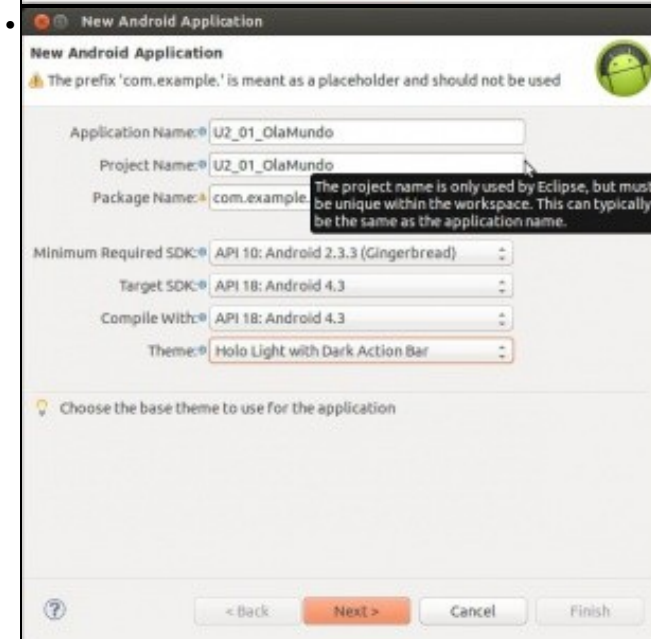
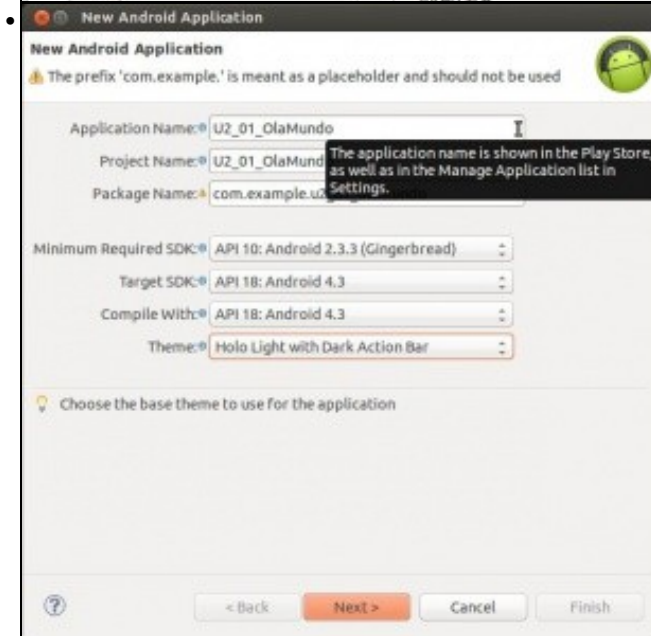
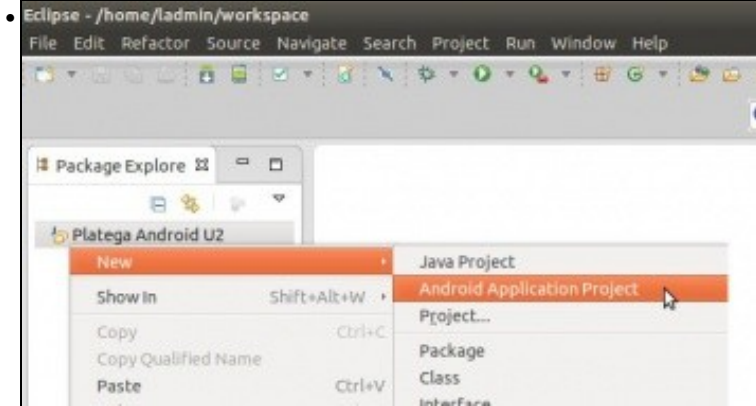


# Ola Mundo

- Ola Mundo



**New Android Application**

The prefix 'com.example.' is meant as a placeholder and should not be used

Application Name: U2\_01\_OlaMundo

Project Name: U2\_01\_OlaMundo

Package Name: com.example.u2\_01\_olamundo

Minimum Required SDK: API

Target SDK: API

Compile With: API

Theme: Holo

The package name must be a unique identifier for your application. It is typically not shown to users, but it *must* stay the same for the lifetime of your application; it is how multiple versions of the same application are considered the "same app". This is typically the reverse domain name of your organization plus one or more application identifiers, and it must be a valid Java package name.

