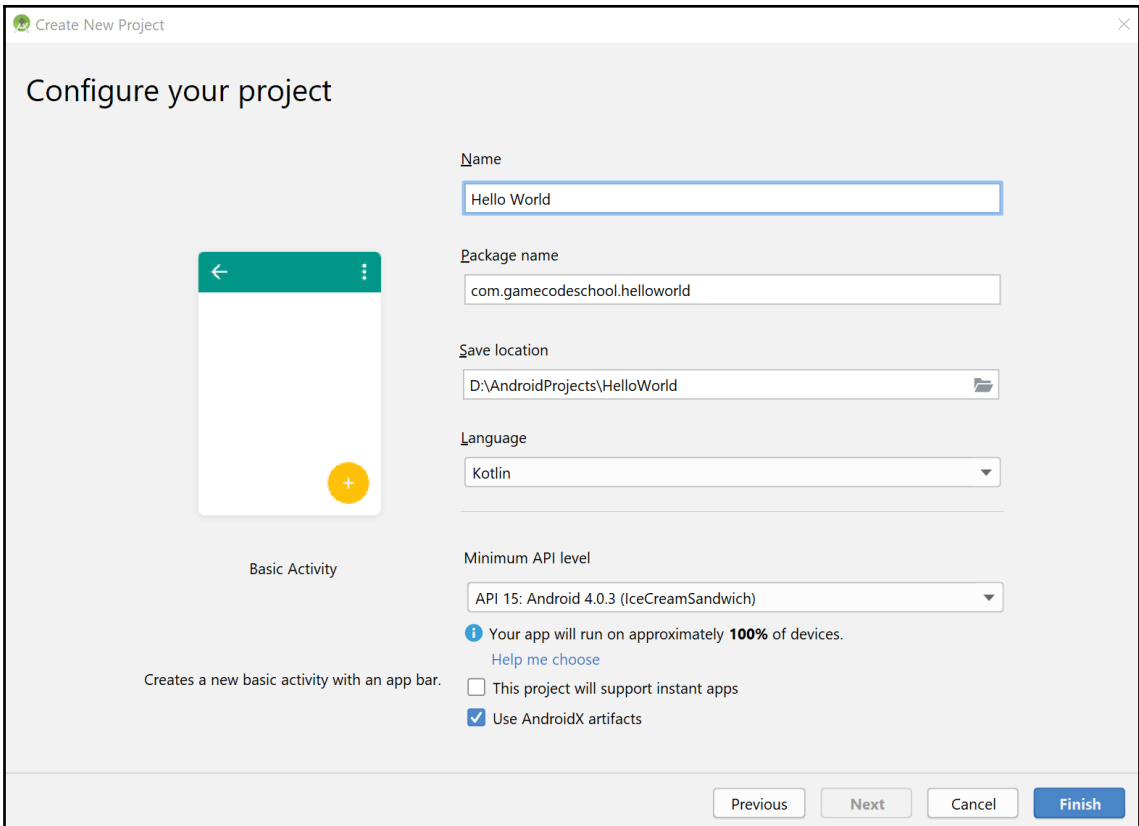


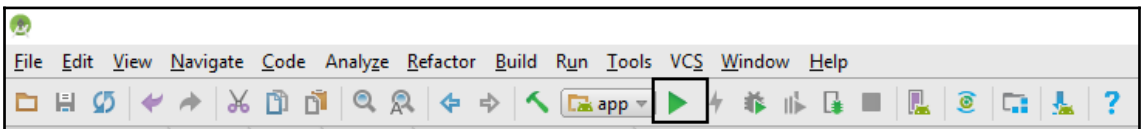
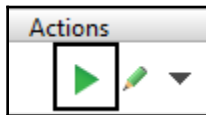
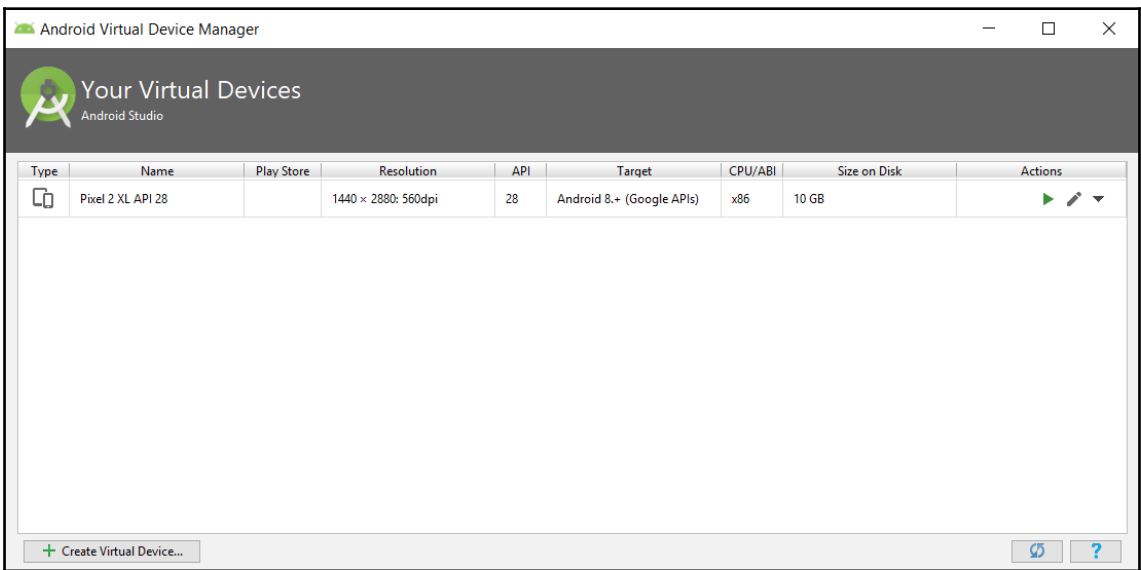
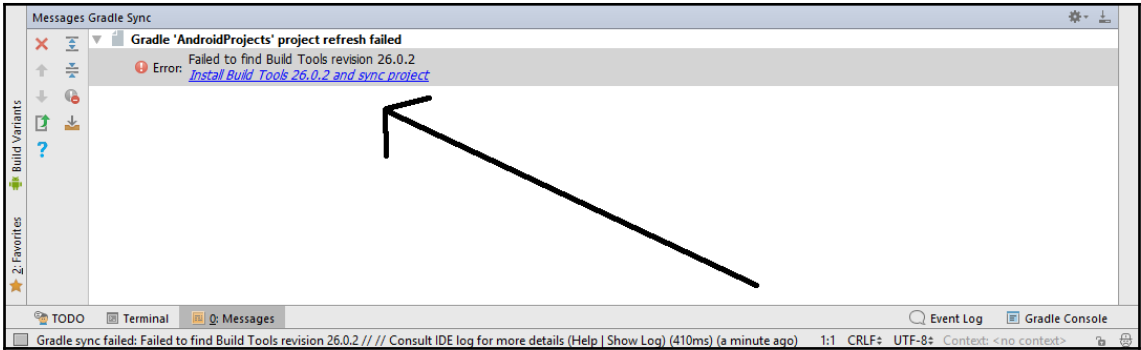


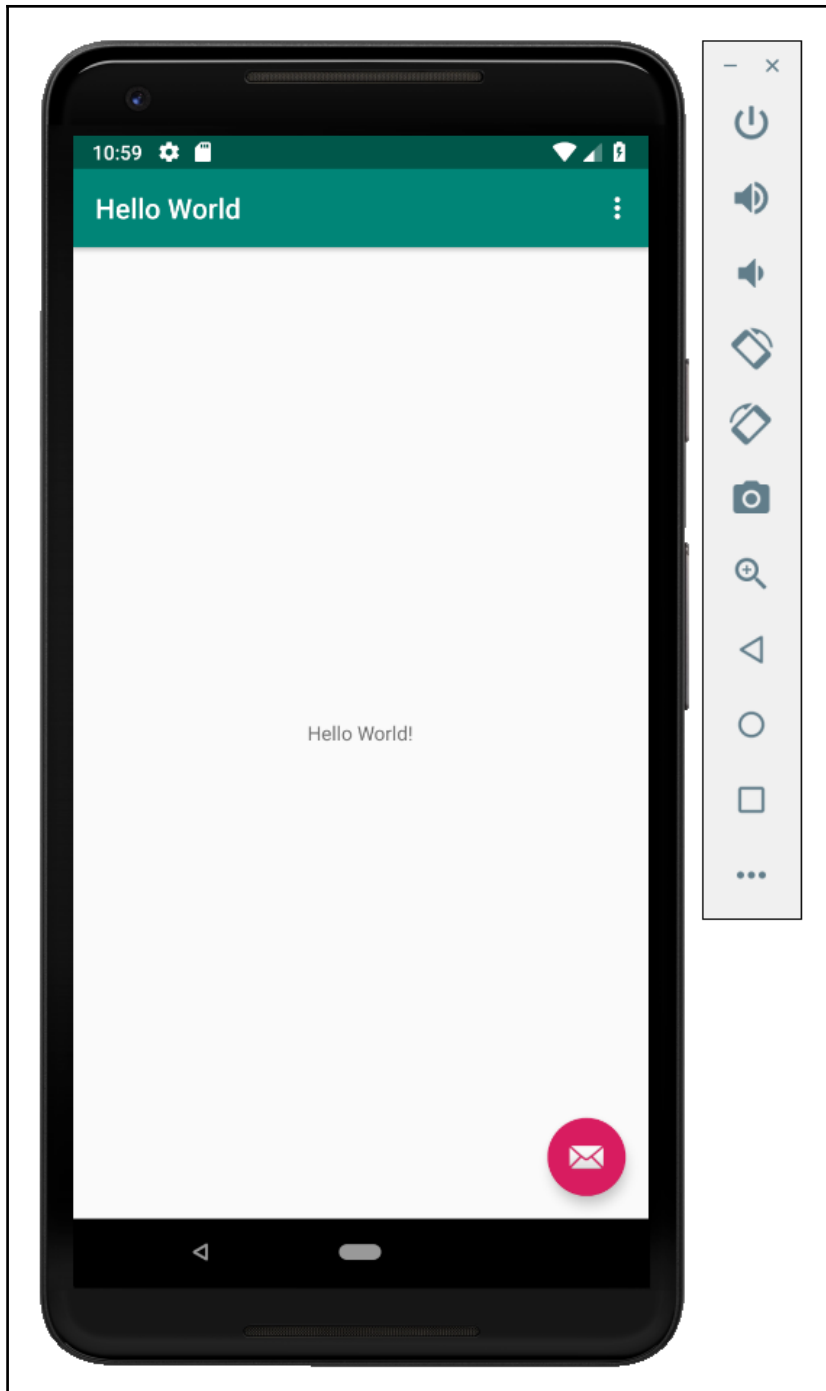


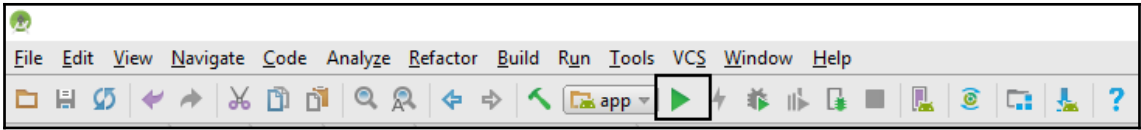




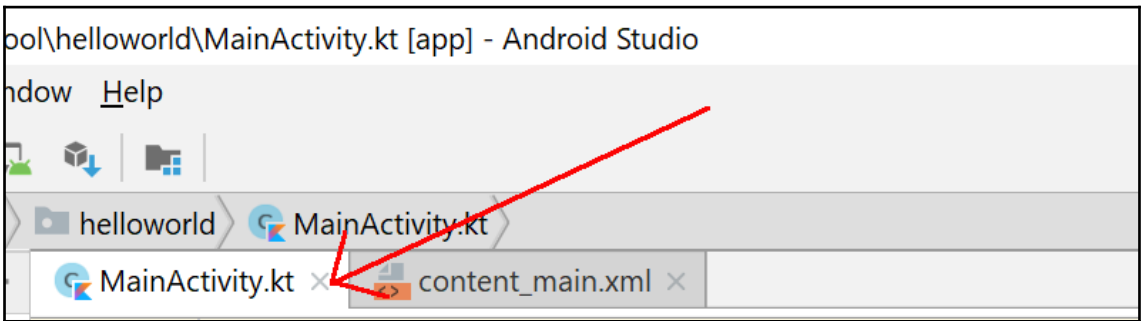
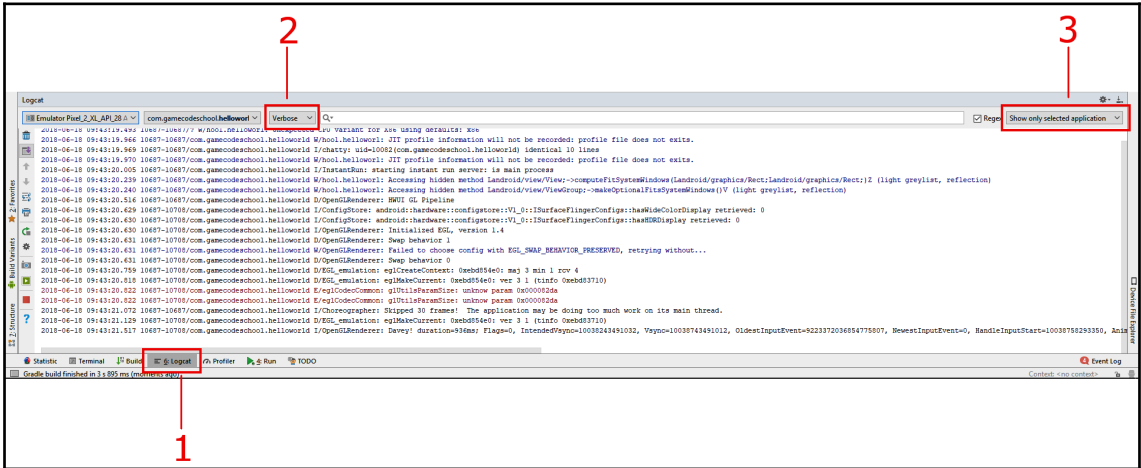








Chapter 2: Kotlin, XML, and the UI Designer



```

package com.gamecodeschool.helloworld 1

import android.os.Bundle
import com.google.android.material.snackbar.Snackbar 2
import androidx.appcompat.app.AppCompatActivity;
import android.view.Menu
import android.view.MenuItem

import kotlinx.android.synthetic.main.activity_hello_world.*

class HelloWorldActivity : AppCompatActivity() { 3

    override fun onCreate(savedInstanceState: Bundle?) { 5
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_hello_world)
        setSupportActionBar(toolbar) 9

        fab.setOnClickListener { view ->
            Snackbar.make(view, text: "Replace with your own action",
                Snackbar.LENGTH_LONG)
                .setAction(text: "Action", listener: null).show()
        } 6

        override fun onCreateOptionsMenu(menu: Menu): Boolean {...} 7

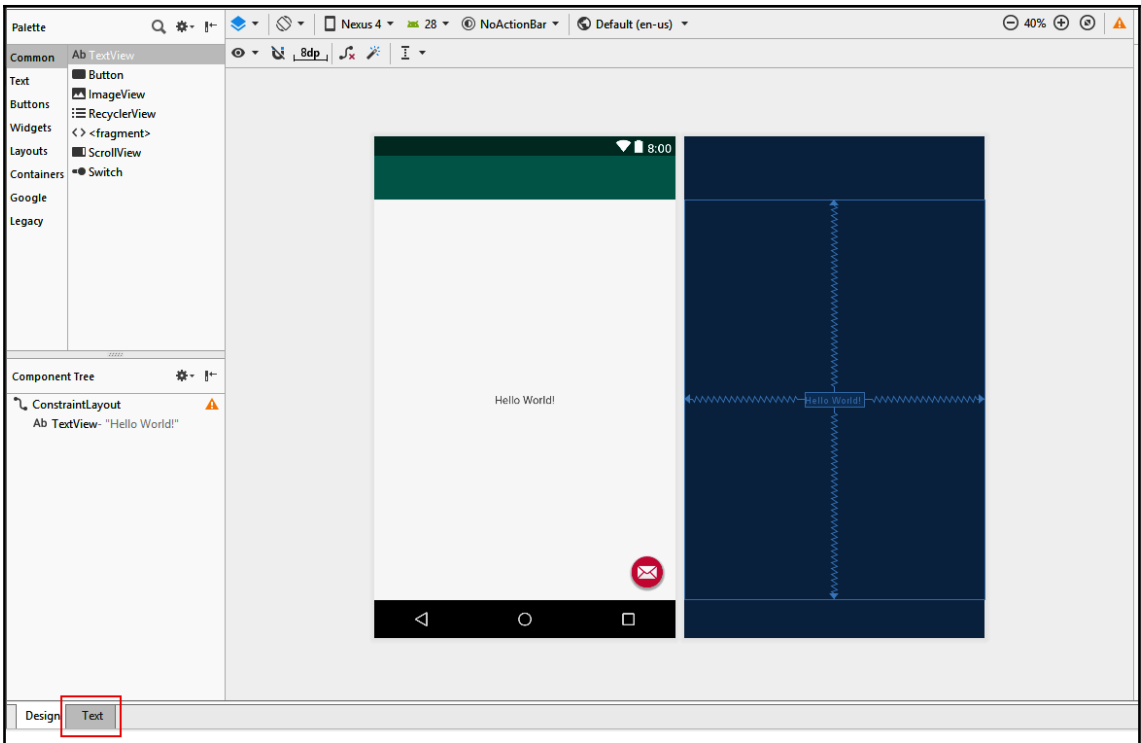
        override fun onOptionsItemSelected(item: MenuItem): Boolean {...} 8
    } 4

```

```

1 package com.gamecodeschool.helloworld
2
3 import android.os.Bundle

```



```
<?xml version="1.0" encoding="utf-8" ?>
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    app:layout_behavior="com.google.android.material.appbar.AppBarLayout$Scrolli..."
    tools:context=".HelloWorldActivity"
    tools:showIn="@layout/activity_hello_world">
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Hello World!"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintLeft_toLeftOf="parent"
        app:layout_constraintRight_toRightOf="parent"
        app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

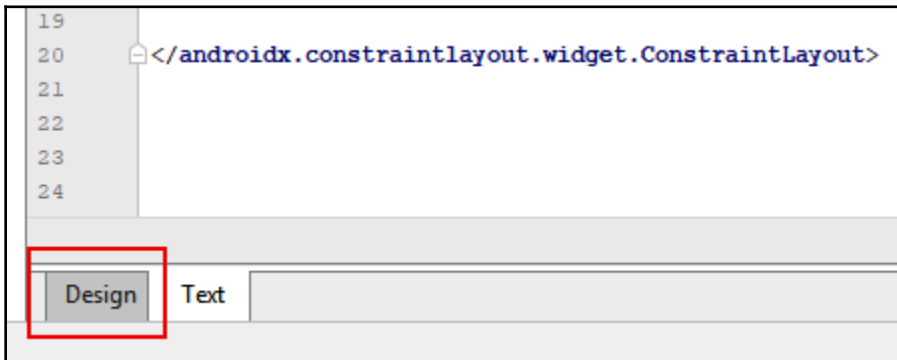
1

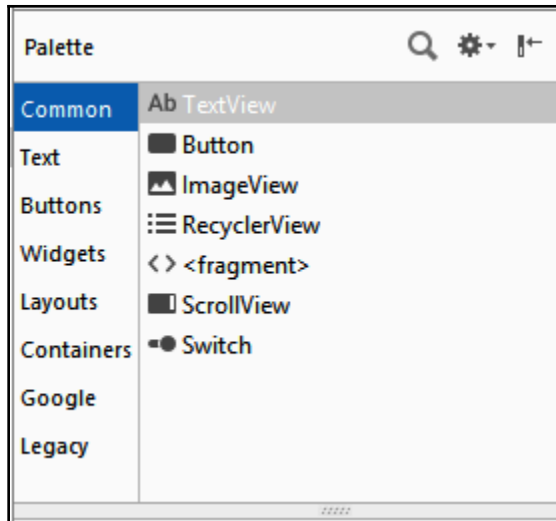
1b

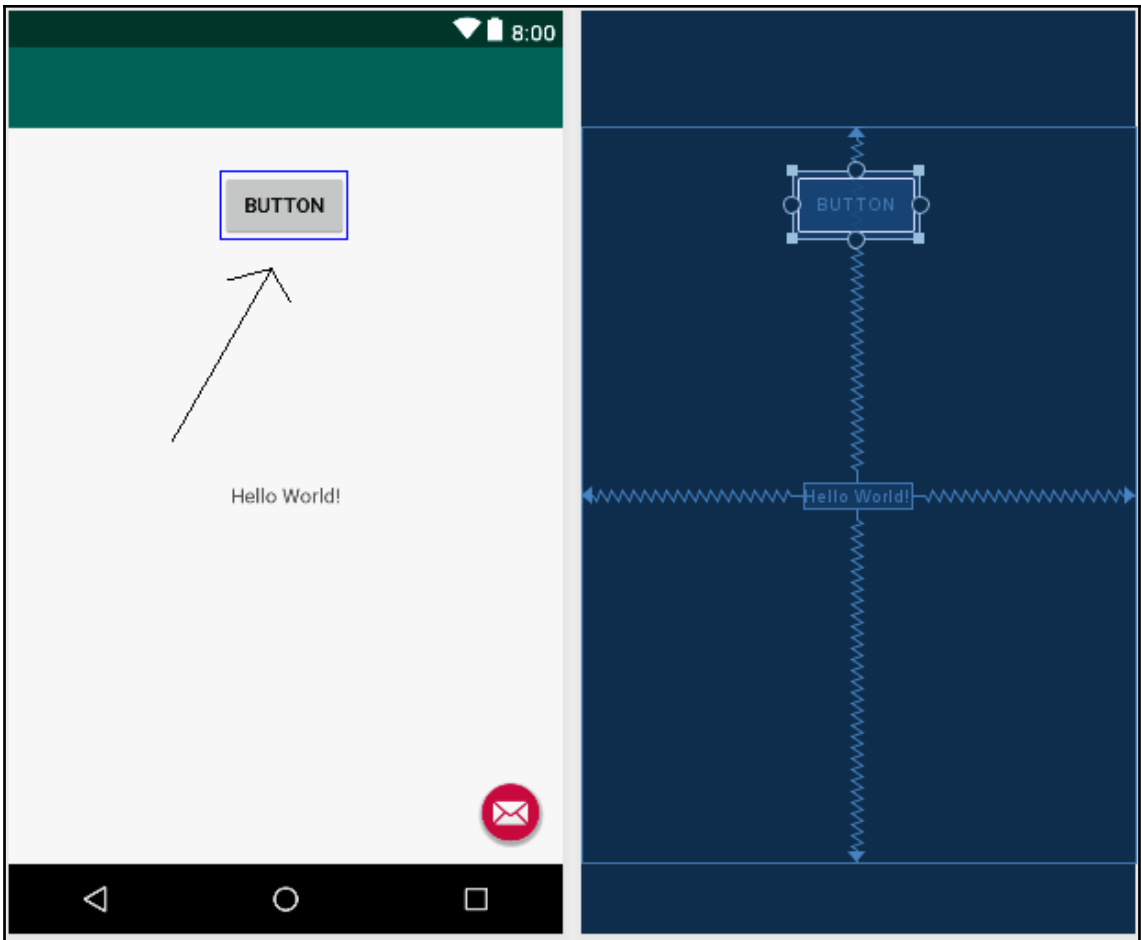
3

4

2





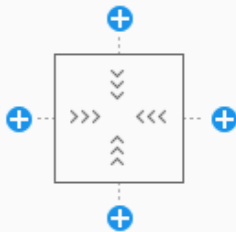


Attributes

ID

layout_width

layout_height



Button


style

onClick

background

TextView

text

 text

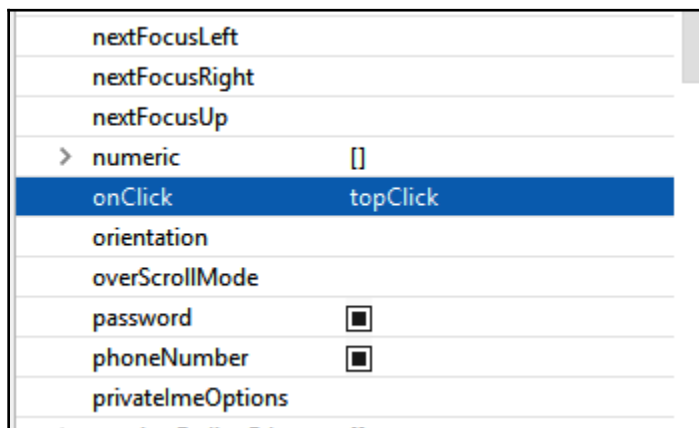
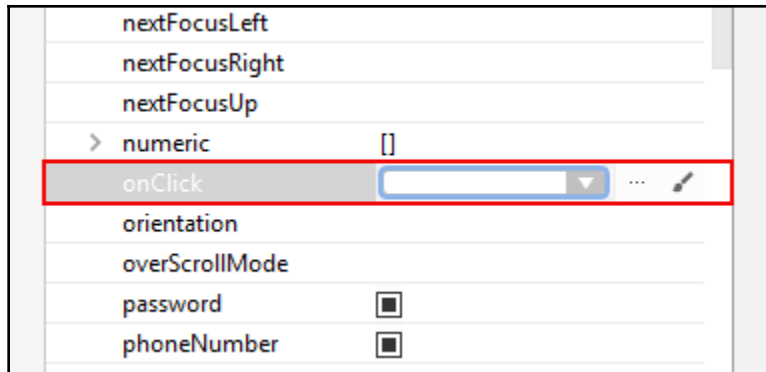
contentDescription

> textAppearance

Favorite Attributes

visibility

[View all attributes](#)



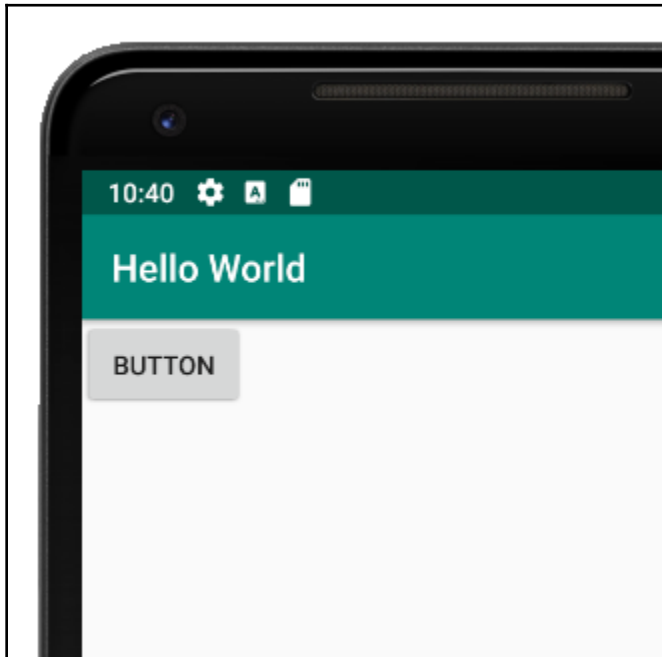
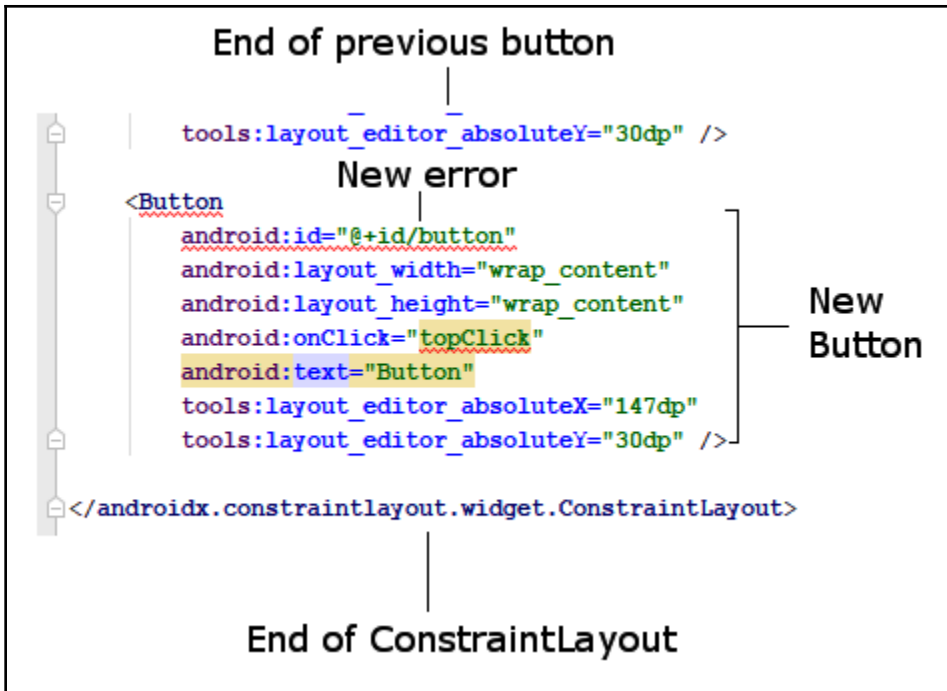
```
23     android:layout_height="wrap_content"
24     android:onClick="topClick"
25     android:text="Button"
26 
```

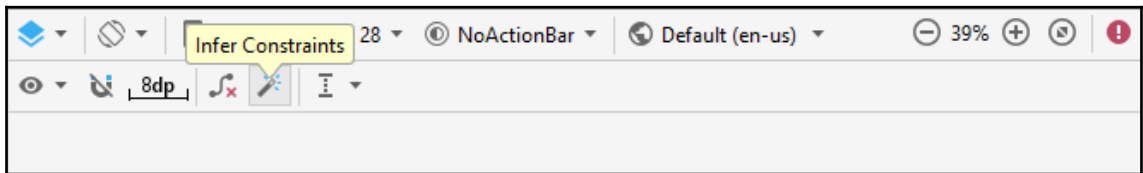
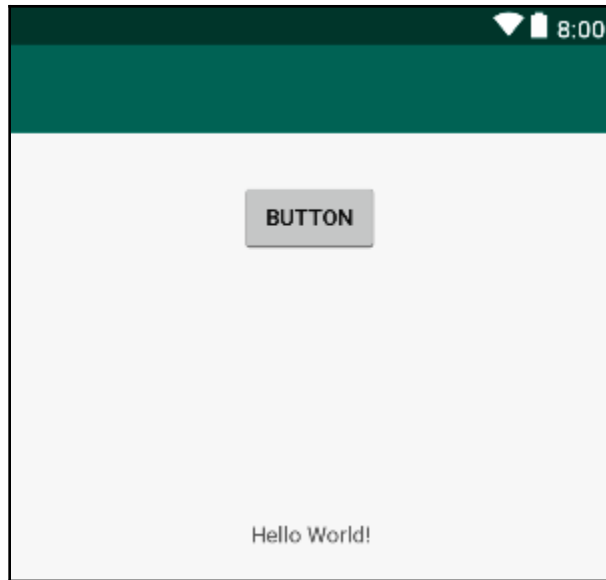
Corresponding method handler 'public void topClick(android.view.View)' not found more... (Ctrl+F1)

```
27     tools:layout_editor_absoluteY="30dp" />
28 
```

```
<Button
    android:id="@+id/button"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:onClick="topClick"
    android:text="Button"
    tools:layout_editor_absoluteX="147dp"
    tools:layout_editor_absoluteY="30dp" />
```

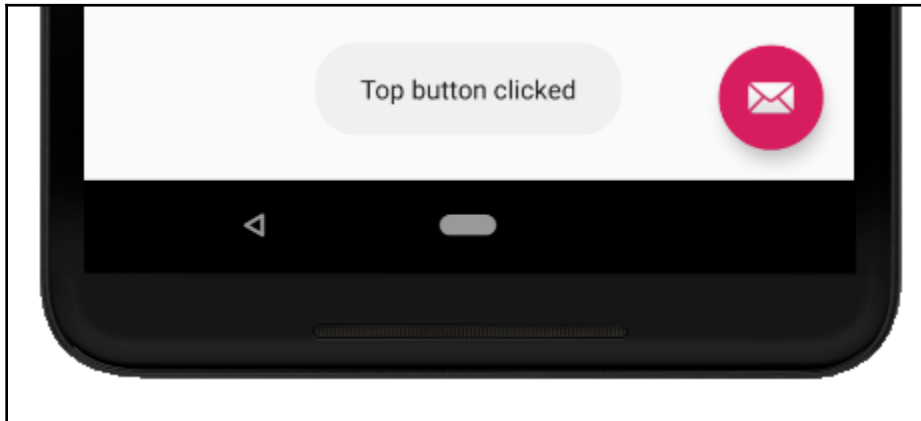
```
<Button
    android:id="@+id/button"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:onClick="topClick"
    android:text="Button"
    tools:layout_editor_absoluteX="147dp"
    tools:layout_editor_absoluteY="30dp" />
```



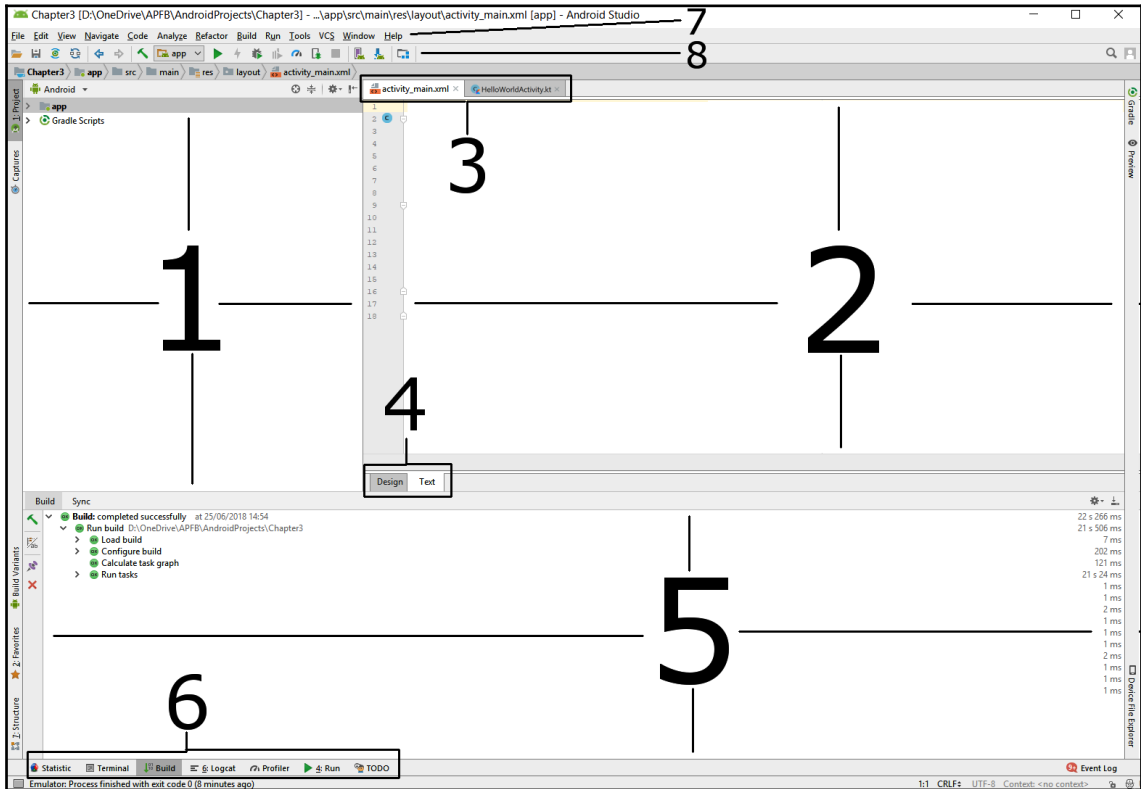


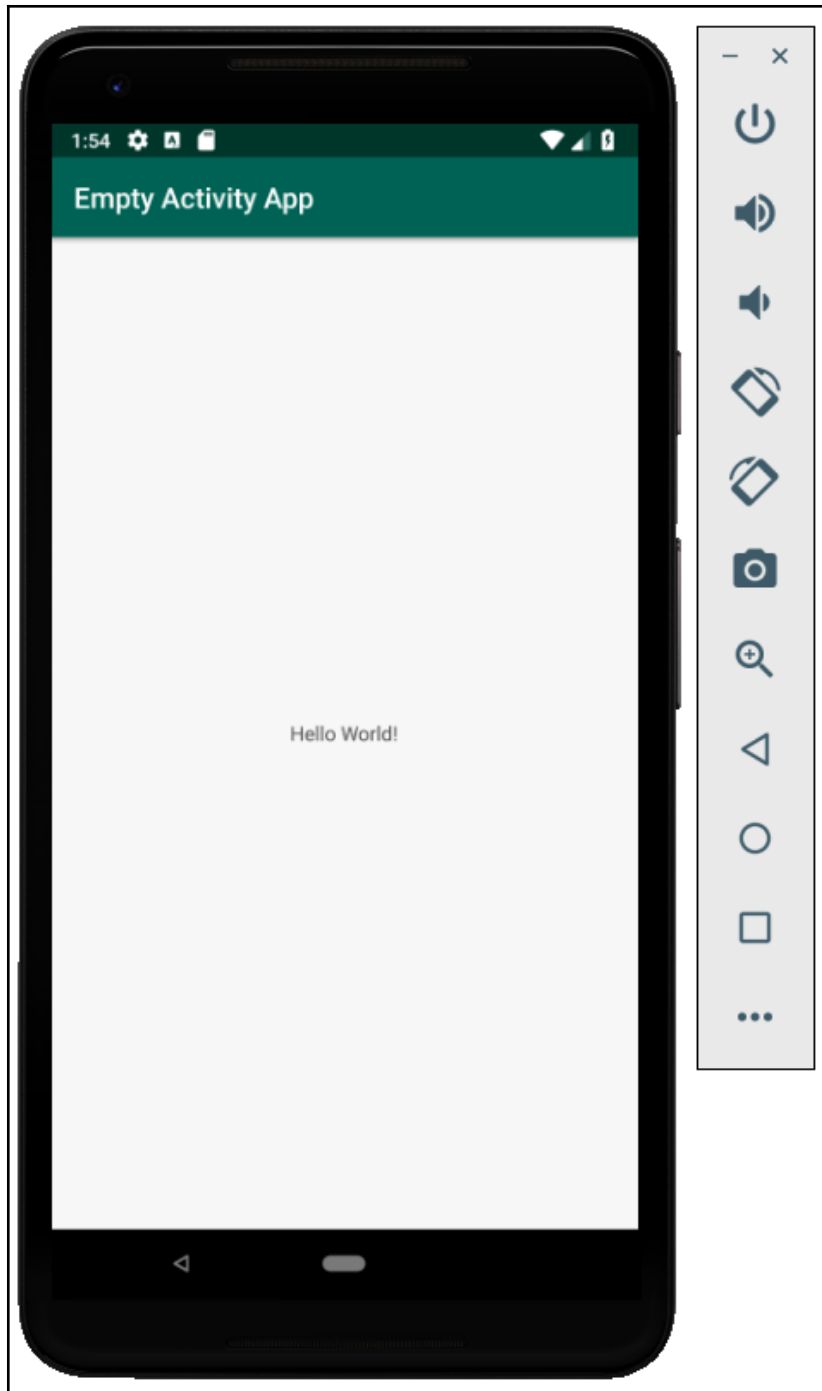
```
'com.gamecodeschool.helloworld W/hool.helloworl: Accessing hidden
'com.gamecodeschool.helloworld W/hool.helloworl: Accessing hidden
'com.gamecodeschool.helloworld I/info: Done creating the app
'com.gamecodeschool.helloworld I/ConfigStore: android:hardware::
'com.gamecodeschool.helloworld I/ConfigStore: android:hardware::
```

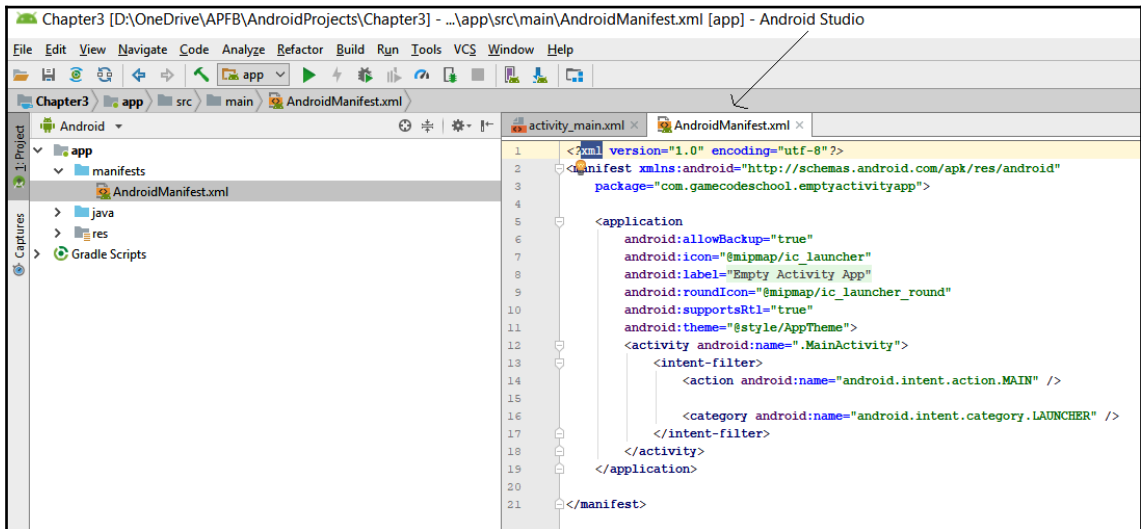
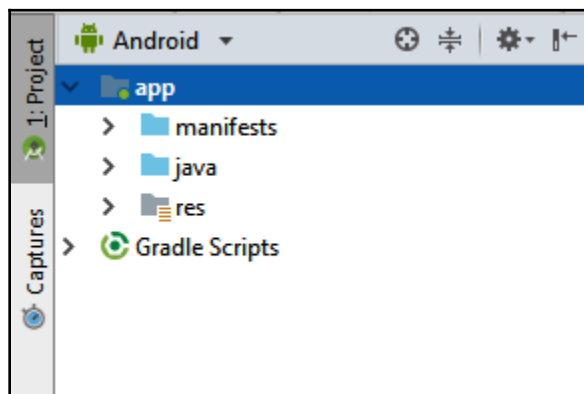
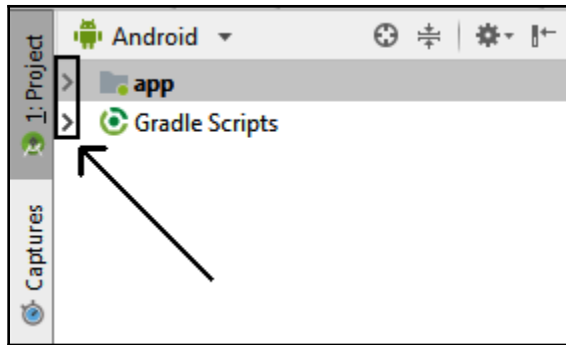
```
com.gamecodeschool.helloworld I/info: The user clicked the top button  
com.gamecodeschool.helloworld I/info: The user clicked the top button  
com.gamecodeschool.helloworld I/info: The user clicked the top button  
com.gamecodeschool.helloworld I/info: The user clicked the bottom button  
com.gamecodeschool.helloworld I/info: The user clicked the bottom button  
com.gamecodeschool.helloworld I/info: The user clicked the bottom button
```

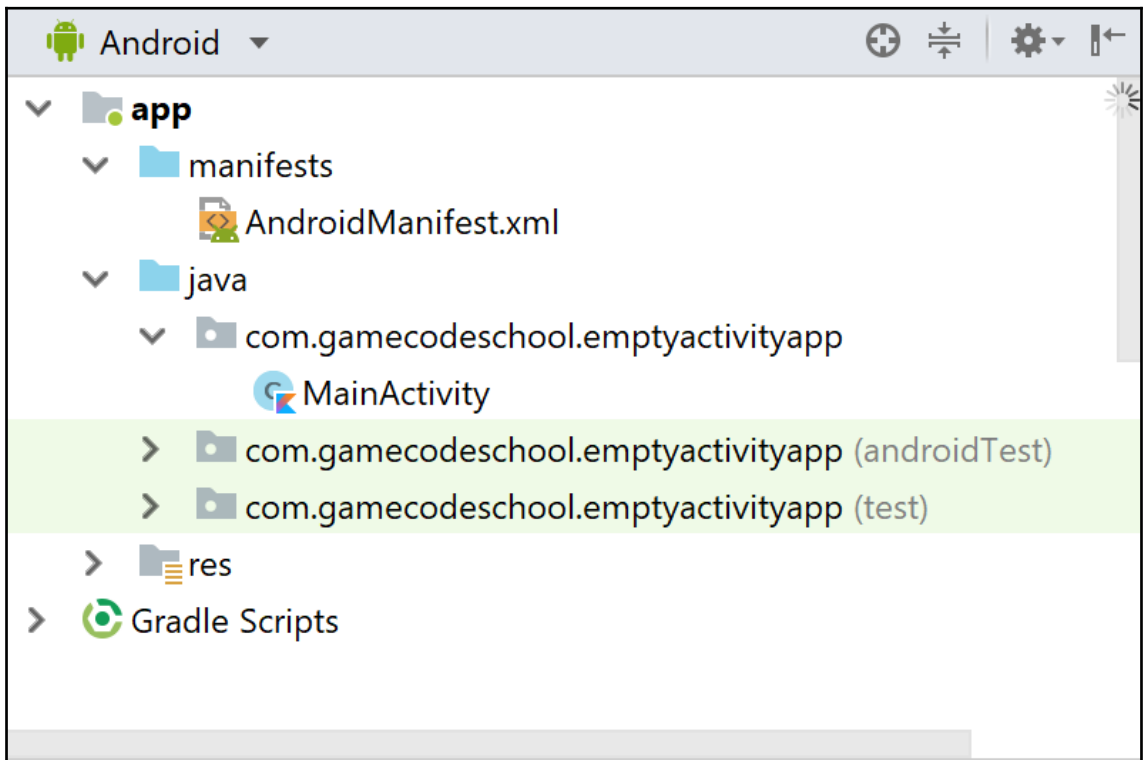
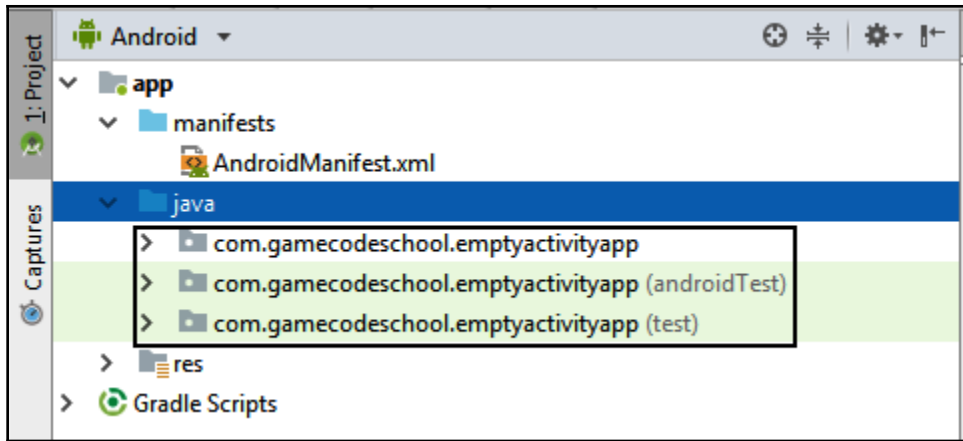


Chapter 3: Exploring Android Studio and the Project Structure







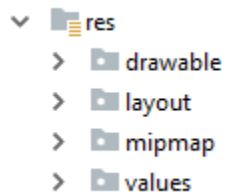


