Installing android sdk linux

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Description This is snap version of console sdk manager for Android. For more information about sdkmanager see official google [documentation](ubuntu sdkmanager see officia Example: androidsdk --list - show available packages androidsdk 'platforms; android-29' - install 'platforms; android-29' package I can tell you the steps for installing purely via command line from scratch. I tested it on Ubuntu on 22 Feb 2021. create sdk folder export ANDROID SDK ROOT=/usr/lib/android-sdk sudo mkdir -p \$ANDROID SDK ROOT install openjdk sudo apt-get install openjdk-8-jdk download android sdk Go to Then down to Command line tools only Click on Linux link, accept the agreement and instead of downloading right click and copy link address cd \$ANDROID_SDK_ROOT sudo wget sudo unzip commandlinetools-linux-6858069_latest.zip move folders Rename the unpacked directory from cmdline-tools to tools, and place it under \$ANDROID SDK ROOT/cmdline-tools, so now it should look like: \$ANDROID SDK ROOT/cmdline-tools/latest/bin: \$ANDROID SDK ROOT/cmdline-tools/latest/bin: \$ANDROID SDK ROOT/cmdline-tools/latest/bin: \$ANDROID SDK ROOT/cmdline-tools to tools, and place it under \$ANDROID SDK ROOT/cmdline-tools/latest/bin: \$ANDROID SDK ROOT/cmdline-tools/latest/bin: \$ANDROID SDK ROOT/cmdline-tools to tools, and place it under \$ANDROID SDK ROOT/cmdline-tools to tools, and place it under \$ANDROID SDK ROOT/cmdline-tools/latest/bin: \$ANDROID SDK ROOT/cmdline-to tools/tools/bin This had no effect for me, hence the next step browse to sdkmanager cd \$ANDROID SDK ROOT/cmdline-tools/tools/bin accept licenses yes | sudo sdkmanager --licenses create build Finally, run this inside your project chmod 777 gradlew sudo ./gradlew assembleDebug This creates an APK named -debug.apk at //build/outputs/apk/debug The file is already signed with the debug key and aligned with zipalign, so you can immediately install it on a device. REFERENCES Android SDK packages as some licences have not been accepted error Photo by Glenn Carstens-Peters on UnsplashThe foundation of android SDK'. didn't have any need for a full-fledged Android Studio IDE other than to install SDK(s) and emulator(s). Also I'll be honest, it's a big IDE, till last month I was using a early 2015 macbook air with 128G of storage, so you can guess yourself how precious the space was to me. Also, I like using command line as much as I can, because for me, it's easier than the GUI (debatable, I know, but we all have our preferences). So I looked for a way to install Android SDK and other stuff, without installing the "Android Command-Line Tools. So in this article I would like to show you how you can set it up. Prerequisites For this guide I assume you've already installed the Java JDK of your choice. I'd suggest installing openjdk8, as it is prime choice for Android tools and install OpenJDK from AdoptOpenJDK or your system packager. Moving on, follow the Steps below to setup Android tools and install Android SDK.Step 1 — Download the Command Line ToolsYes, Download, instead of directly installing them, I know this is a drag but just bear with me.Click on this link to visit the download page, then to the Command Line Tools Only section, and Download the zip file according to you operating sytem (preferably Linux OR Mac, If you are using windows, switch your OS). Here is the section you need to visit and click on the tools next to your operating systemNow after you've downloaded the zip file, move it to your operating up the Android Tools (CLI)Now that you've dowloaded the tools zip and moved it to home folder of your system, we can go on ahead on setting them up, so that the CLI is available to you. First we need to move and unzip the tools in android directory we just created android tools. The time this article was written this was the latest zip avaiable (for mac). Now, here's the tricky part which even confused me the first time I setup android tools. The above created android directory will act as our \$ANDROID_HOME so other libraries can access is from the environment variables we're going to add ahead. After unzipping the content, you will get a directory structure should directory structure should ahead. After running the commands above the new directory structure should an even and read of the worry about that. After running the commands above the new directory structure should an even and read of the worry about that. After running the command will probably give you a warning, but you don't need the worry about that. After running the commands above the new directory structure should an even and read of the worry about that. After running the command will probably give you