Choose the base theme to use for the application

< Back Next > Cancel Finish

**New Android Application**

The prefix 'com.example.' is meant as a placeholder and should not be used

Application Name: U2\_01\_OlaMundo

Project Name: U2\_01\_OlaMundo

Package Name: com.example.u2\_01\_olamundo

Minimum Required SDK: API 10: Android 2.3.3 (Gingerbread)

Target SDK: API

Compile With: API

Theme: Holo Light with Dark Action Bar

Choose the lowest version of Android that your application will support. Lower API levels target more devices, but means fewer features are available. By targeting API 8 and later, you reach approximately 95% of the market.

Choose the base theme to use for the application

< Back Next > Cancel Finish

**New Android Application**

The prefix 'com.example.' is meant as a placeholder and should not be used

Application Name: U2\_01\_OlaMundo

Project Name: U2\_01\_OlaMundo

Package Name: com.example.u2\_01\_olamundo

Minimum Required SDK: API 10: Android 2.3.3 (Gingerbread)

Target SDK: API 18: Android 4.3

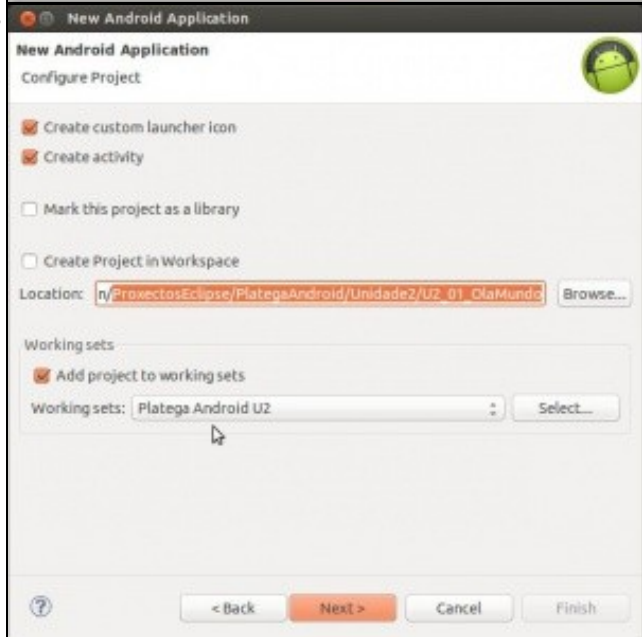
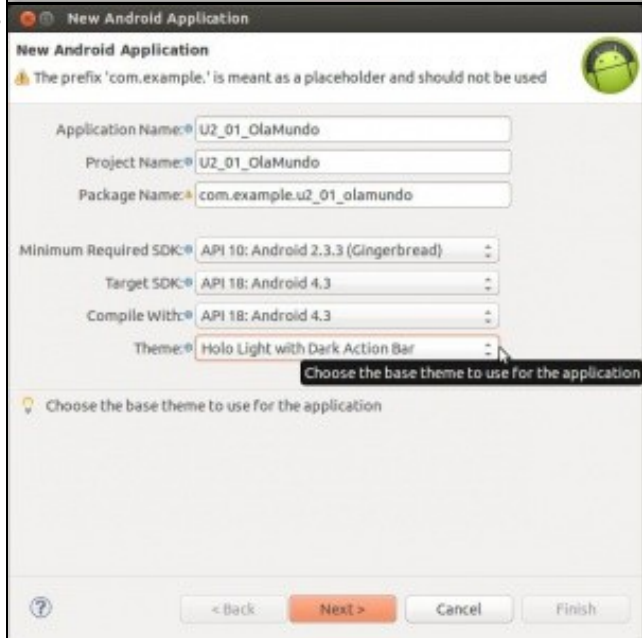
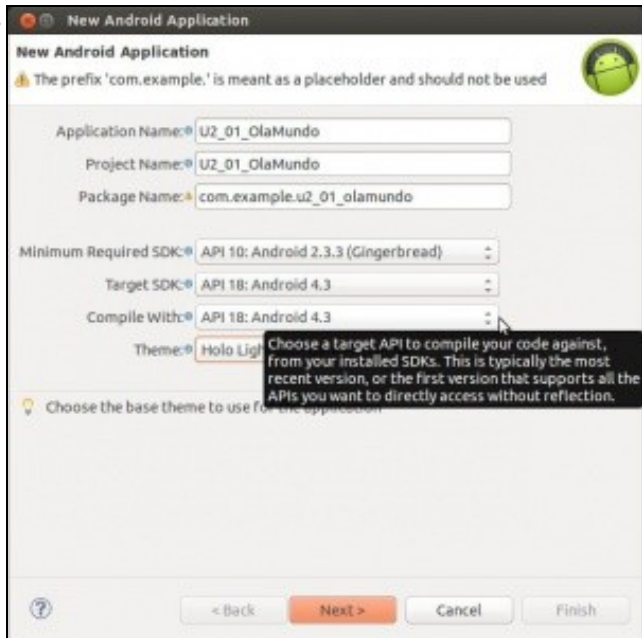
Compile With: API 18