```
package com.gamecodeschool.emptyactivityapp

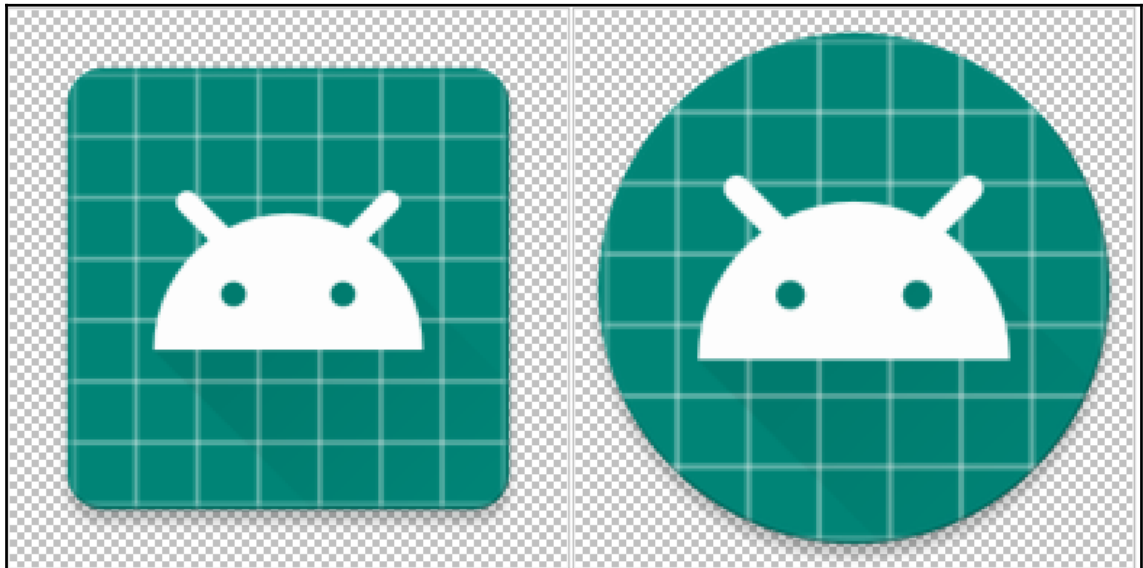
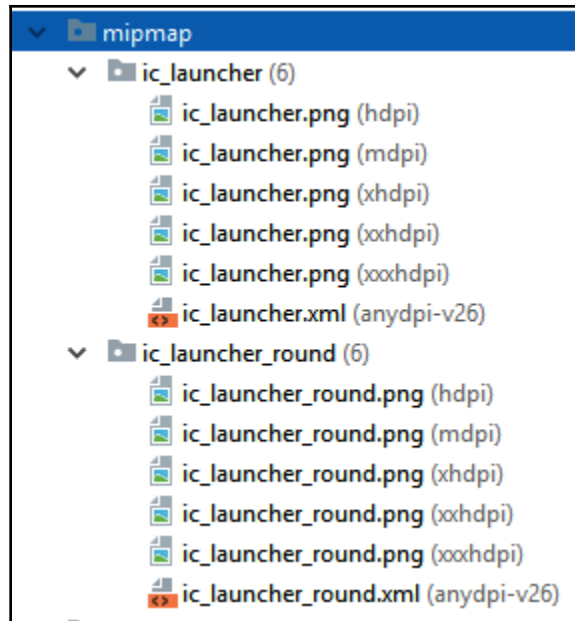
import androidx.appcompat.app.AppCompatActivity
import android.os.Bundle

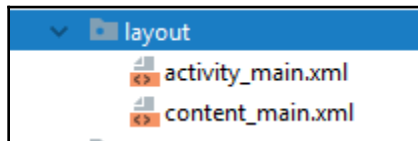
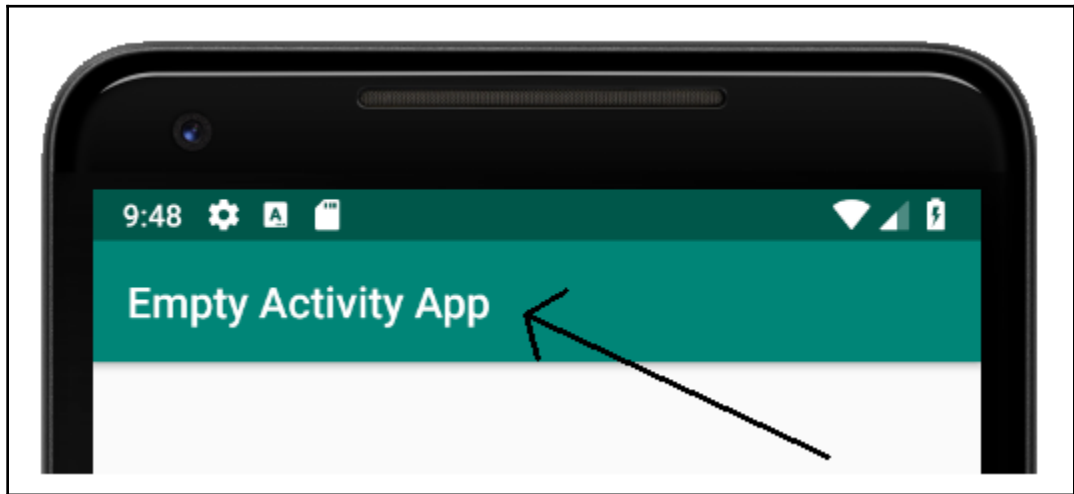
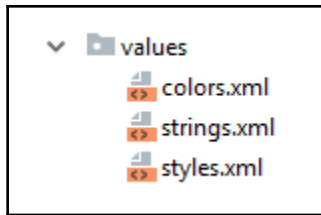
class MainActivity : AppCompatActivity() {