a warning. look like something like this:Step 3 — Adding tools to \$PATH. If you don't have any experience with the environment variable \$PATH, this guide will probably give you a start. directory ~. for a bash terminal it's .bash_profile where as for the newer zsh terminals it's .zshrc.Now before we can add tools to path we have to add \$ANDROID_HOME to the following code at the end of the file:After adding the code save the file, close the terminal window and open a new terminal window (I prefer this way as it makes reloading easier, without extra commands). After you've opened a new terminal window just type the following command and hit return/enter. If you see the following progressbar, your tools have setup successfully: If not you can go through the guide and check if you've followed the steps carefully. If the probrem persists, feel free to drop in a comment. Step 4 — Installing the Android SDKIf you've reached this step, congratulations, the journey ahead is clean and simple. Use the following command to list all the available sdks, platform-tools, build tools, emulator, ndks and what-not. To install the package you want, just copy the package name and install: The basic packages you should install are, platform-tools, platforms; android-29, build-tools; 29.0.2, emulator .This will install all the basic packages you should install are, platform-tools, platforms; android-29, build-tools; 29.0.2, emulator .This will install all the basic packages you should install are, platform-tools, platfor Android Development Environment, without Android Studio. You can use the library you'd like to work with i.e React Native or Flutter etc. Although, the tools are to be installed, the library should suffice for building your basic debug app, but, if any other tools are to be installed. 4. Thanks for Reading. CHEERS! ## Description This is snap version of console sdk manager for Android. For more information about sdkmanager is a command line tool that allows you to view, install packages for the Android SDK. Location of installed components: ~/AndroidSDK Example: androidsdk --list - show available packages androidsdk 'platforms; android-29' - install 'platforms; android-29' - install 'platforms; android-29' package Android is an Operating System for mobile devices developed by Google in 2007, which is built upon a Linux kernel. Android competes with Apple's iOS (for iPhone/iPad), Microsoft's Windows Phone, and many other proprietary mobile OSes. The latest Android supports Phone/Tablet, TV, Wear (watch and glass), Automobile and Internet of things (IoT). Android is based on Linux with a set of native core C/C++ libraries. Android applications are written in Java. However, they run on Android's own Java Virtual Machine, called Dalvik Virtual Machine (DVM) (instead of JDK's JVM) which is optimized to operate on the small and mobile devices. In May 2017, Google announced support for a new Kotlin programming language. As you are familiar with Java, you probably should start in Java (many of the examples out there are written in Java), and then move into Kotlin. Kotlin will not be discussed in this article. The mother site for Android is . For programmers and developers, visit to download the SDK, Android Training, API Guides and API documentation. Installing Android software is probably the most challenging part of this project. It takes times - from 30 minutes to n hours to forever - depending on your luck, your programming knowledge, and your PC. You probably need a fairly decent PC (with 8GB RAM) and 10GB of free disk space to run the Android emulator!!! Running on "actual" Android SDK, you need to install Java Development Kit (JDK). Read "How to install JDK". Ensure that your JDK is at or above 1.8. You can check your JDK version with command "java -version" (compiler) and "android SDK", if any. The installation and many operations take a LONG time to complete. Do NOT stare at your screen or at the ceiling. Browse through the "Android for Development Environment (IDE) (about 1.6 GB), which is an Integrated Development Environment (IDE) (about 5 GB) for development Environment (IDE); and Android Studio (IDE); and Android Studio (IDE) (about 1.6 GB), which is an Integrated Development Environment (IDE) (about 5 GB) for development Environment (IDE) (about 5 GB) fo Reference: "Install Android Studio/SDK @ e.g., For Windows) Check that environment variable JAVA HOME". Otherwise, Follow the steps HERE. Check the system requirements for Android Studio/SDK @ e.g., For Windows 10, 8GB of RAM, 8GB of disk space, and 1280x800 minimum screen resolution. Take note that you should have enough space on C drive. Insufficient space on C drive will take you many days. Goto "Android Studio" (Android