Theme: Holo Light

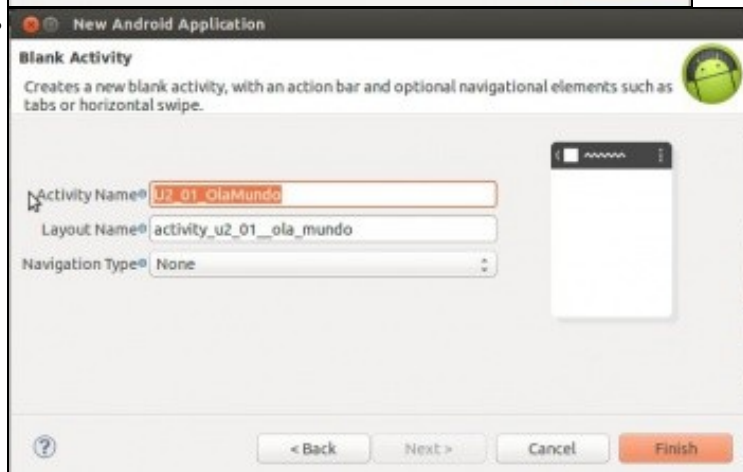
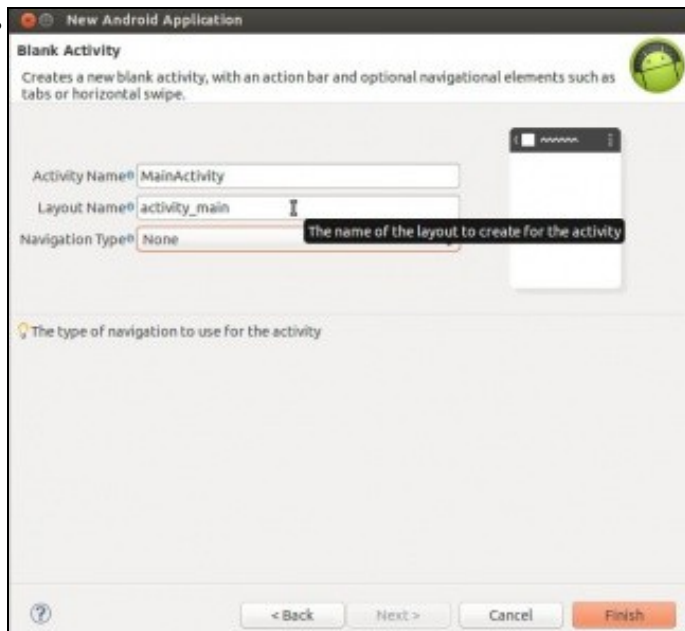
Choose the highest API level that the application is known to work with. This attribute informs the system that you have tested against the target version and the system should not enable any compatibility behaviors to maintain your app's forward-compatibility with the target version. The application is still able to run on older versions (down to minSdkVersion). Your application may look dated if you are not targeting the current version.