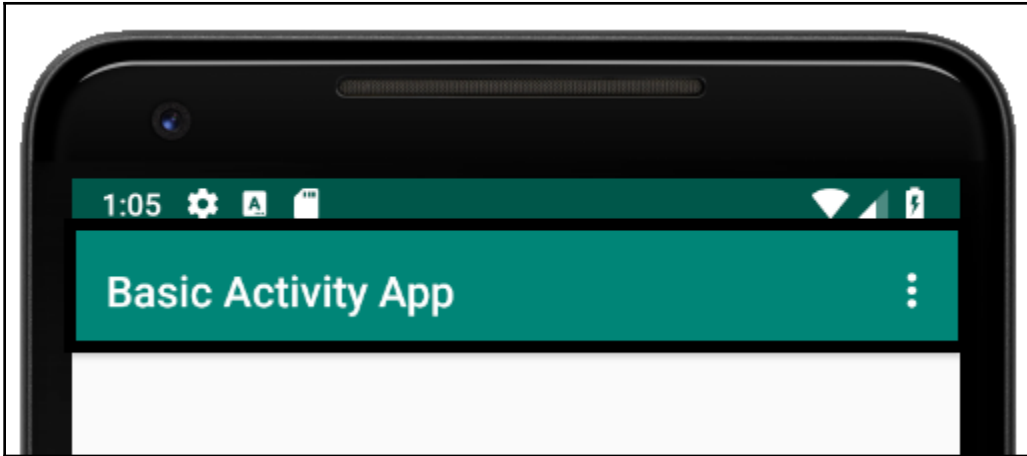
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)
    }
}
```

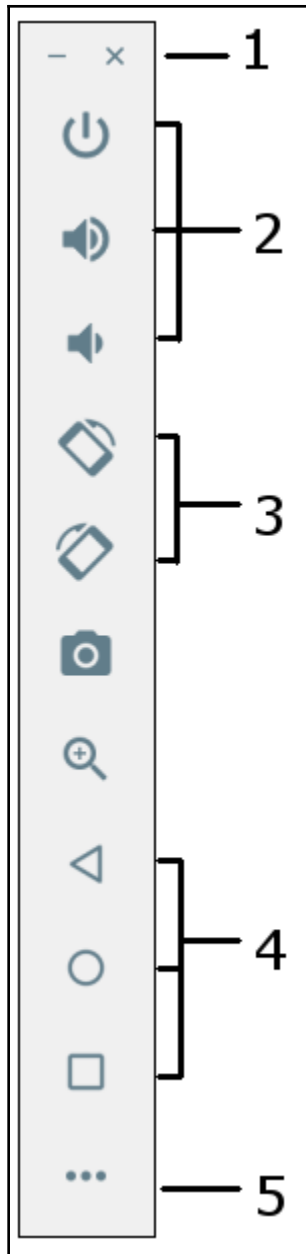


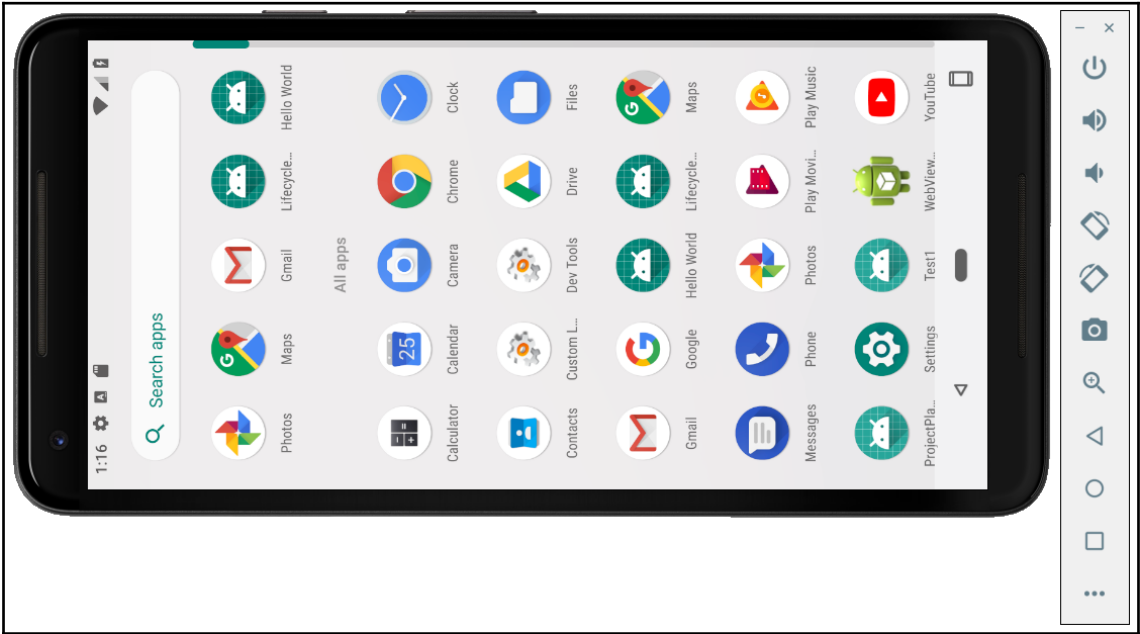
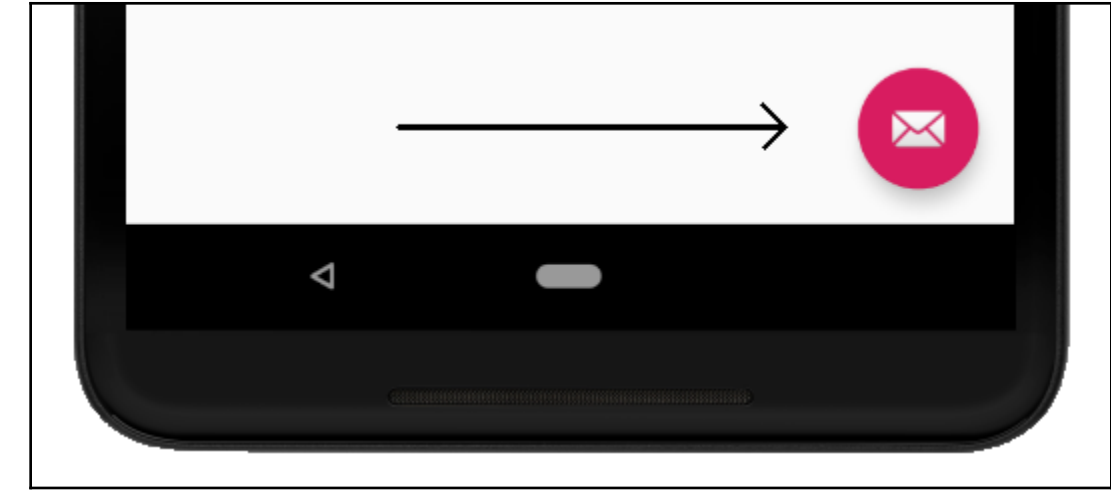
```
▼ res
  > drawable
  > layout
  > mipmap
  > values
```











- Location
- Cellular
- Battery
- Phone
- Directional pad
- Microphone
- Fingerprint
- Virtual sensors
- Bug report
- Record screen
- Settings
- Help

Accelerometer Additional sensors



Rotate Move

Z-Rot 0.0
-180 180

X-Rot 0.0
-180 180

Y-Rot 0.0
-180 180

Device rotation

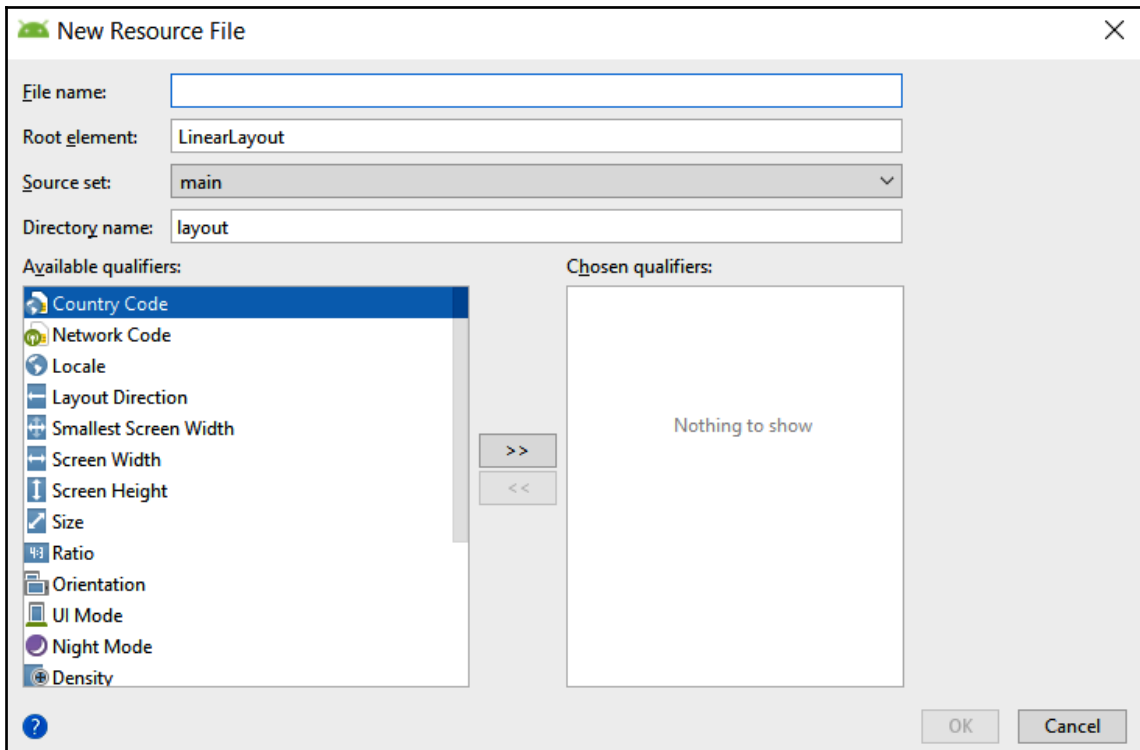
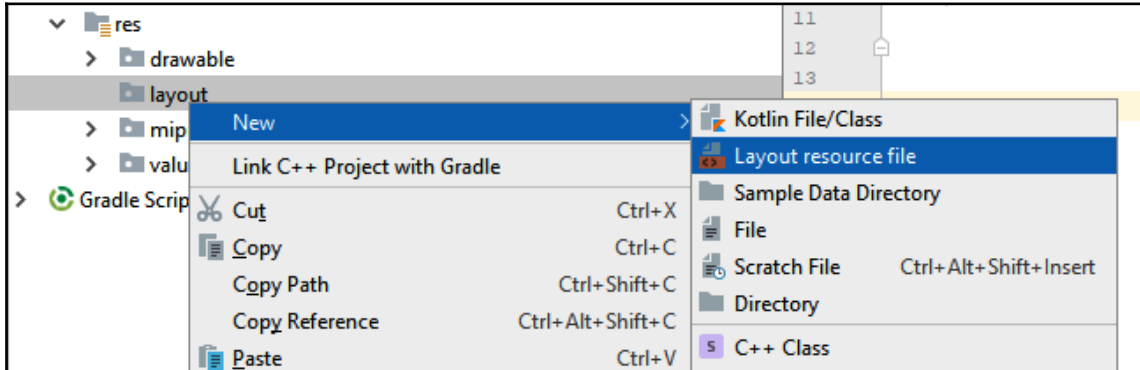


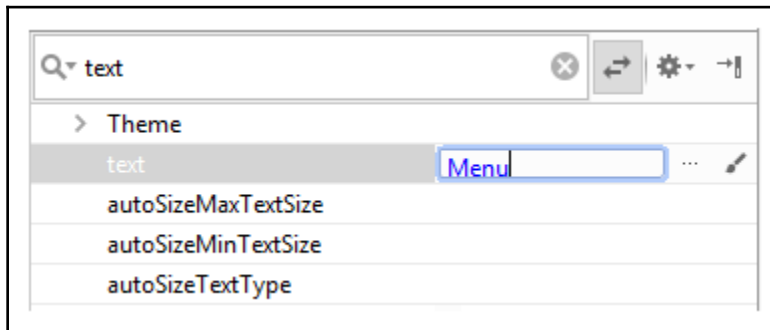
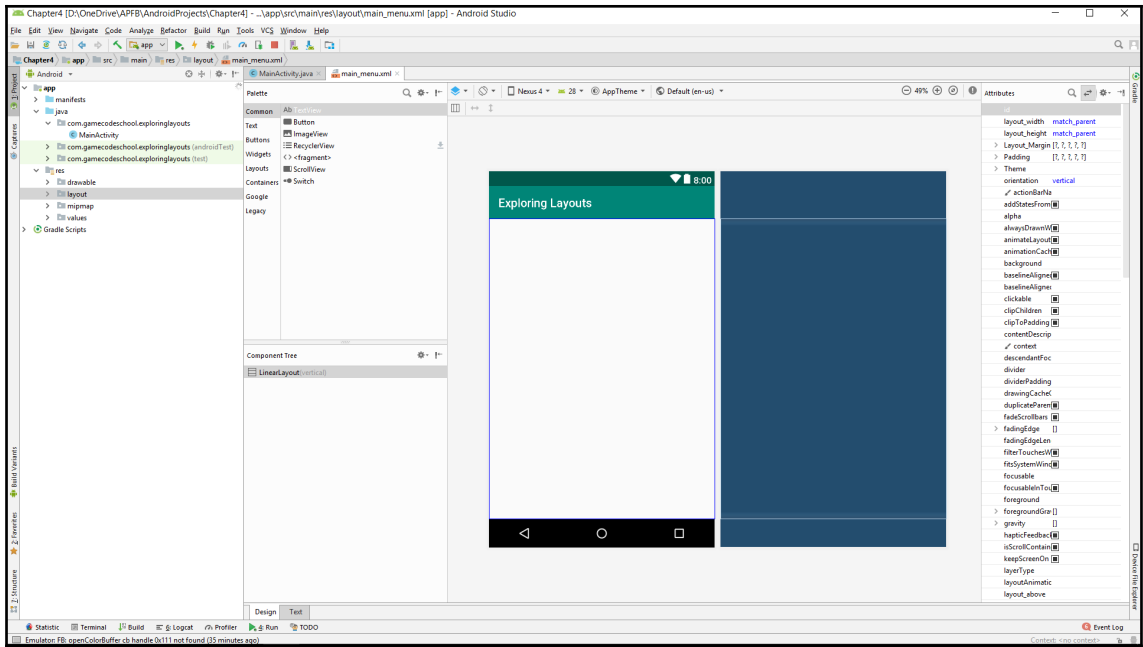
Resulting values

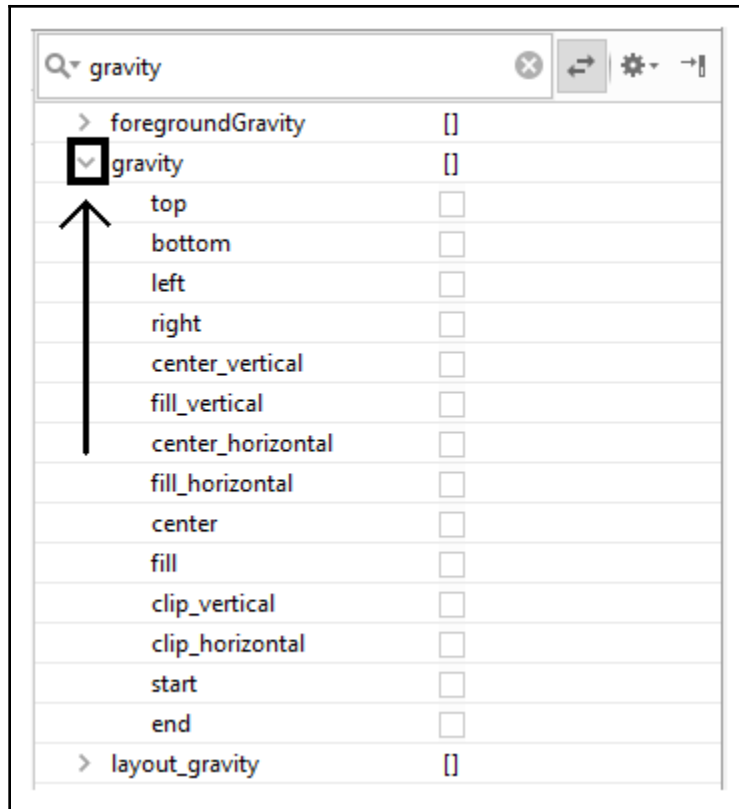
```
Accelerometer (m/s²): 0.00 9.81 0.00
Gyroscope (rad/s): 0.00 0.00 0.00
Magnetometer (µT): 22.00 5.90 43.10
Rotation: ROTATION_0
```

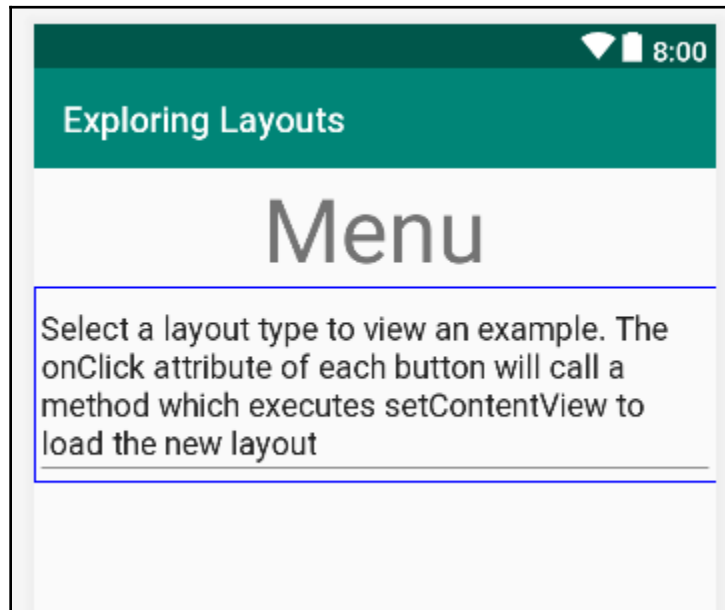
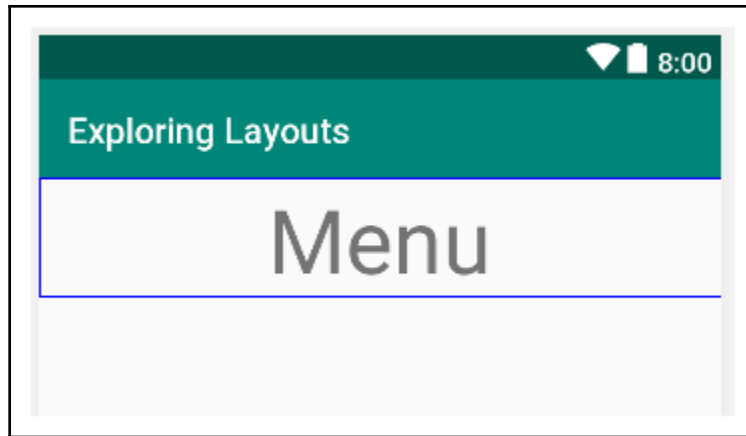


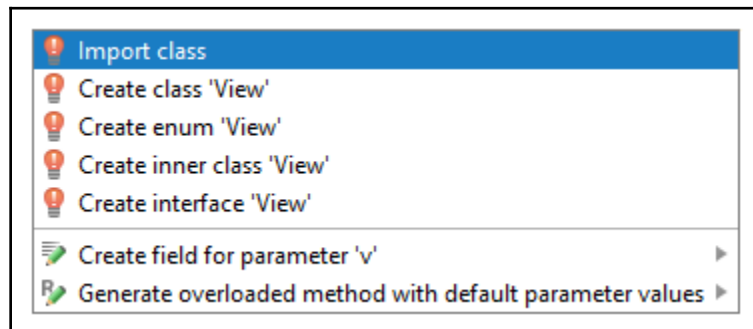
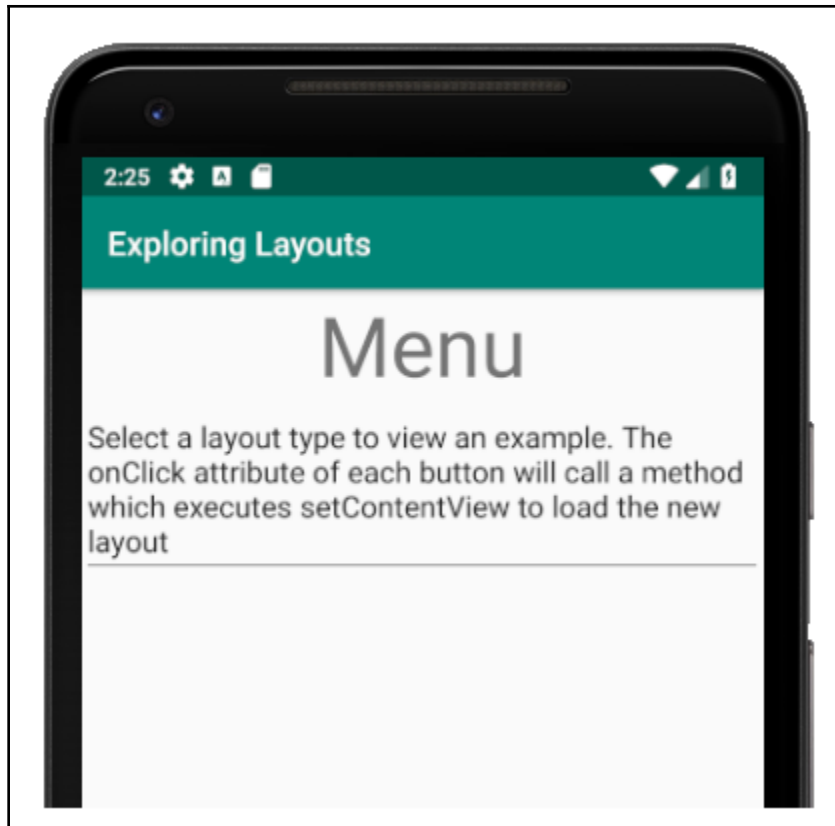

Chapter 4: Getting Started with Layouts and Material Design

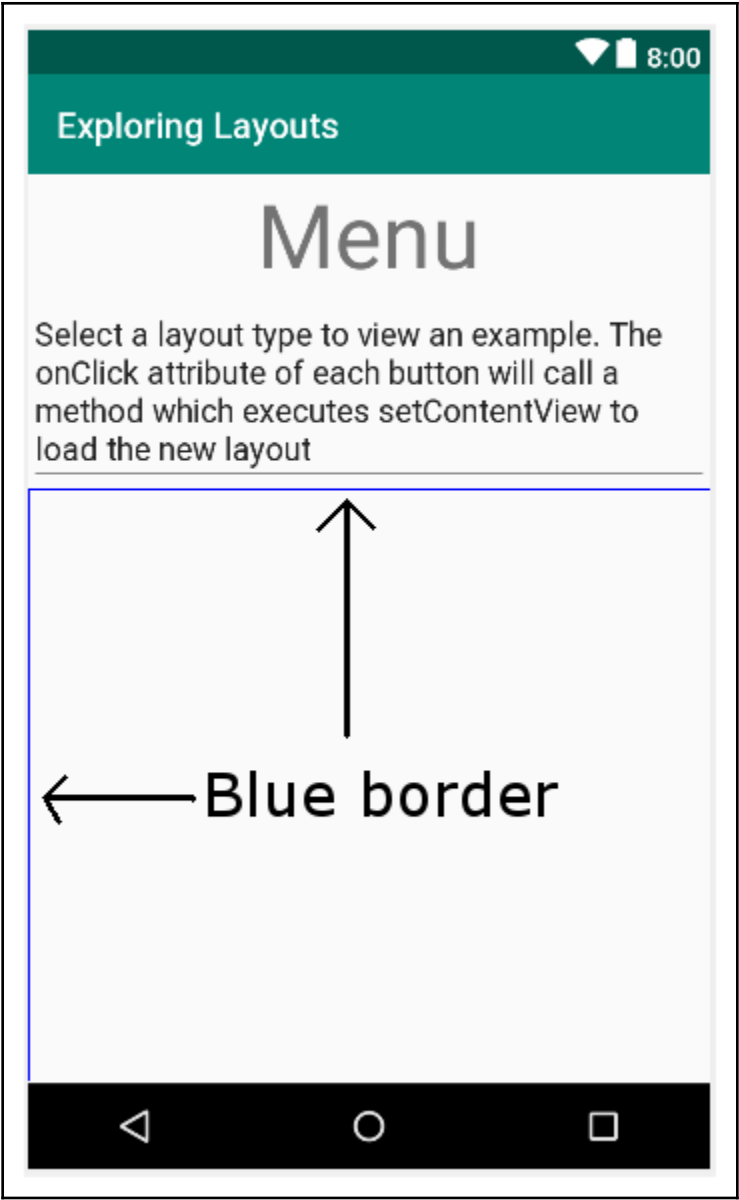


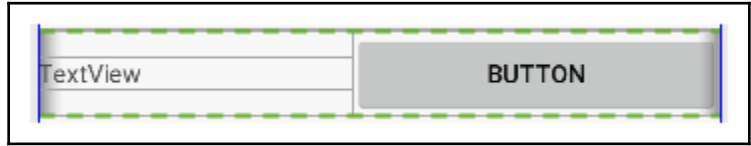
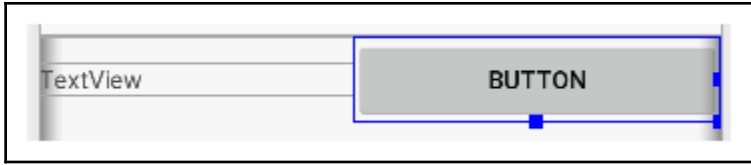


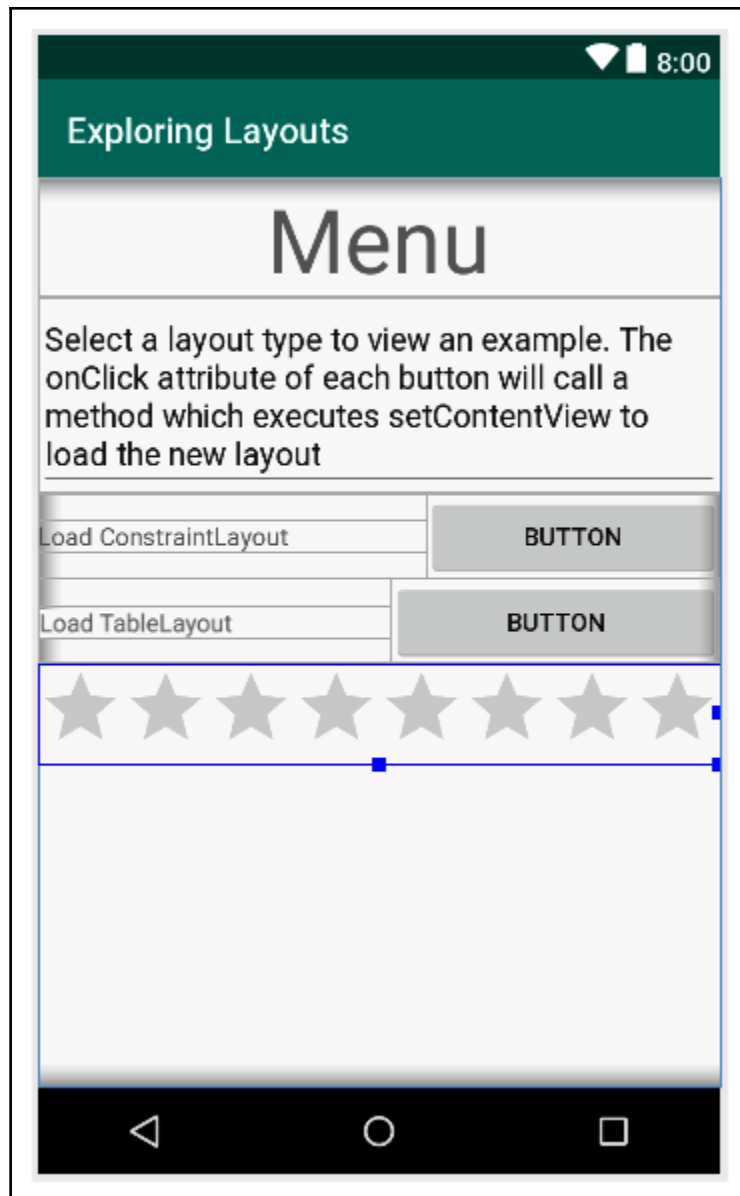


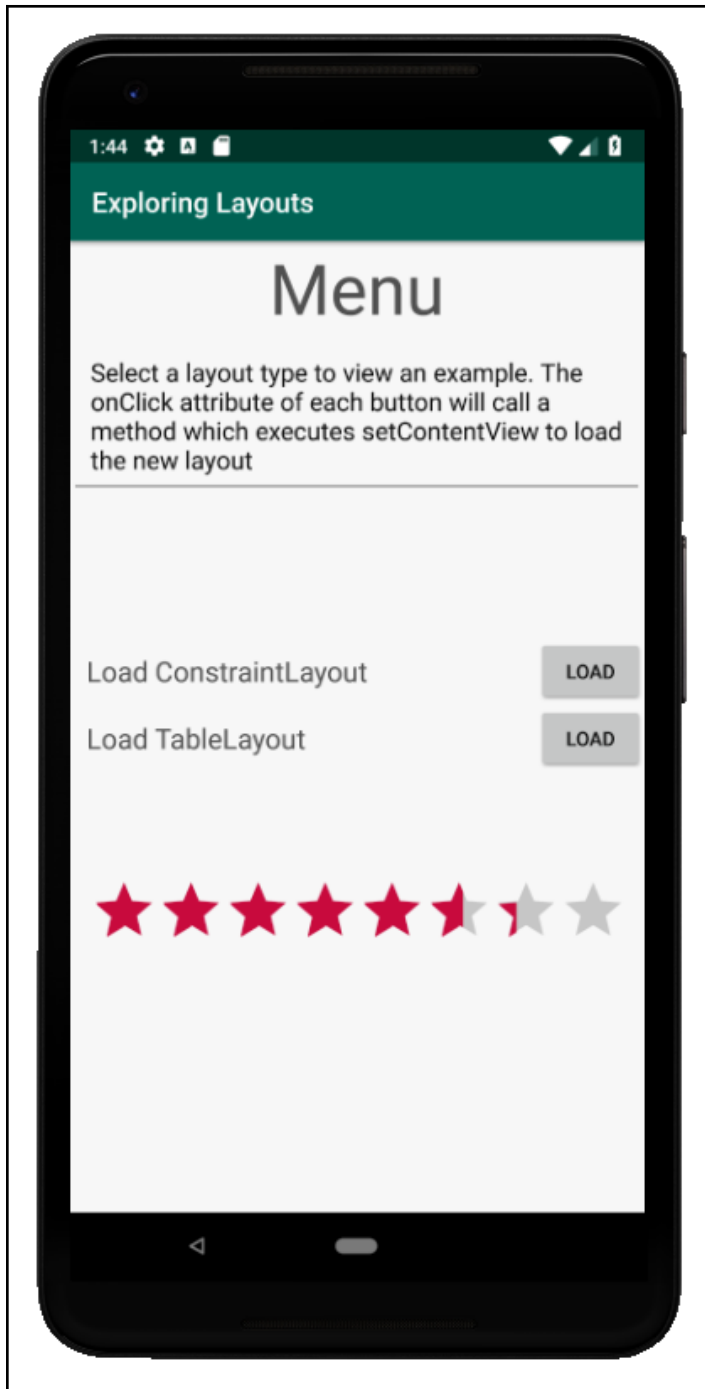


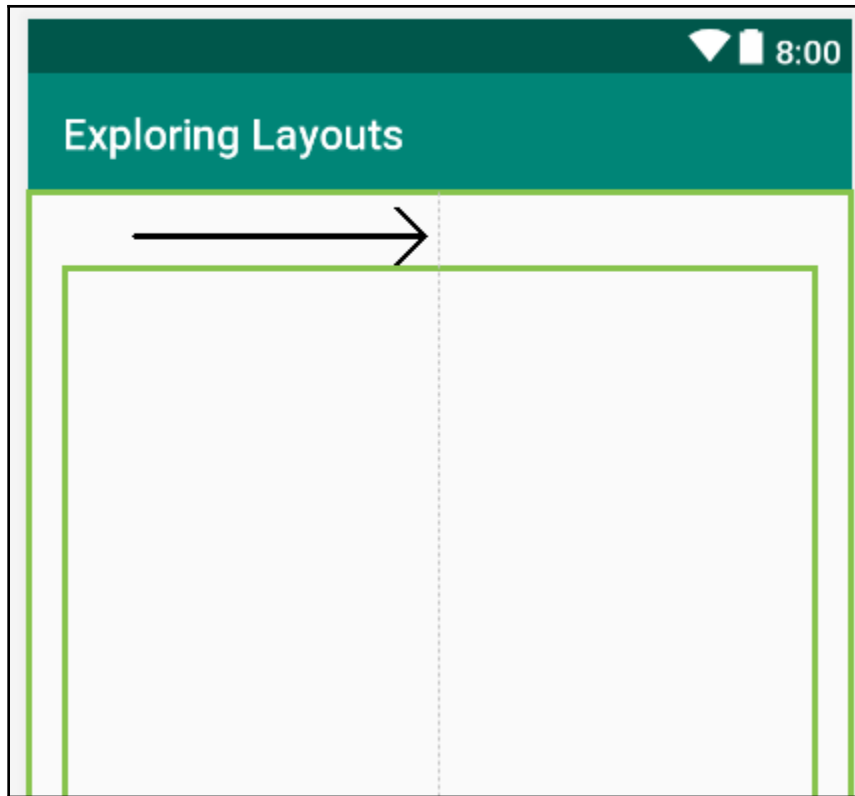


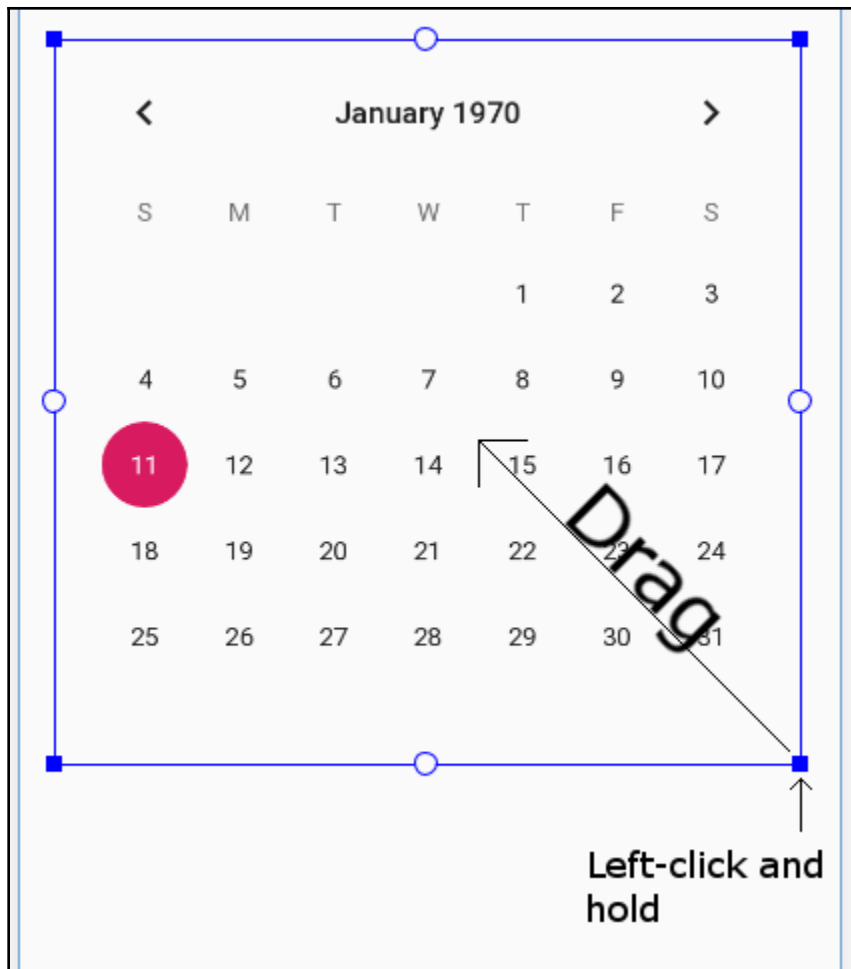


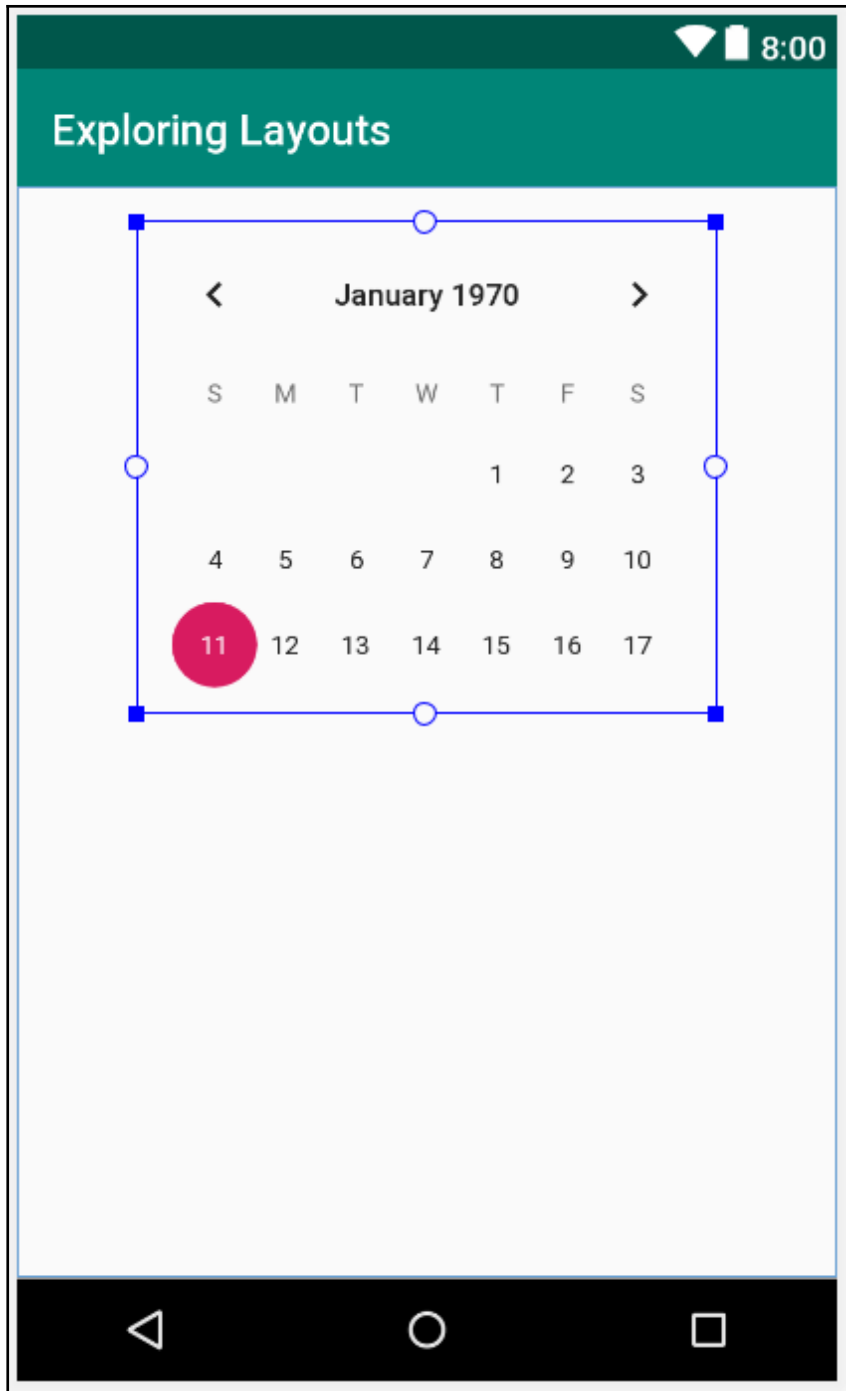


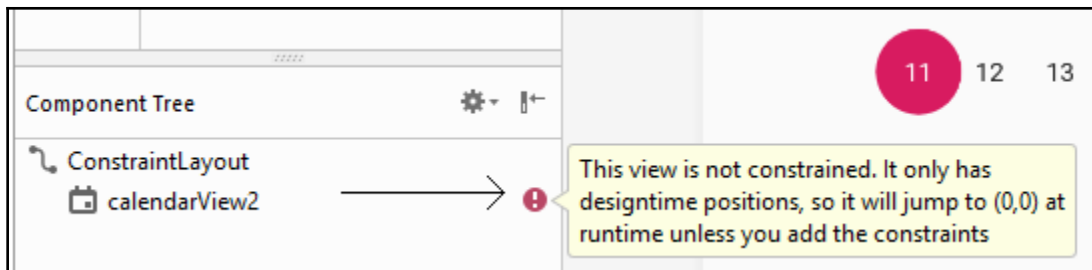


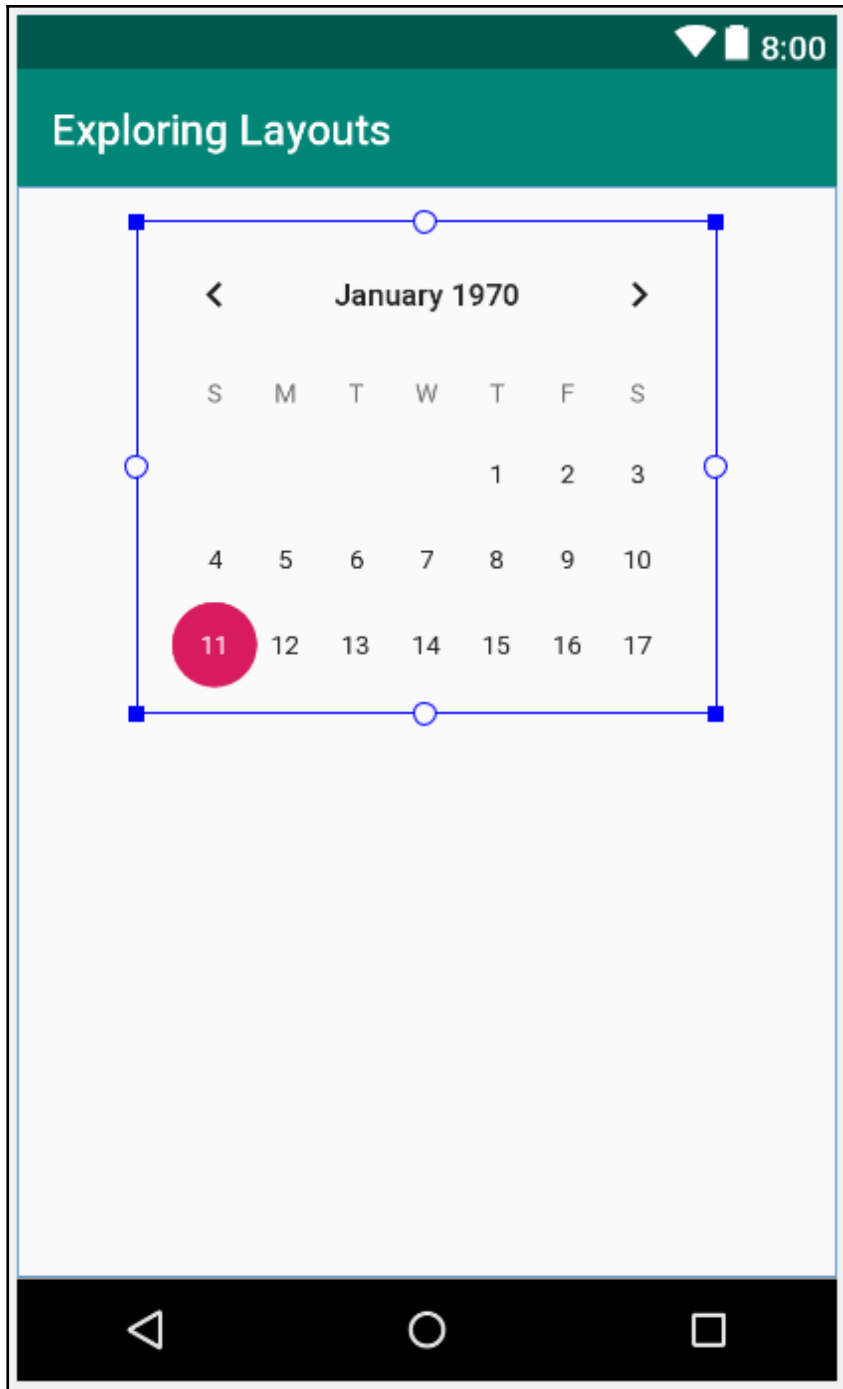


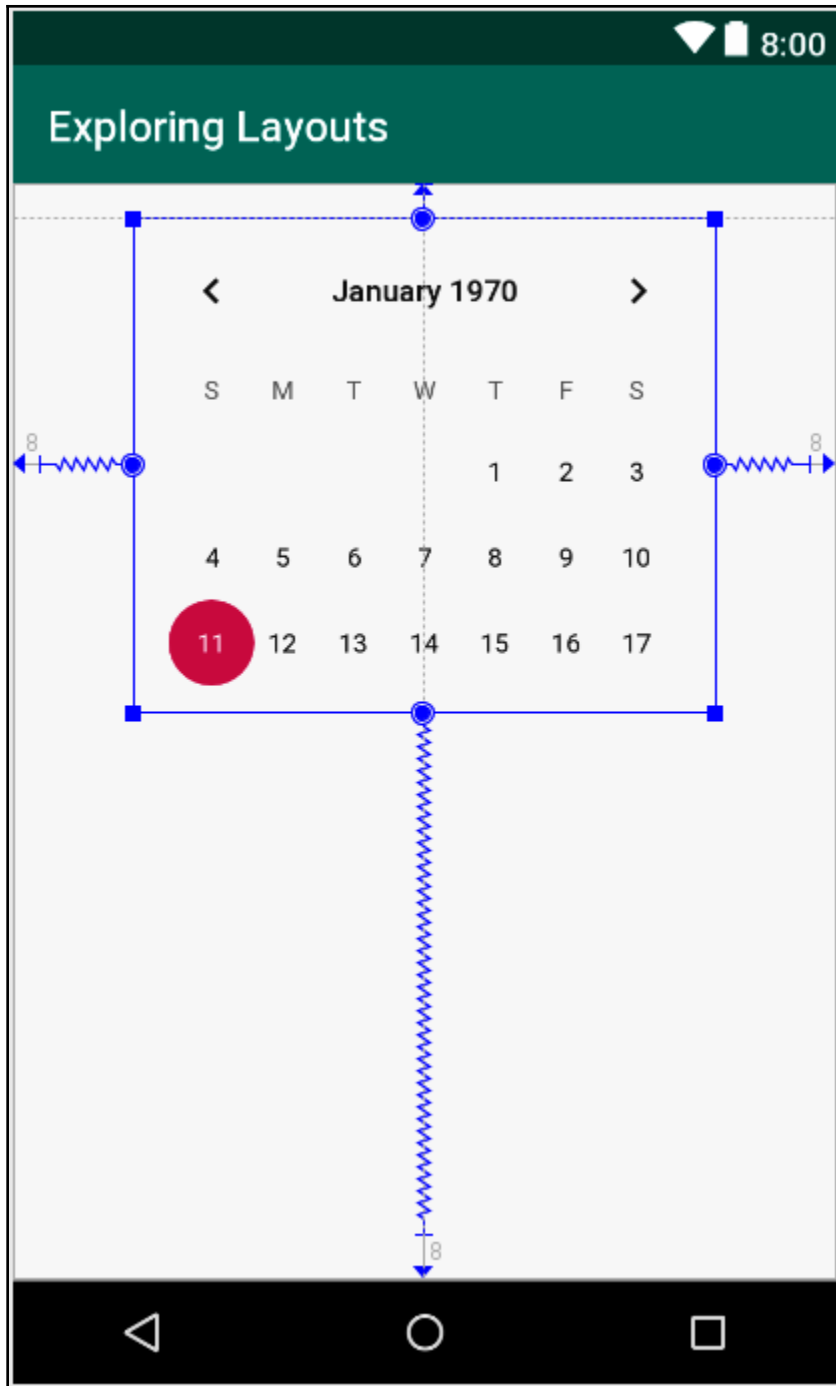


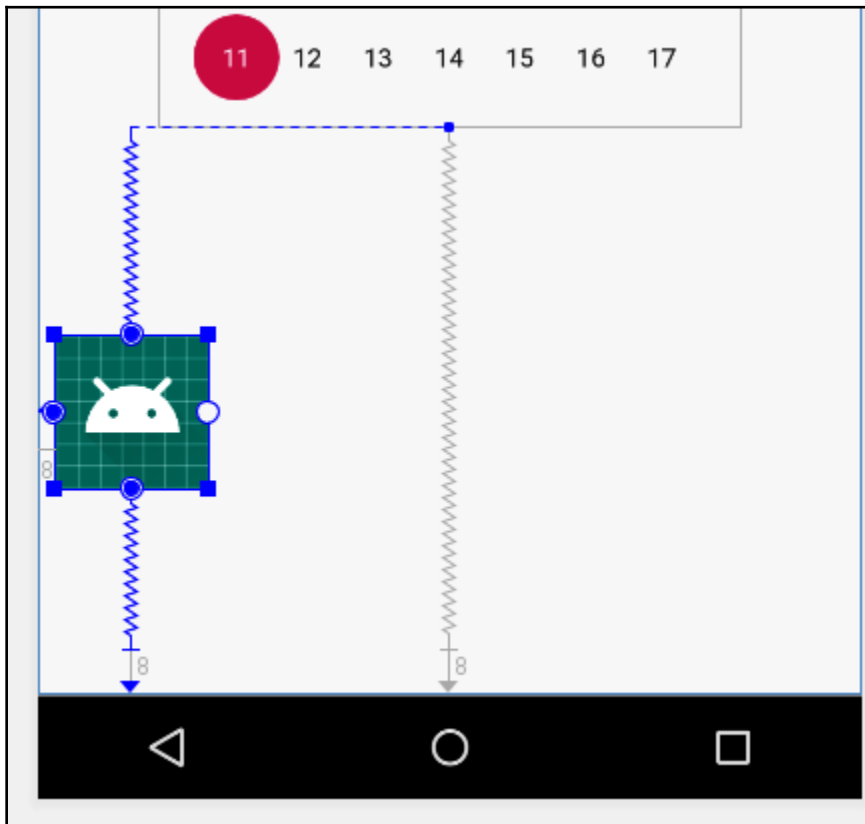
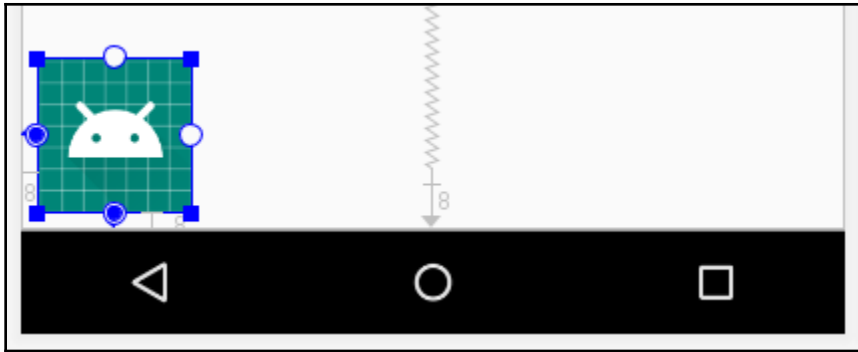


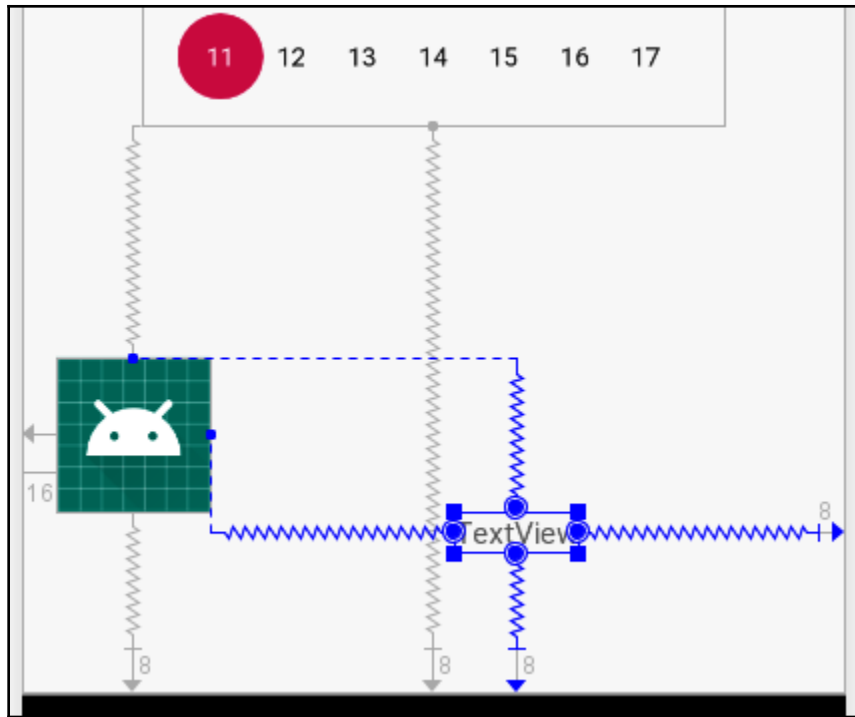


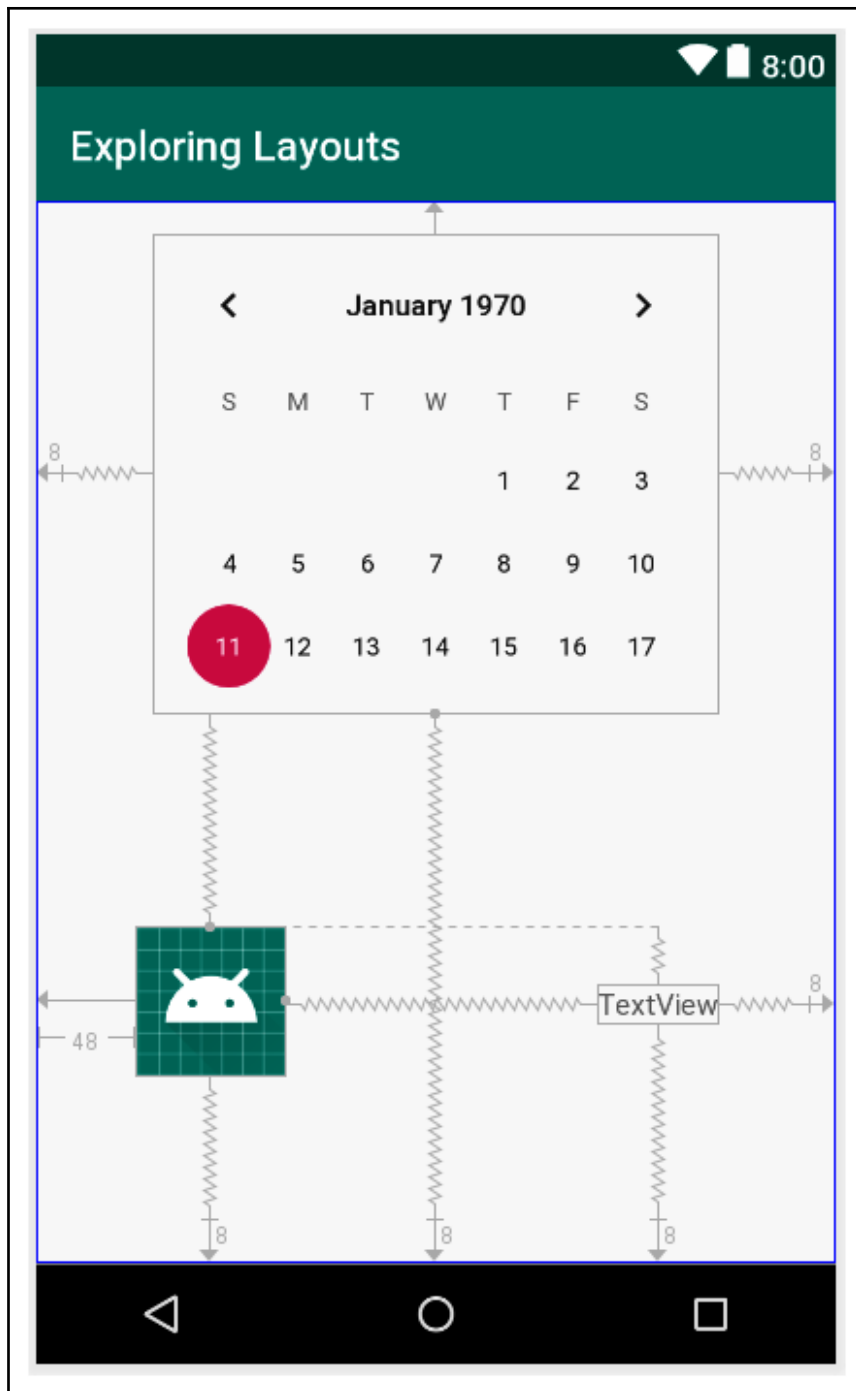


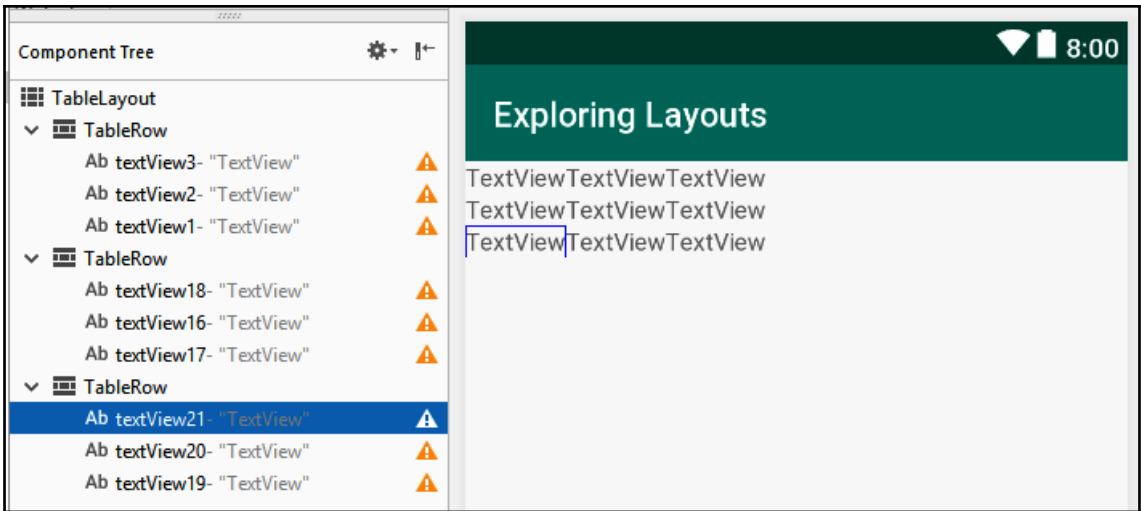
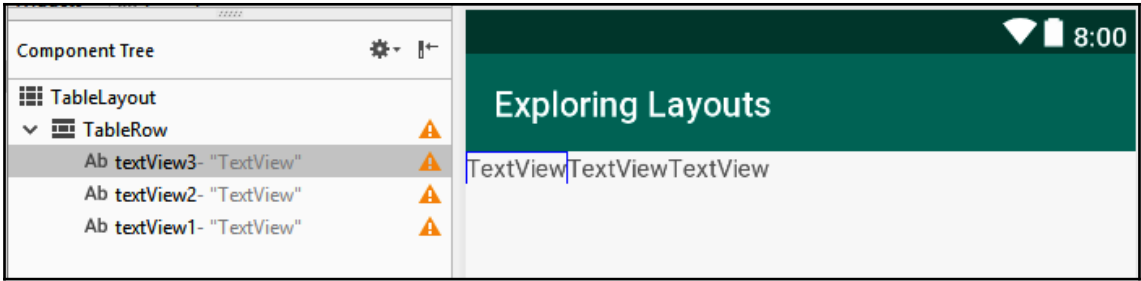


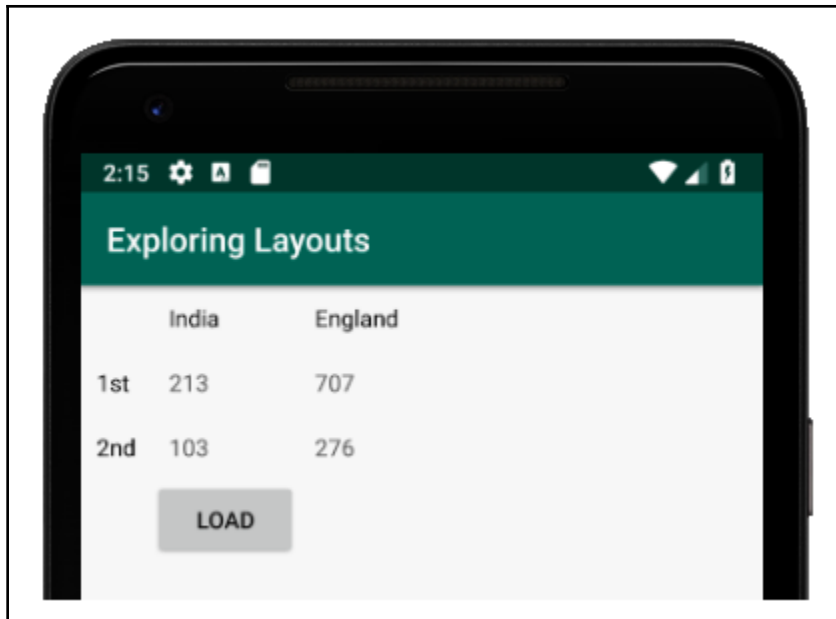








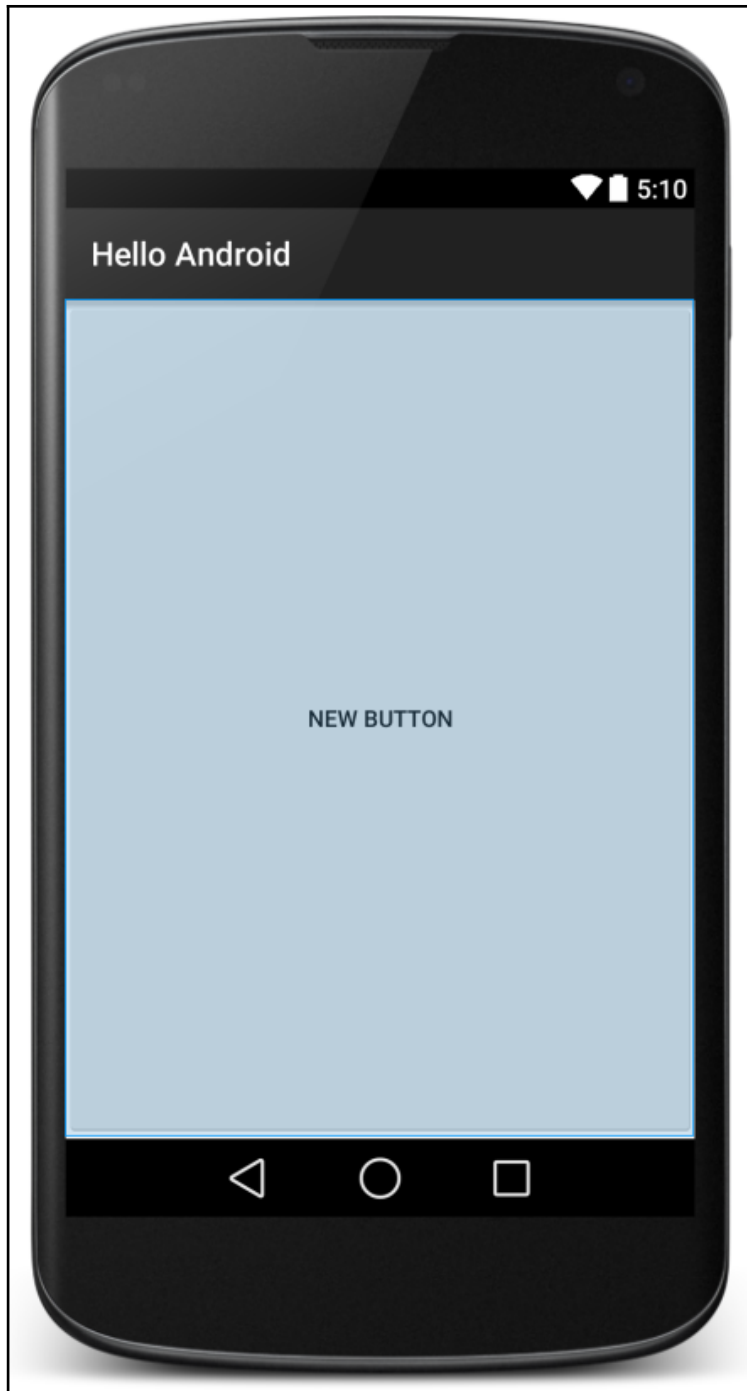


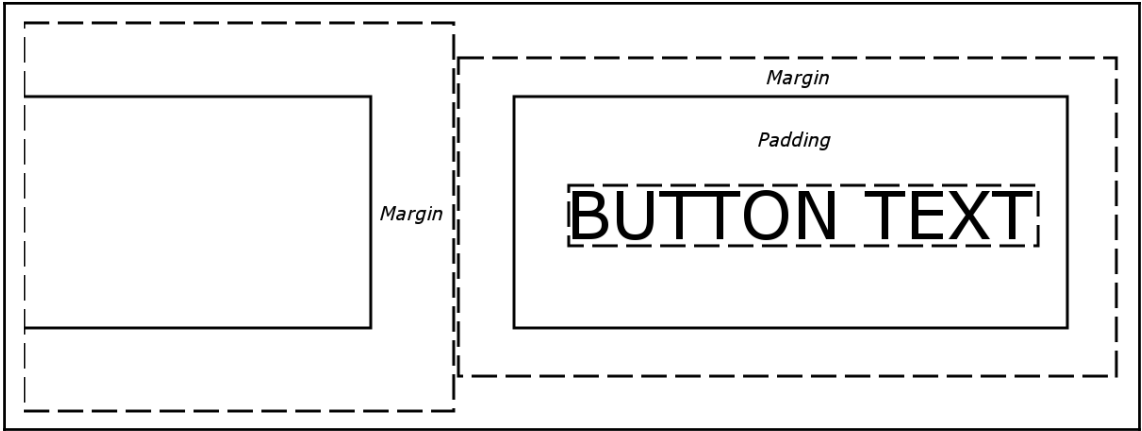


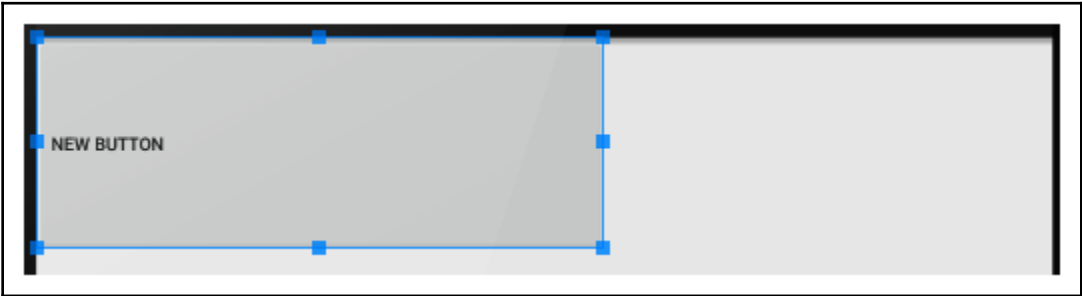
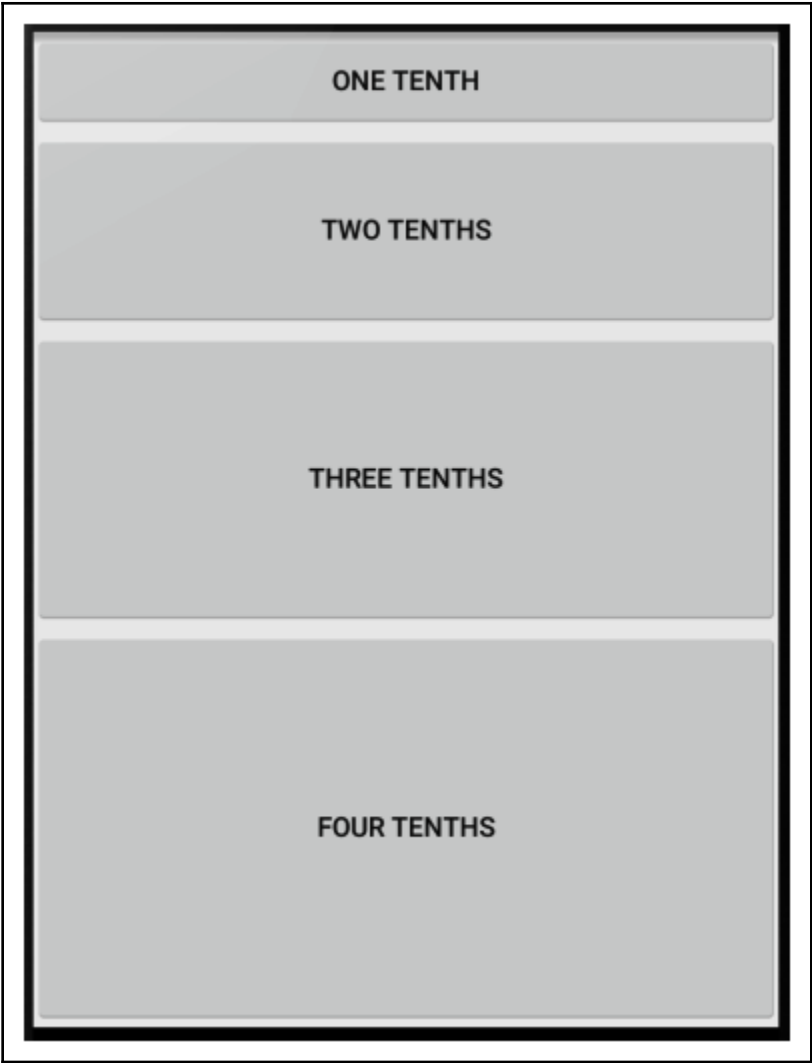
Chapter 5: Beautiful Layouts with CardView and ScrollView

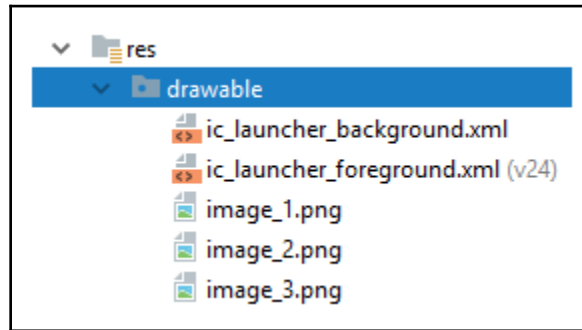
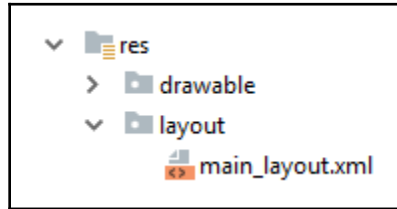
Font size	
Tiny	<input type="radio"/>
Small	<input type="radio"/>
Normal	<input checked="" type="radio"/>
Large	<input type="radio"/>
Huge	<input type="radio"/>

Cancel

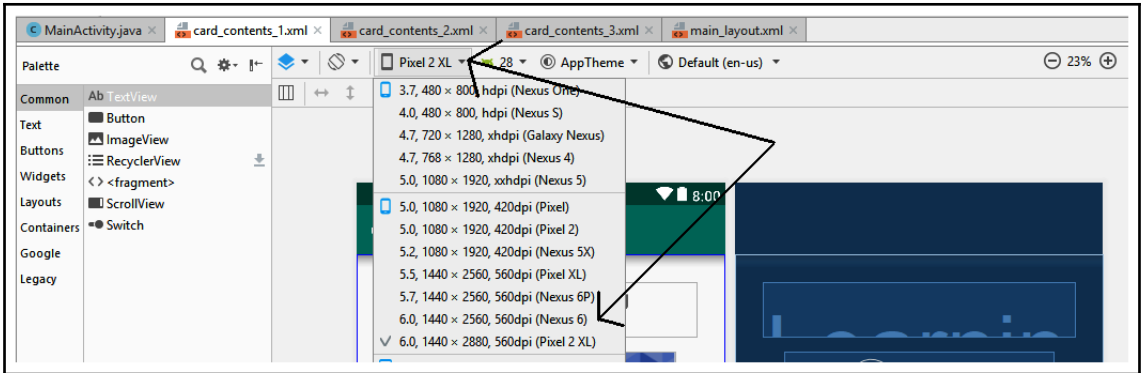




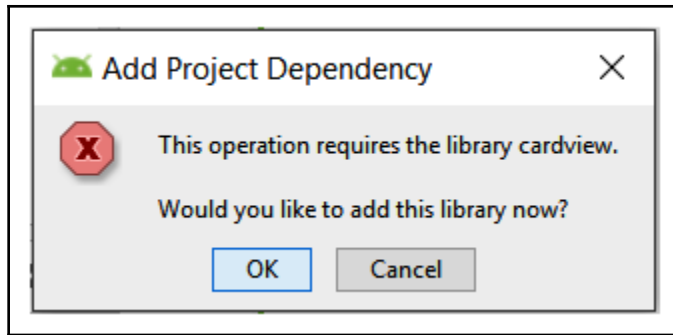




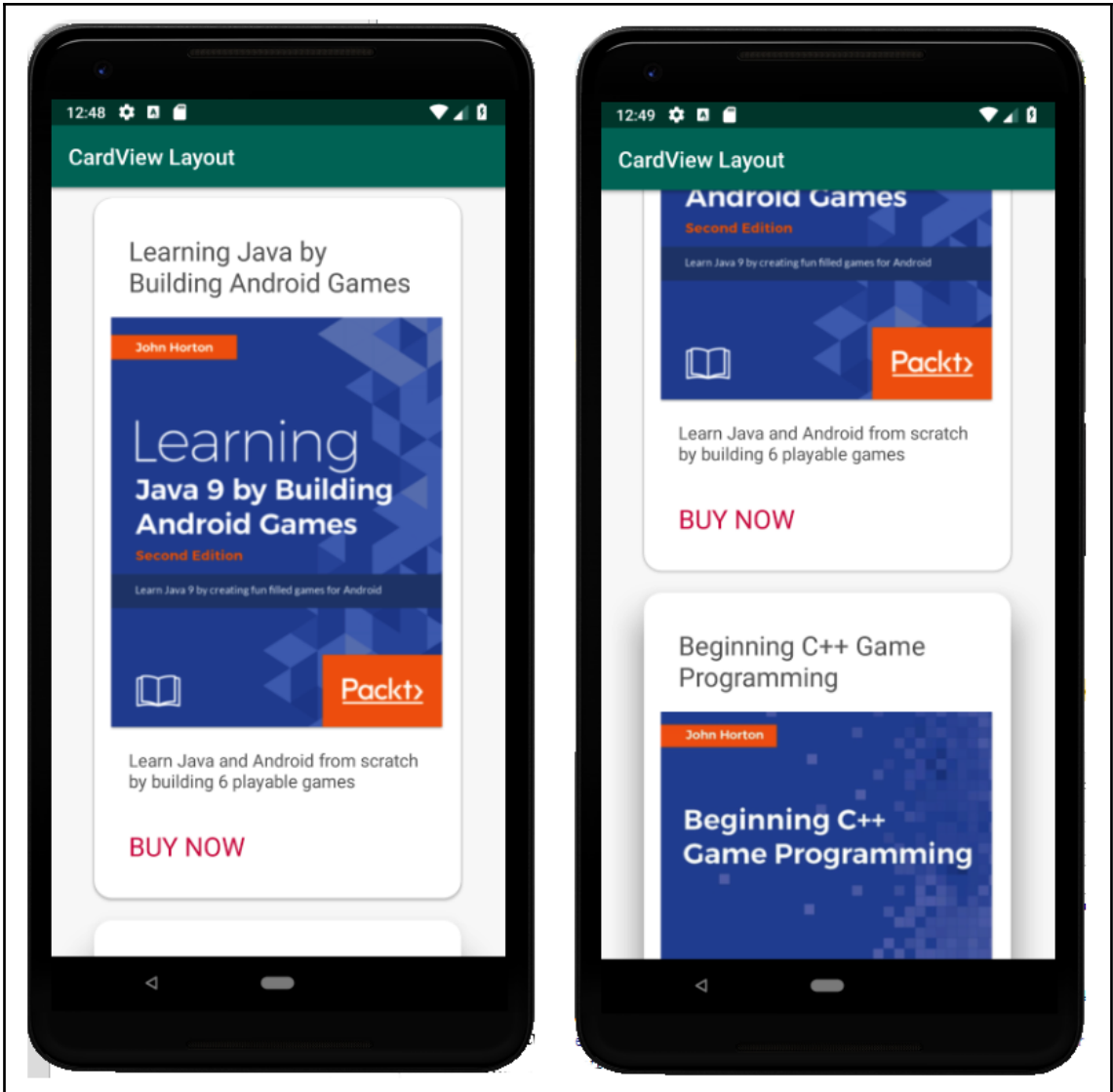


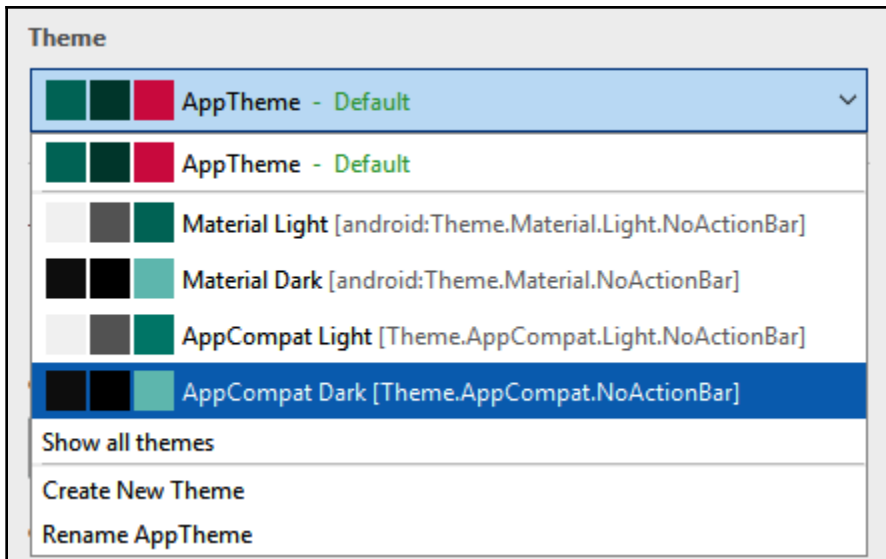
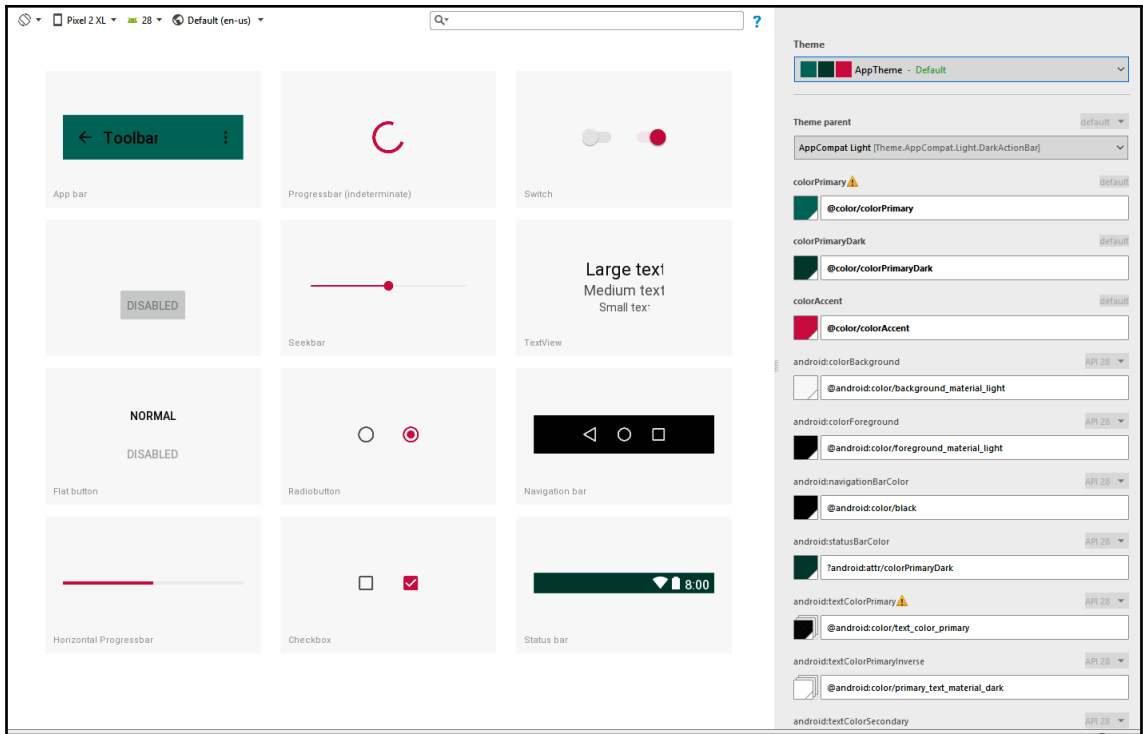


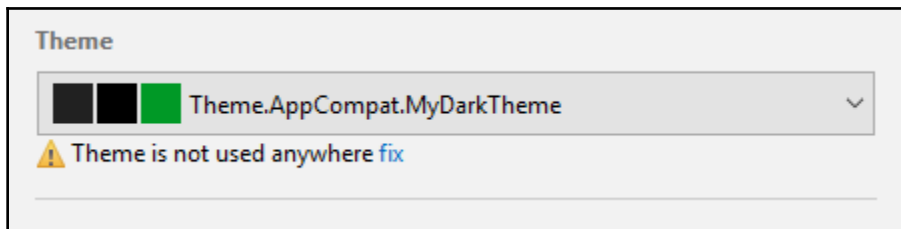
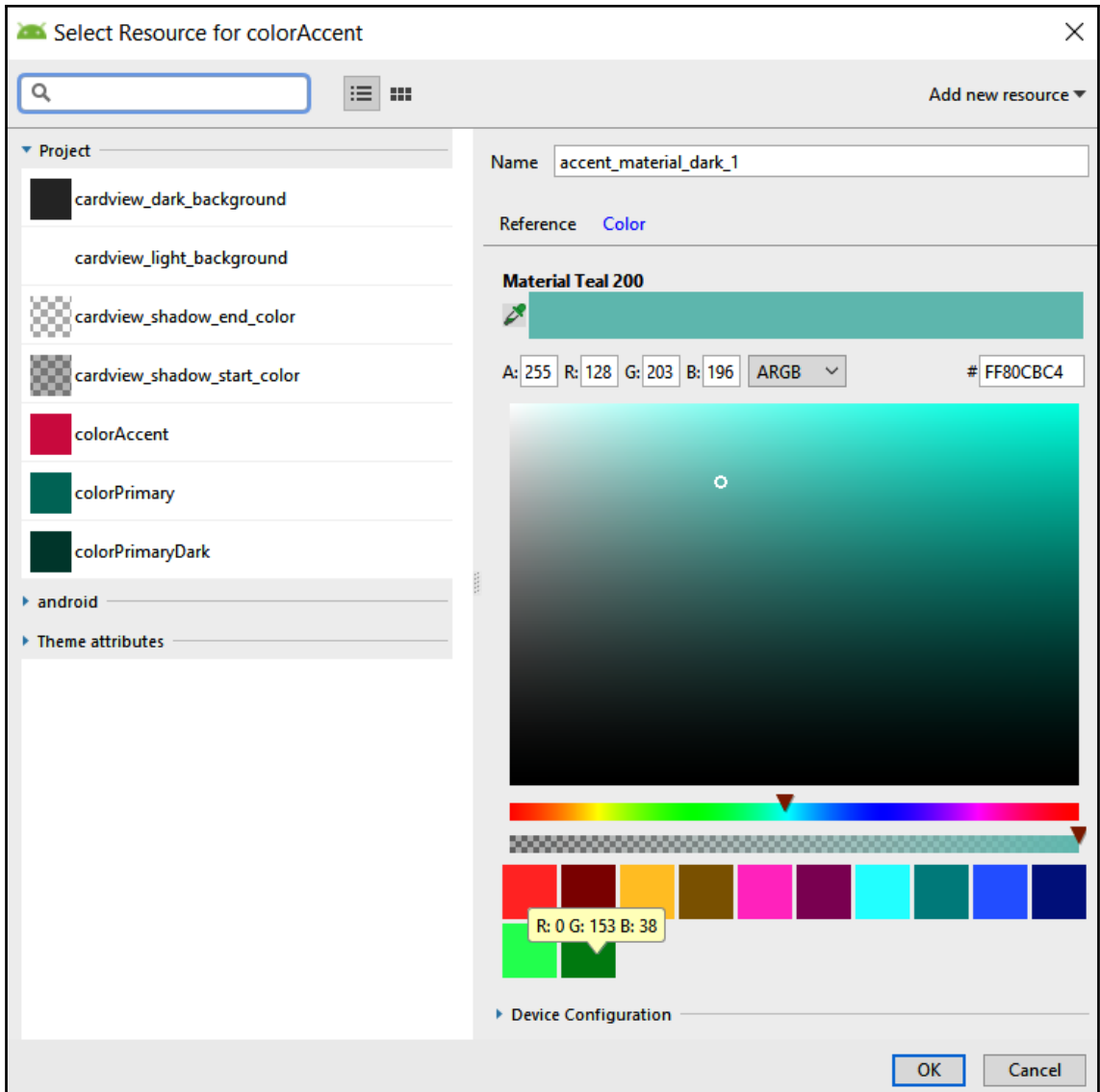




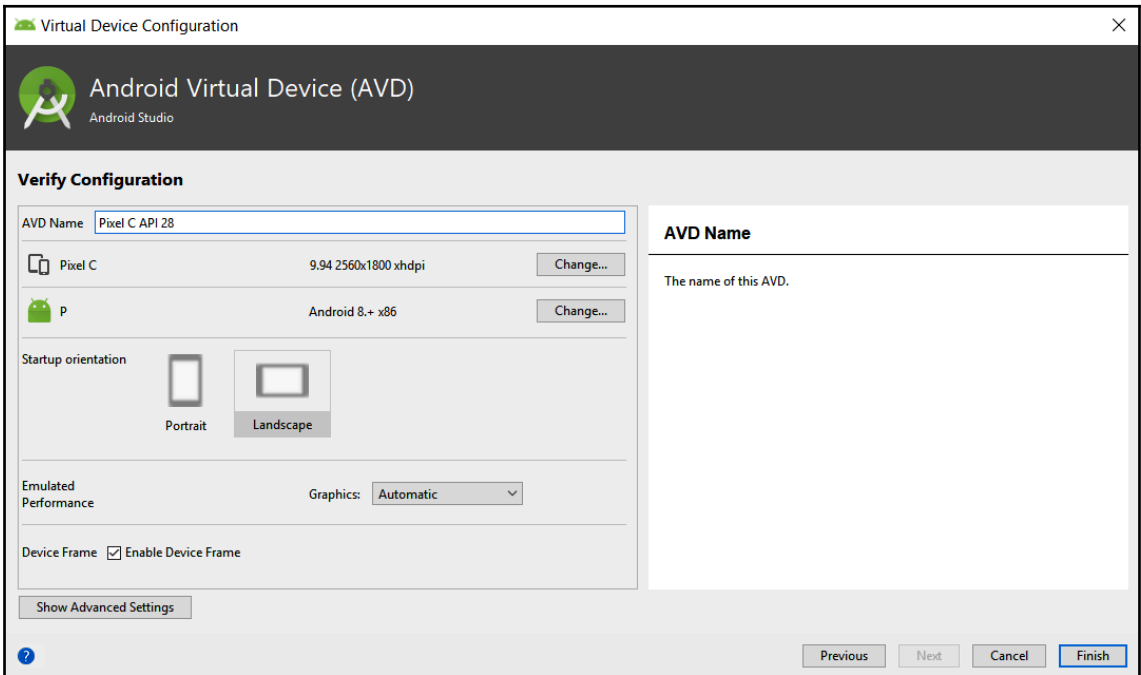
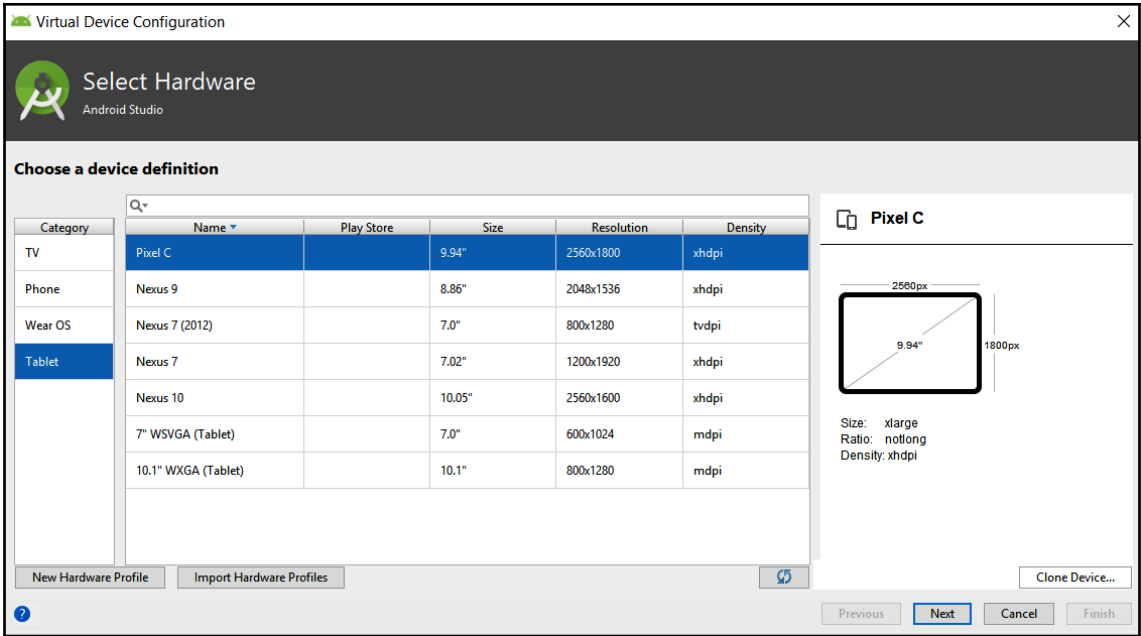


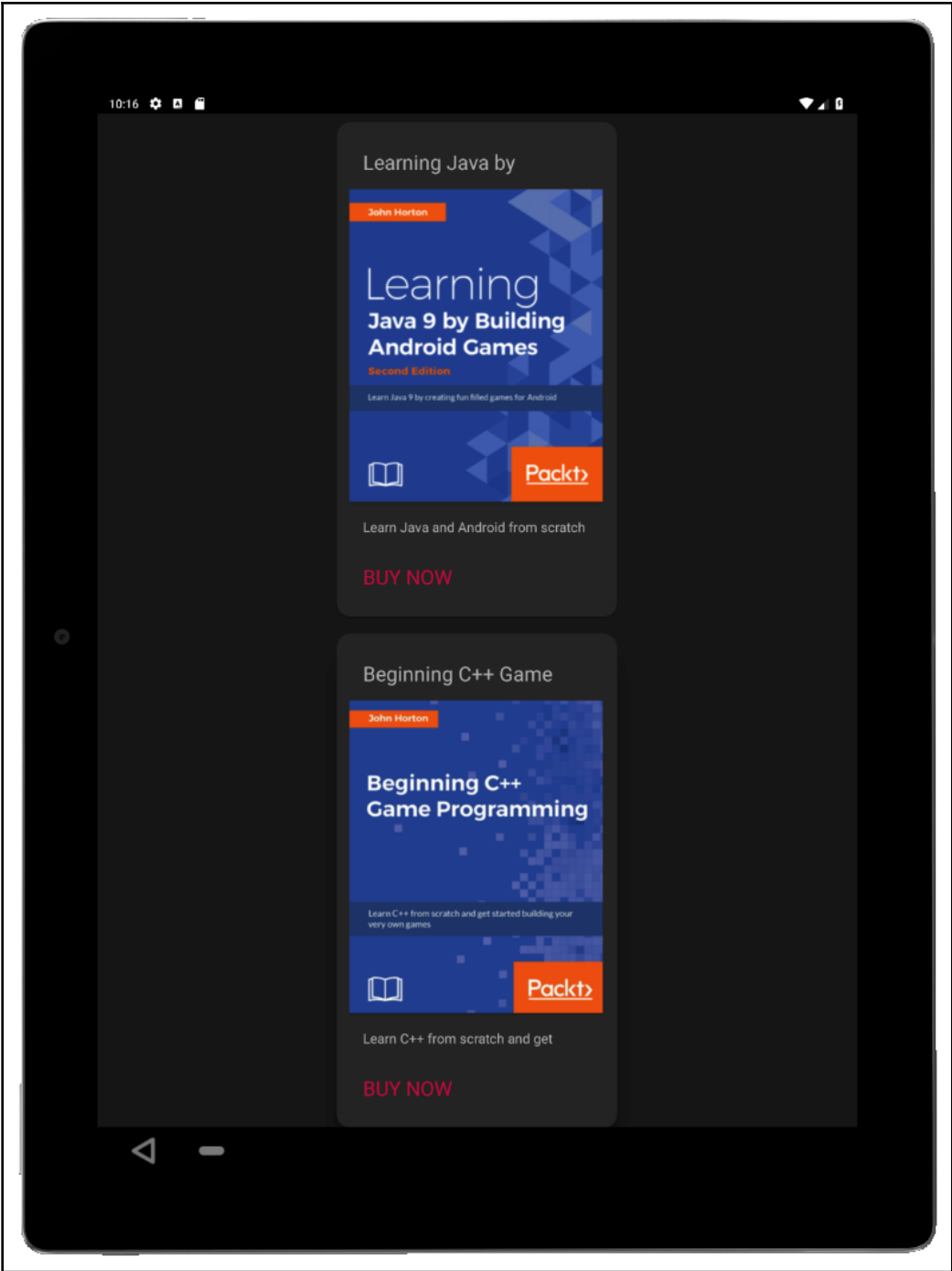




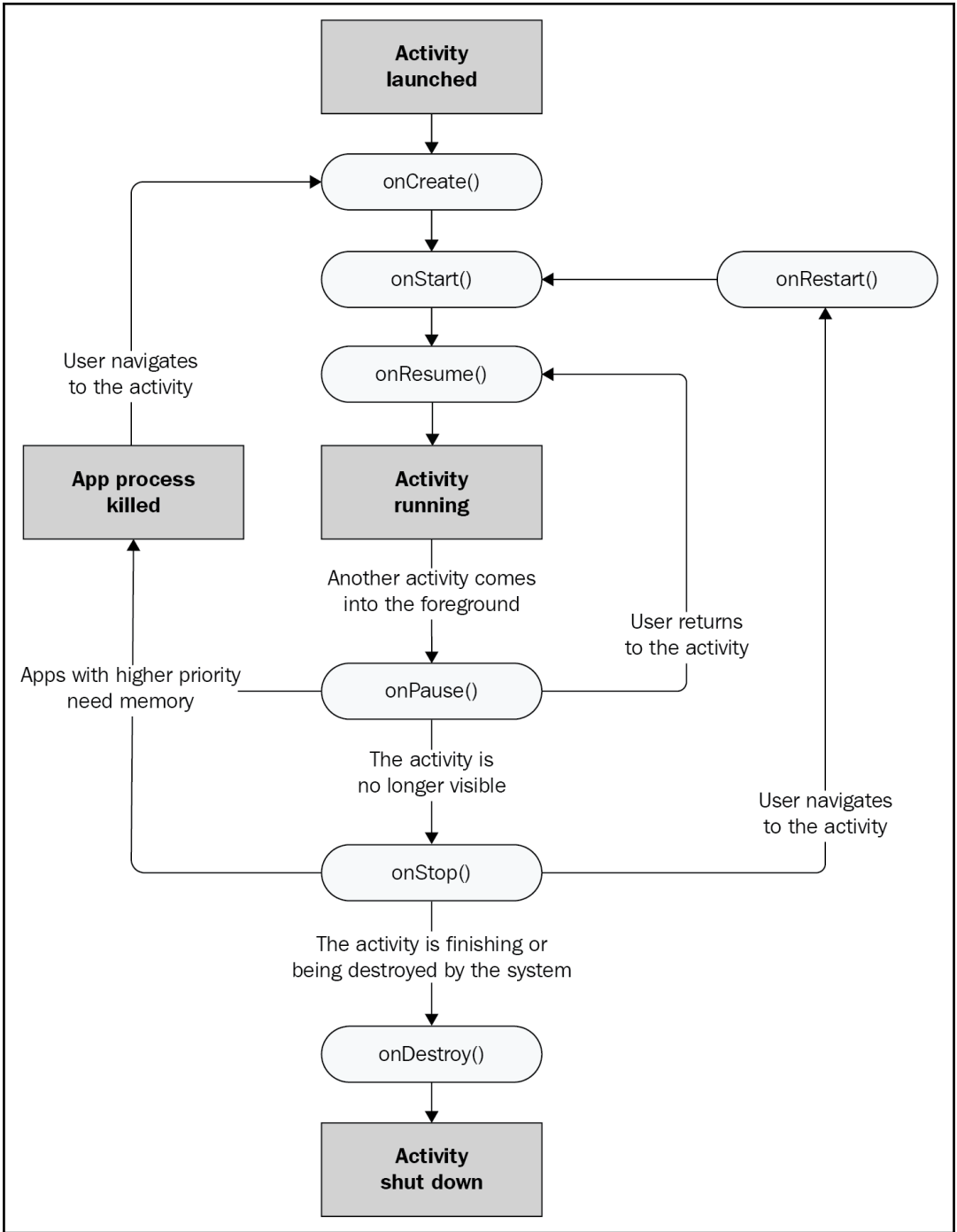


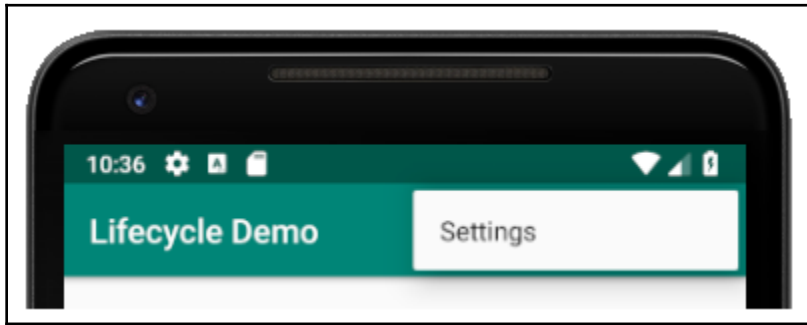
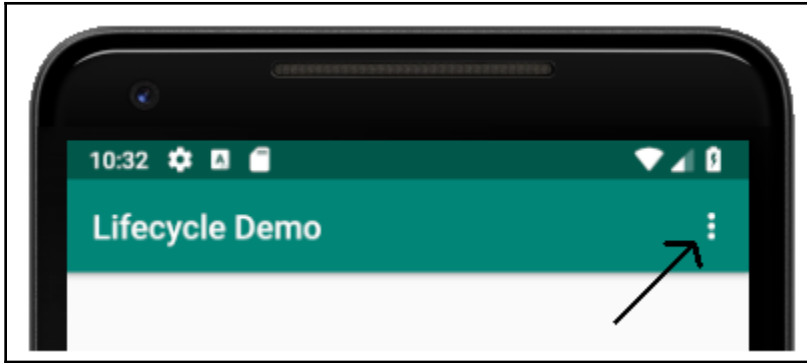






Chapter 6: The Android Lifecycle





Chapter 7: Kotlin Variables, Operators, and Expressions

