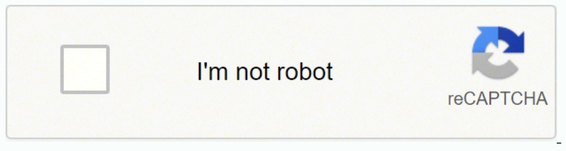

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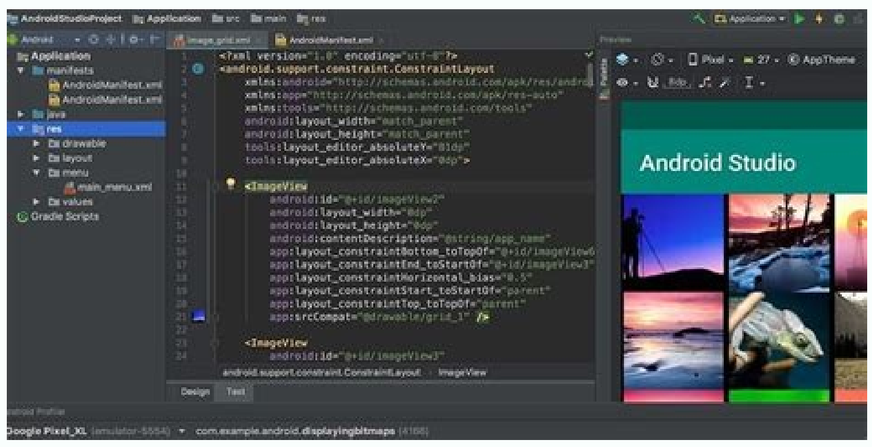

Worldwide Quarterly Smartphone Top 5 Company Shipments, 2019Q1 and 2018Q1 (Shipments in millions)

Company	1Q19 Shipment Volumes	1Q19 Market Share	1Q18 Shipment Volumes	1Q18 Market Share	Year-Over-Year Change
1. Samsung	71.9	23.1%	78.2	23.5%	-8.1%
2. Huawei	59.1	19.0%	39.3	11.8%	50.3%
3. Apple	36.4	11.7%	52.2	15.7%	-30.2%
4. Xiaomi	25.0	8.0%	27.8	8.4%	-10.2%
5. vivo*	23.2	7.5%	18.7	5.6%	24.0%
5. OPPO*	23.1	7.4%	24.6	7.4%	-6.0%
Others	72.1	23.2%	91.9	27.6%	-21.5%
Total	**310.8**	**100.0%**	**332.7**	**100.0%**	**-6.6%**

Source: IDC Quarterly Mobile Phone Tracker, April 30, 2019

The only other thing you'll need is the Java Development Kit, which you can download here. However, one of the biggest challenges for Android devs is fragmentation. Build an App in Android Studio using Static Files 3. Build a Simple App in Android Studio with Java 2. For every level of Guided Project, your instructor will walk you through step-by-step.Can I complete this Guided Project right through my web browser, instead of installing special software?Yes, everything you need to complete your Guided Project will be available in a cloud desktop that is available in your browser.What is the learning experience like with Guided Projects?You'll learn by doing through completing tasks in a split-screen environment directly in your browser. It never ends.While this might all sound like a headache, Google is taking huge strides to keep making these processes as simple and easy as possible. If a variable isn't being used for instance, it will be highlighted grey. Starting a new project Once Android Studio is up and running, you'll want to dive in and create a new project. · Connect those elements to the relevant widgets in our user interface.Task 5: Give Widgets Functionality using Java· Fill in our methods with the actions we want to take place within our app based on what the user does. Task 6: Build APK file and Test App using Appetize.io· Build an APK file for our app. Simply right click on the relevant directory and then choose 'New' and then whatever it is you want to add. To do this, navigate to Tools > Android > AVD Manager.You'll then choose your hardware and choose the Android platform you want it to run. Things only get more complicated once you need to interact with some of these other elements.For instance, you might notice that Android Studio mentions 'Gradle' occasionally. You're free to start a new project with no activity (in which case, you would choose 'Add No Activity') but you'll almost always want one, so it's easier to let Android Studio set you up with something resembling a blank app template to begin with.Often you'll choose a 'Basic Activity', which is the default look and feel for a new Android App. This code is the file called activity_main.xml. Think of this as an extension to the Java code that allows it to run smoothly on Android devices and take advantage of the native hardware. I remember my first time using Android Studio (well, Eclipse) was rather daunting compared with the programming experience I'd had previously. At the same time, Android Studio will give you access to the Android SDK or 'Software Development Kit'. Android Studio exposes that fact, making it hard to know where to start!The main 'code' will be the Java file that has the same name as your activity. This is essentially an emulator that you can use to mimic the look and performance of any other Android device, setting such things as screen size, power and Android version.To use the virtual device though, you first need to build one by downloading the required components and setting the specifications as you want them. I can't get it to run on the Surface Pro 3 for example but on my MSI GT72VR 6RE it can run in accelerated mode which is pretty speedy. The main window on the right of the screen will let you view individual scripts and files, while the tabs along the top here let you switch between what's open at any given time. Mobile and Web Development788 ratingsOffered ByIn this Guided Project, you will:120 minutesBeginnerNo download neededSplit-screen videoEnglishDesktop onlyIn this beginner project we will give you an introduction to using Android Studio and will facilitate you gaining the confidence and knowledge to begin your journey in the world of Android Development. You'll also be able to choose your app's name at this point, the minimum Android SDK you want to support and the package name. Projects in Series 1: 1. This tutorial would have been much more confusing a few years ago, even just the set-up stage! And a lot of it you won't need to worry about until you need it (which may be never, depending on what you're building). Build an App in Android Studio using onTouch 5. XML is a markup language that defines the layout of a document – much like HTML which is used for creating websites. There are multiple ways to approach Android Development but by far the most official and powerful is to use Android Studio. Android Studio is simply where you will write, edit and save your projects and the files that comprise said projects. Make sure to filter the types of messages you want to see here.You can also switch to the monitors tab and see useful information such as the CPU