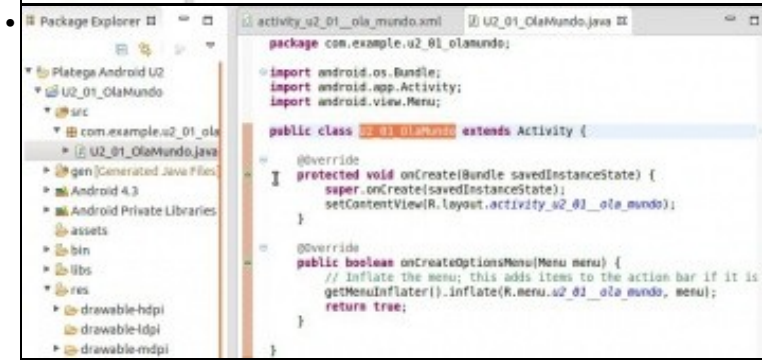
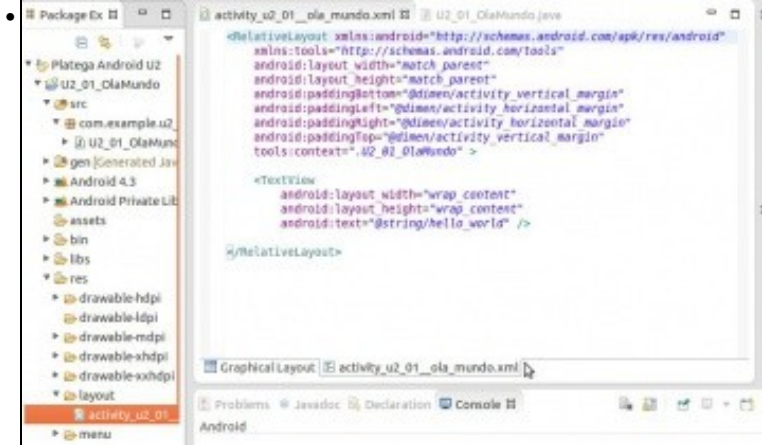
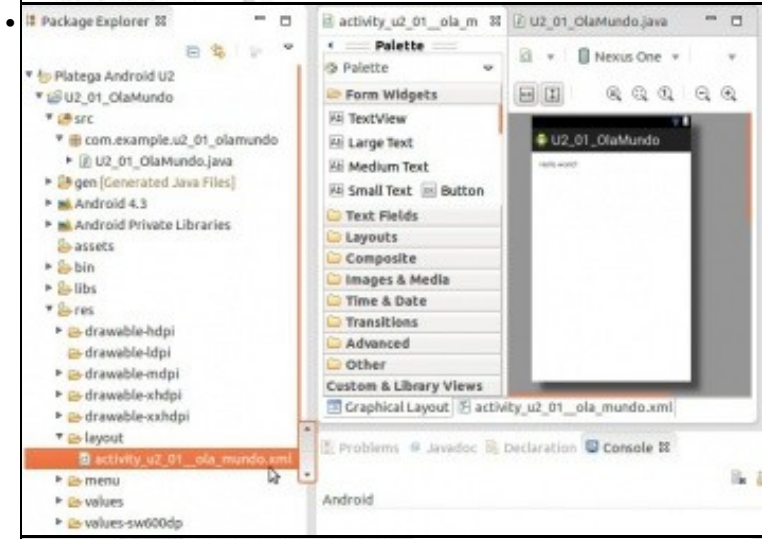
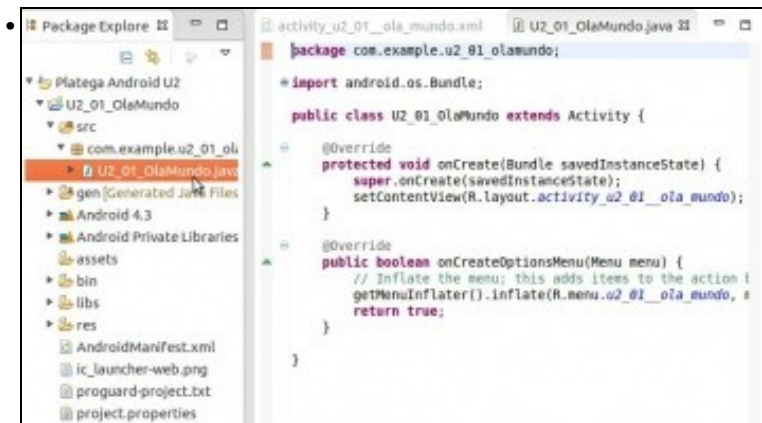
Choose the base theme to use for the application