```
val contactName: String= "Gordon Freeman"  
contactName = "Apple Crumble" // Causes an error
```

Val cannot be reassigned

String

```
val appName = "Express Yourself"
```

Chapter 8: Kotlin Decisions and Loops

```
class MainActivity : AppCompatActivity() {  
    Tab→ override fun onCreate(savedInstanceState: Bundle?) {  
        Tab→ super.onCreate(savedInstanceState)  
            setContentView(R.layout.activity_main)  
        }  
    }  
}
```

Chapter 10: Object-Oriented Programming

```
var satelliteController = SatelliteController()
```

Cannot access 'SatelliteController': it is private in file

```
satelliteController.gpsCoordinates = "1.2345, 5.6789"
```

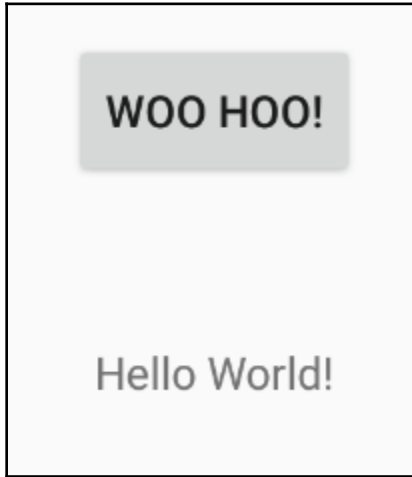
Cannot access 'gpsCoordinates': it is private in 'SatelliteController'

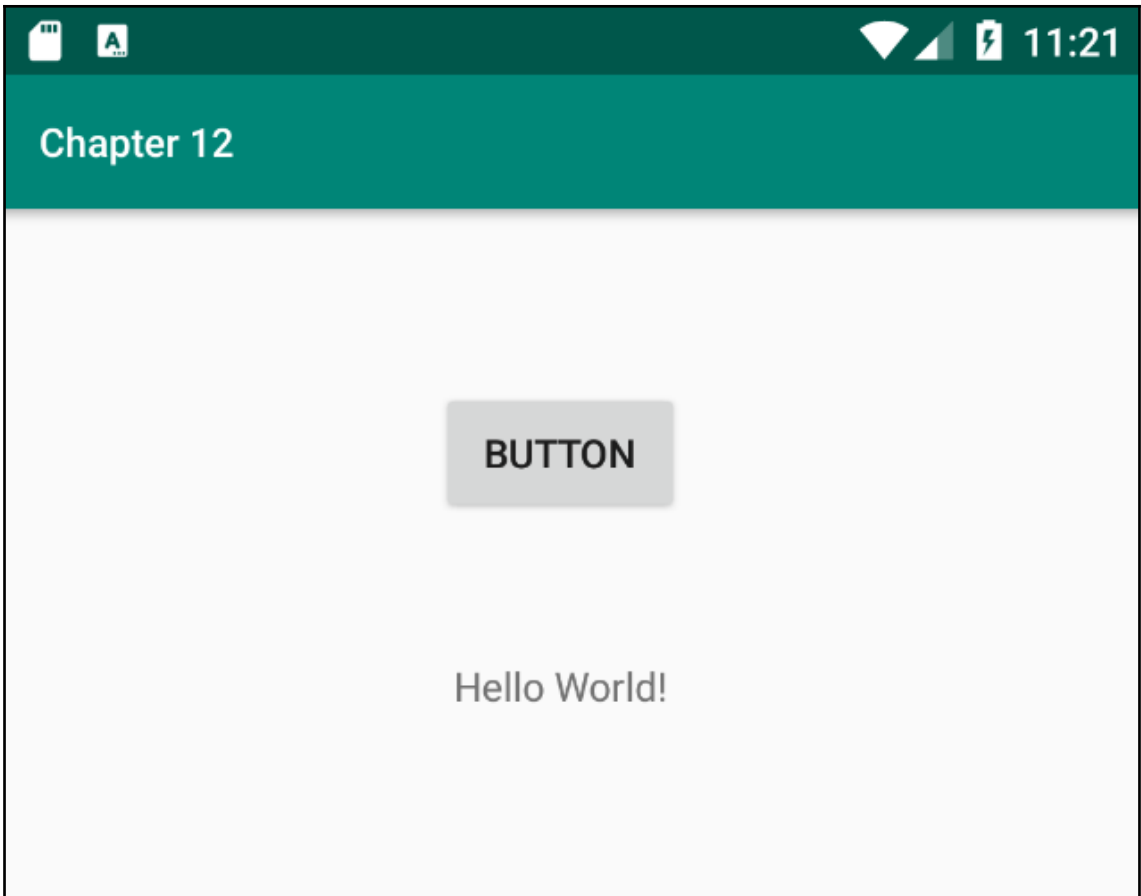
Chapter 11: Inheritance in Kotlin

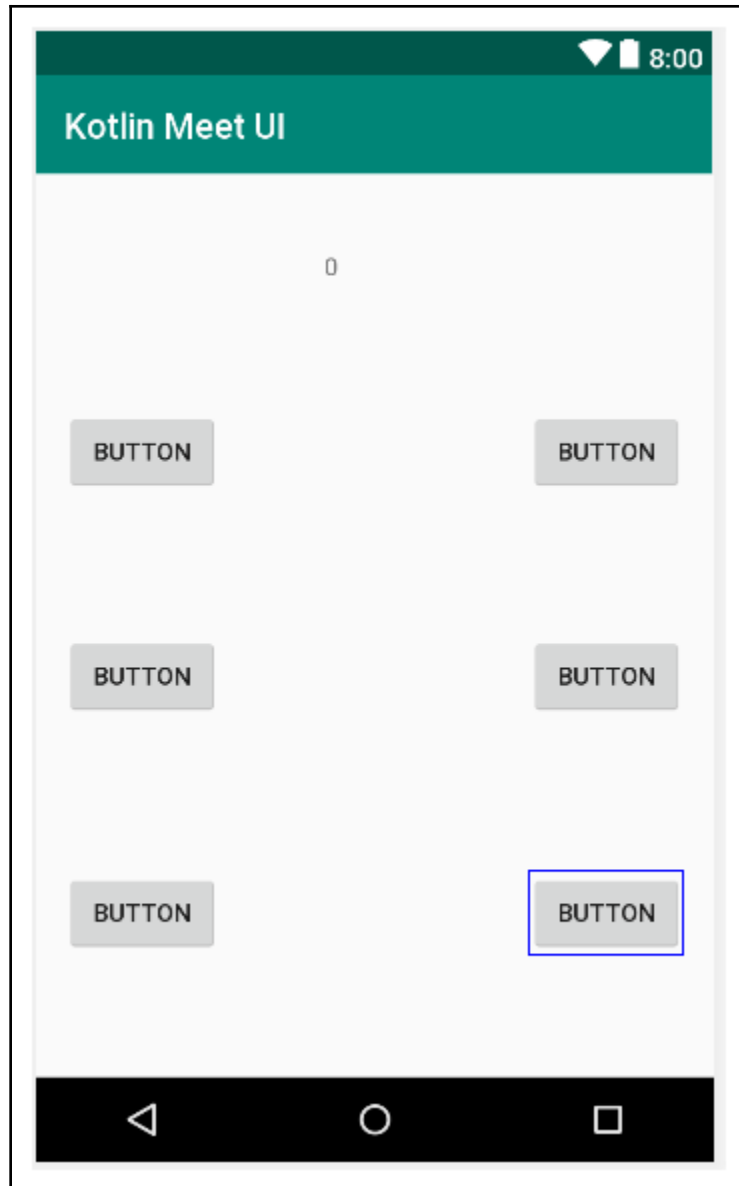
```
5 class Sniper: Soldier(){  
6     override fun shoot(){  
7         println("Steady... Adjust for wind.. Bang.")  
8     }  
9 }
```

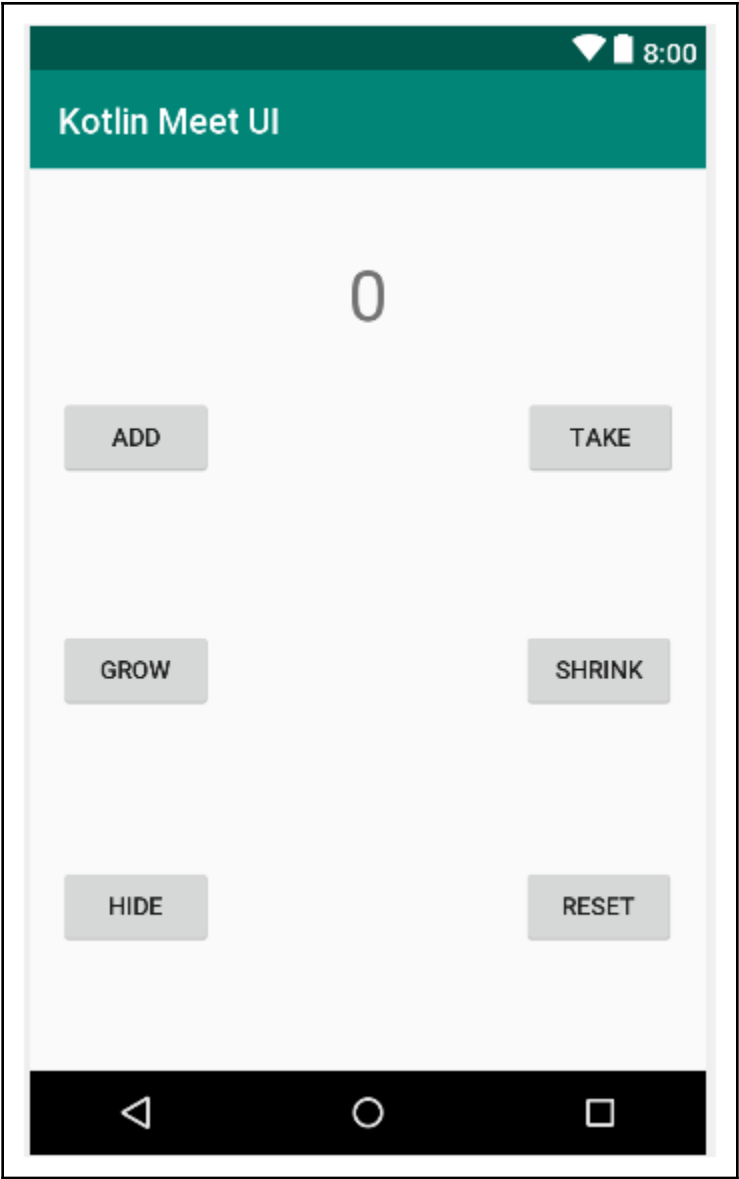
'shoot' in 'Soldier' is final and cannot be overridden

Chapter 12: Connecting Our Kotlin to the UI and Nullability







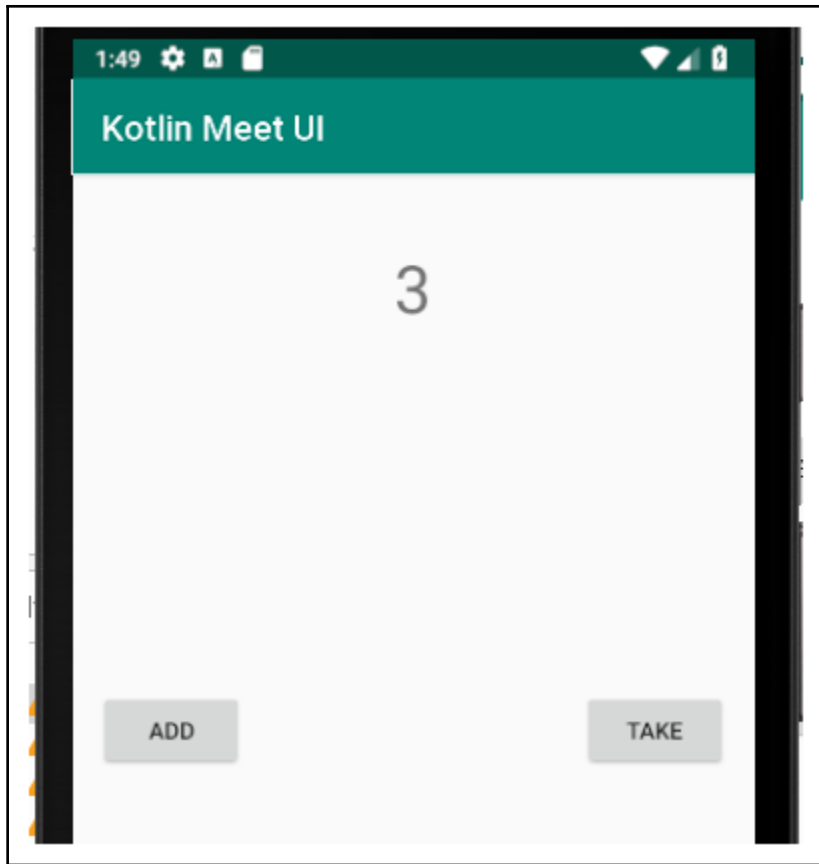


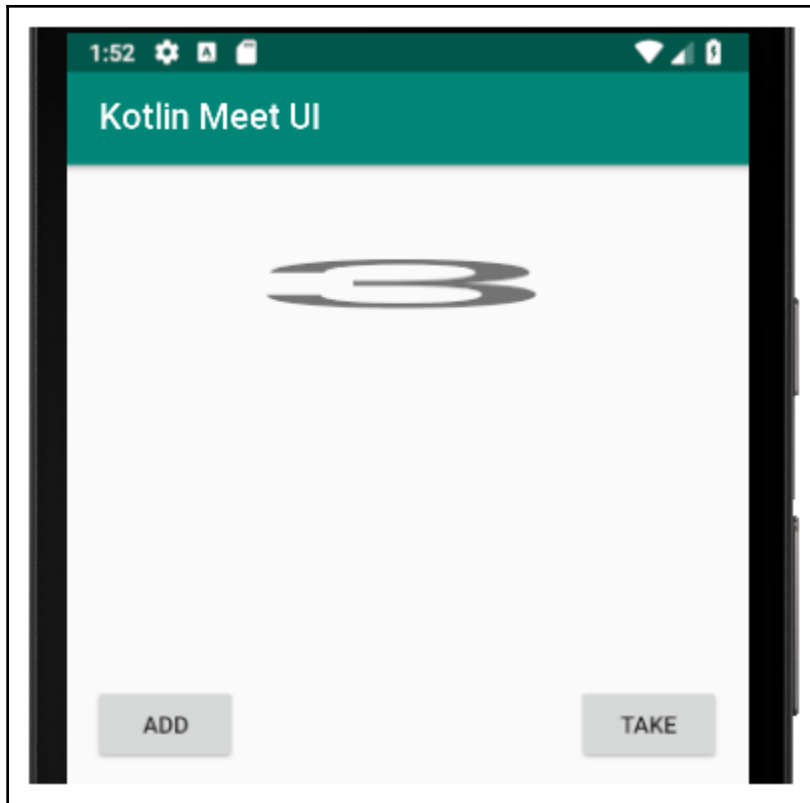
```
class MainActivity : AppCompatActivity(), View.OnClickListener {  
    override fun onCreate(savedInstanceState: Bundle?) {  
        super.onCreate(savedInstanceState)  
        setContentView(R.layout.activity_main)  
    }  
}
```