Studio" under "Android Studio" under "Android Studio" (Android Studio" under "Android Studio" under "Android Studio" (Android Studio" under "Android Studio" under "Android Studio" under "Android Studio" (Android Studio" under "Android Studio" (Android Studio" under "Android Studio" (Android Studio 2021.x.x.x.windows.exe". Run the downloaded installer = You may watch a short video @ . In "Choose Components", select "Android Studio". In "Choose Start Menu Folder", accept the default "C:\Program Files\Android Studio". In "Choose Start Menu Folder", accept the default "C:\Program Files\Android Studio". In "Choose Start Menu Folder", accept the default "C:\Program Files\Android Studio". In "Choose Start Menu Folder", accept the default "C:\Program Files\Android Studio". In "Choose Start Menu Folder", accept the default "C:\Program Files\Android Studio". In "Choose Start Menu Folder", accept the default "C:\Program Files\Android Studio". 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Launch Android Studio. Continue to Step 2. by default, the "Android Studio", and the "Android Studio", into a folder of your choice \Rightarrow Run "bin\studio64.exe" to launch the Android Studio \Rightarrow It will enter the "setup" for the first launch \Rightarrow "Do not Import Settings" \Rightarrow In "Nelect UI Theme", choose one that you like = In "SDK Components Setup", select "Android Virtual Device (1.05GB) = Take note of the "Android SDK Location" with default of "C:\Users\username\AppData\Local\Android\Sdk" = In "Emulator Settings", use default = In "Verify Settings", check the settings and choose "Finish" = In "Download Components", click "Details" and check that nothing fails = Wait = Wait = Wait = Wait = Wait = Wait = Wait. (For macOS) Check the system requirements @ e.g., macOS 10.14 or higher, 8GB of disk space, and 1280x800 minimum screen resolution. Goto "Android Developers" @ = Click "Download Options" = For Intel processor, choose "Mac (64-bit) Android-studio-2021.x.x.x. mac.dmg (928MiB)"; for Apple M1 ARM processor, choose "Mac (64-bit, ARM) Android Studio-2021.x.x.x-mac_arm.dmg (925MiB)". Launch the downloaded ".dmg" installation file = You may watch a short video @ . Drag and drop Android Studio into the "Applications" folder. Continue to Step 2. The "Android SDK" will be installed in "~/Library/Android/sdk", where ~ denotes your home directory. Note: If you see a warning that says "the package is damaged and should be moved to the trash", goto "System Preferences" = Security & Privacy = under "Allow applications downloaded from" = select "Anywhere". Then run again. Step 2: Installing Android SDK This step takes a long time as you need to download about 3GB of zip data, and expand to 5 GB of disk data, even for the minimum configuration. Note: You can actually copy the SDK from another computer with the same OS. (For Windows and macOS) Launch Android Studio = It will run the "setup" wizard for the first launch. Choose "do not import previous settings", and wait... In "Welcome", choose "next". In "Install Type", choose "Standard" (default). In "Select UI Theme", choose one that you like (or default). In "Verify Settings", take note of the SDK directory (by default). In "Verify Settings", take note of the SDK directory (by default). In "Verify Settings", take note of the SDK directory (by default). In "Verify Settings", take note of the SDK directory (by default). In "Verify Settings", take note of the SDK directory (by default). In "Verify Settings", take note of the SDK directory (by default). C:\Users\xxxxxx\AppData\Local\Android\Sdk JDK Location: C:\Program Files\Android SDK Build-Tools 32 54.1 MB Android SDK Build-Tools 32 55.1 MB Android SDK B 32.1-rc1 52.1 MB Android SDK Platform 32 63 MB Android SDK Platform-Tools 11.9 MB Android SDK Tools 149 MB Intel x86 Emulator Accelerator (HAXM installer) 500 KB SDK Patch Applier v4 1.74 MB In "License Agreement", Accept ALL items = Finish = Wait SDK installed directory. Take note that the "AppData" is a hidden directory. You need to choose "View" = Uncheck "Hidden Items" to see this directory. You can also use "Android Studio" to check the SDK packages installed by selecting "More Actions" (or "Configure" in older versions, or "Tools") = "SDK Manager" = "Android SDK" (sidebar): Under "SDK Platforms" tab: Under "SDK Tools" tab: Android SDK Build Tools 33-rc1 Android SDK Build Tools 33-rc1 Android SDK Build Tools (33.0.0) Intel x86 Emulator Accelerator (HAXM installer) Write your First Android SDK "(sidebar): Under "SDK Tools" tab: Android SDK Build Tools 33-rc1 Android SDK Build Tools 33-rc1 Android SDK Build Tools (33.0.0) Intel x86 Emulator Accelerator (HAXM installer) Write your First Android SDK "(sidebar): Under "SDK Tools" tab: Android