< Back Next > Cancel Finish







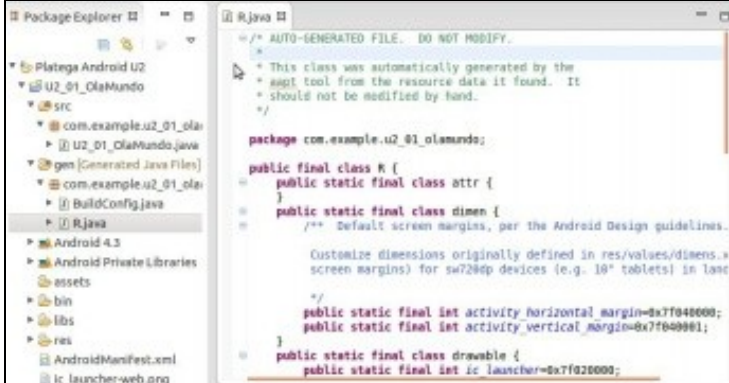


```

public class U2_01_OlaMundo extends Activity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_u2_01_ola_mundo);
    }
}

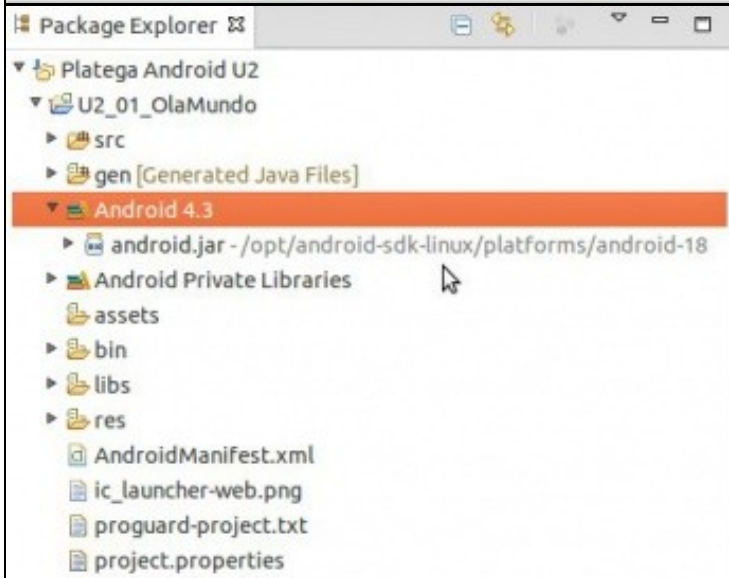
```



```

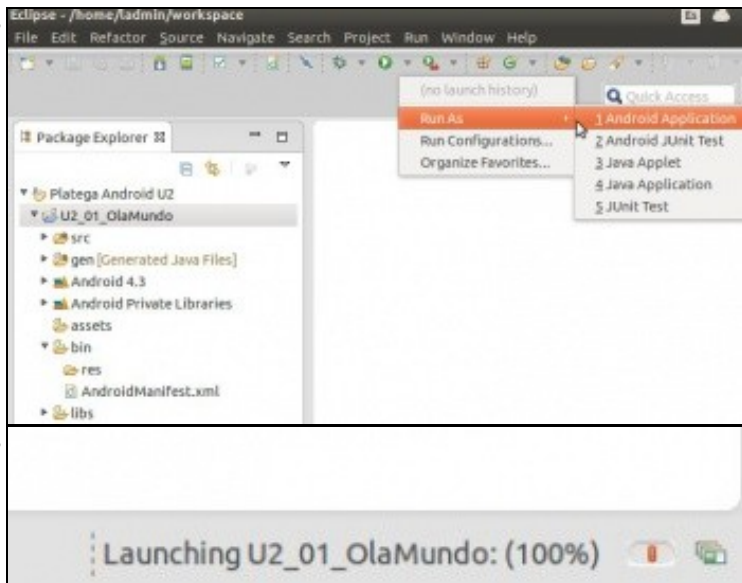
public static final class drawable {
    public static final int ic_launcher=0x7f020000;
}
public static final class id {
    public static final int action_settings=0x7f080000;
}
public static final class layout {
    public static final int activity_u2_01_ola_mundo=0x7f030000;
}
public static final class menu {
    public static final int u2_01_ola_mundo=0x7f070000;
}
public static final class string {
    public static final int action_settings=0x7f050001;
    public static final int app_name=0x7f050000;
    public static final int hello_world=0x7f050002;
}
public static final class style {

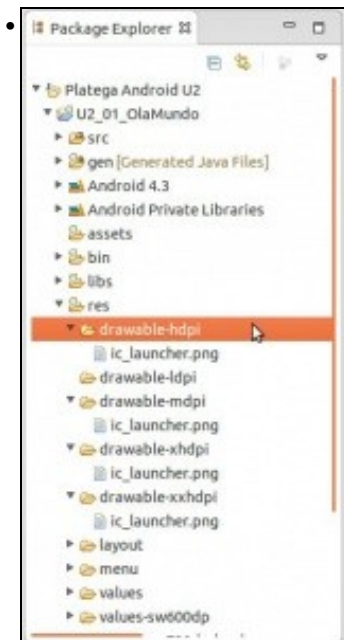
```