```
class MainActivity : AppCompatActivity(), View.OnClickListener {  
    over  
    }  
}
```

Implement members

- Make 'MainActivity' abstract
- Add Parcelable Implementation
- Create test

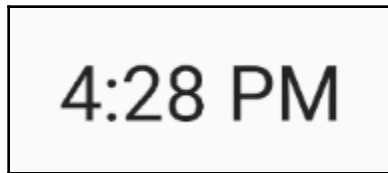
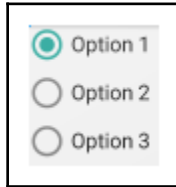


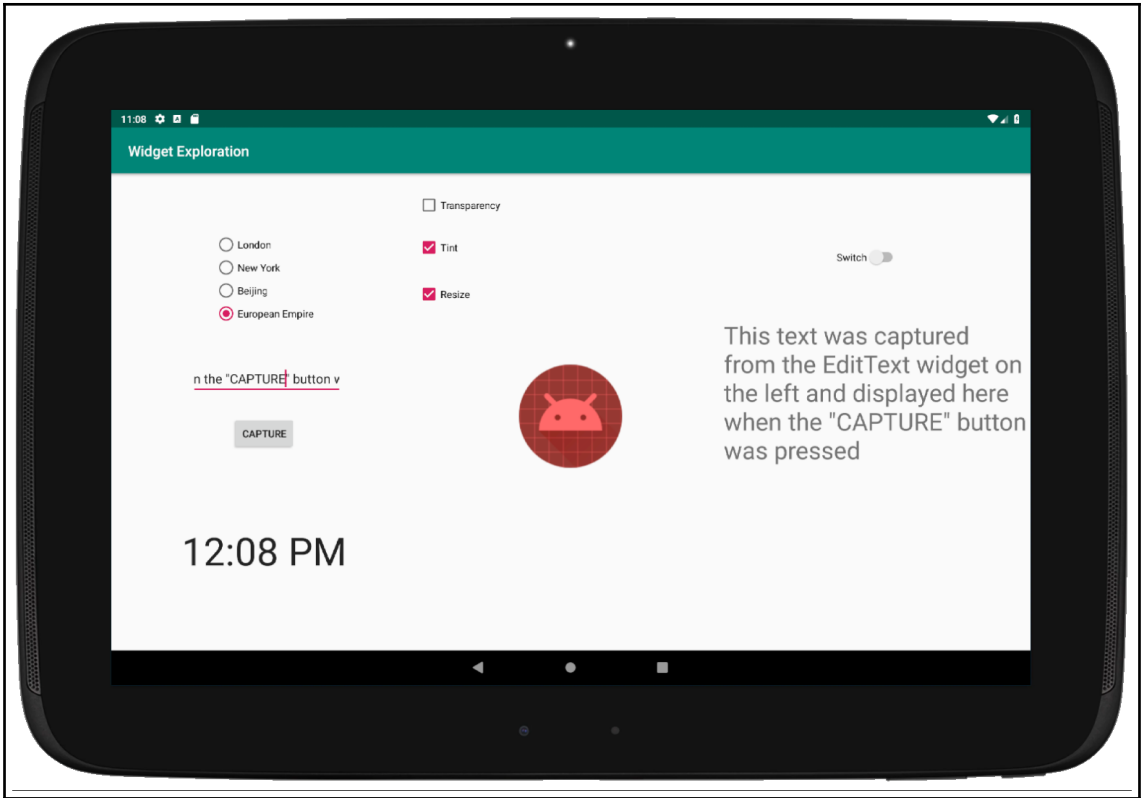


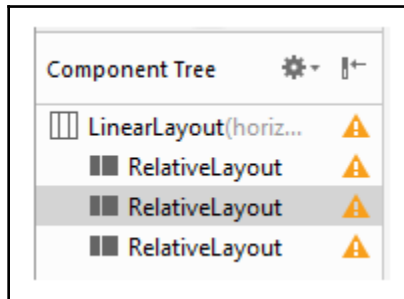
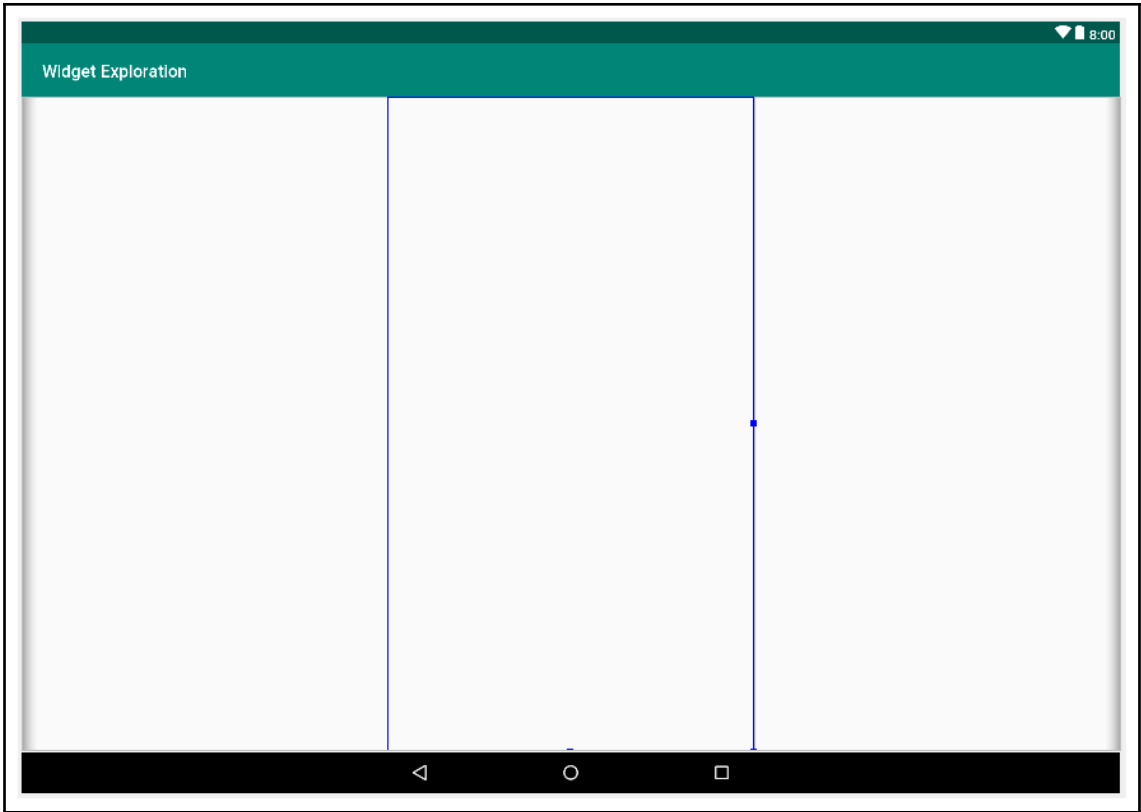
```
var someInstance5: SomeClass  
someInstance5.someMutableProperty = 3
```

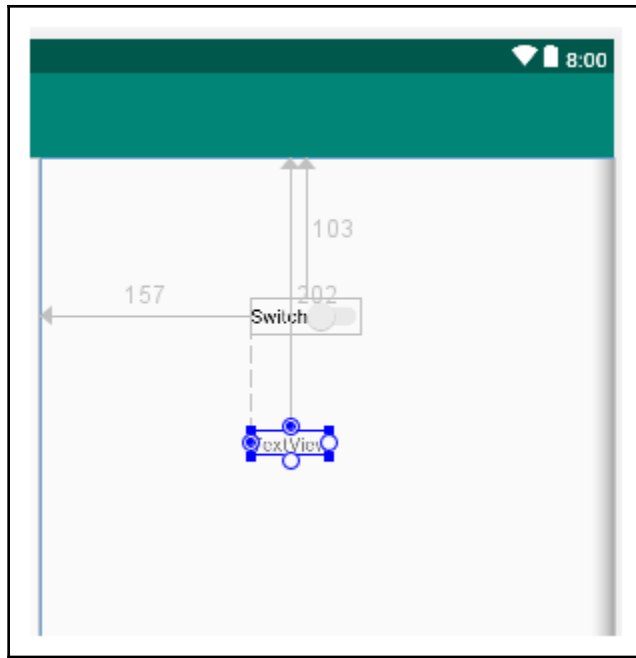
Variable 'someInstance5' must be initialized

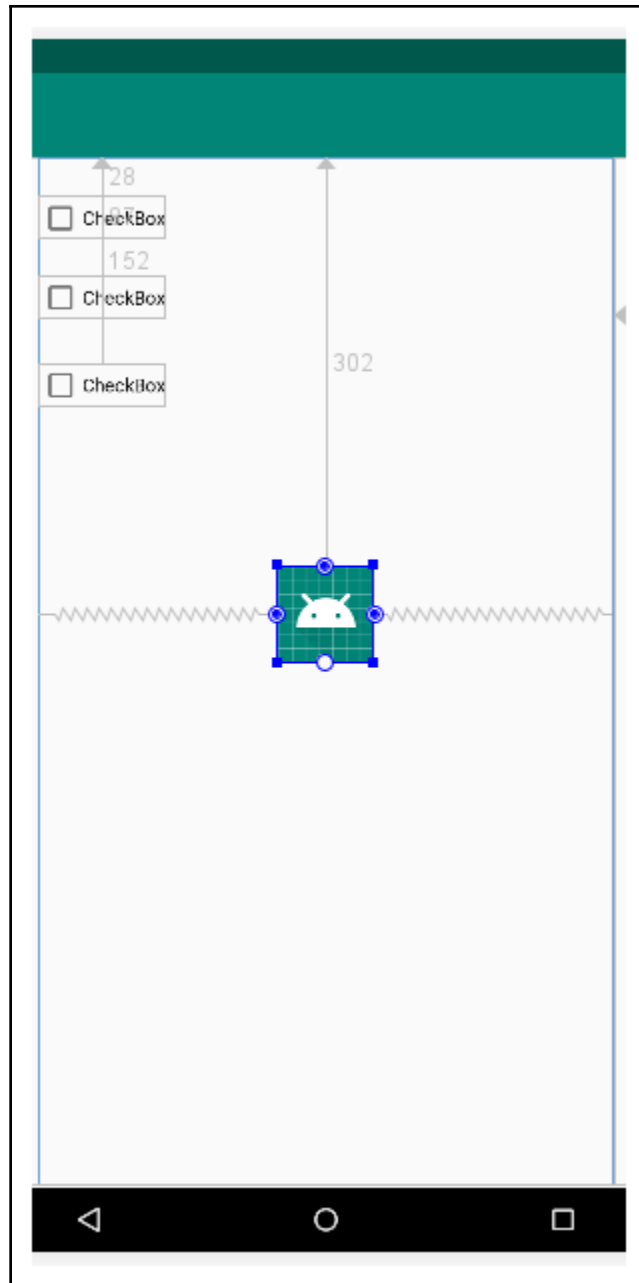
Chapter 13: Bringing Android Widgets to Life

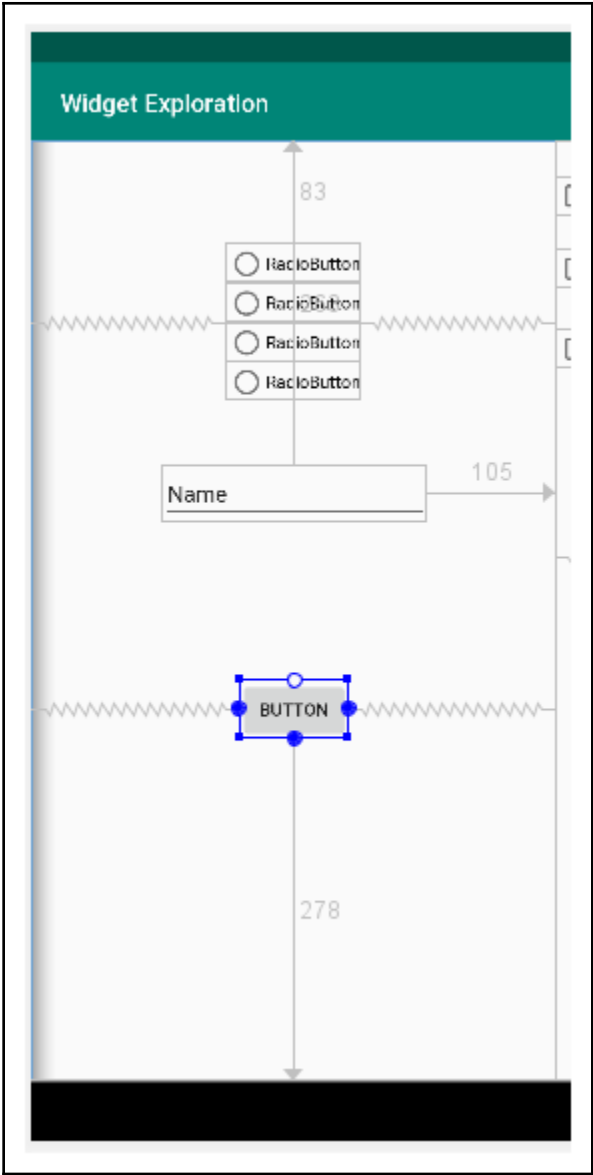


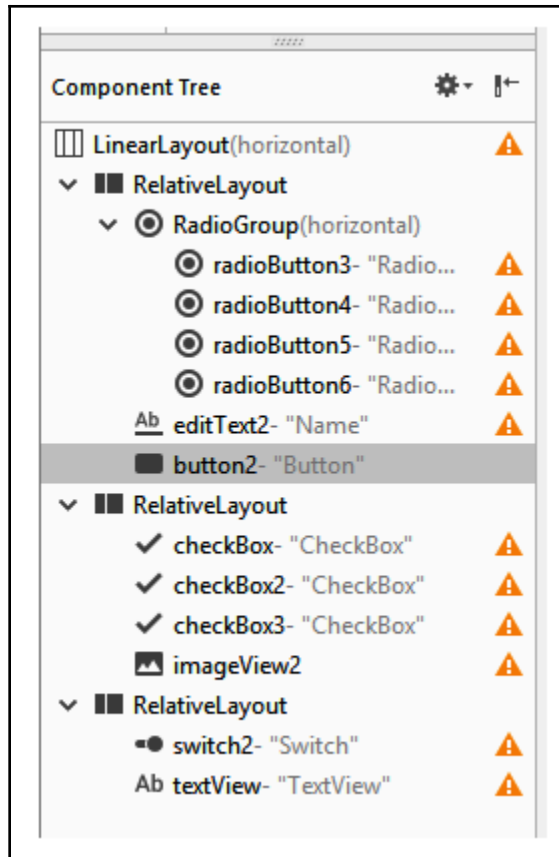


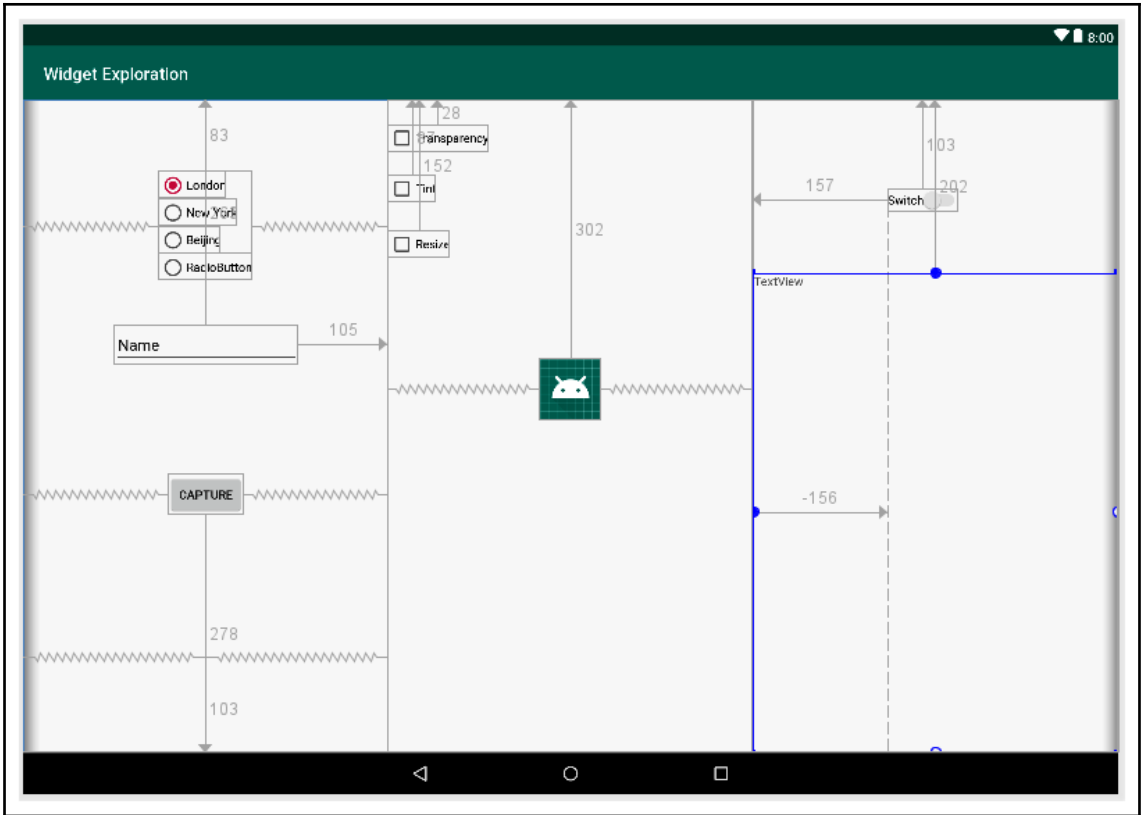


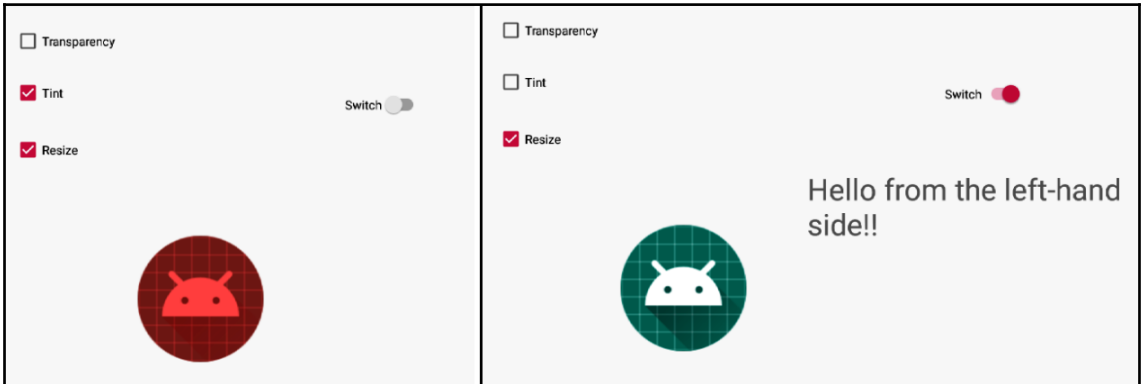
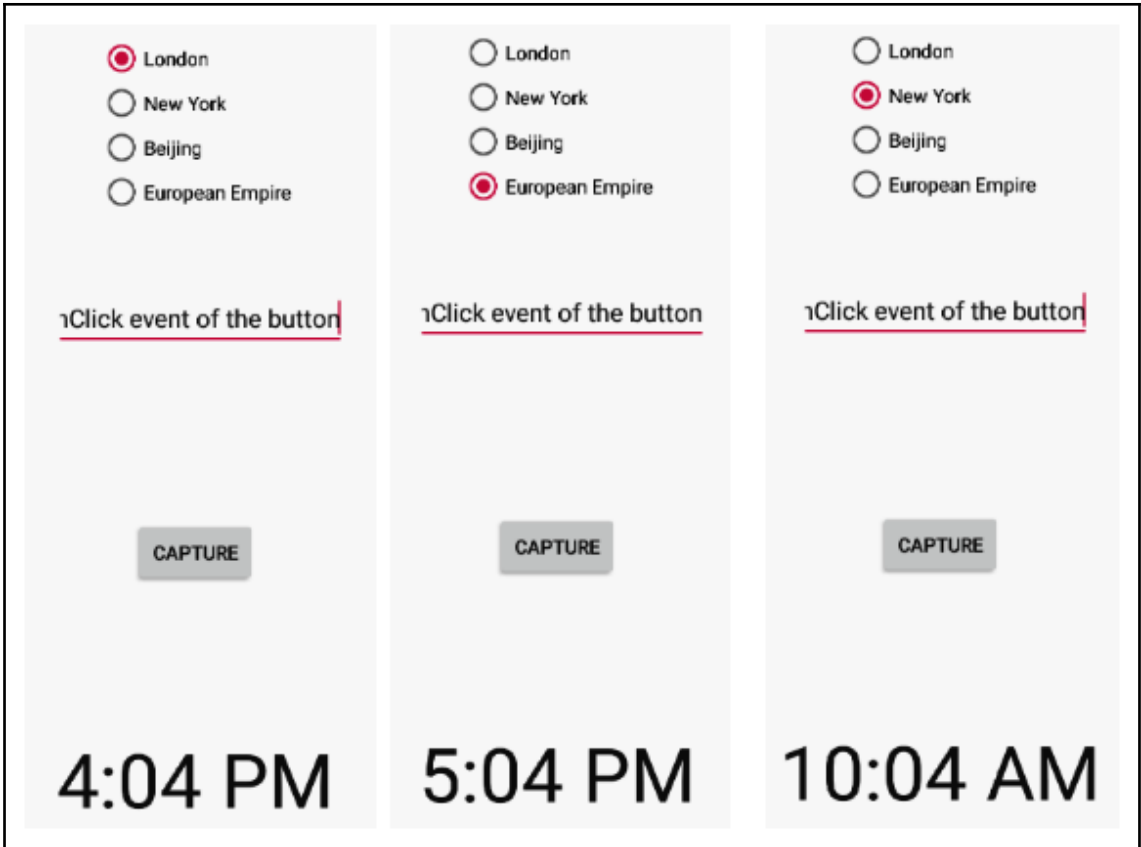


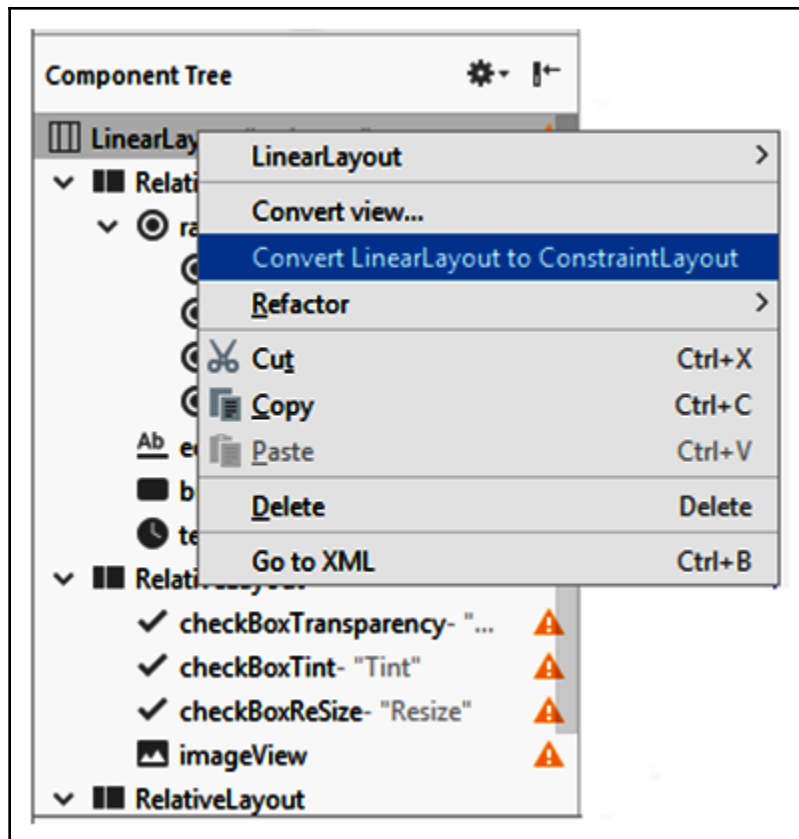




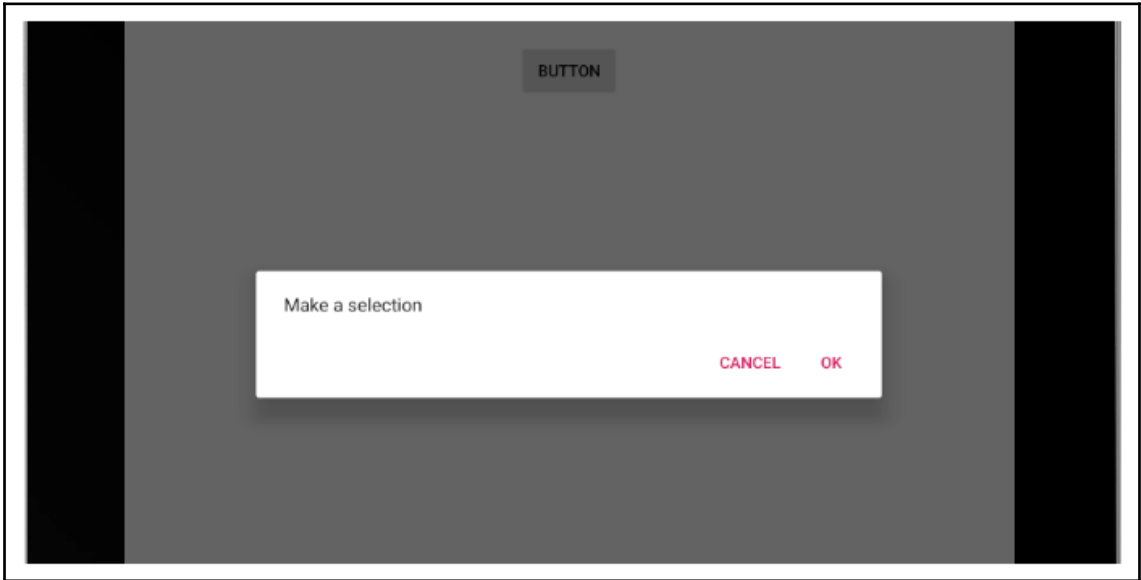


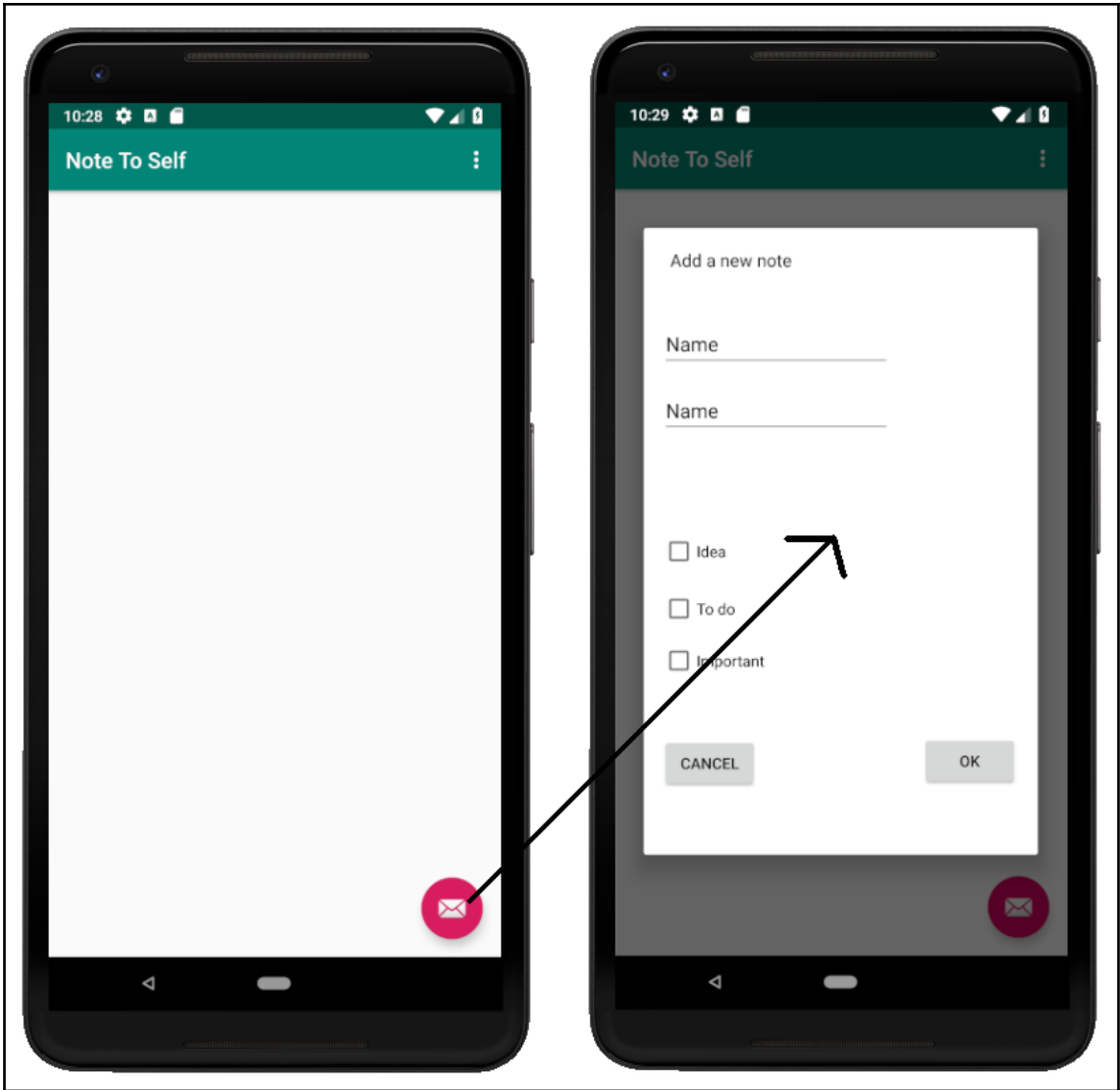


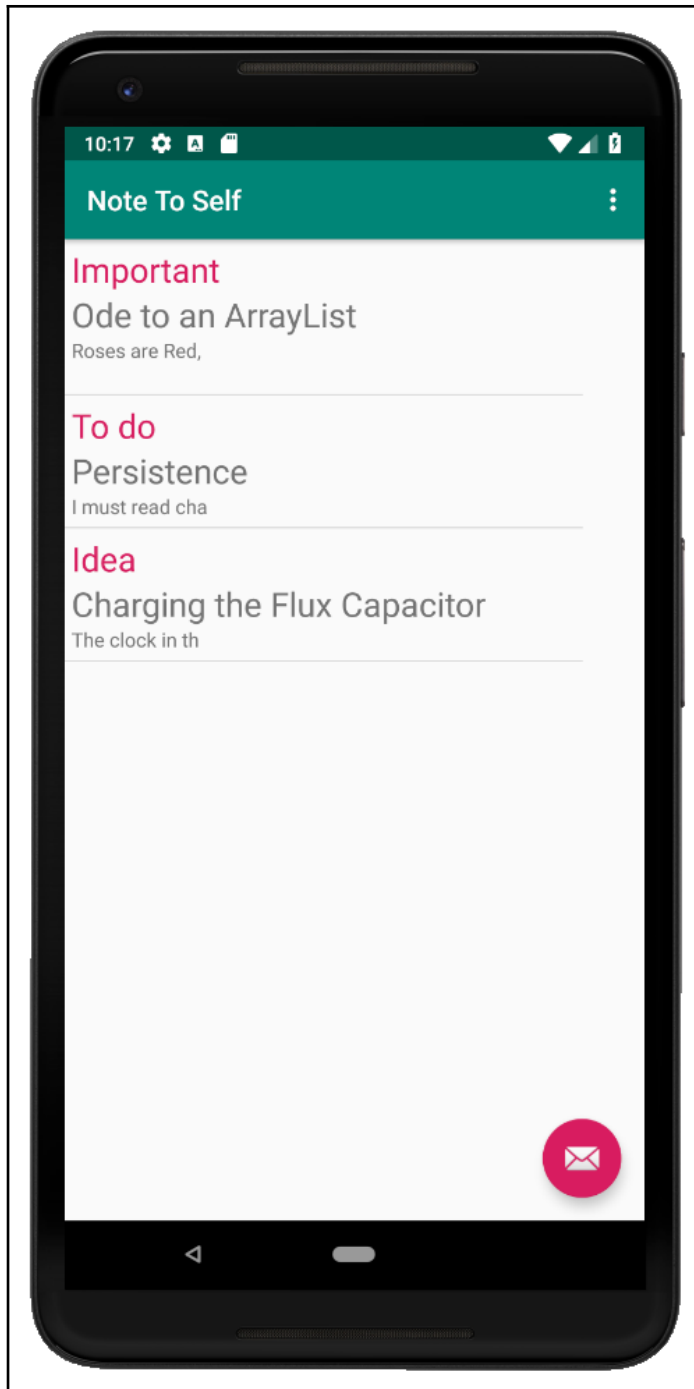


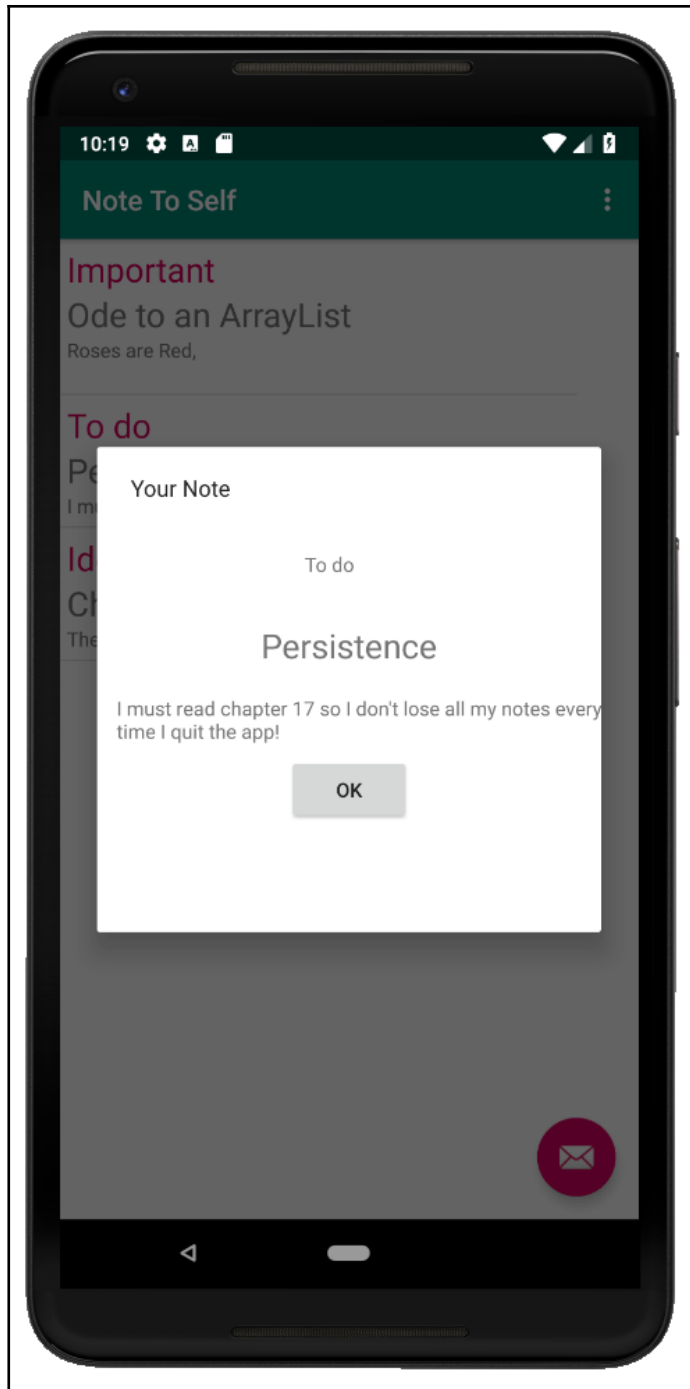


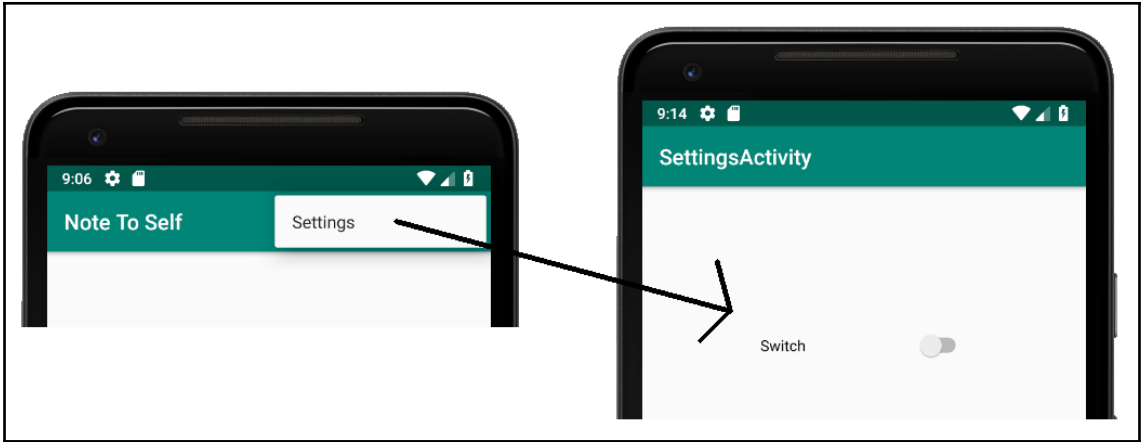
Chapter 14: Android Dialog Windows

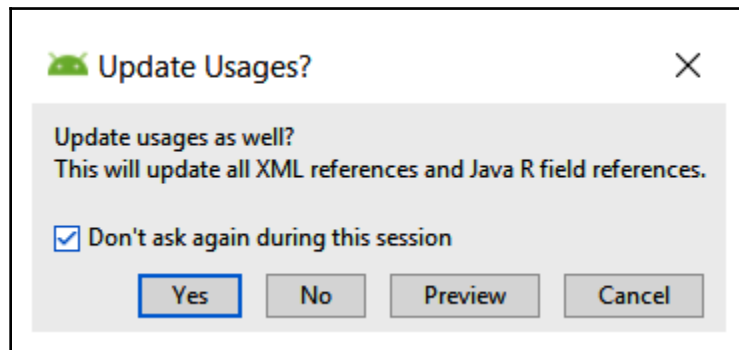
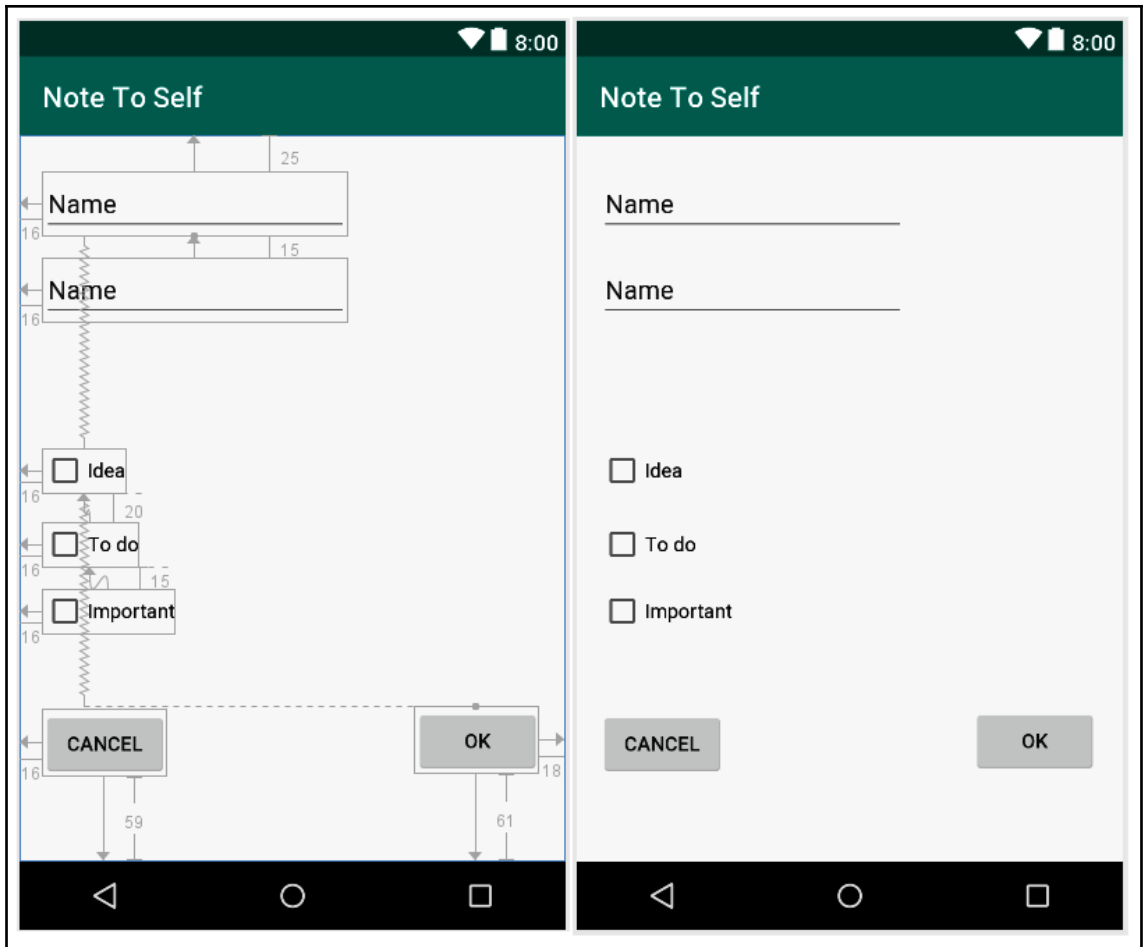


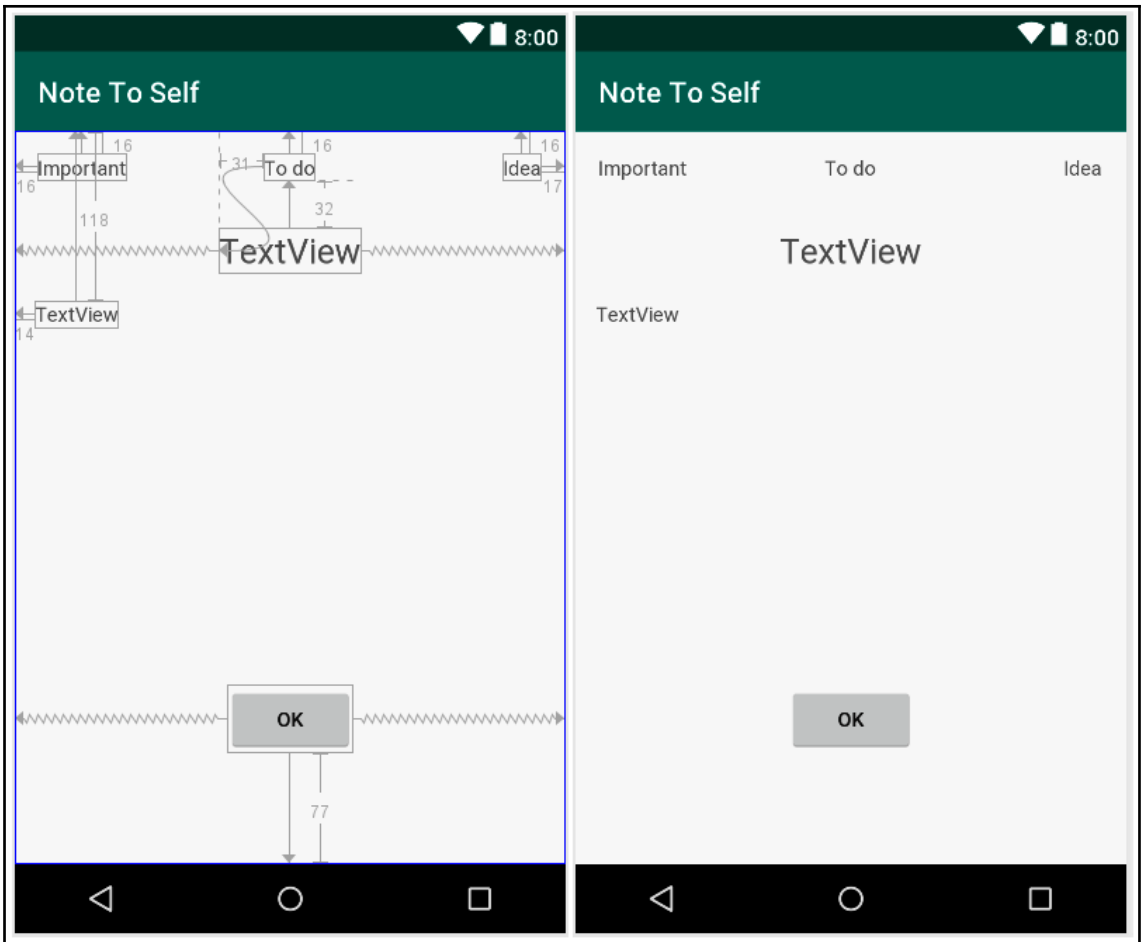


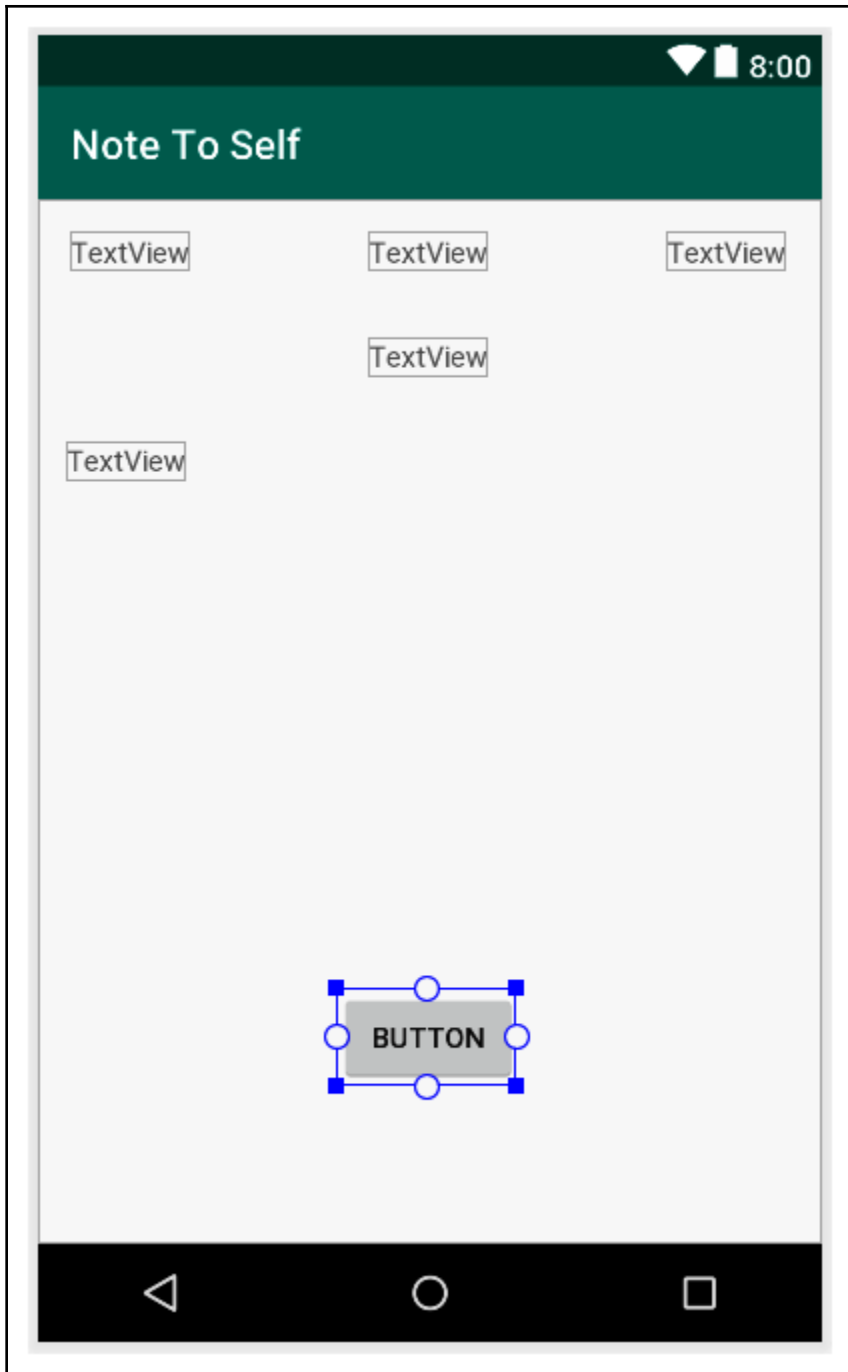


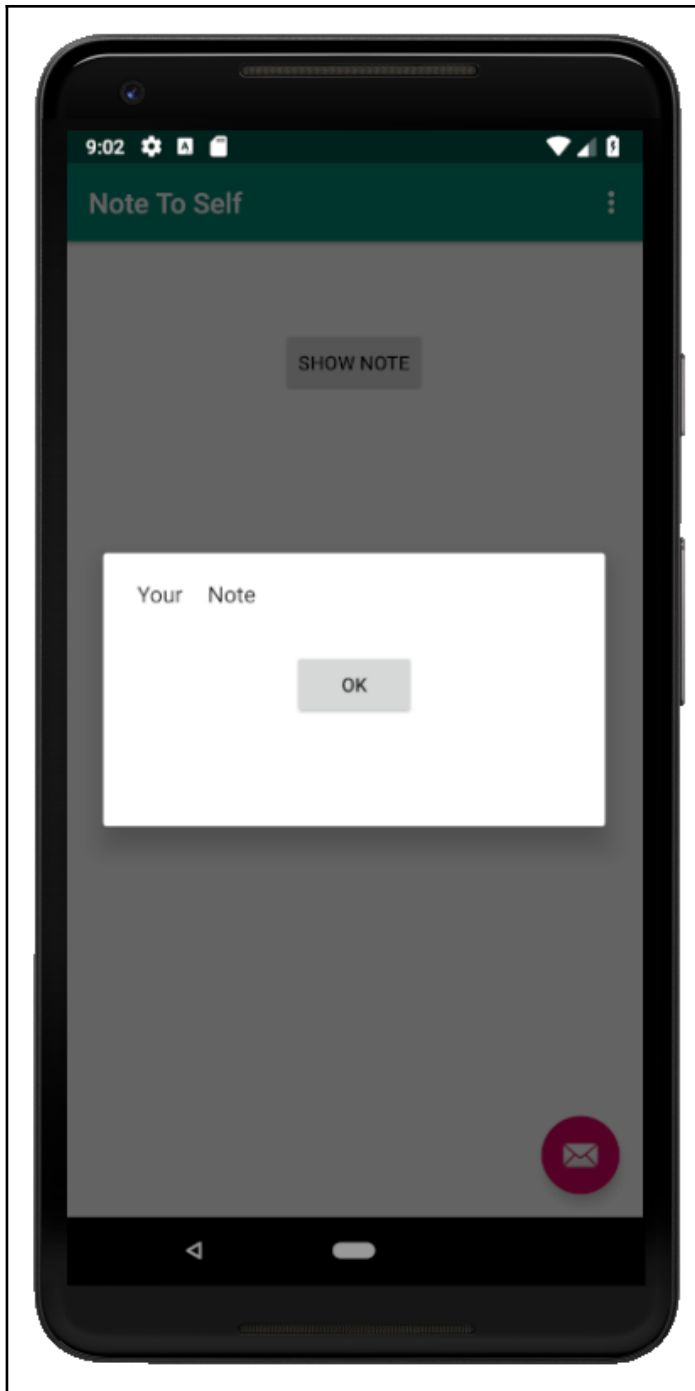


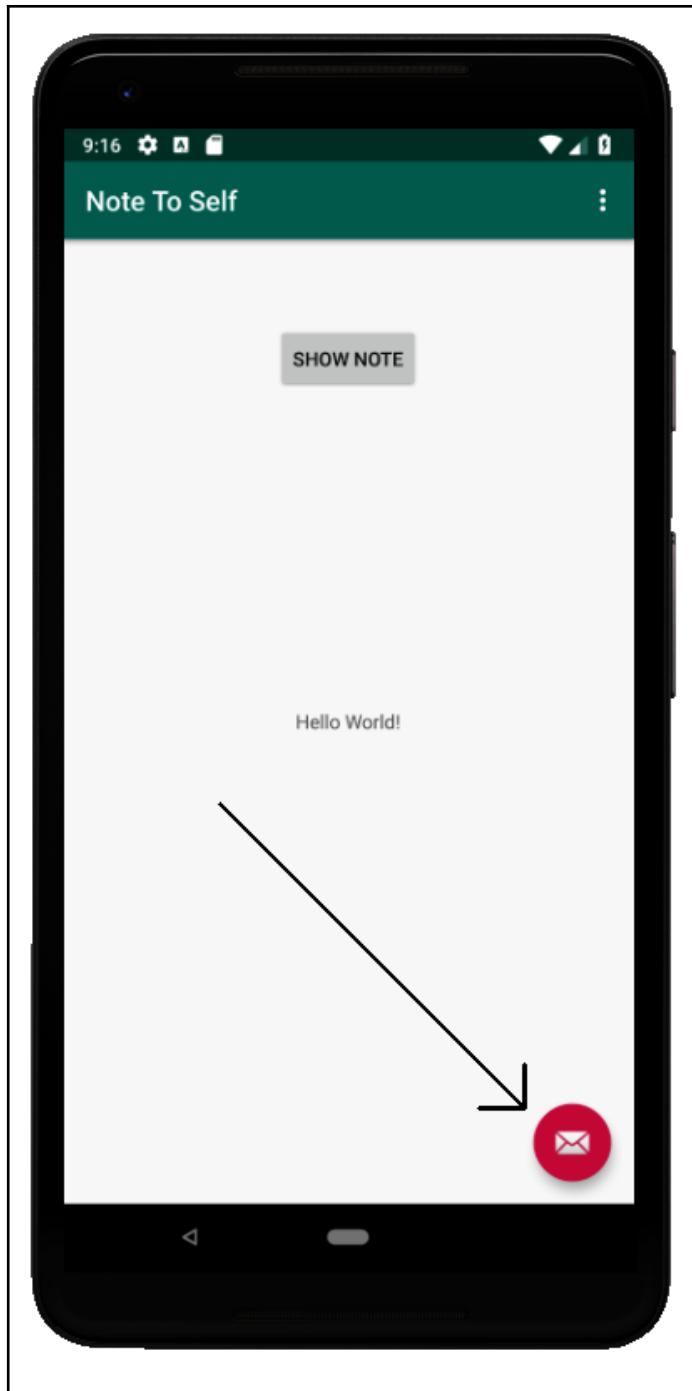


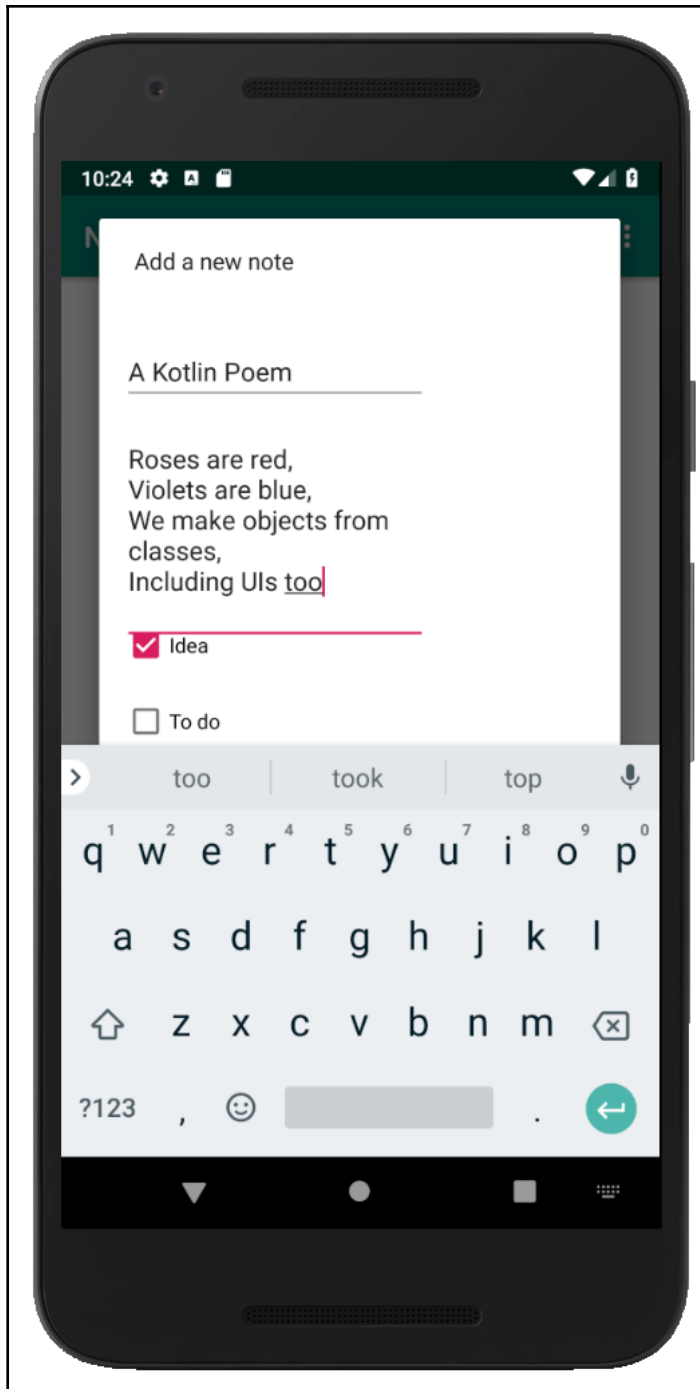












Your Note

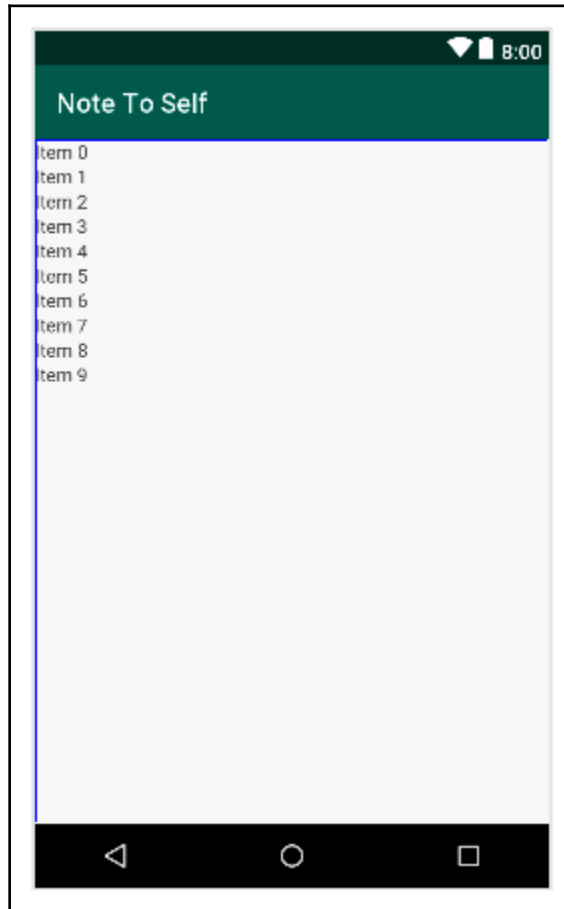
Idea

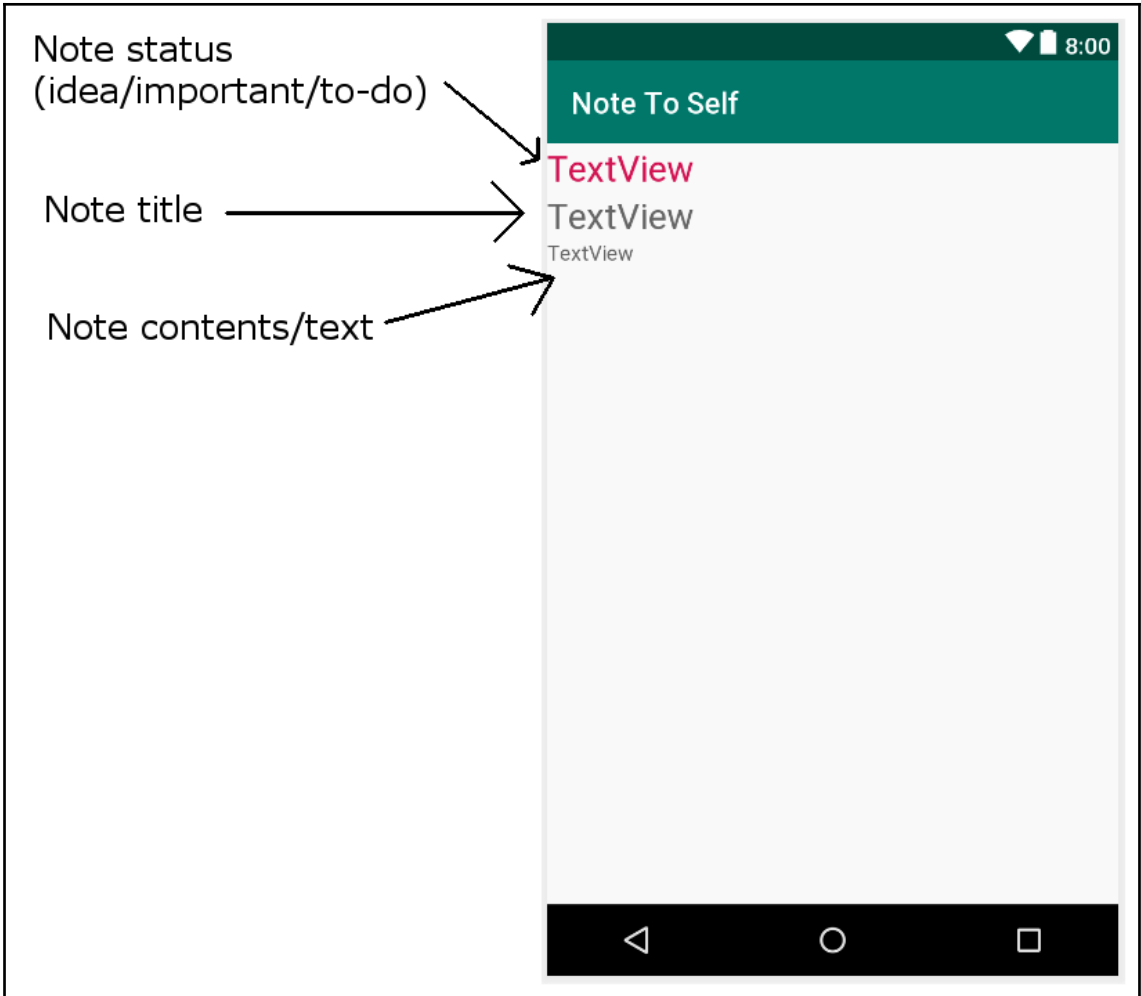
A Kotlin Poem






OK

Roses are red,
Violets are blue,
We make objects from classes,
Including UIs too

Chapter 16: Adapters and Recyclers










-  Implement members
-  Make 'NoteAdapter' abstract ▶
-  Safe delete 'NoteAdapter' ▶
-  Add Parcelable Implementation ▶
-  Create test ▶