usage etc. By the end of this course you will have built an app in Android Studio using Java and will have uploaded your APK to Appetize. It essentially saves you a ton of time versus blindly trying to guess what went wrong. In the Design view, you'll be able to add, remove and drag individual elements around the screen and see how they will look. This will give you the file you'll need to upload to Google Play and which will contain all of the various files, resources and more.You'll be prompted to create or enter a Key store. This is a kind of 'certificate of authenticity' that proves the APK you're uploading is the app you're saying it is. Debugging, virtual devices and the SDK manager Once you're ready to test your app, you have two options. This is a 'build automation tool' which essentially helps Android Studio to turn all those different files into one single APK. This is faster than ever right now thanks to the Instant Run feature.While your app is running, you'll be able to get live reports through the 'logcat' tab in the Android Monitor, found in the lower half of the screen. Remember: Android Studio is only really your window into Java! Note: Android Studio and the SDK are rather large, so make sure you have some space free on your C:\ drive before you get started.Follow the simple instructions during installation and it should also set you up with an Android platform that you will be able to develop with as well. Build a Linear Layout App in Android Studio 4. Download it here and you'll get not only Android Studio but also the Android SDK, the SDK manager and more. We will also cover using AVD Manager to create virtual devices that could be used to test applications in Android Studio. Build an App in Android Studio using ActivitiesSkills you will developAndroid StudioJavaAndroidIn a video that plays in a split-screen with your work area, your instructor will walk you through these steps:Task 1: Introduction and Android Studio Project Creation· Introduction to the course.· Creation of a new project in Android Studio. To do so, you can use the "File Browser" feature while you are accessing your cloud desktop.What is the refund policy?Guided Projects are not eligible for refunds. Read Next: Java tutorial for beginnersAndroid Studio was first announced at a Google I/O conference in 2013 and was released to the general public in 2014 after various beta versions. There are normally going to be two of these Gradle build files, one for the whole project and one for the 'module' (the app). If you choose 'Basic Activity' instead of 'Empty Activity' for example, then you would have an activity_main.xml that would set the position of the FAB and other UI elements and content_main.xml which would house the content you wanted to add to the middle of the screen. You might eventually add 'views' (elements like buttons, text boxes and lists) and some of these could also feature their own XML layouts! Finding your way around As you can see then, an Android app actually consists of multiple files and it's Android Studio's duty to keep these all in one place for you. It's unlikely you'd ever want to develop for Android without some kind of Android device in your possession. Google has made this easy by building support right into the IDE itself. Java is needed to write the programs, the Android SDK is needed to make those programs run on Android and Android Studio has the job of putting it all together for you. Just choose Tools > Firebase and then you can begin setting up cloud functionality. Take it one step at a time and you'll find that Android Studio is actually a remarkable and very useful tool. You will learn how to test your app on the Appetize platform. Note that the AppData folder that Android Studio has selected here is a hidden folder in Windows. Build a Relative Layout App in Android Studio 5. You can do this by launching Android Studio and then selecting New Project, or you can choose File > New > New Project at any time from the IDE itself.You'll then have the opportunity to choose from a number of different types of activity. Just to make things a little more complicated though, you can actually use any XML file to define the layout of any Java script (called a class). I'll try and keep everything and easy as possible and hopefully this will serve as the first step on your journey to Android Development. This is set right at the top of your Java code, with the line:CodesetContentView(R.layout.activity_main); This is simply telling Android Studio that this script is going to have its layout set by activity_main.xml. The latest version at the time of writing is Android Studio 3.3, and new concepts to wrap your head around include instant apps and app bundles. In the Text view, you can make changes to the XML code directly by adding and editing lines. You should be able to leave Gradle to do its thing most of the time, but you will occasionally need to jump into the build.gradle files if you want to add a new 'dependency' allowing advanced features for your app. Then there's the Android NDK (Native Development Kit) for developing in C/C++. In here, you'll also be able to find additional resources such as the Google Glass Development Kit or the Android Repository which provides you with additional functionality to use in your app.Simply tick the checkbox next to whatever you want to