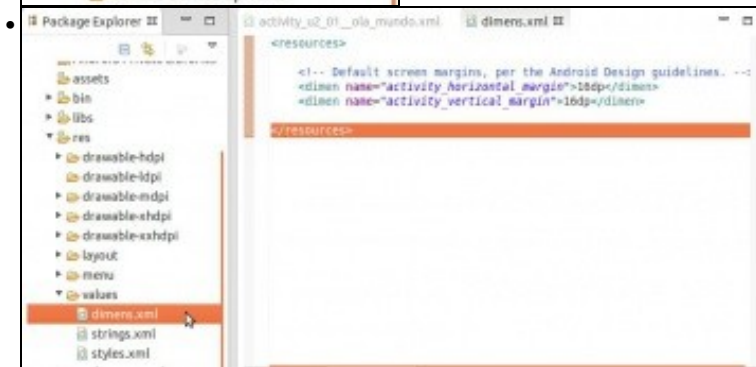




```
activity_u2_01_ola_mundo.xml
<RelativeLayout xmlns:android="http://schemas.android.com/apk/re
xmlns:tools="http://schemas.android.com/tools"
android:layout_width="match_parent"
android:layout_height="match_parent"
android:paddingBottom="@dimen/activity_vertical_margin"
android:paddingLeft="@dimen/activity_horizontal_margin"
android:paddingRight="@dimen/activity_horizontal_margin"
android:paddingTop="@dimen/activity_vertical_margin"
tools:context=".U2_01_0laMundo" >

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="@string/hello_world" />

</RelativeLayout>
```



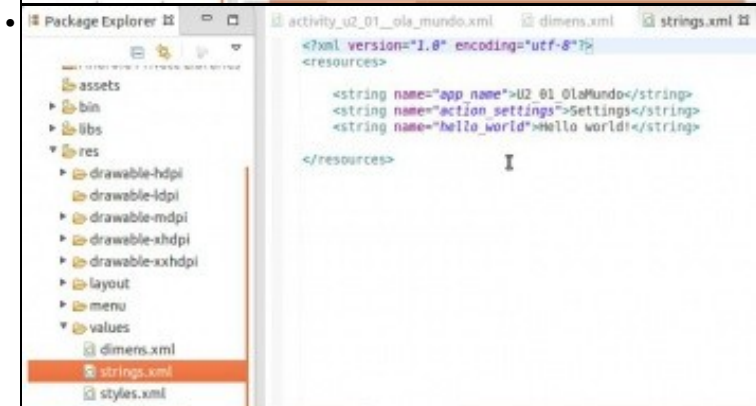
```

<resources>

  <!-- Default screen margins, per the Android Design guidelines. -->
  <dimen name="activity_horizontal_margin">16dp</dimen>
  <dimen name="activity_vertical_margin">16dp</dimen>

</resources>