```

override fun onCreateViewHolder(parent: ViewGroup, viewType: Int): ViewHolder {
    TODO( reason: "not implemented") //To change body of created functions use File | Settings | File Templates.
}

override fun getItemCount(): Int {
    TODO( reason: "not implemented") //To change body of created functions use File | Settings | File Templates.
}

```

-  Create class 'ListItemHolder'
-  Create enum 'ListItemHolder'
-  Create interface 'ListItemHolder'
-  Create annotation 'ListItemHolder'
-  Add Parcelable Implementation ▶

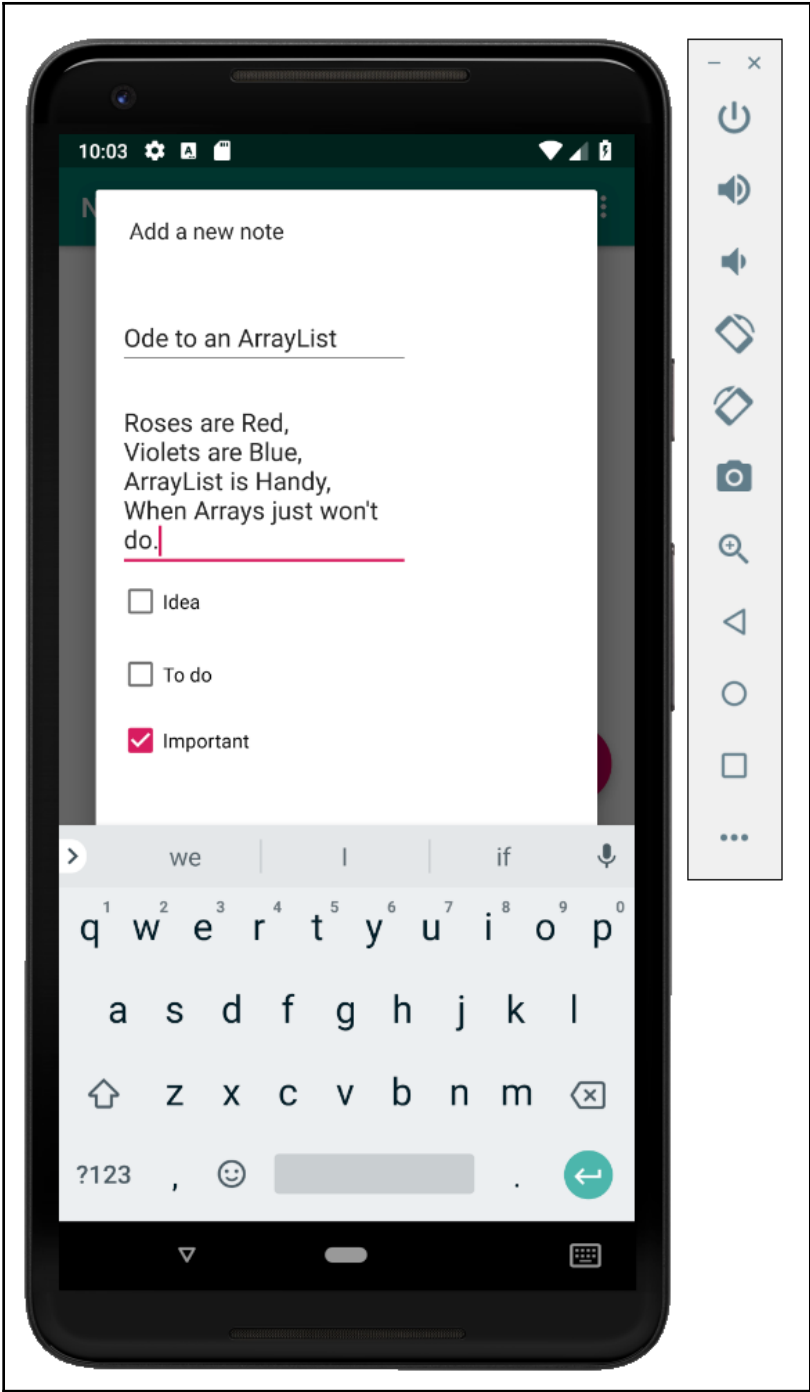
RecyclerView.Adapter<NoteAdapter.ListItemHolder>()

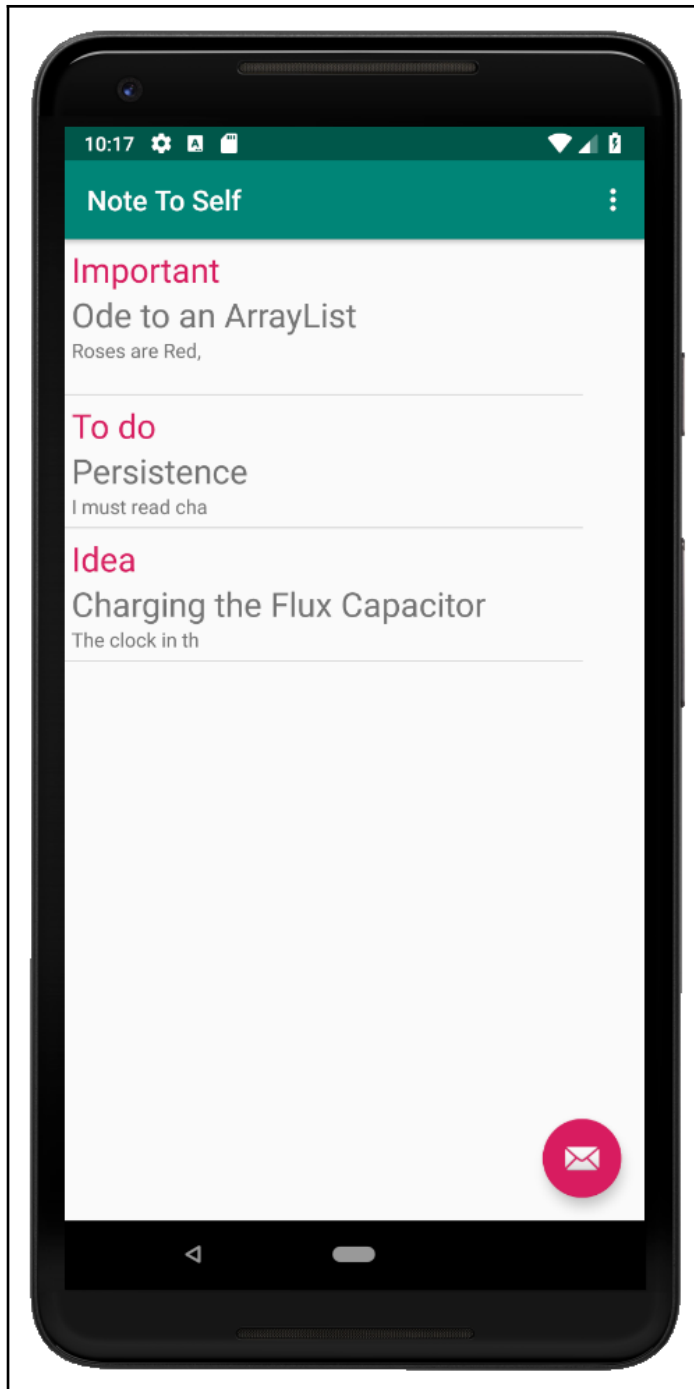
Type argument is not within its bounds.
 Expected: RecyclerView.ViewHolder!
 Found: NoteAdapter.ListItemHolder

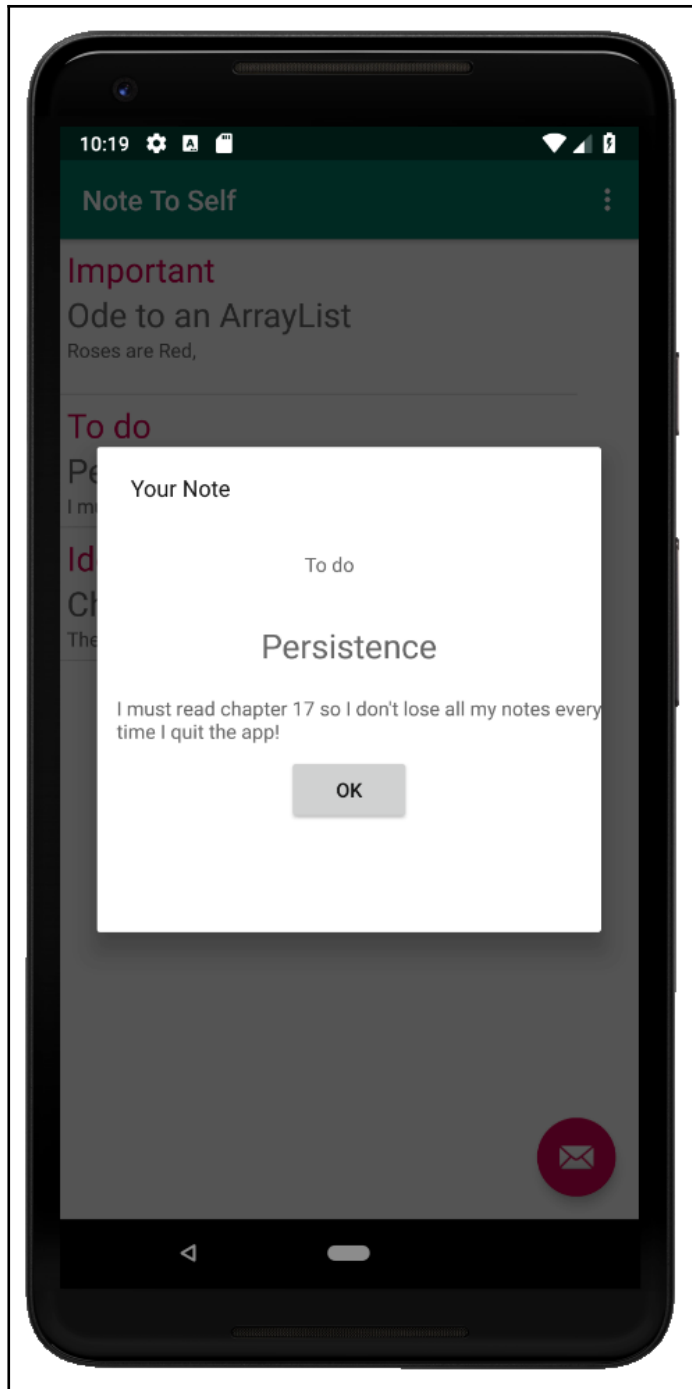
```

override fun onCreateViewHolder(
    parent: ViewGroup, viewType: Int): ListItemHolder {
    TODO( reason: "not implemented") //To change body of created functions use File | Settings | File Templates.
}