download and then click 'OK'. You can do this through the SDK manager, which you'll find by selecting Tools > SDK Manager. The programming language you will be using is either Java or Kotlin. At the same time, Android Studio also enables you to run your code, either through an emulator or through a piece of hardware connected to your machine. In some cases, this will be the entire app or in others, your app might transition from one screen to the next. You might find that it's just a matter of having forgotten permissions or something else that's easy to fix. These let you switch between the 'Text' view and the 'Design' view. Visit the Learner Help Center. Android Studio will also alert you from time to time when it's time to update the IDE itself, or any of these elements. It's not really 'programming' but it is a kind of code.So, if you wanted to create a new button, you would do so by editing activity_main.xml and if you wanted to describe what happens when someone clicks on that button, you would probably put that in MainActivity.Java. The Android Device Monitor takes this monitoring a step further and lets you monitor everything at once, complete with handy UI. On the right side of the screen, you'll watch an instructor walk you through the project, step-by-step.More questions? Note however that you're going to need some fairly decent specs to run the virtual device. Be sure to tick the checkbox to tell the installer that you want the Android SDK as well and make a note of where Android Studio itself and the SDK are being installed. Double click on MainActivity.Java (assuming you are using Java) and it will come to the fore in the window on the right.When you are editing XML files, you might notice two tabs down the bottom. If you choose Java, this will be installed separately on your machine. If you've got the hardware, it's a viable way to run some apps on a Windows PC! If you want to target a specific version of Android, or if you want to create a virtual device running a specific version, then you are going to need to download the necessary platform and SDK tools. If the Android version you want to run hasn't been downloaded yet, then the option will be presented next to it.Once you have set up some devices to use, you'll then be able to select one of these when you run your app and debug just the same as you would on a physical device. This will include a menu in the top right corner, as well as a FAB button – Floating Action Button – which is a design choice that Google is trying to encourage. Guided Project instructors are subject matter experts who have experience in the skill, tool or domain of their project and are passionate about sharing their knowledge to impact millions of learners around the world.Can I download the work from my Guided Project after I complete it?You can download and keep any of your created files from the Guided Project. Build an App in Android Studio using Read - Write 4. Task 2: SDK Manager and AVD Manager· Download software development kits using SDK Manager· Create virtual device with AVD ManagerTask 3: Create a user interface· Create a user interface with text and three buttons using xml and drag & drop.Task 4: Activate Widgets using Java· Create the Java elements necessary for our widgets. You can also open up the directory of your project by right clicking and choosing 'Show in Explorer'. To me, programming meant typing in a single script and then running that script. Its job is to define crucial facts about your app, such as which activities will be included, the name of the app as it will be seen by users, the app's permissions etc.You can create additional Java classes, XML files or entire activities at any point in order to add more functionality to your app. Build an App in Android Studio using Resources 2. It offers live hints while you're coding for example and will often suggest necessary changes that can fix errors or make your code more efficient. The package name is the final file name that the app will have when you upload it to the Play Store – a combination of the app's name, along with the name of the developer. Everything in the resources folder needs to be lower case, which is why underscore is used a lot to separate file names into readable titles in the absence of camel case.'Values' is also a useful folder to rummage around in. Then there are the new components introduced as part of Android Jetpack, such as the Navigation Architecture Component and Slices. This is short for 'resources' and that includes 'drawables' (images you will place in your app) as well as 'layout' which is where your XML files go. Likewise, you may find yourself needing to use GitHub, which lets you backup your apps online and handles version control for streamlined collaboration. Android Development is rather different though and involves lots of different files and resources that need to be structured in a specific way. The Text view has a Preview window as well though for visualizing what you're creating – as long as your monitor is wide enough! More types of files Another useful folder is the 'res' folder. This contains more XML files that hold the values of variables – things like app names and color values.The AndroidManifest.xml is another very important file, found in the 'manifests' folder. Make sure to keep-up-to-date! Creating signed APKs