SDK Build Tools (33.0.0) Intel x86 Emulator Accelerator (HAXM installer) Write your First Android SDK "(sidebar): Under "SDK Tools" tab: Android SDK Build Tools (33.0.0) Intel x86 Emulator Accelerator (HAXM installer) Write your First Android SDK "(sidebar): Under "SDK Tools" tab: Android SDK Build Tools (33.0.0) Intel x86 Emulator Accelerator (HAXM installer) Write your First Android SDK "(sidebar): Under "SDK Tools" tab: Android SDK "(Tablet" tab = select "Empty Activity" = Next. In "Create a new empty activity" = Next. In "Create a new empty activity" = Set "Name" to "Hello Android" (this will be updated automatically = In "Language", select "Java" = Leave the "Minimum API Level" and the rest to default = Finish. Be patient! It could take a few minutes to set up your first app. Watch the "progress bar" at the bottom status bar and Zzzzzzzz..... If you see "2 processes running", you can click on it to see the details. Once the progress bar indicates completion, a working hello-world app is created by default. Step 2: Setup Emulator (aka Android Virtual Device or AVD) Reference: "Create and manage virtual devices" @ Note: The older versions of Android Virtual Device" or "AVD". To run your Android Virtual Devices (AVD). An AVD emulates a specific mobile device (e.g., your zPone 38 or Taimi Green). In Android studio, select "Tools" = "Device Manager" in earlier versions). Under "Virtual", click "Create Device". In "Choose a device definition" = In "Name", choose "Pixel 2" (or) = Next. In "Select a System Image" = On the default "Recommended", click "Download" = Finish, and wait... In "Verify Configuration" = Finish. If you see "VT-x is disabled in BIOS": Check your BIOS setup. This is machine dependent. Google "Your-PC-brand-and-model enter BIOS setup". For example, for my HP computer = Boot = "ESC" to enter BIOS setup = Advanced = System Options = Check "Virtualization Technology (VTx)" = Save = Exit. Step 3: Run the Android App on Emulator Select the "Run" menu = "Run app" = Wait.... (In older versions, you may need to go "Available Virtual Devices" and select the AVD created earlier). You MAY BE prompted to install Intel HAXM (Hardware Accelerated Execution Manager). Follow the instruction to install HAXM. Be patient! It may take a few MINUTES to fire up the app on the emulator. The status shows "Gradle build running". Once build completes, the emulator will be launched. You first see a blank screen a "Hello, world!" message. If you have problem running on the emulator, I suggest you try to run on an actual Android Phone, if you have one. Goto next step. In the "HOME" button of the emulator = In the app menu, search for "Hello Android" app that we have just installed. DO NOT CLOSE THE EMULATOR, as it really takes a long time to start... + and wait ... Cannot find "AVD manager" in the "Tool" menu = "Invalidate Caches / Restart..." = and wait ... Cannot find "AVD manager" in the "Tool" menu You have missing packages. You should have a window with Gradle alert with a link which you can click and you will see a window with a prompt to downloaded the "ADV manager" should be enabled. If you get an error message "Fail to find target with hash string 'android-26'". Either click the link "Install missing platform(s) and sync project" to install API-26 (another GB download!); or Under "Gradle Scripts" = Open "build.gradle (Module: app)" = Change "compileSdkVersion" and "targetSdkVersion" from 26 to 27 (we have installed API-27) and "com.android.support:appcompat-v7:26.x.x" to "27.0.0". If you get an error message "Re-download"); or Under "Gradle Scripts" = Open "build.gradle (Module: app)" = Change "compileSdkVersion" and "targetSdkVersion" from 26 to 27 (we have installed API-27) and "com.android.support:appcompat-v7:26.x.x" to "27.0.0". If you get an error message "Re-download"); or Under "Gradle Scripts" = Open "build.gradle (Module: app)" = Change "compileSdkVersion" from 26 to 27 (we have installed API-27) and "com.android.support:appcompat-v7:26.x.x" to "27.0.0". 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If the message appears again: (Windows) Goto "C:\Users\username\.gradle\wrapper\dists" and delete "gradle-x.x-all". Take note the ".gradle\wrapper\dists" and delete "gradle-x.x-all". x.x-all". Take note the ".gradle" is a hidden directory and you need to enable viewing of hidden directory. Restart Android Studio. This error is due to poor network condition, resulted in corrupted download. If you encountered error "Emulator: ERROR: x86 emulation currently requires hardware acceleration", Read ", (6), and (7). If you encountered error "Emulator: ERROR: x86 emulation currently requires hardware acceleration", Read ", (6), and (7). If you encountered error "Emulator: ERROR: x86 emulation currently requires hardware acceleration", Read ", (6), and (7). error "HAX is not working..." > Open "SDK Manager" > SDK Tools > Check if "Intel x86 Emulator Accelerator (HAXM Installer)" is installed > Goto SDK Location (by default, "C:\Users\your-username\AppData\Local\Android\Sdk\extras\intel\Hardware_Accelerated_Execution_Manager" for Windows or "~/Library/Android/sdk/extras/intel/Hardware Accelerated Execution Manager" for macOS) = run "intelhaxm-android.exe" to install HAXM = Be patient! The installer may take a while to launch = Follow the screen instructions to complete the setup. Take note that: (a) In Windows, the "AppData" directory is hidden. You need to unhide via "File Explorer" = "View" menu = Uncheck "Hidden Items. (b) In macOS, the "Library" folder is hidden. You can unhide via "Finder" = Go = Home = Settings = Show View Option. If the problem persists, remove and then re-install. If you encountered error "Intel virtualization technology (VT-x) is not turned on" = Check your BIOS setting to ensure that "Intel virtualization technology" is enabled. Shutdown and re-boot your PC to enter the BIOS setup. This is machine dependent. Google "Your-PC-brand-and-model enter BIOS setup". If "Intel virtualization technology" is already enabled, this error is probably caused by your antivirus software. Disable your antivirus for this session and rerun. See . If you have problem creating AVD via "AVD Manager" (On macOS having error "Studio quit unexpectedly"), open the AVD manager via command line as follows: cd ~/Library/Android/sdk/tools ./android avd cd C:\Users\your-username\AppData\Local\Android\sdk\tools and roid avd cd C: loading state for instance 0x0 of device 'goldfish pipe'", installed a newer version of HAXM @ "C:\Users\username\AppData\Local\Android\Sdk\extras\intel\Hardware Accelerated Execution Manager\intelhaxm-android.exe". Step 4: Run the App on Real Android Android Android Phones Reference: "Run on Real Device" @ . To run the Android app on a REAL device (Android Phone or Tablet): Connect the real device to your computer. If not, goto to Install OEM USB Drivers. If you device is not certified there, good luck! It took me many hours to find a compatible driver for my cheap un-brand Tablet. Enable "USB Drivers. If you device is not certified there, good luck! It took me many hours to find a compatible driver for my cheap un-brand Tablet. Enable "USB Drivers. If you device is not certified there, good luck! It took me many hours to find a compatible driver for my cheap un-brand Tablet. mode on your real device: (On Android 4.2/5.0 and newer) Need to enable "Developer options" = About Phone = Software Information (if there is one) = Tap "Build number" seven (7) times until "Developer options" = About Phone = Software Information (if there is one) = Tap "Build number" seven (7) times until "Developer options" = About Phone = Software Information (if there is one) = Tap "Build number" seven (7) times until "Developer options" = About Phone = Software Information (if there is one) = Tap "Build number" seven (7) times until "Developer options" = About Phone = Software Information (if there is one) = Tap "Build number" seven (7) times until "Developer options" = About Phone = Software Information (if there is one) = Tap "Build number" seven (7) times until "Developer options" = About Phone = Software Information (if there is one) = Tap "Build number" seven (7) times until "Developer options" = About Phone = Software Information (if there is one) = Tap "Build number" seven (7) times until "Developer options" = About Phone = Software Information (if there is one) = Tap "Build number" seven (7) times until "Developer options" = About Phone = Software Information (if there is one) = Tap "Build number" seven (7) times until "Developer options" = About Phone = Software Information (if there is one) = About Phone = Software Information (if there is one) = About Phone = Software Information (if there is one) = About Phone = Software Information (if there is one) = About Phone = Software Information (if there is one) = About Phone = Software Information (if there is one) = About Phone = Software Information (if there is one) = About Phone = About Pho debugging". (On Android 4.0) From "Settings" = "Development" = Check "USB Debugging". This allows Android SDK to transfer data between your computer and your device. Also enable "Unknown source" from "Applications". This allows applications from unknown sources to be installed on the device. You shall see the message "USB Debugging") when you plugs the USB debugging") when you plugs the USB debugging") when you plugs the USB debugging Connected" (or "Allow USB debugging") when you plugs the USB debugging Connected" (or "Allow USB debugging") when you plugs the USB debugging Connected" (or "Allow USB debugging") when you plugs the USB debugging Connected" (or "Allow USB debugging") when you plugs the USB debugging Connected" (or "Allow USB debugging") when you plugs the USB debugging Connected" (or "Allow USB debugging") when you plugs the USB debugging Connected" (or "Allow USB debugging") when you plugs the USB debugging Connected" (or "Allow USB debugging") when you plugs the USB debugging Connected" (or "Allow USB debugging") when you plugs the USB debugging Connected" (or "Allow USB debugging") when you plugs the USB debugging Connected" (or "Allow USB debugging") when you plugs the USB debugging Connected" (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debugging") when you plugs the USB debugging (or "Allow USB debuggin check!) From Android Studio, select "Run" menu = "Run app" = Your device shall be listed under "Choose a running device" = OK = "Hello-world" will appear on your phone. In your phone. In your phone's app menu, look for the "Hello Android" app that we have just installed. Deleting a Project To delete a project, select "File" = "Close Project" ⇒ On the "Recent Projects" ⇒ Hover over the project to remove the project from Android Studio ⇒ You can then delete the project from Android Studio ⇒ You can the project from Android Studio Stud generates the Java code for you. Let's begin with writing Java codes (because you have learned Java). We shall continue from the "Hello Android" project created earlier. MainActivity.java Expand the "app" node (by clicking on the triangle). Expand the "giva" node. Expand the "giva" node. (which actually has already been opened). REPLACE the onCreate() method as follows and add the import statement. Do not touch the rest of the codes, if any. package; import android.widget.TextView; public class MainActivity extends { @Override protected void onCreate(Bundle savedInstanceState) { super.onCreate(savedInstanceState); TextView textView]; } } Run the application, Activity & View An Android application could have one or more Activity, which usually has a screen, is a single, focused thing that the user can interact with the application (hence called activity). The MainActivity extends the android.app.Activity class (or android.app.Activity class (or android.app.Activity in the later version), and overrides the onCreate() method. The onCreate() is a call-back method, which is called back by the Android system when the activity is launched. A View is a UI component (or widget, or control). We construct a TextView (which is a subclass View for showing a text message), and set its text. We then set the content-view of the MainActivity screen to this TextView. Android Application Descriptor File "Android Manifest.xml" Each Android application has a manifest file named Android Manifest.xml under "app" = "manifests". It describes the Android application, with an activity called MainActivity, has the following manifest (generated automatically by the Android SDK when the project was built): The XML declares a TextView (text field) that holds a text string "Hello World!". The TextView component has width and height big enough to hold its content"). Step 3: Defining String References and Values in XML File "res\values\string.xml" Instead of hardcoding the Hello-World string directly inside the TextView (as in the above XML file) we shall use a string reference (or variable) for better flexibility. Expand res/values node. Open string.xml defines 2 variables/values: A string variable "app name" contains the application's name, that you entered when you created the project. A string variable "hello" contains the value of "Hello world from XML!". Now, modify the "activity main.xml" to use the string variable "hello", in the format "@string/hello", as follows: Step 4: Program the Activity.java" Next, check the "MainActivity.java" (under app/java/com.example.helloandroidxml), as follows: package; import; public class MainActivity extends { @Override protected void onCreate(Bundle savedInstanceState); setContentView(R.layout.activity main); } The "MainActivity main", which is mapped to the XML layout file "res\layout.activity main", which is mapped to the XML layout.activity main.xml" that we have modified earlier. Step 5: Run the App Run the application. You shall see the new string "Hello, from XML!" displayed. Uninstall Android Studio"; or remove the ZIP

installed files. Delete: C:\Users\username\AppData\Local\AndroidStudioProjects (these are the Android projects written by you) (For macOS) [TODO] REFERENCES & RESOURCES Latest version tested: Android 12 (S), Android Studio 2021 Last modified: March, 2022

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