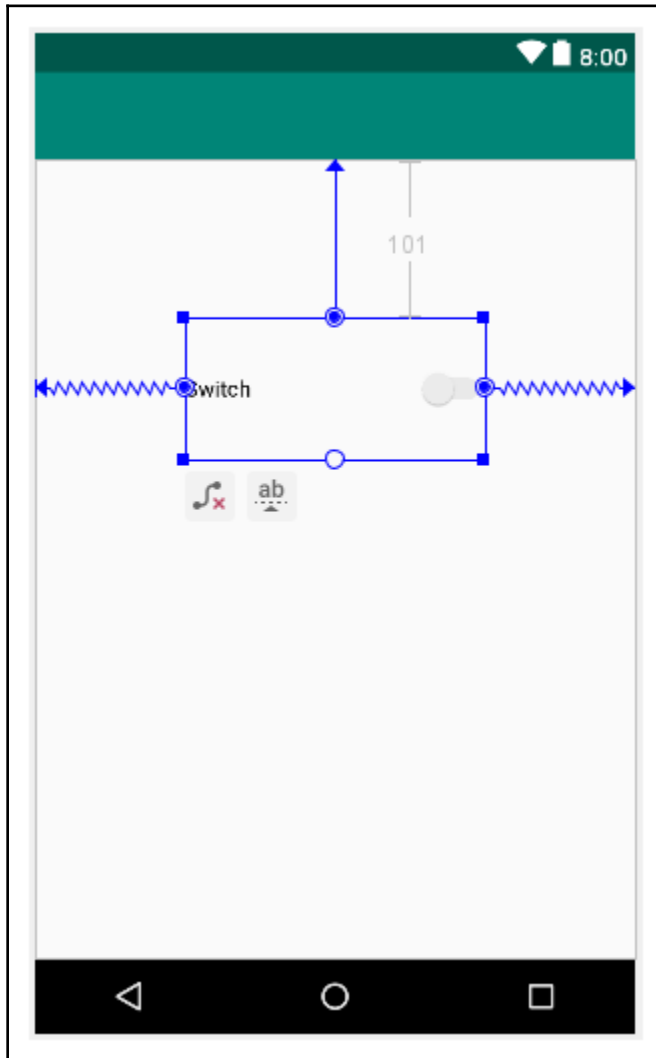
```

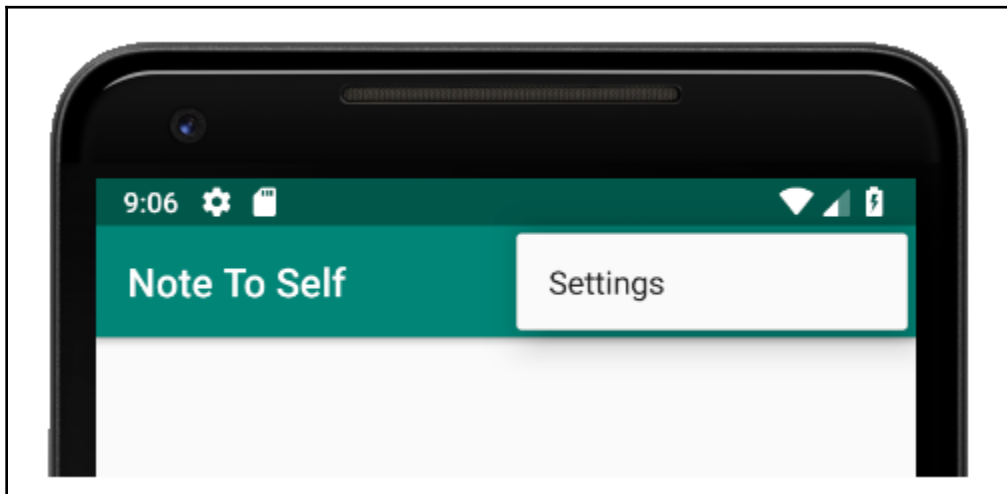
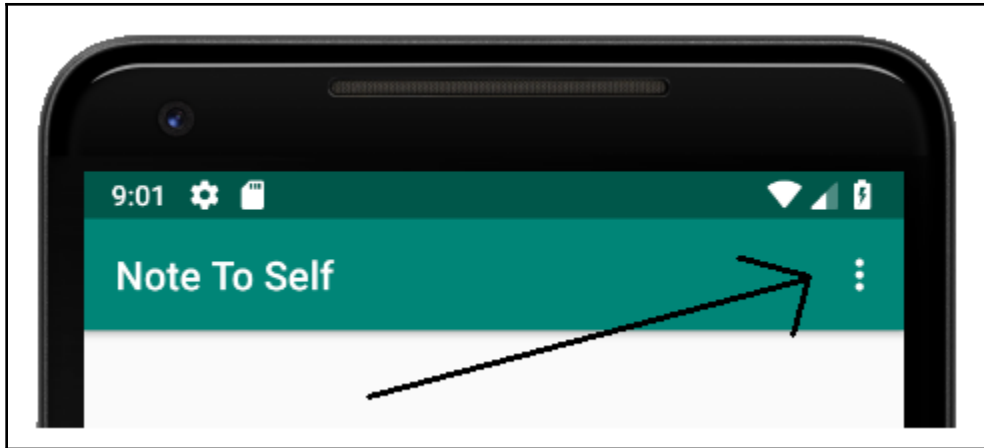


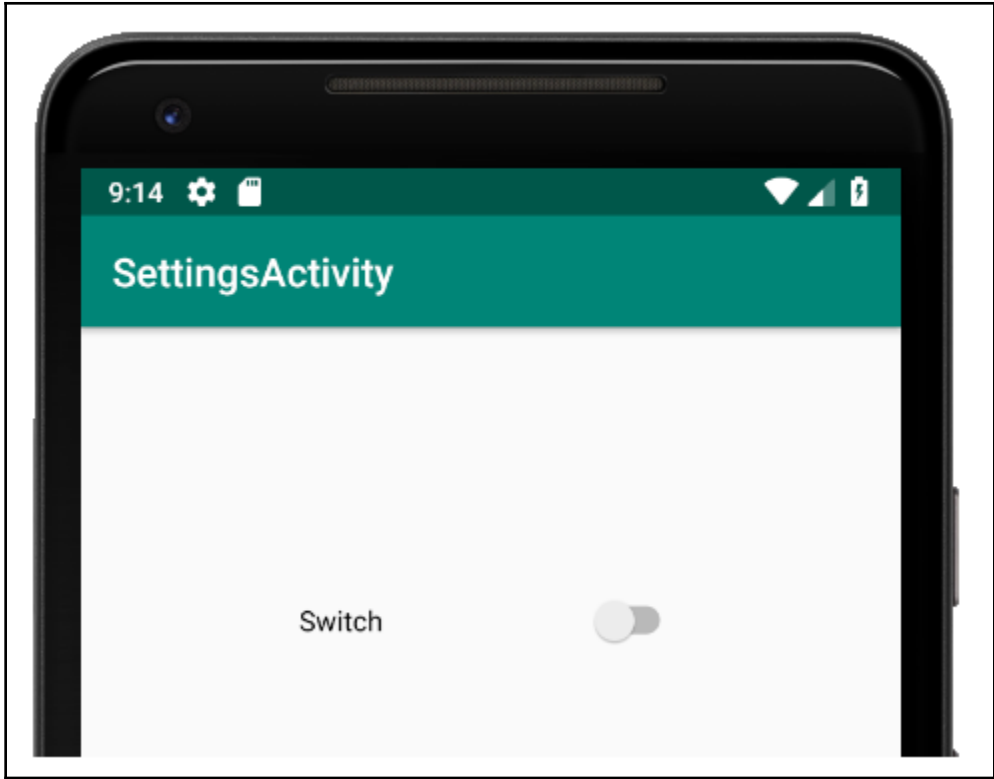


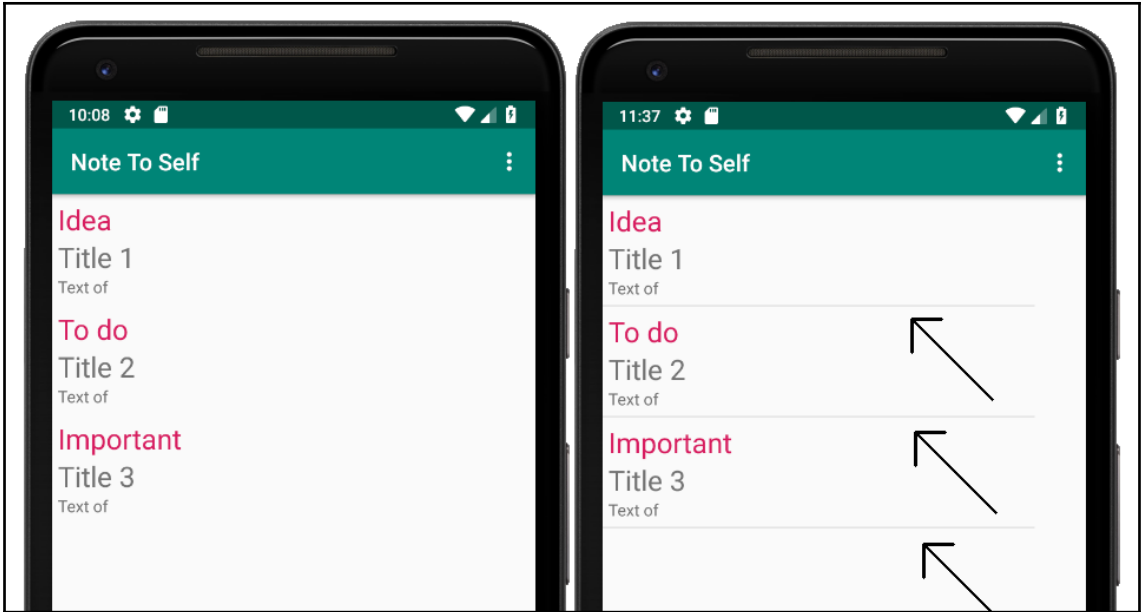


Chapter 17: Data Persistence and Sharing

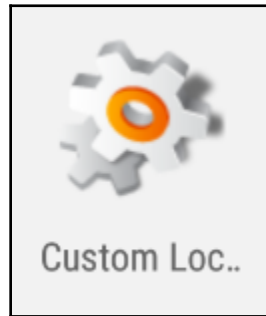
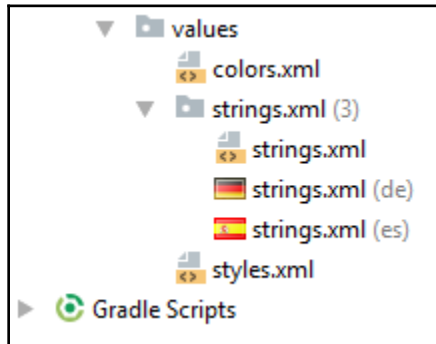


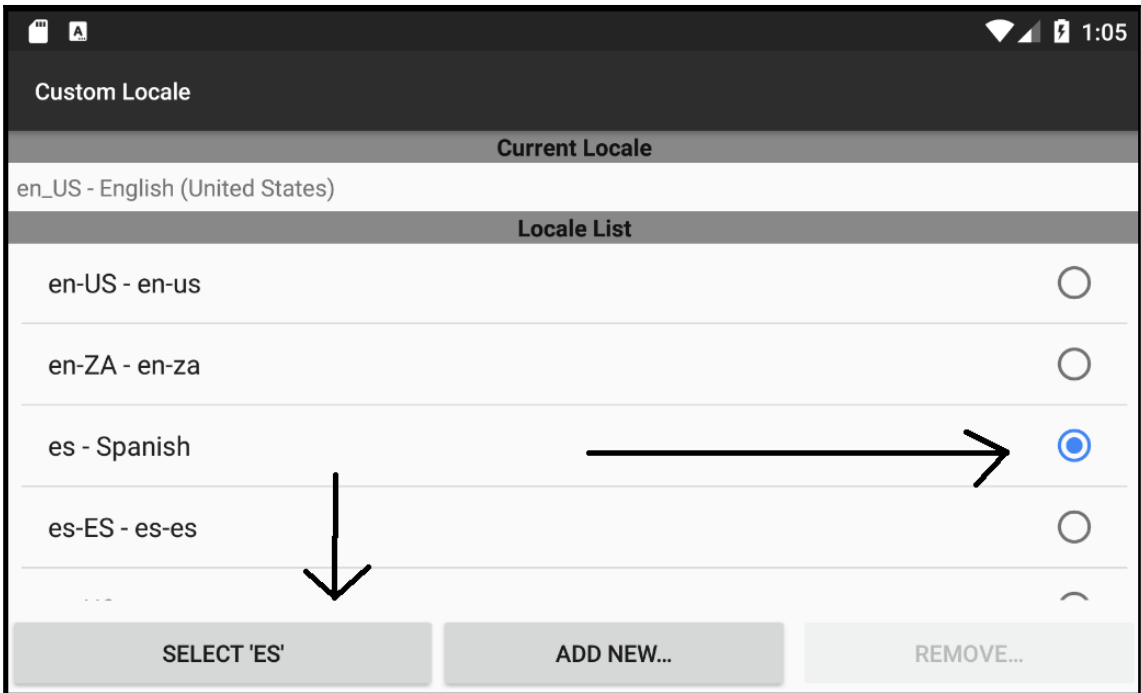


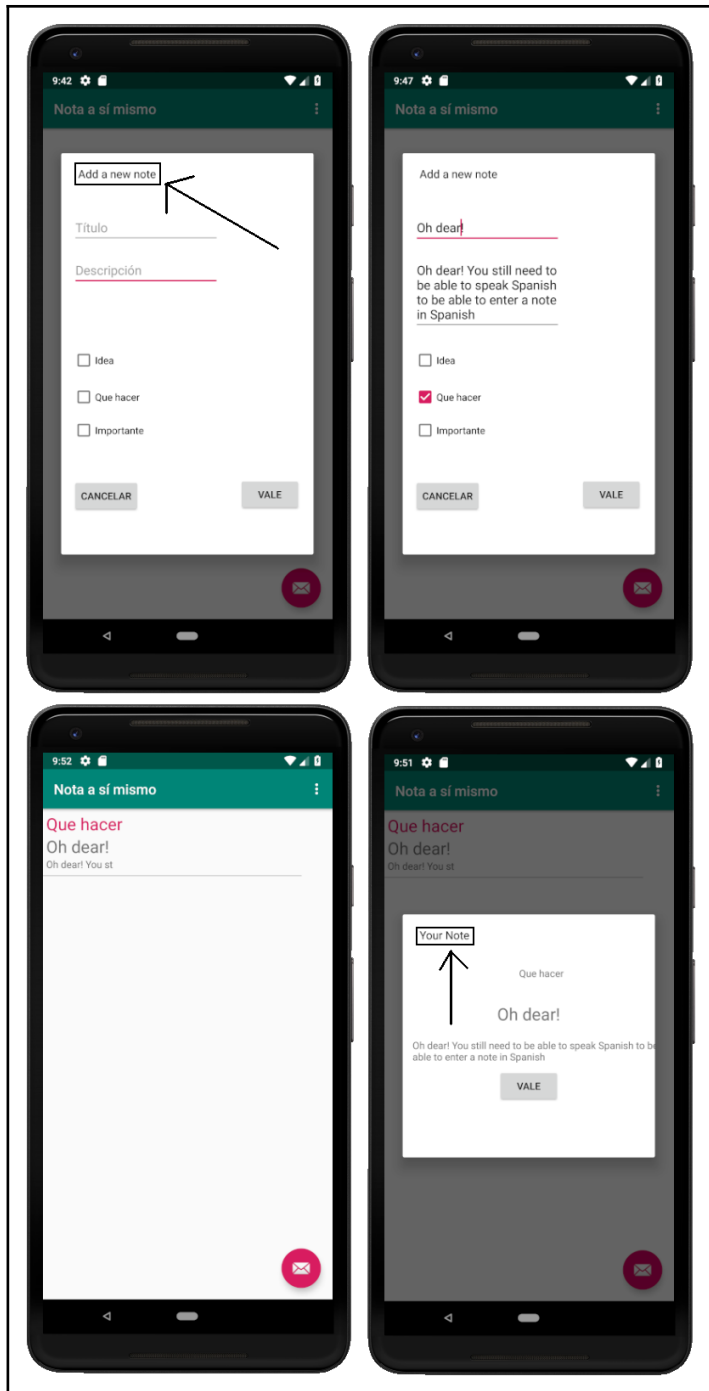


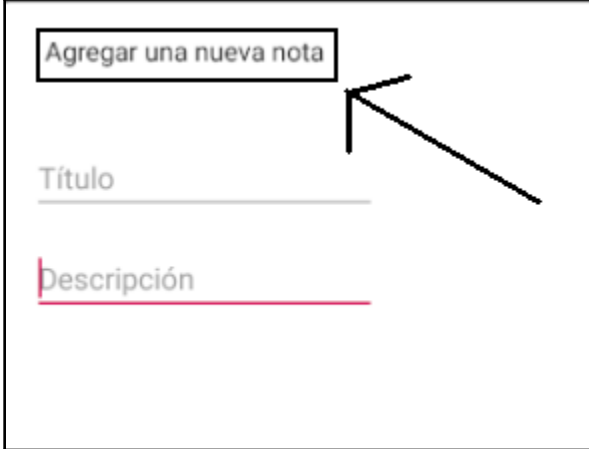


Chapter 18: Localization









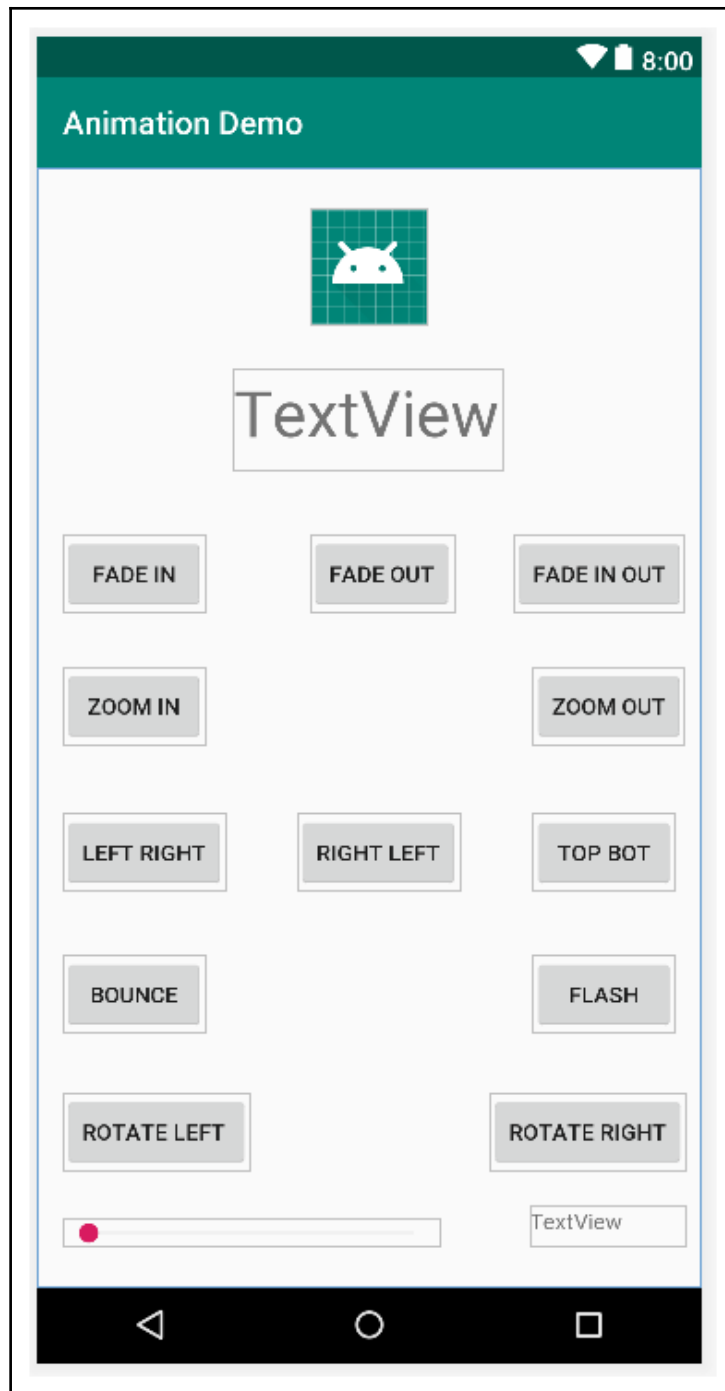
Agregar una nueva nota

Título

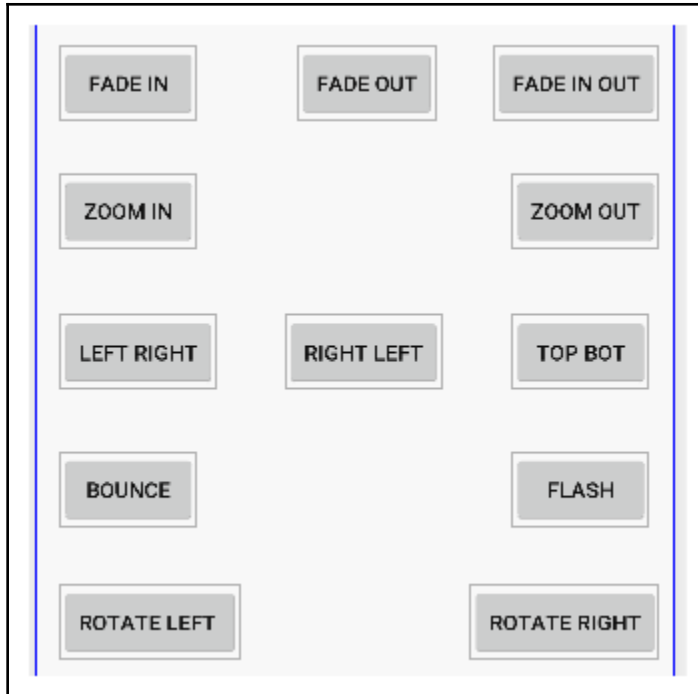
Descripción

The image shows a rectangular form with a black border. At the top left, there is a button with the text "Agregar una nueva nota" enclosed in a black box. Below the button, there are two input fields. The first is labeled "Título" and has a horizontal line below it. The second is labeled "Descripción" and has a horizontal line below it. A black arrow points from the right side of the "Agregar una nueva nota" button towards the "Título" input field.

Chapter 19: Animations and Interpolations







Component Tree

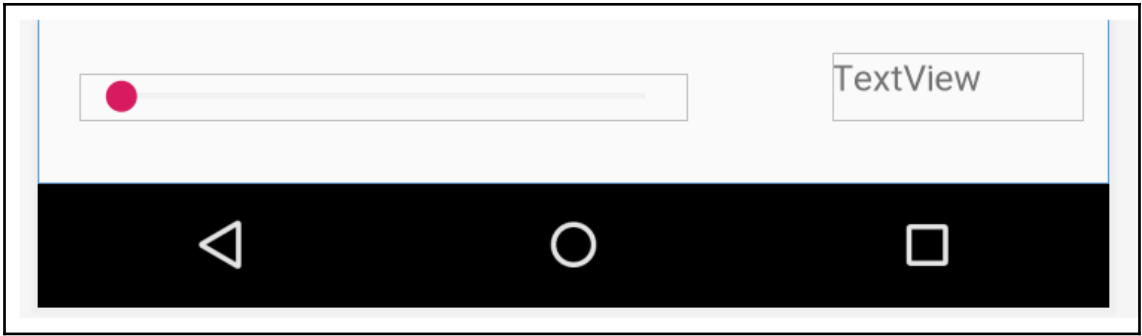
- ↳ ConstraintLayout
- imageView
- Ab textStatus- "TextView"
- button- "FADE IN"
- button2- "FADE OUT"
- button3- "FADE IN OUT"
- button4- "ZOOM IN"
- button5- "ZOOM OUT"
- button6- "LEFT RIGHT"
- button7- "RIGHT LEFT"
- button8- "TOP BOT"
- button9- "BOUNCE"
- button10- "FLASH"
- button11- "ROTATE LEFT"
- button12- "ROTATE RIG..."
- seekBar

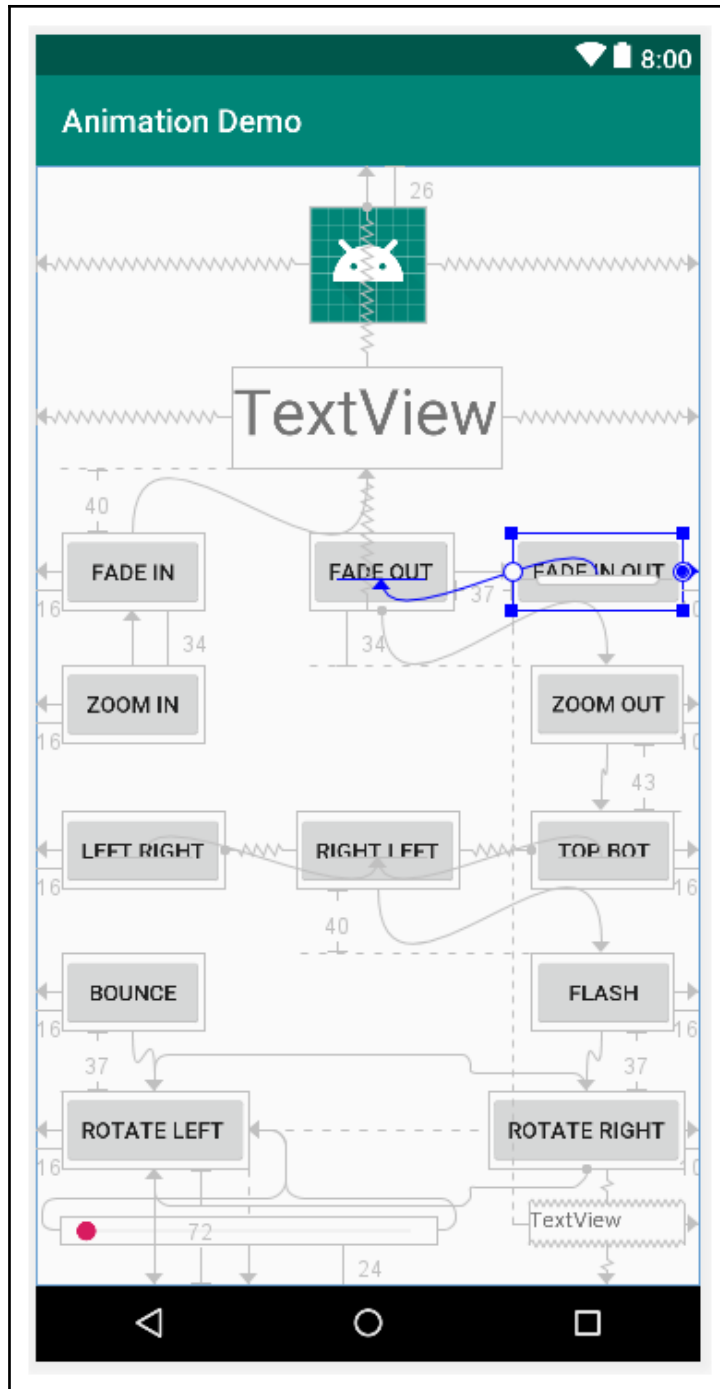
ROTATE LEFT

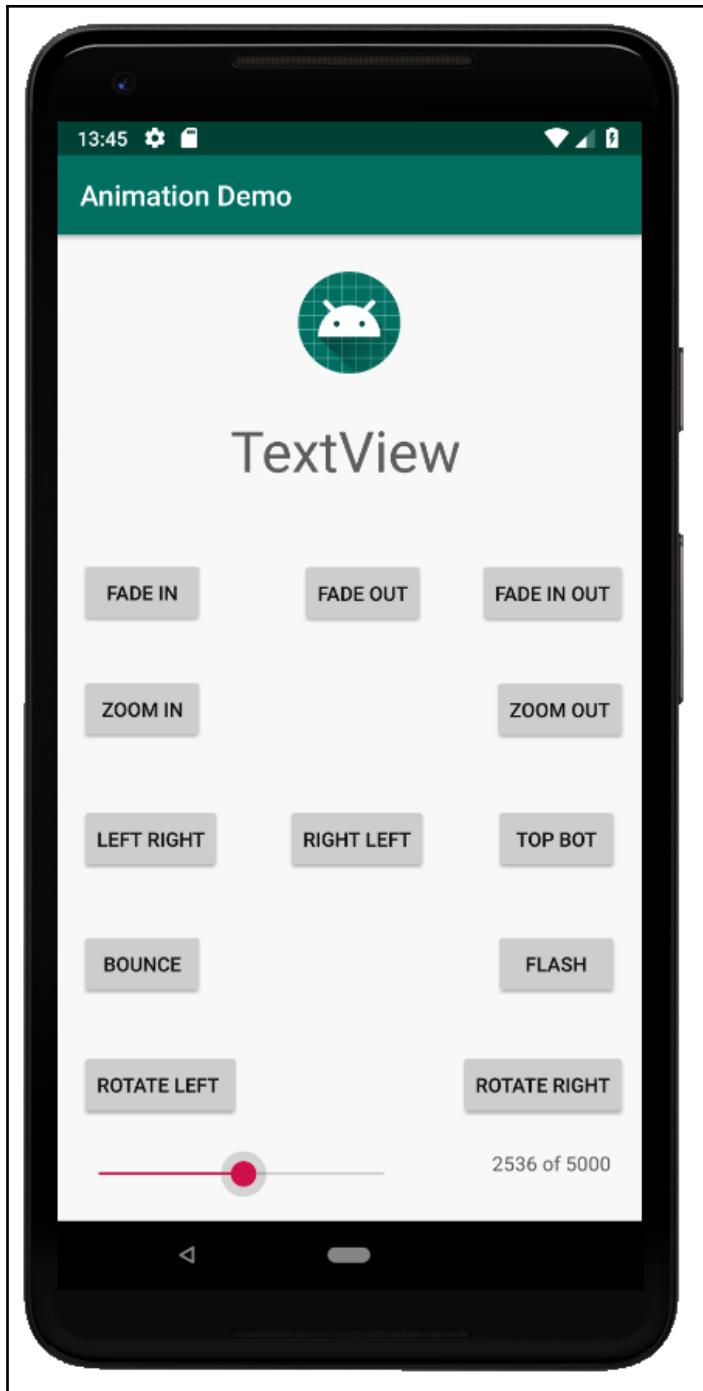
ROTATE

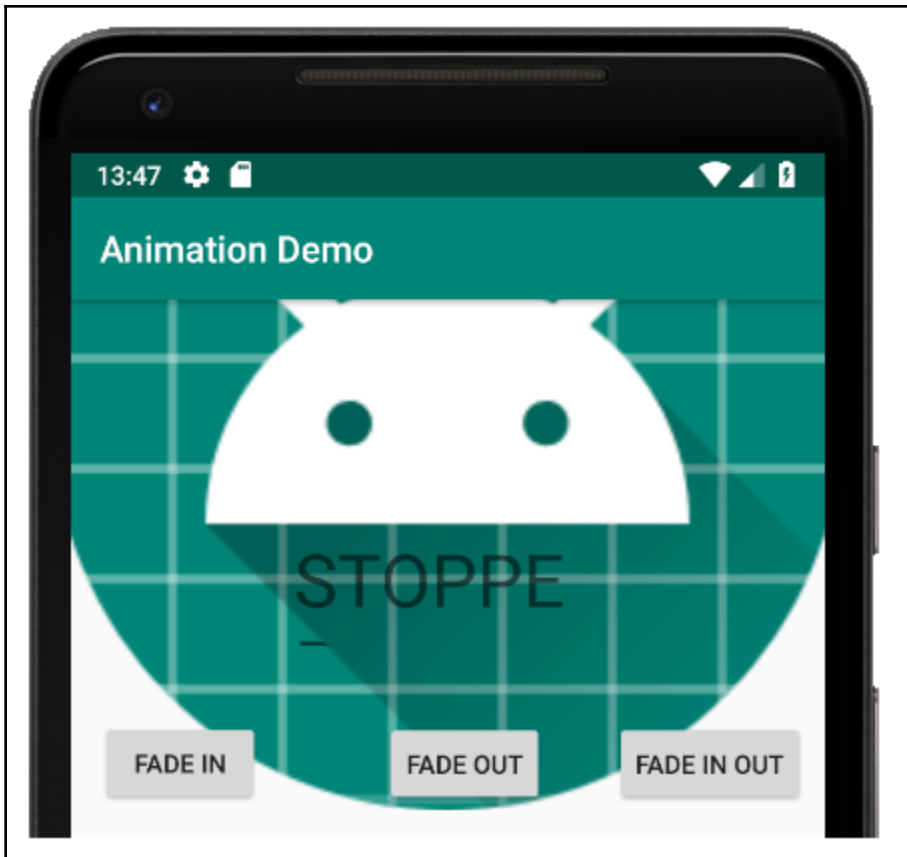
Drag right here

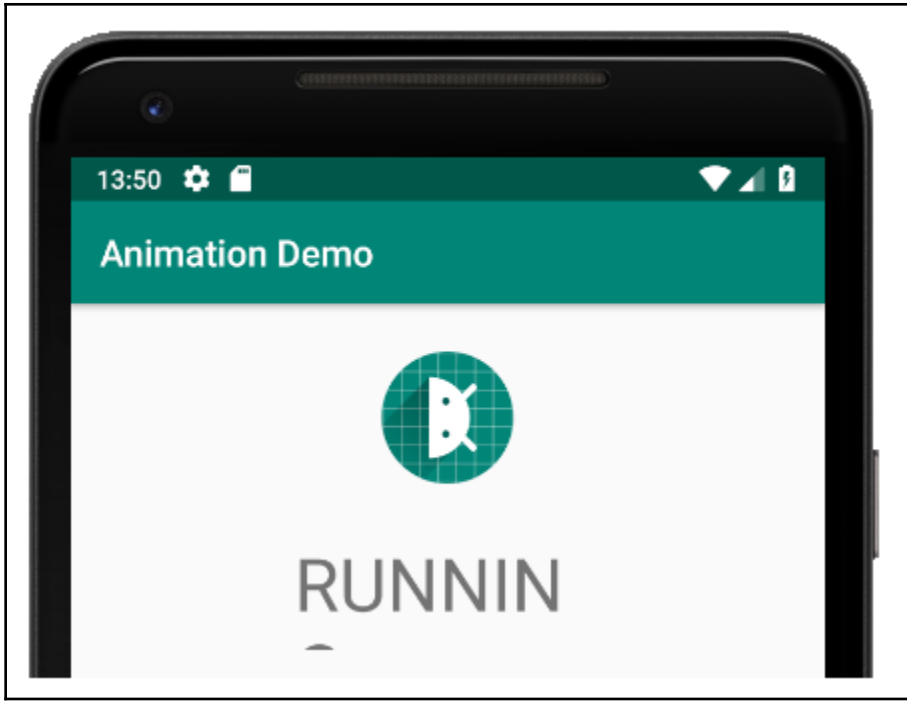
- barrierAllowsG
- barrierDirector
- chainUseRtl
- clickable
- constraintSet
- constraint_refer
- contentDescrip
- contextClickab
- defaultFocusH
- drawingCache
- duplicateParen
- fadeScrollbars
- > fadingEdge []
- fadingEdgeLen
- filterTouchesW
- fitsSystemWind
- focusable
- focusableInTo







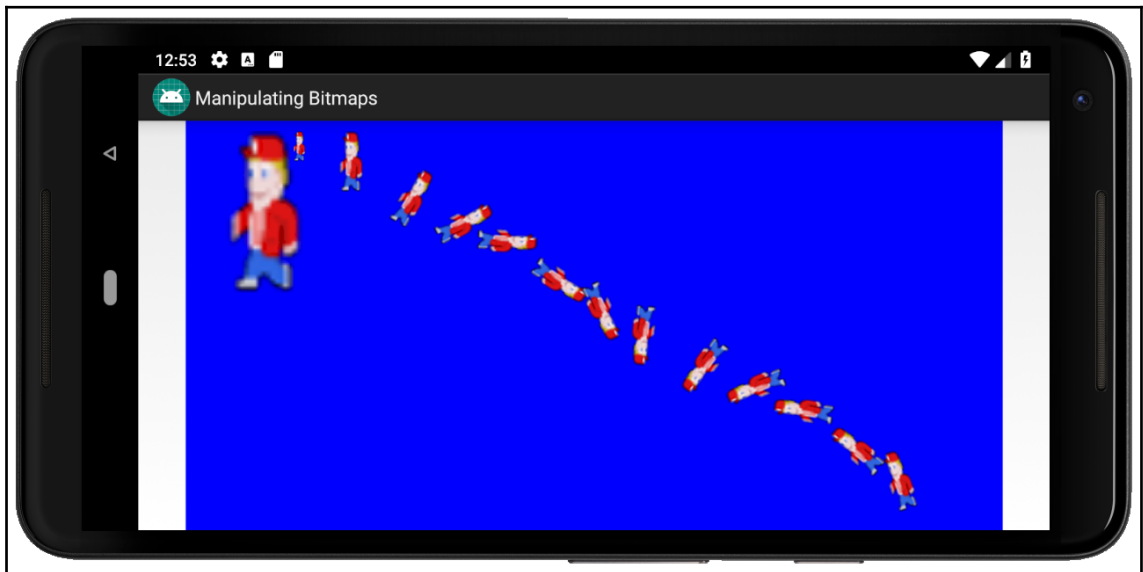
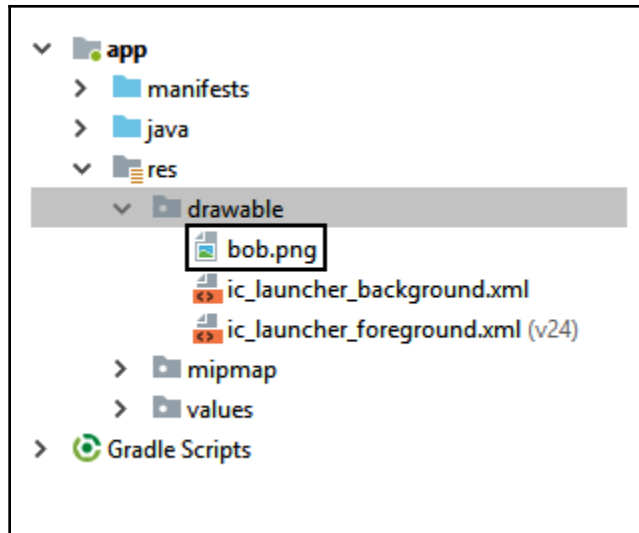




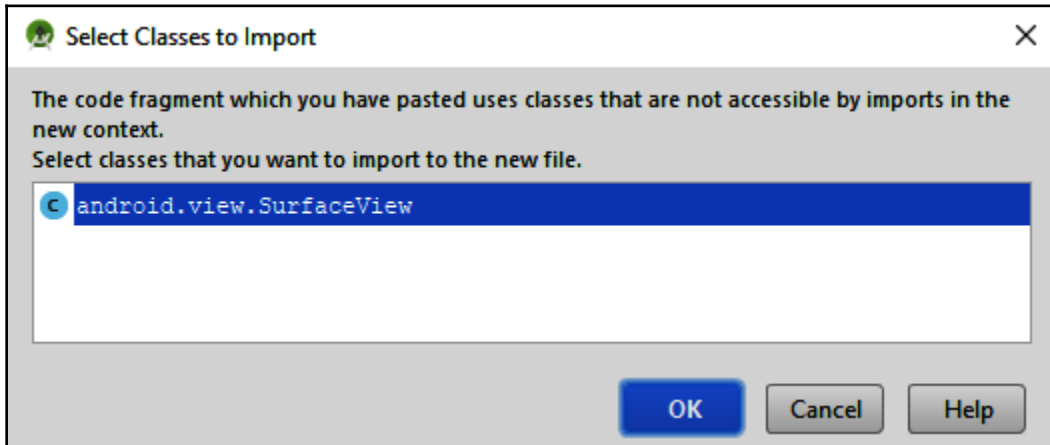
Chapter 20: Drawing Graphics

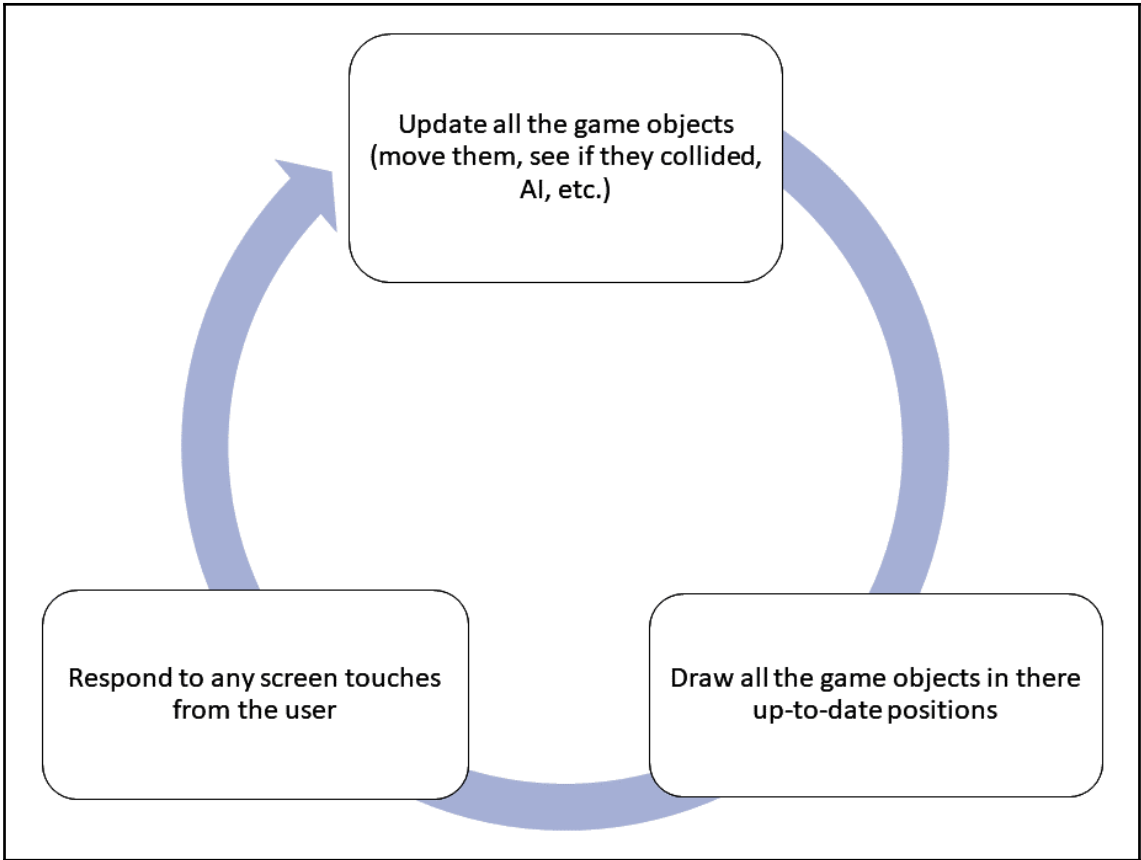


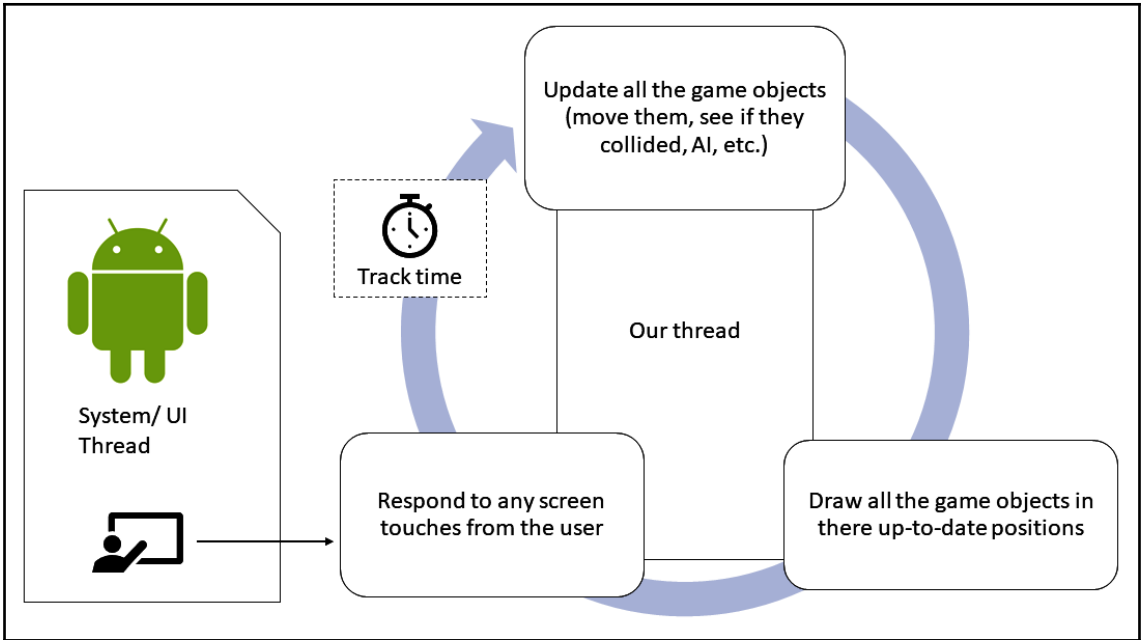




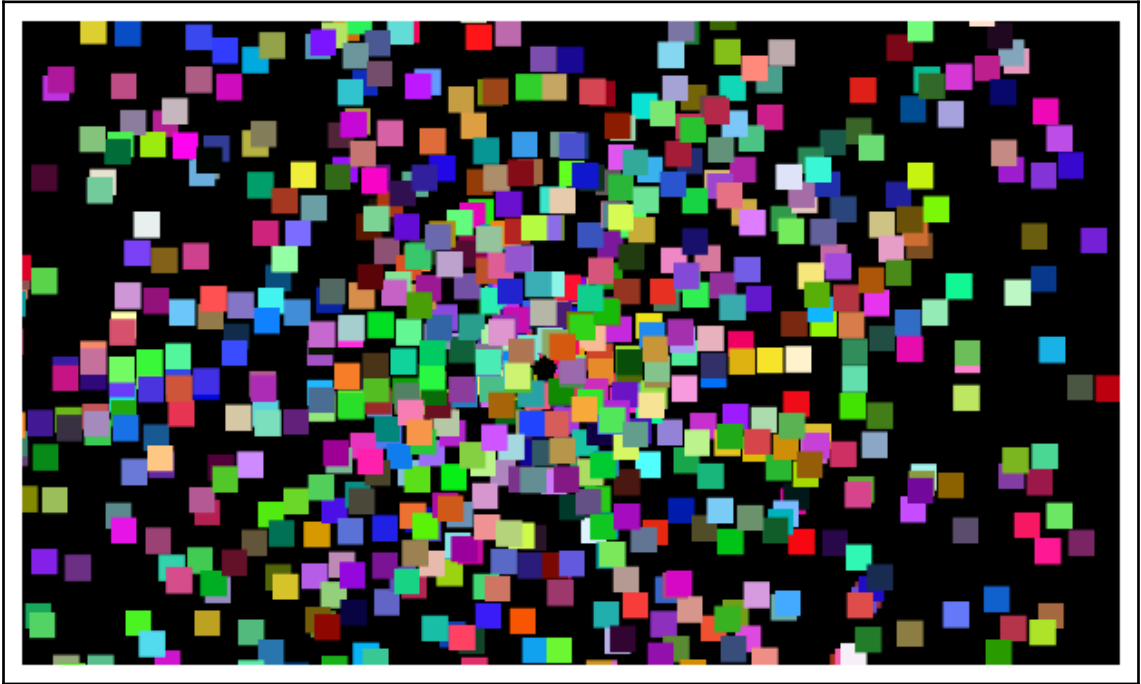
Chapter 21: Threads and Starting the Live Drawing App

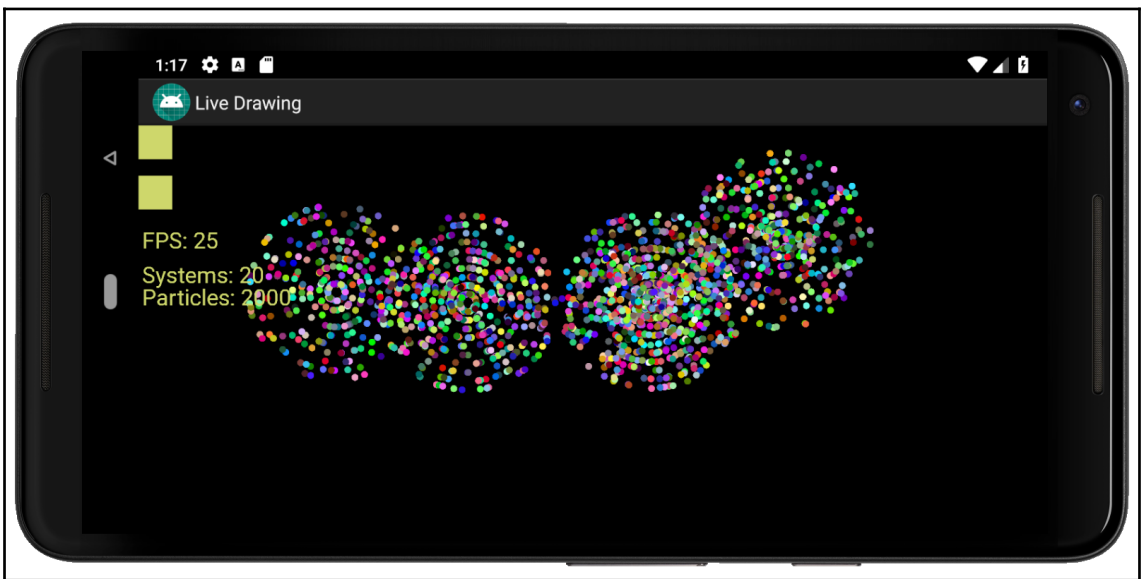


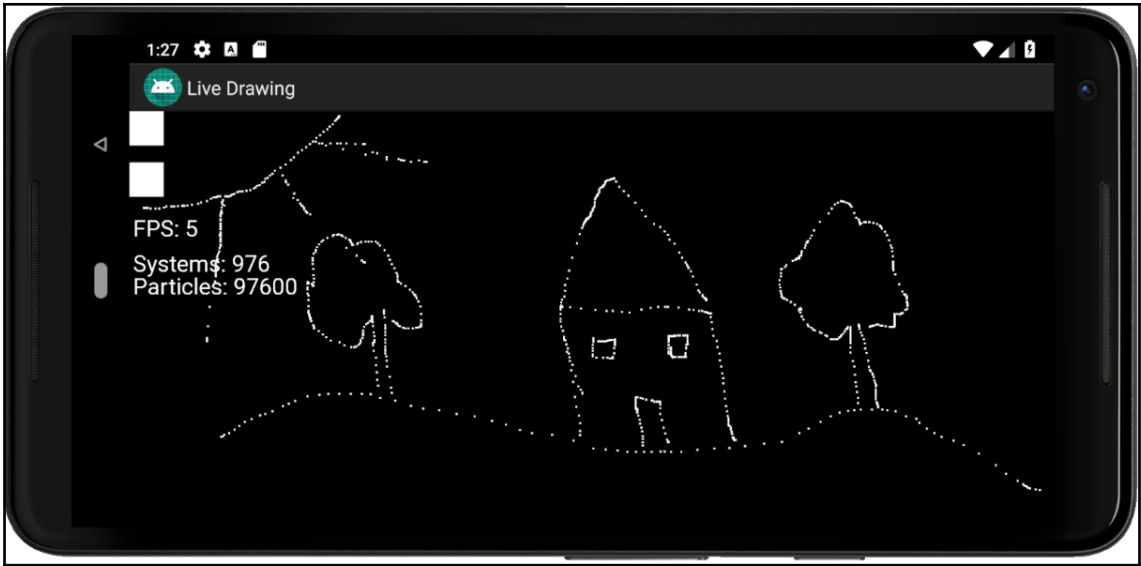




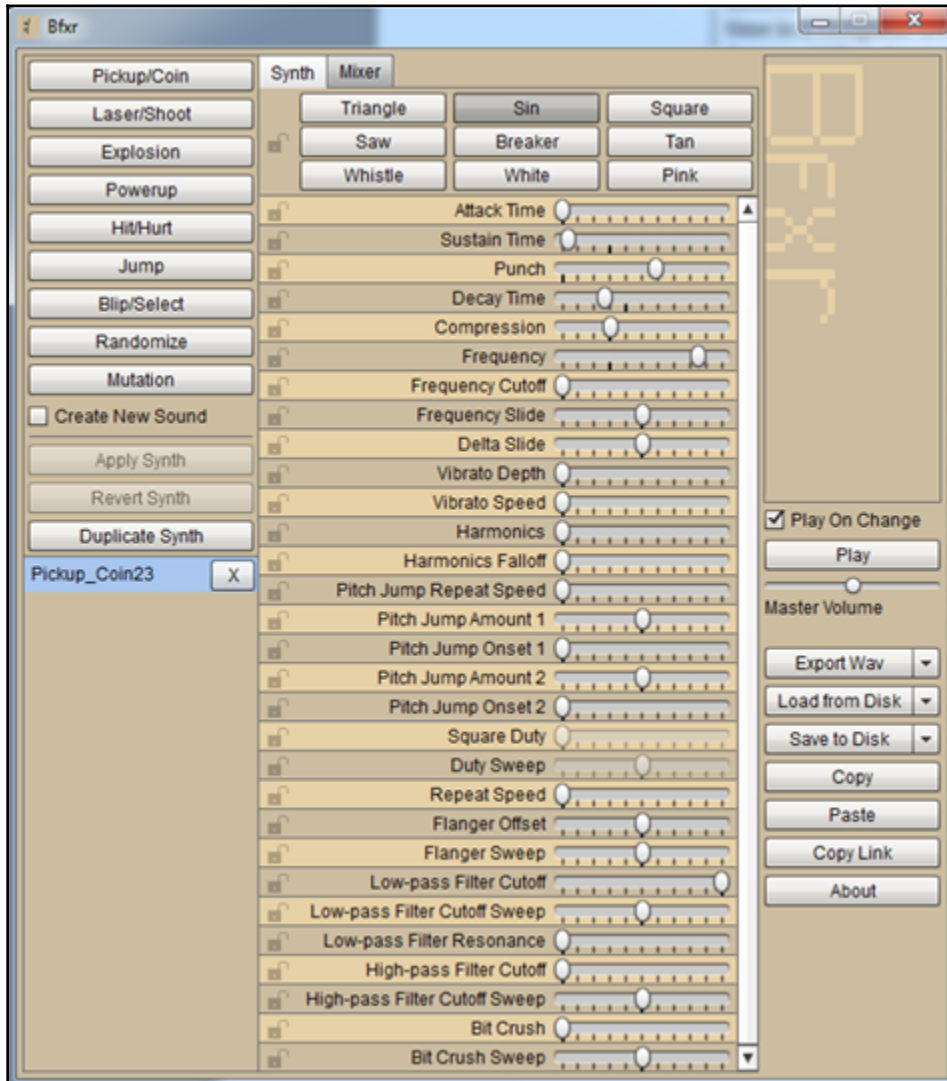
Chapter 22: Particle Systems and Handling Screen Touches



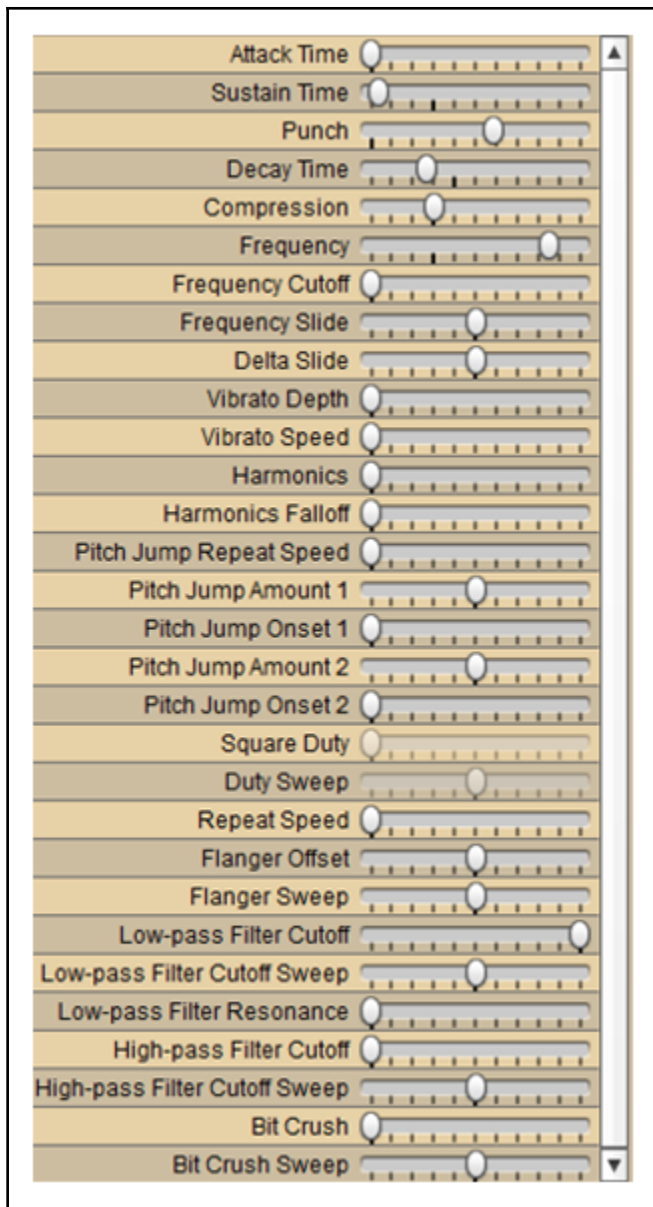




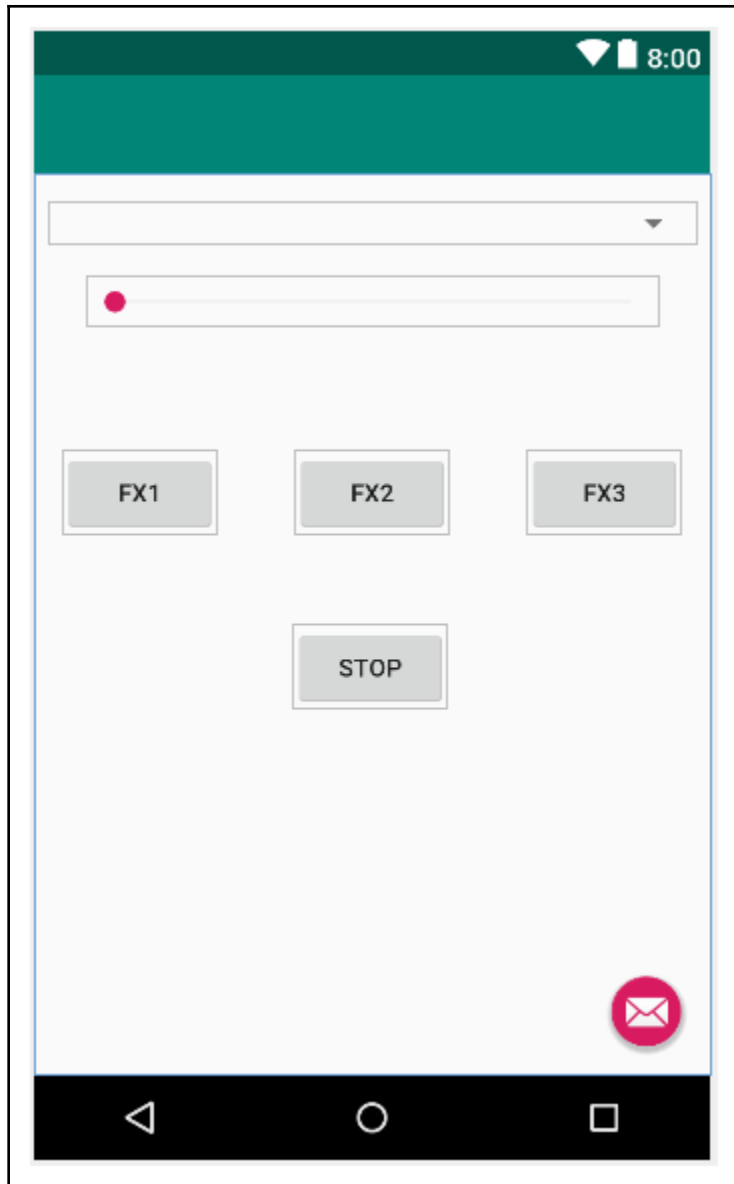
Chapter 23: Android Sound Effects and the Spinner Widget

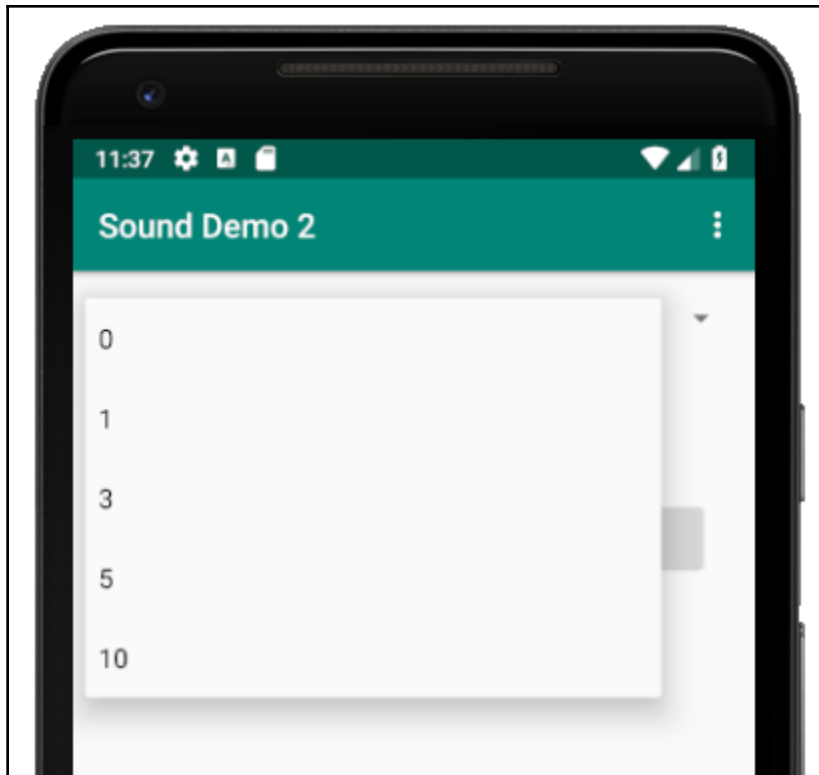














Chapter 24: Design Patterns, Multiple Layouts, and Fragments


09:42

BBC NEWS  **LIVE**


BREAKING NEWS: Unemployment in the UK fell by 79,000 between June and August to 1.7... →


TOP STORIES Updated: 09:39


Osborne urges Labour MPs to rebel




Warring foxes take top photo prize

WORLD


Clinton attacks Sanders on gun laws


US-Russia talks after Syria 'near miss'


UK

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Osborne urges Labour MPs to rebel




Chancellor George Osborne urges "moderate" Labour MPs to defy their party leadership and support his financial plan, in a vote later.

| UK Politics

57 mins ago


Warring foxes take top photo prize



A picture of a red fox standing over the bloodied body of an Arctic fox wins the prestigious 2015 Wildlife Photographer of the Year competition.

| Science & Environment


11 hours ago



▶ 01:41

'I truly know what a broken heart is'


8h | Shropshire



▶ 00:44

Jupiter's Red Spot revealed in 4K


9h | Science & Environm...



▶ 03:05

BBC's Lloyd-Roberts dies of leukaemia


10h | UK



▶ 01:35

The two divorcees who want more


2h | UK



▶ 01:09

Baby born on board long-haul flight

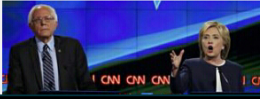
7h | US & Canada





▶ 01:21

Assange 'inspired' new Asterix character


2h | Entertainment & Arts



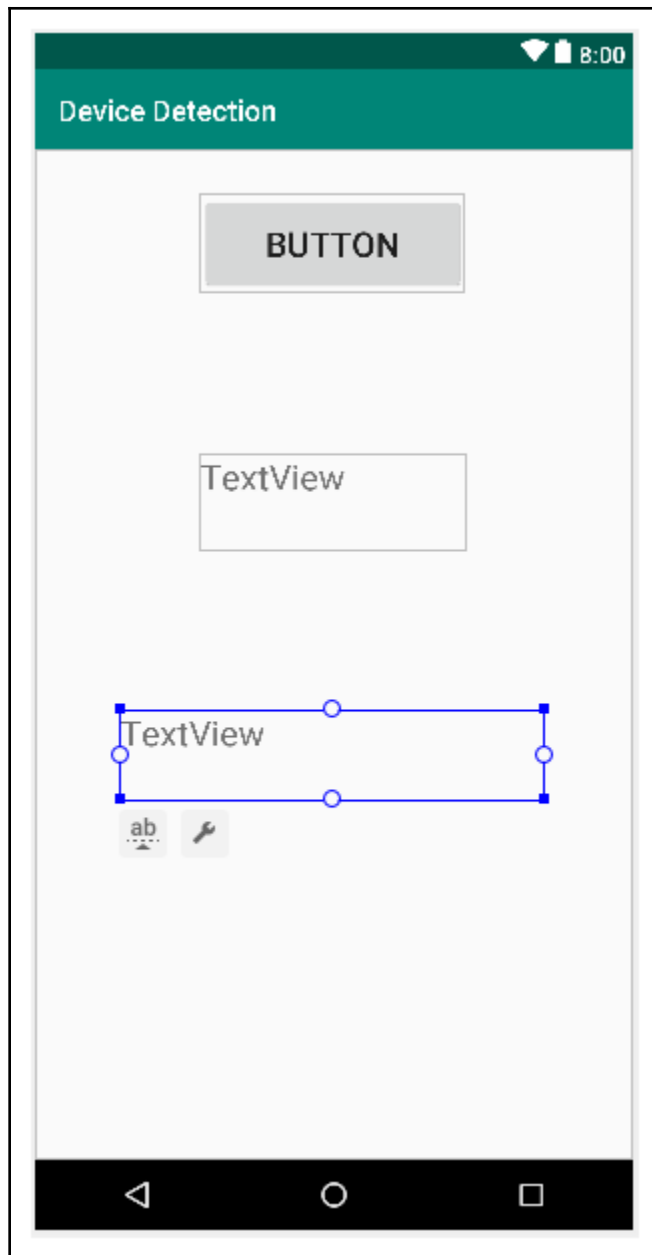


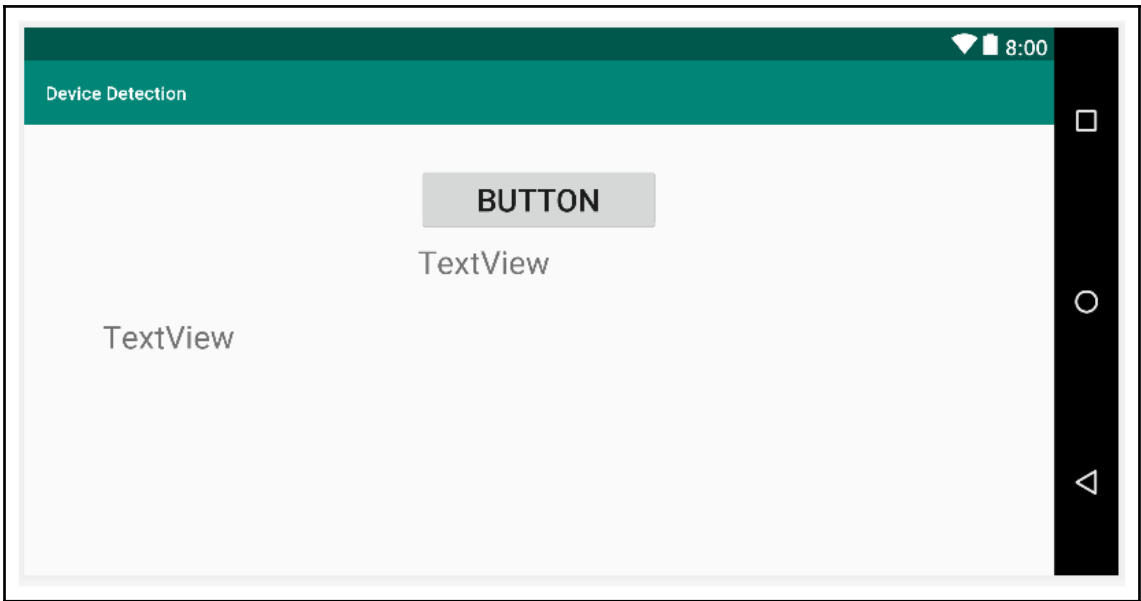
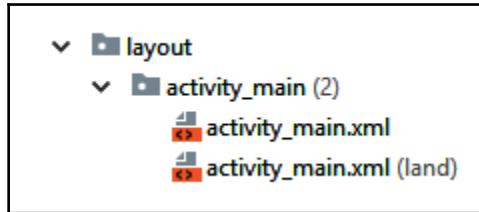
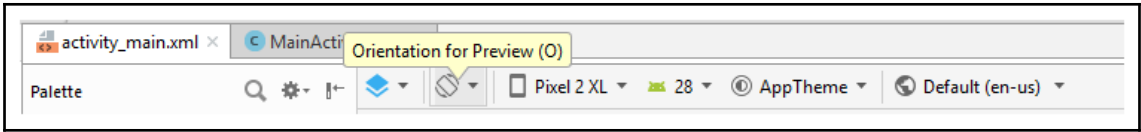


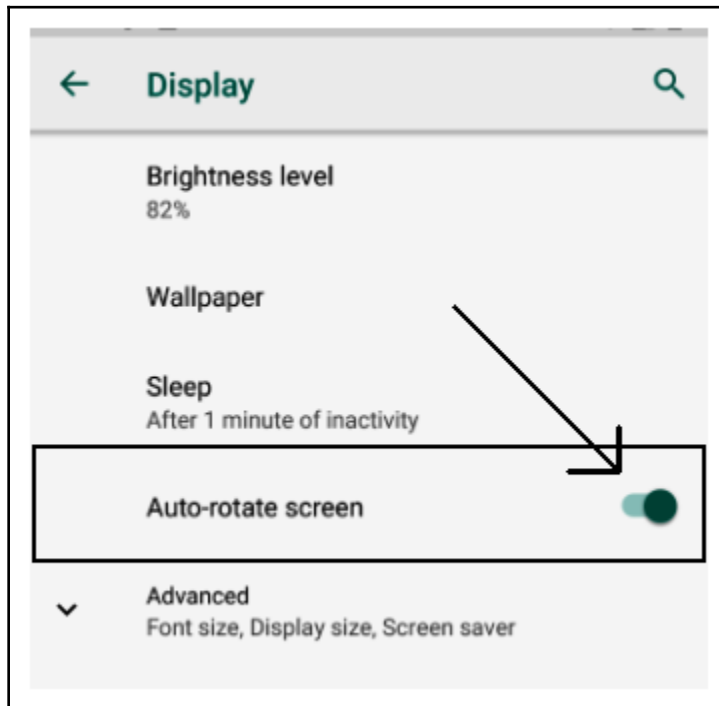
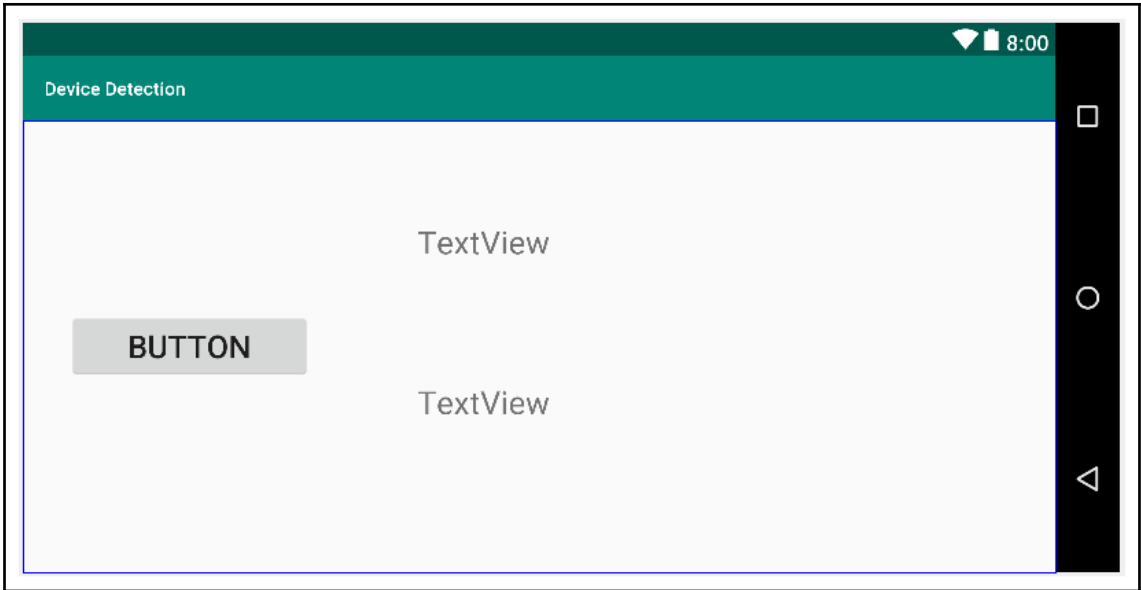
BREAKING NEWS

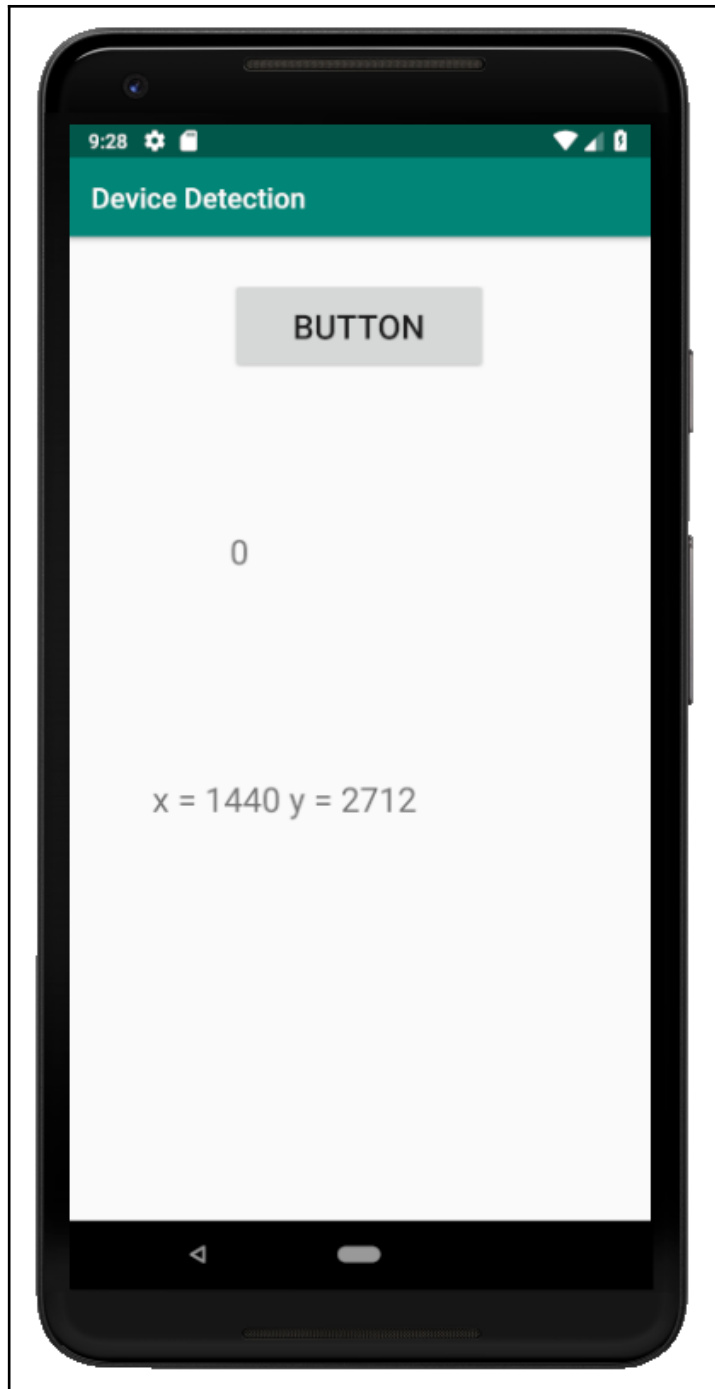


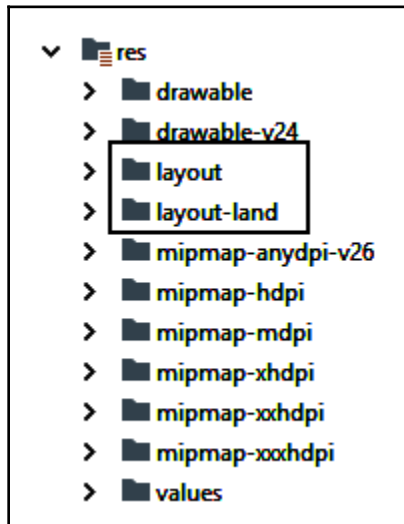