Finally, once you're done testing your app and you're ready to release it into the great wide world, you'll want to select Build > Generate Signed APK. Those of you with no prior experience in coding may still be wondering precisely what Android Studio's role is when it comes to development... what is an IDE anyway?As an IDE then, Android Studio's job is to provide the interface for you to create your apps and to handle much of the complicated file-management behind the scenes. In other words: it's not good enough that your app works on your device, it also needs to work on 10″ and 15″ devices. By default, this is MainActivity.Java but you may have changed that when you first set up the project. This is handy if you want to edit an image for example. On the left side of the screen, you'll complete the task in your workspace. so that you can more quickly solve the problem. That means you'll need to select 'Show Hidden Folders' if you want to browse to it using the explorer. Android Studio makes life significantly easier compared with non-specialist software, but is still has a little way to go before it can claim to be a completely intuitive and smooth experience. Build a Table Layout App in Android Studio Projects in Series 2: 1. For complete beginners, there is an awful lot to learn here and much of the information available – even through official channels – is either out of date or too dense to make head or tails of.In this post, we'll explain what Android Studio does in a little more detail and go over the basic functionality that you need to get started. Build a Persistent Storage App in Android Studio 3. Your Java files are housed under java and then the package name of your app. Just plug it in via USB, make sure you've allowed USB debugging and installations from unknown sources in your phone's settings and then hit the green play button at the top, or 'Run > Run App'.You'll see a message telling you that Gradle build is running (i.e. your code is being made into a full app) and then it should spring to life on your device. See our full refund policy.Is financial aid available?Financial aid is not available for Guided Projects.Can I audit a Guided Project and watch the video portion for free?Auditing is not available for Guided Projects.How much experience do I need to do this Guided Project?At the top of the page, you can press on the experience level for this Guided Project to view any knowledge prerequisites. An 'Empty Activity' is the same thing but without the added chrome.Pick the option that best suits the app you have in mind to build and this will impact on the kind of files you are presented with when you first start things up. This is the official IDE (Integrated Development Environment) for the Android platform, developed by Google and used to make the majority of the apps that you probably use on a daily basis. The best strategy is to get stuck in with a simple app project and to only learn the more advanced features as you need them. · Upload the APK file to Appetize.io.· Test App on Appetize.ioYour workspace is a cloud desktop right in your browser, no download requiredIn a split-screen video, your instructor guides you step-by-stepInstructor rating 4.39/5 (72 Ratings)View all reviewsWhat will I get if I purchase a Guided Project?By purchasing a Guided Project, you'll get everything you need to complete the Guided Project including access to a cloud desktop workspace through your web browser that contains the files and software you need to get started, plus step-by-step video instruction from a subject matter expert.Are Guided Projects available on desktop and mobile?Because your workspace contains a cloud desktop that is sized for a laptop or desktop computer, Guided Projects are not available on your mobile device.Who are the instructors for Guided Projects? These are the defaults that it selected for my installation:Pick a directory for the SDK that has no spaces in it. Should something go wrong causing your app to crash or become unresponsive, then red text will appear and this will give you a description of the problem. What are all these files? For those wondering, you can treat this just like any other emulator and even access the Play Store to download your apps. And if you start typing a line of code, Android Studio will provide a list of auto-complete suggestions to help you finish it; great if you can't quite remember the correct syntax or you just want to save some time! I want to develop Android apps — What languages should I learn?Android Development Setting up Android Studio is fairly straightforward and is easier than ever thanks to nearly everything being bundled into one installer. This prevents someone from hacking your Google Play account and then uploading a malicious APK as an 'update' to your app! You'll need to keep this file safe, as once it's lost, there's no way to update your app again! Choose 'release' as your build type if you want to make this something that you can release and then click 'finish'. Android StudioApp development The journey is only beginning… You might think that's a lot to take on board, but actually we're only just scratching the surface of what you can do with Android Studio, and you'll need to get to grips with a lot more as you take on more ambitious projects.For example, if you want to make cloud-enabled