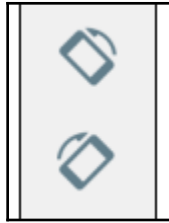
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09:48
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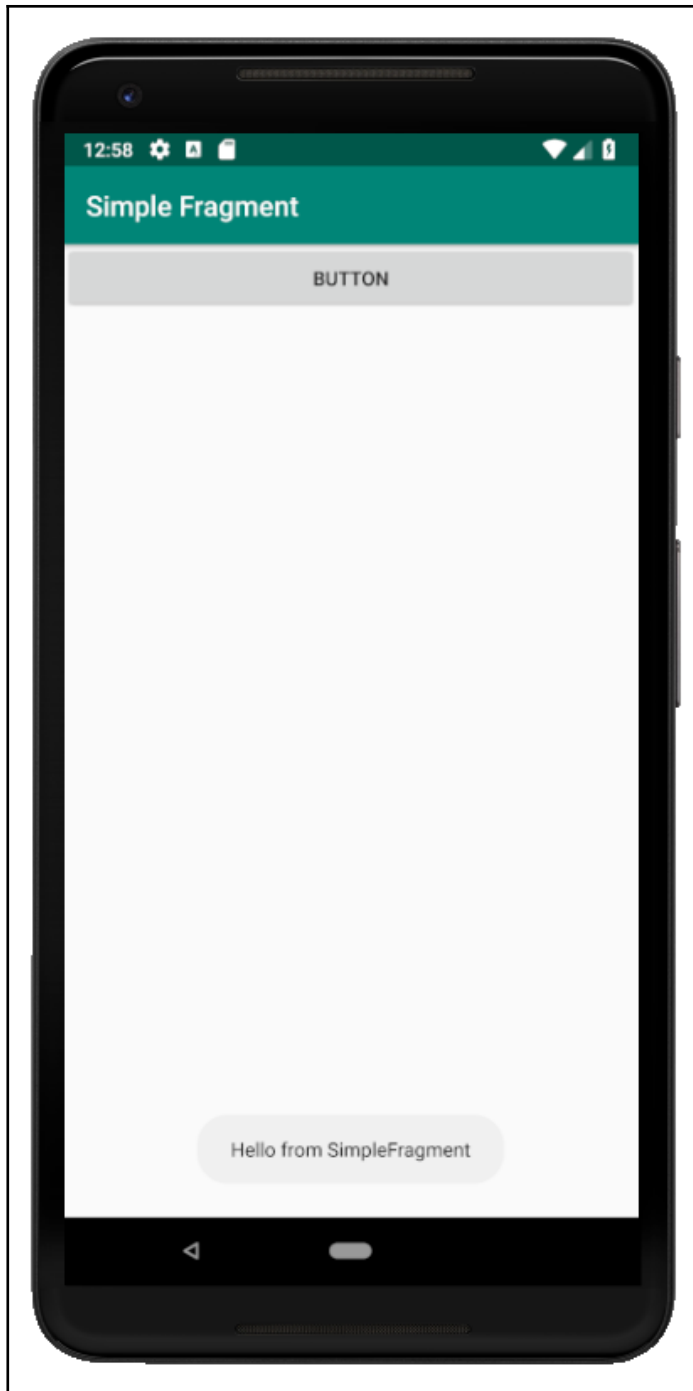




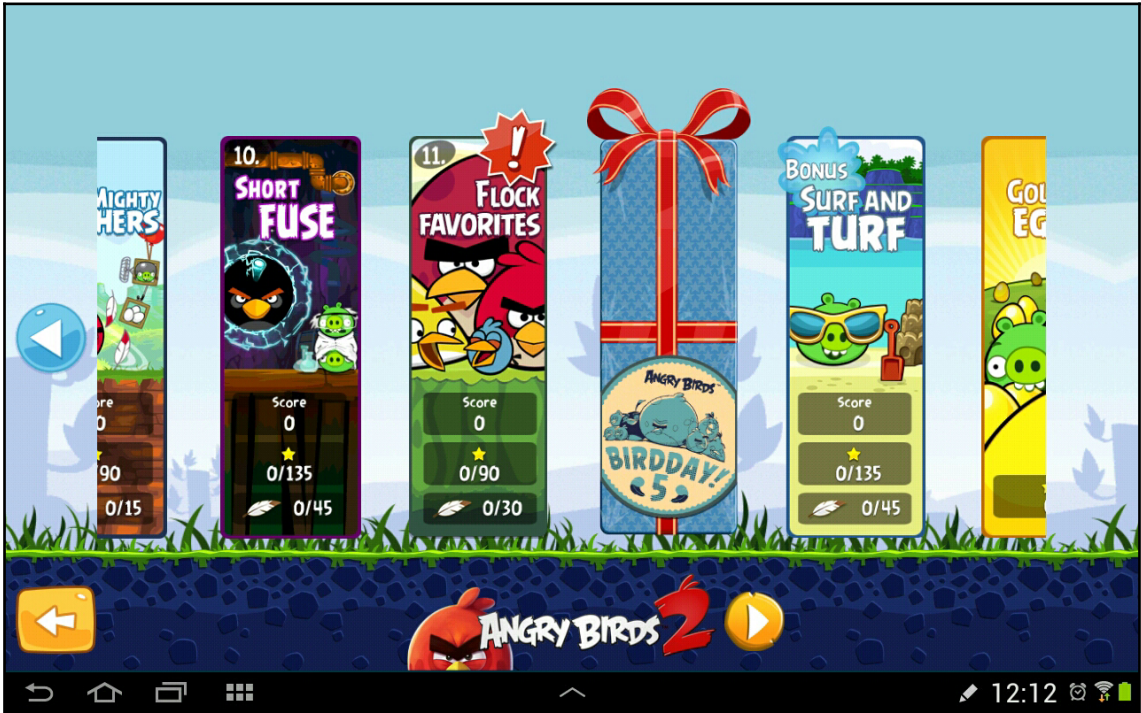




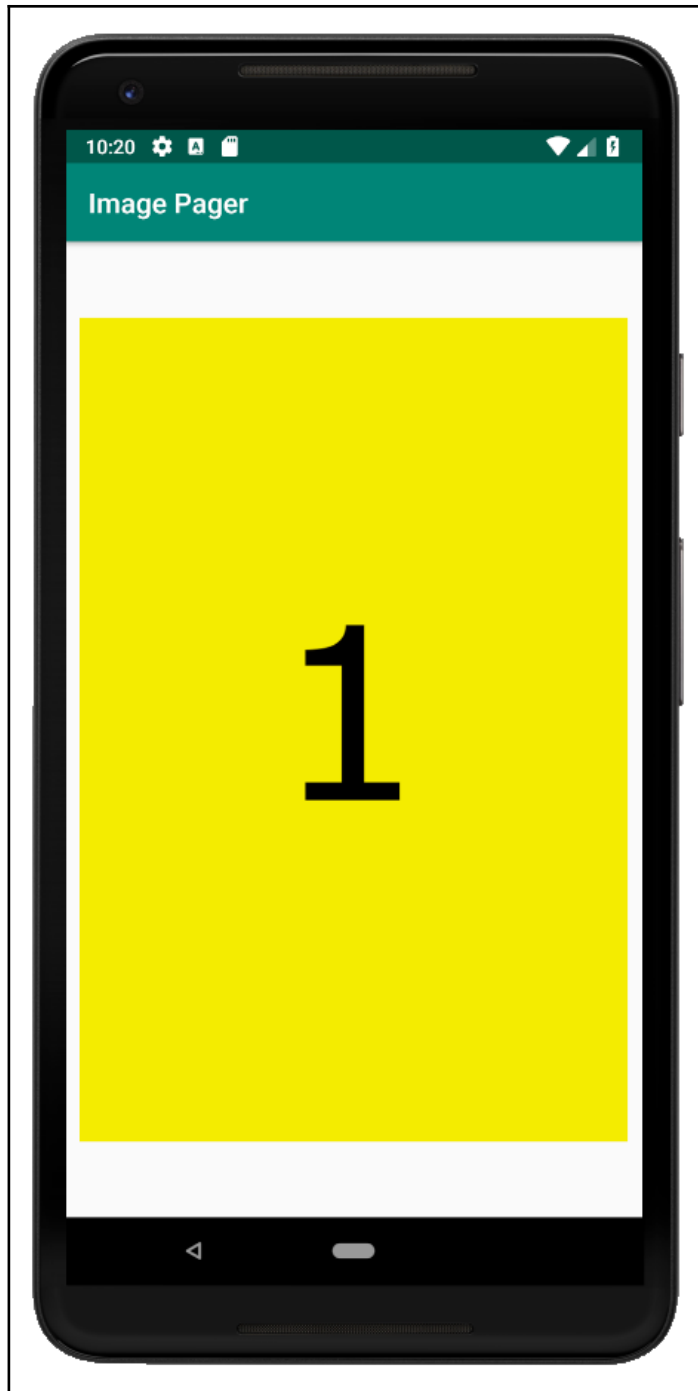


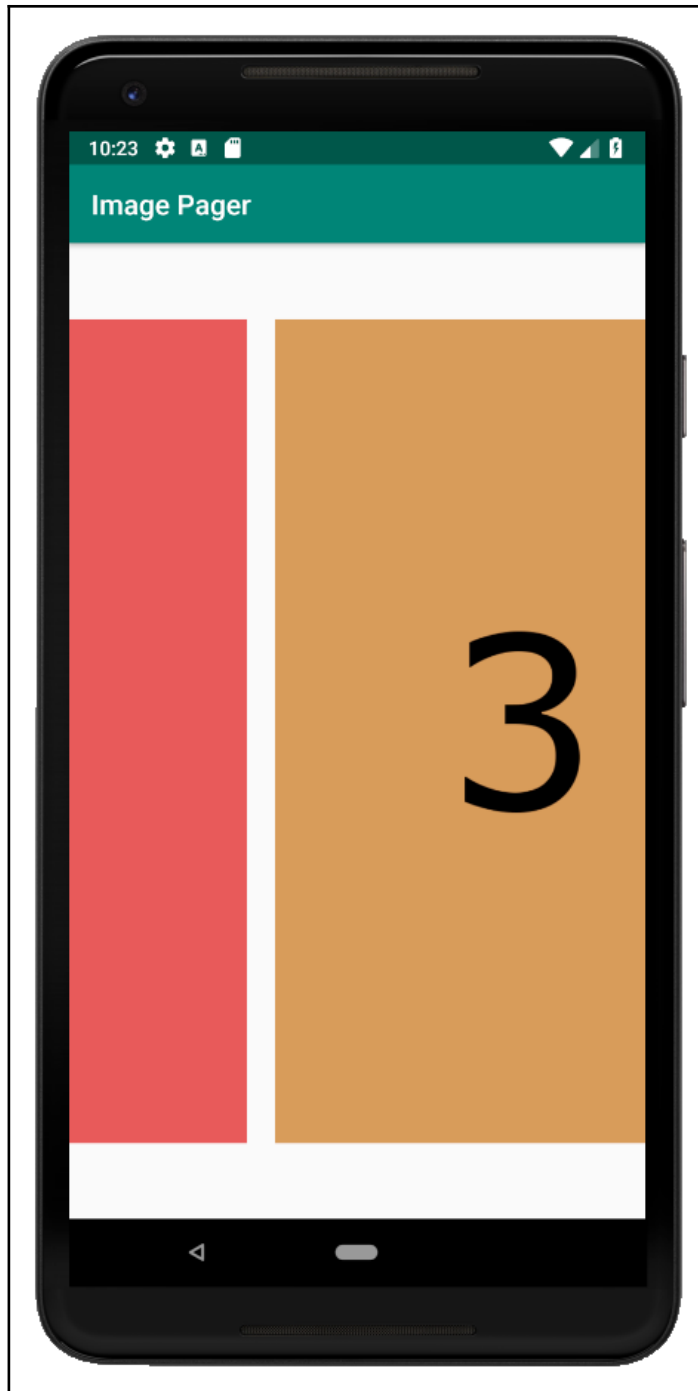


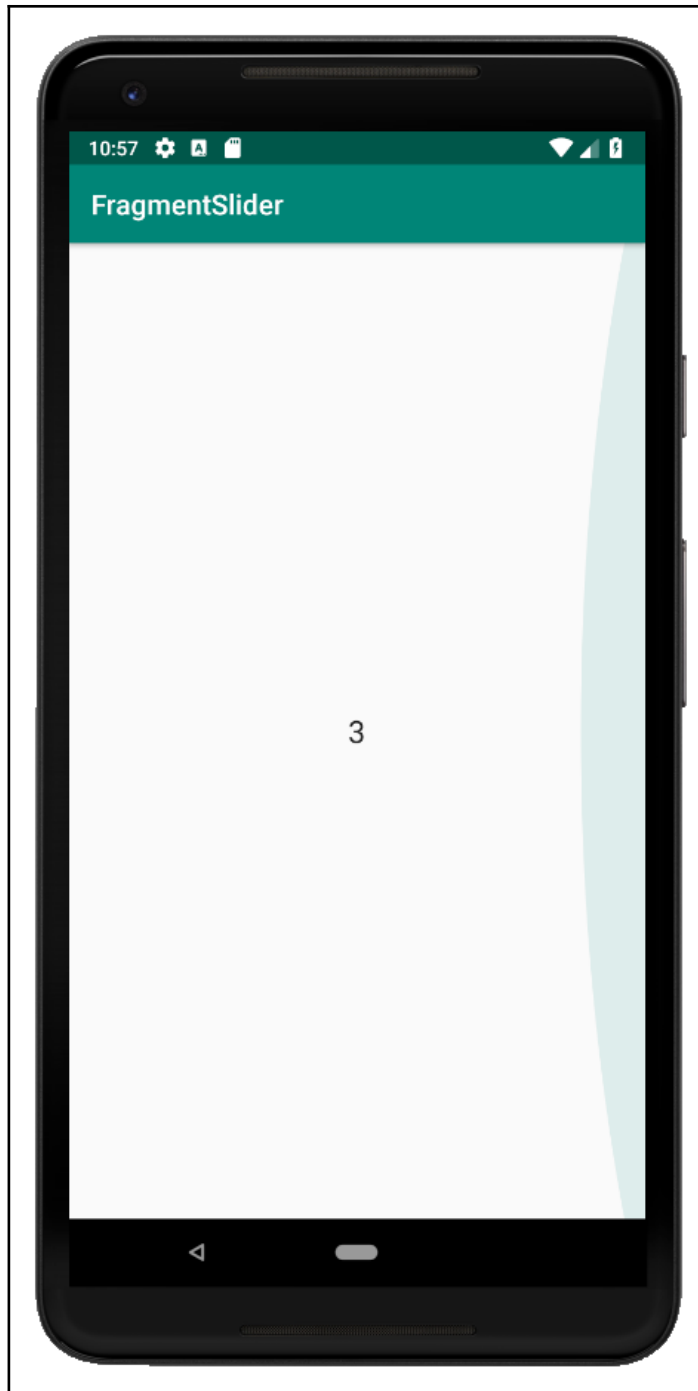
Chapter 25: Advanced UI with Paging and Swiping



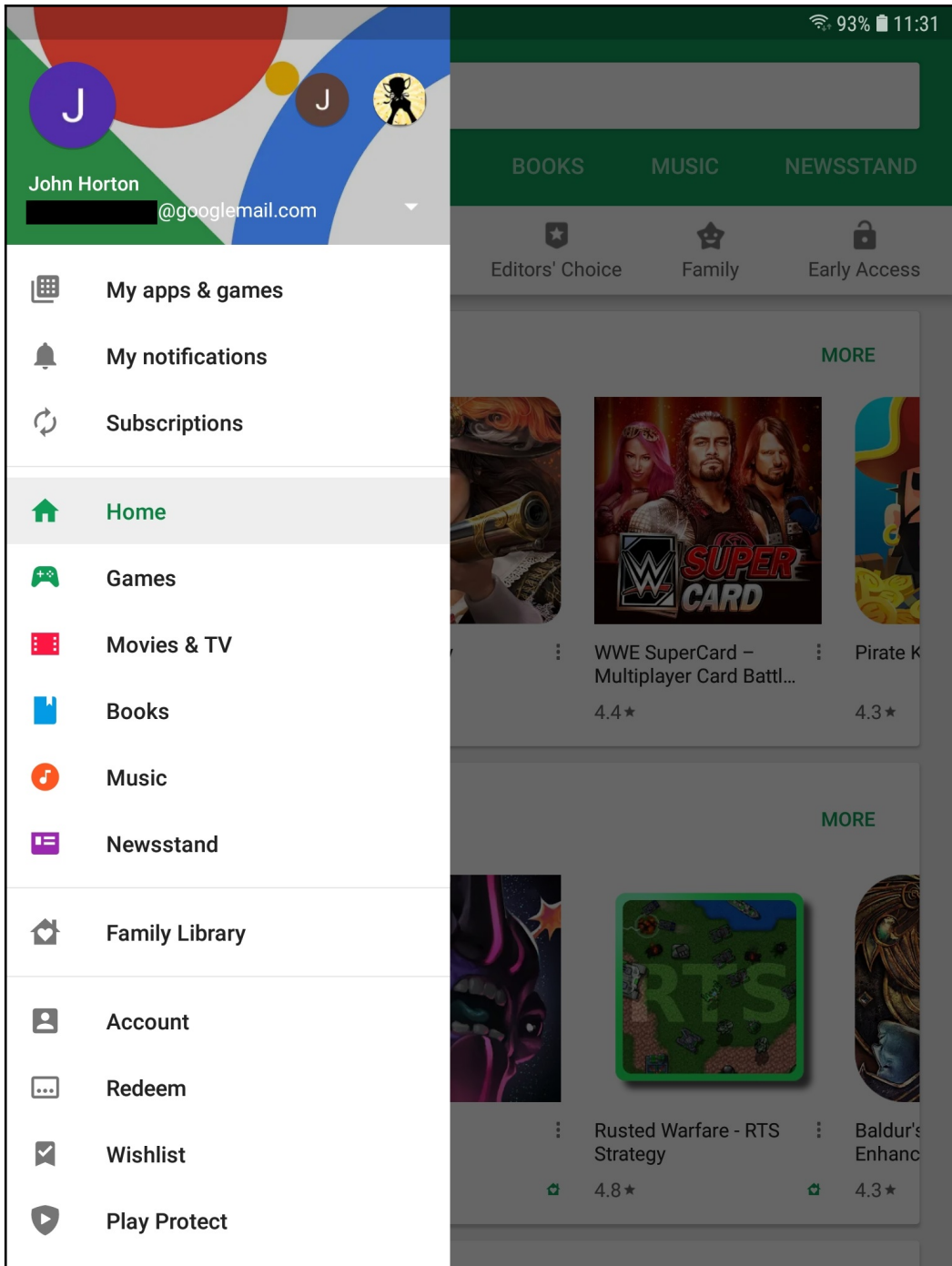


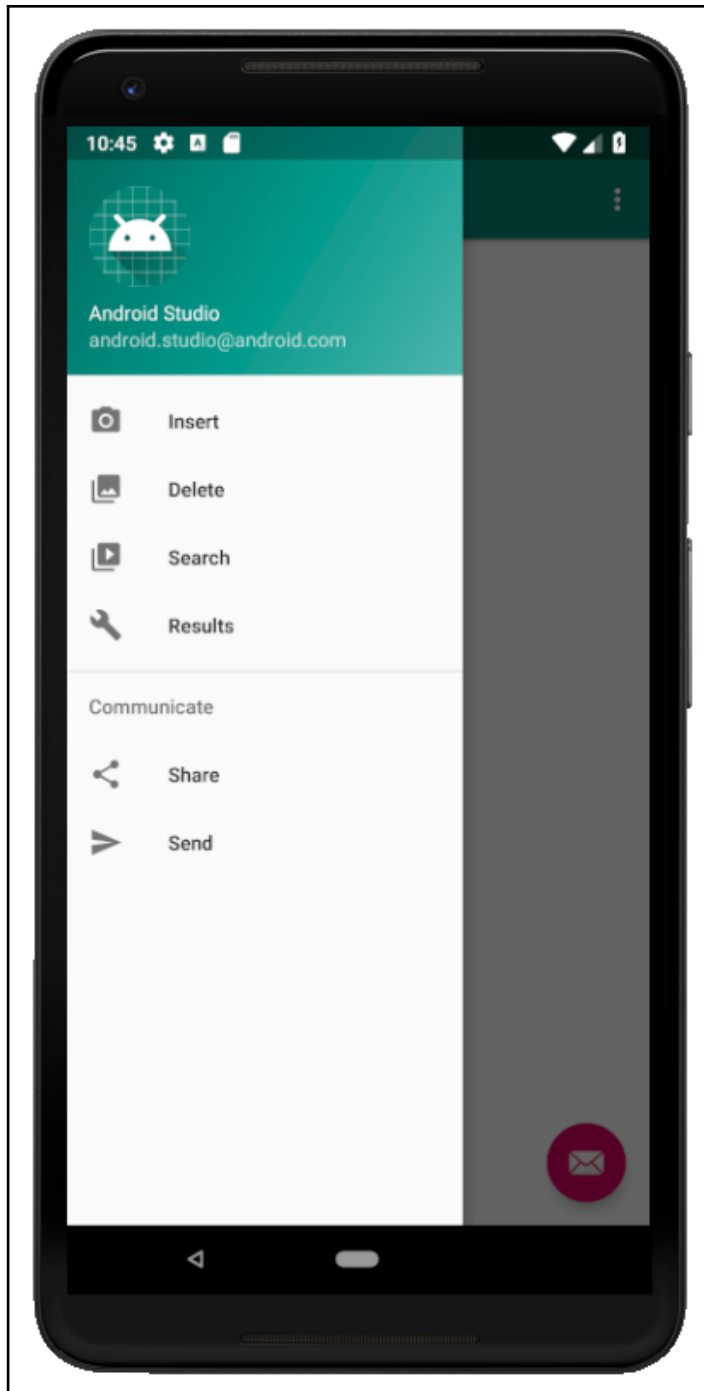




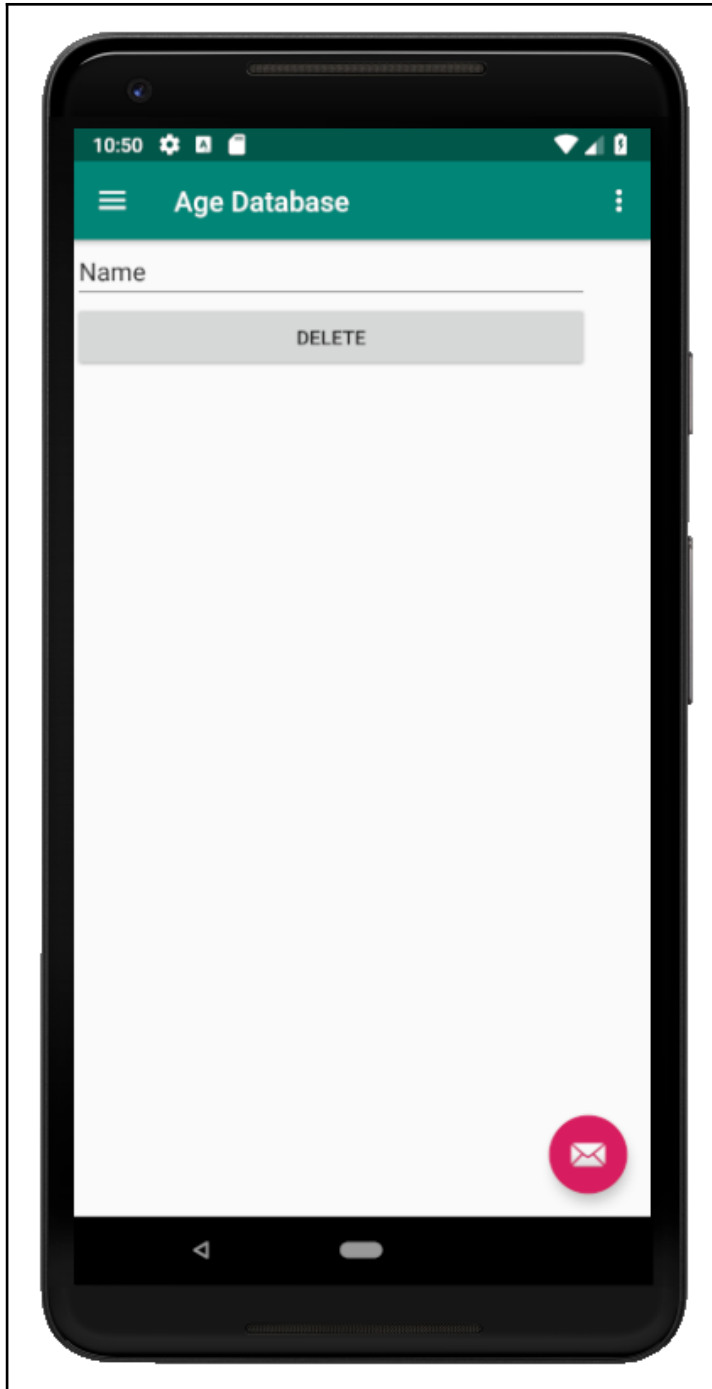


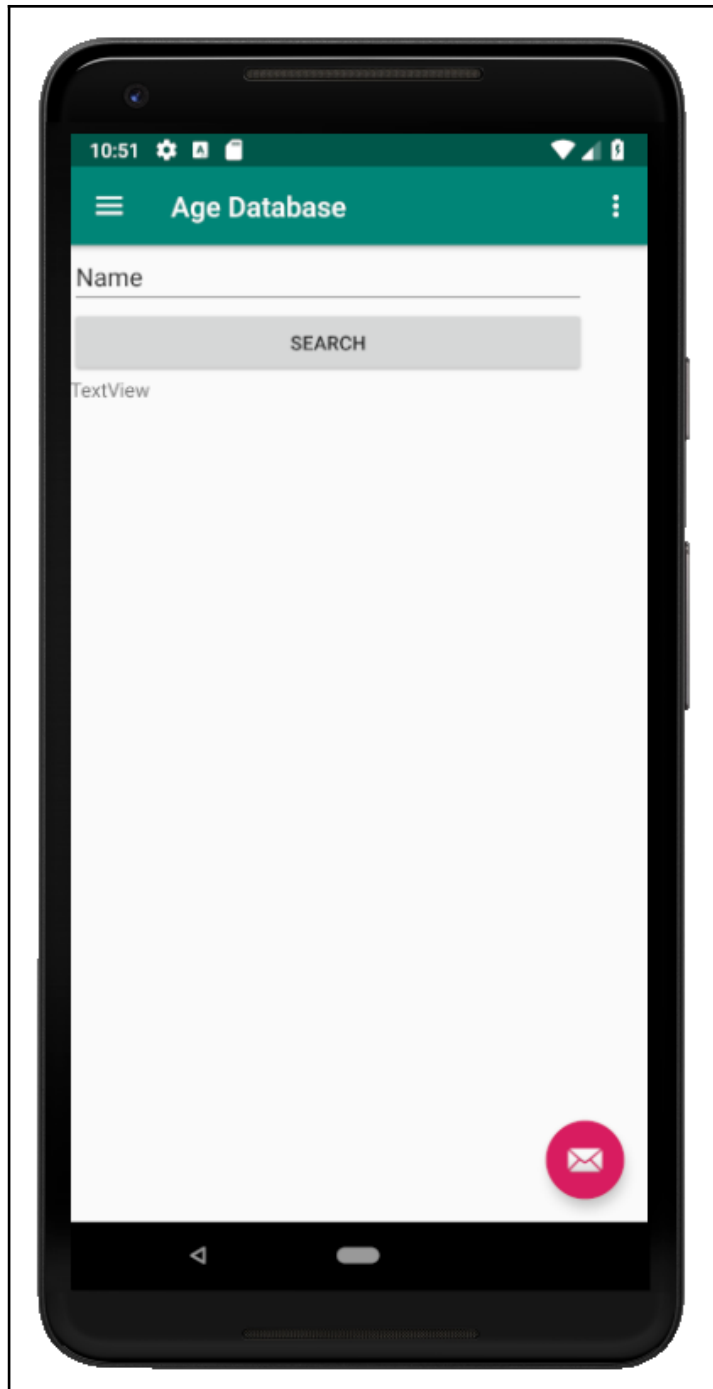
Chapter 26: Advanced UI with Navigation Drawer and Fragment

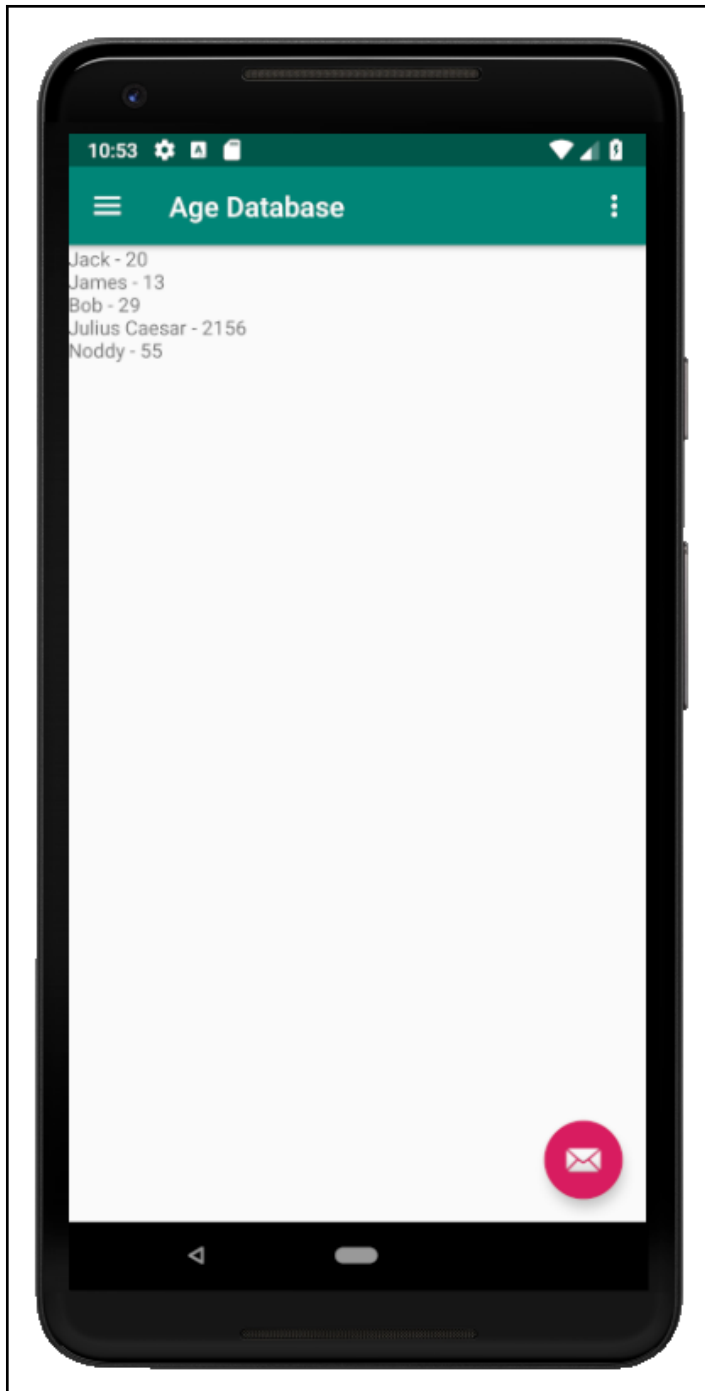




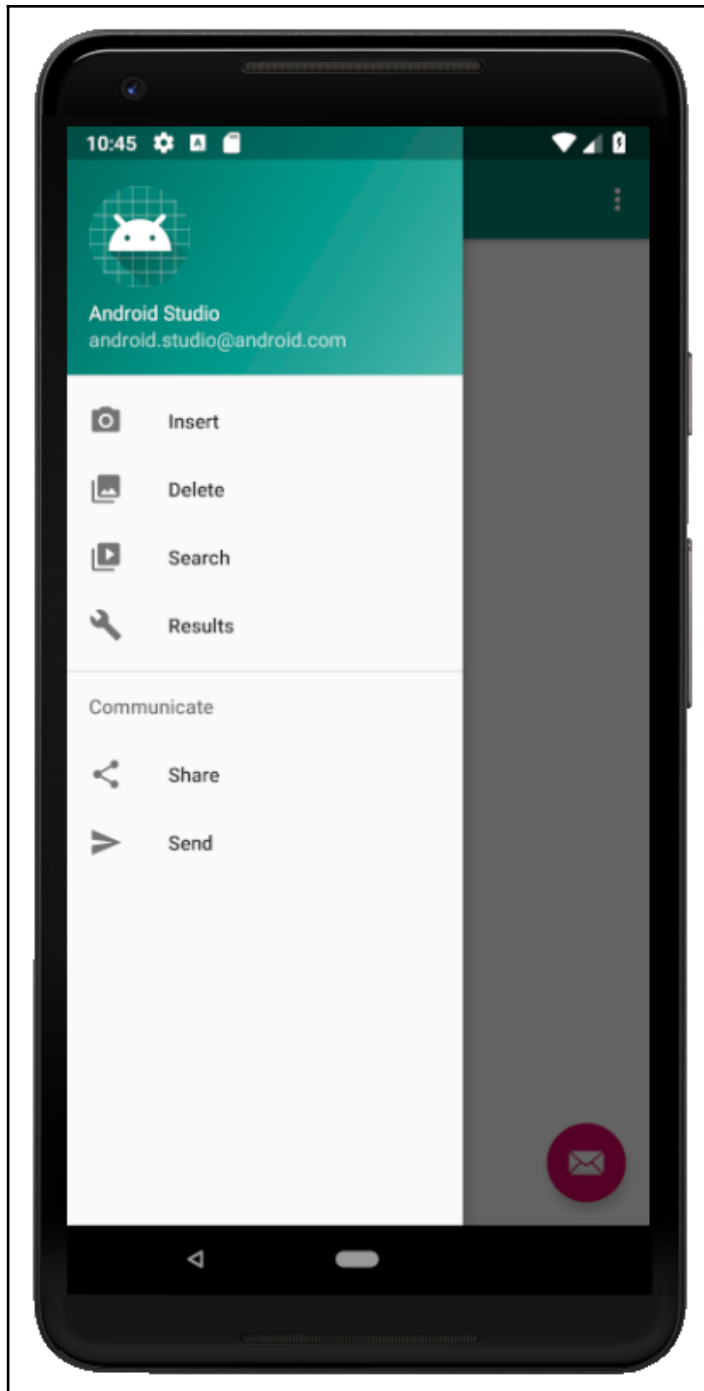





























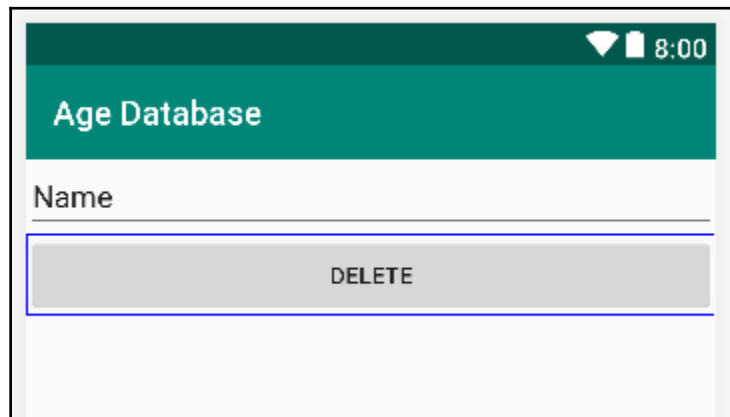
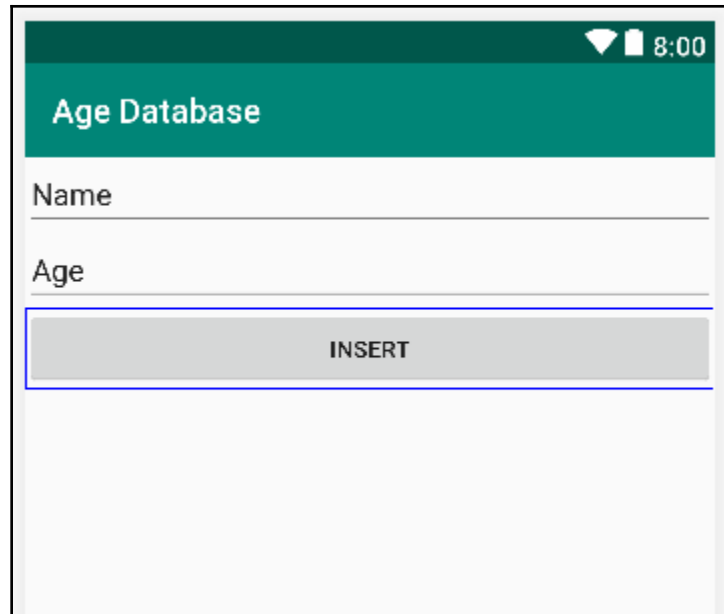


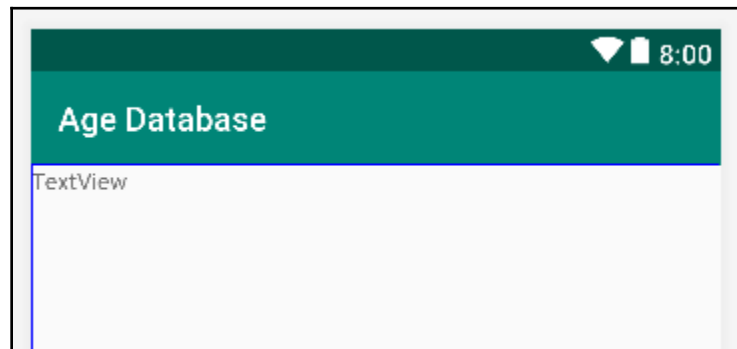
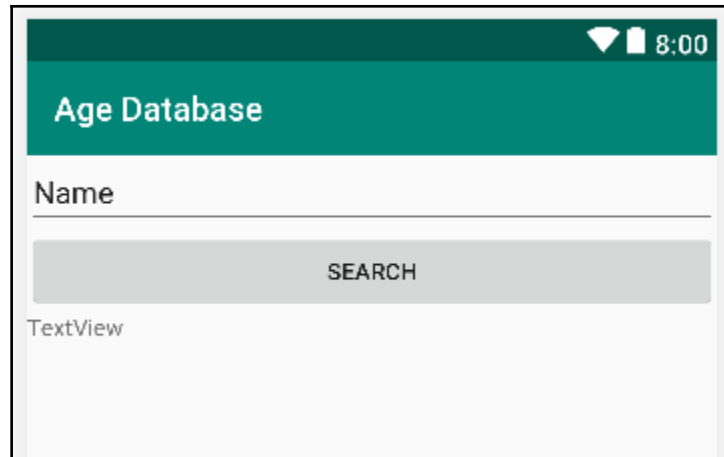
▼  drawable

-  ic_launcher_background.xml
-  ic_launcher_foreground.xml (v24)
-  ic_menu_camera.xml (v21)
-  ic_menu_gallery.xml (v21)
-  ic_menu_manage.xml (v21)
-  ic_menu_send.xml (v21)
-  ic_menu_share.xml (v21)
-  ic_menu_slideshow.xml (v21)
-  side_nav_bar.xml

▼  layout

-  activity_main.xml
-  app_bar_main.xml
-  content_delete.xml
-  content_insert.xml
-  content_main.xml
-  content_results.xml
-  content_search.xml
-  nav_header_main.xml

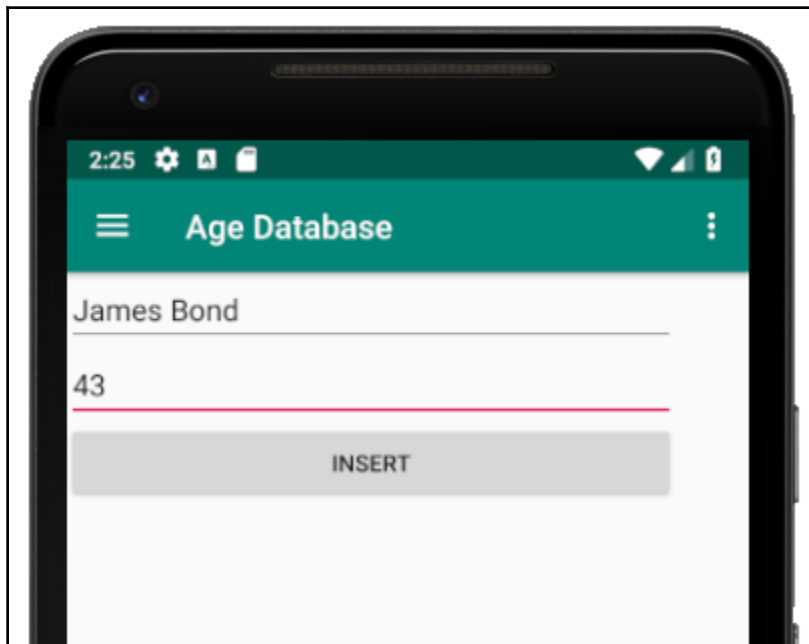


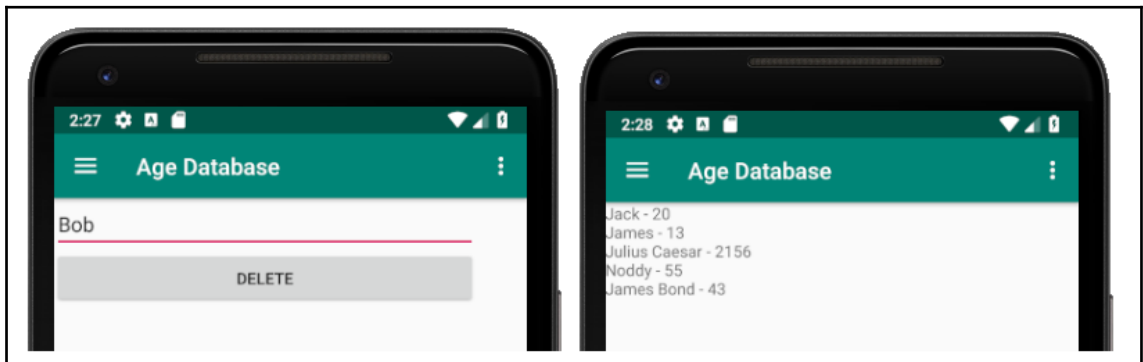
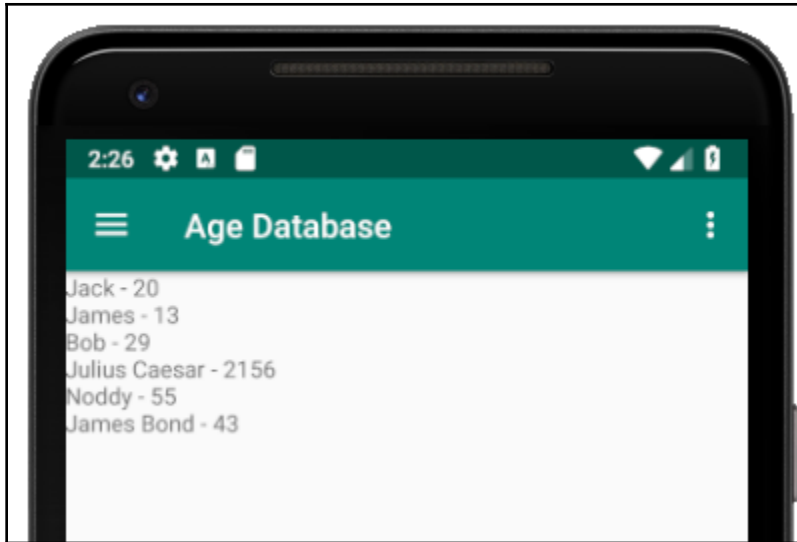


Chapter 27: Android Databases

_ID	name	score
1	Bart	23
2	Lisa	100
3	Jim	66

_ID	name	score
1	Bart	23
2	Lisa	100





Chapter 28: A Quick Chat Before You Go



0 votes

0 answers


8 views

How to delete row item from adapterview in Android

I have an gridView . The adapter of the gridView is as follows : public class ImageAdapter extends ArrayAdapter<String> { private Context context; private final String[] mobileValues; ...

 android  gridView

asked 12 mins ago

 osimer pothe
573 ● 1 ● 14 ● 28






-3 votes

2 answers


10 views

How is it possible to decompile and recompile an APK file?

It appears to be possible to decompile and recompile an APK file and, when saved into an android phone, be able to work properly? I would like to know what are the best tools for decompiling and ...

 java  android  compilation  apk  decompiling

asked 17 mins ago

 Rui Lima
115 ● 1 ● 5




0 votes

2 answers


7 views

Android: How to make a touch on a button inside a "for-loop" to make app start next round of the loop

I am trying to find out the syntax on how to make a for-loop to wait for a buttonclick before the loop proceeds to the next round. The app might seem meaningless, but the point is to find out this ...

 android  for-loop  buttonclick

asked 17 mins ago

 user820913
131 ● 2 ● 6 ● 15




-1 votes

0 answers


2 views

Backported HFP client has no sound during a call

We are trying to back-port HFP client from Android 5.1.1 to 4.2.2. The modified Android is installed on a board, which acts as a headset. We can now dial, accept and end a call, etc., from the board. ...

 android  bluetooth  android-bluetooth  hfp

asked 17 mins ago

 user4640891
1 ● 1





0 votes

0 answers


7 views

Android Base64.decode a string into bitmap return null

I am currently trying to set my imageView with the image I saved in my webservice folder directory via the image directory url I saved in the database table. I have successfully saved the image in ...

 php  android  bitmap  null

asked 18 mins ago

 user3576118
14 ● 1

We've found 1,049 repository results

Sort: Best match ▾

johnkil/**Android-ProgressFragment**

Java ★ 691 📄 231

Implementation of the **fragment** with the ability to display indeterminate progress indicator when you are waiting for the initial data.

Updated 4 days ago

socketqwe/**fragmentargs**

Java ★ 408 📄 27

Annotation Processor for setting arguments in **android fragments**

Updated on 6 Aug

fengdai/**FragmentMaster**

Java ★ 142 📄 33

Helps you easily develop an **Android** application which only navigated by **Fragments**.

Updated on 10 Sep

spengilley/**ActivityFragmentMVP**

Java ★ 198 📄 38

This is an example of interactions between Activity and it's **Fragments** using **Android** Model View Presenter

Updated on 16 Feb

xxv/**android-lifecycle**

★ 1,693 📄 268

A diagram of the **Android** Activity / **Fragment** lifecycle

Updated on 18 Aug 2014