apps, then you'll need to start getting to grips with Firebase. You'll then also be able to 'debug' the program as it runs and get feedback explaining crashes etc. A new empty activity, I love the smell of possibility in the morning!If you want to open something new, then you'll be able to do that through the file hierarchy on the left. One is to run it on your physical device and the other is to create a virtual device (emulator) to test it on.Running it on your device is simple. Of course you'll also need to get familiar with Java and/or Kotlin f you're going to do anything useful at all! You'll also need to learn to use external libraries.Google is also updating Android Studio all the time, and bringing new features and functionality to the platform which can be challenging to keep up with. Sometimes, if things stop working, you can choose Build > Clean Project and this will essentially reaffirm where all the files are and what their roles are. This also means that you could theoretically use the same XML file to set layouts for two different Java classes.And in some cases, you'll actually have more than one XML file describing different aspects of your activity's layout. And it needs to work on devices that are running older versions of Android or that are very underpowered.This is where the 'Android Virtual Device' comes in. Activities are effectively 'screens' in an app. This is where you will enter your Java script and where you'll define the behavior of your apps.However, the actual layout of your app is handled in another piece of code entirely. In this app you will build buttons, a TextView, an EditText, and dialog boxes. Meet Gradle Android Studio tries to keep things nice and simple for users by providing all of the necessary tools and features in one place. Here you'll find all the folders and the folders inside them. Prior to its release, Android development was handled predominantly through Eclipse IDE, which is a more generic Java IDE that also supports numerous other programming languages.Android Studio makes life significantly easier compared with non-specialist software, but is still has a little way to go before it can claim to be a completely intuitive and smooth experience. Google has done a lot of work to make Android Studio as

powerful and helpful as possible.

Android Studio Projects. Multi Service App With Customer App, Driver App, Merchant App and PHP Admin Panel Android Studio. Project: Multi Service App With Customer App, Driver .. Complete Online Restaurant Waiter Ordering System ... Android Projects – Be so good that recruiters can’t afford to ignore. In today’s article, we’ll see a total of 230 android project ideas. The article aims to encourage beginners for App development and create some awesome android projects. This will help them learn, practice, and understand Android development right from the basics. If you are using Android Studio 4.2.0 and have upgraded to Kotlin plugin 1.5.0, then new Kotlin projects created by Studio will fail to build due to the following Gradle sync error: Could not find org.jetbrains.kotlin:kotlin-gradle-plugin:1.5.0-release-764. AnteenaPod Android Sample Projects with Source Code in Android Studio is a podcast manager app for Android Studio built using Java programming language. If you are planning to learn how to stream Audio or play and download music, then this is the best android sample project with source code to learn from. Food Ordering Android Project (Online Food Ordering Android Project) Food Ordering System is an Android Web API based project. So for ruuning and configuring this Food Ordering System Android Project in your system you must have android studio. This is an API driven Projects where all the data items are coming from database using API. Android Studio is the official integrated development environment (IDE) for Google's Android operating system, built on JetBrains' IntelliJ IDEA software and designed specifically for Android development. It is available for download on Windows, macOS and Linux based operating systems or as a subscription-based service in 2020. It is a replacement for the Eclipse Android ... Android Studio. Android Studio is the official Integrated Development Environment (IDE) for android application development. Android Studio provides more features that enhance our productivity while building Android apps. Android Studio was announced on 16th May 2013 at the Google I/O conference as an official IDE for Android app development. Nov 11, 2017 · Android Studio is simply where you will write, edit and save your projects and the files that comprise said projects. At the same time, Android Studio will give you access to the Android SDK or ... QuizApp is an android based application, and enables the user to undertake a series of questions on Java language. The app is user friendly, and the user shall find it extremely easy to answer the multiple-choice questions. Dec 21, 2021 · A project in Android Studio contains everything that defines your workspace for an app, from source code and assets, to test code and build configurations. When you start a new project, Android Studio creates the necessary structure for all your files and makes them visible in the Project window on the left side of the IDE (click View > Tool Windows > Project).

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