```



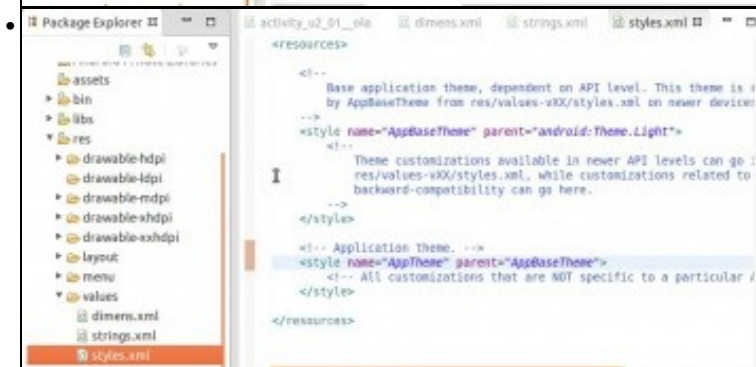
```

<?xml version="1.0" encoding="utf-8"?>
<resources>

  <string name="app_name">U2_01 @leMundo</string>
  <string name="action_settings">Settings</string>
  <string name="hello_world">Hello world!</string>

</resources>

```



```

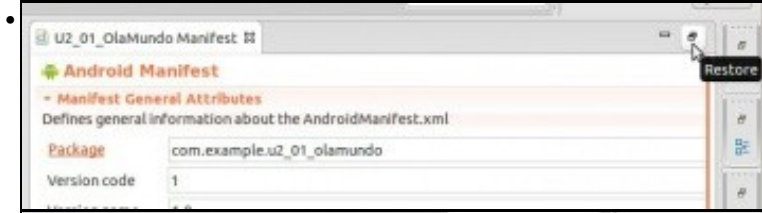
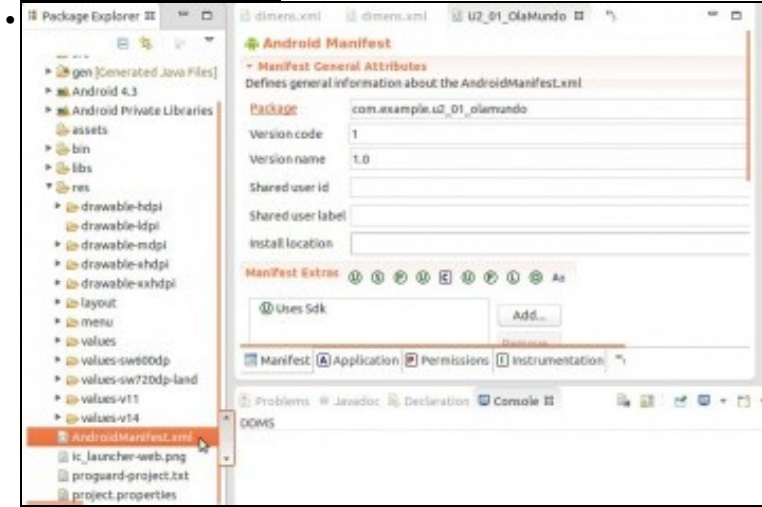
<resources>

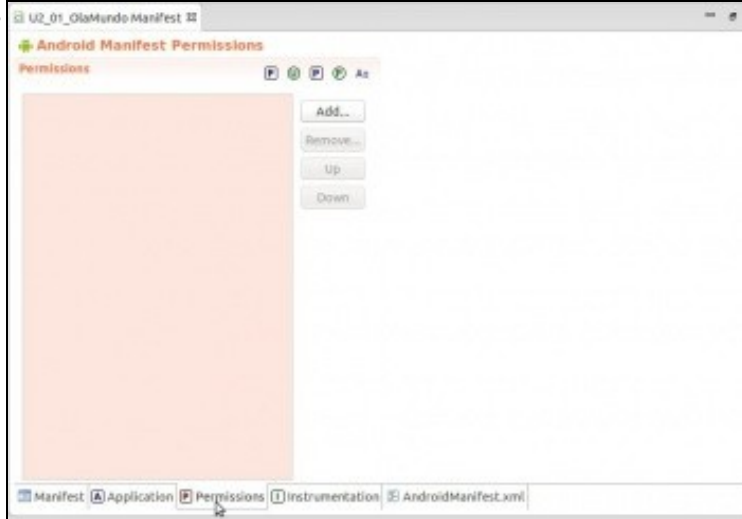
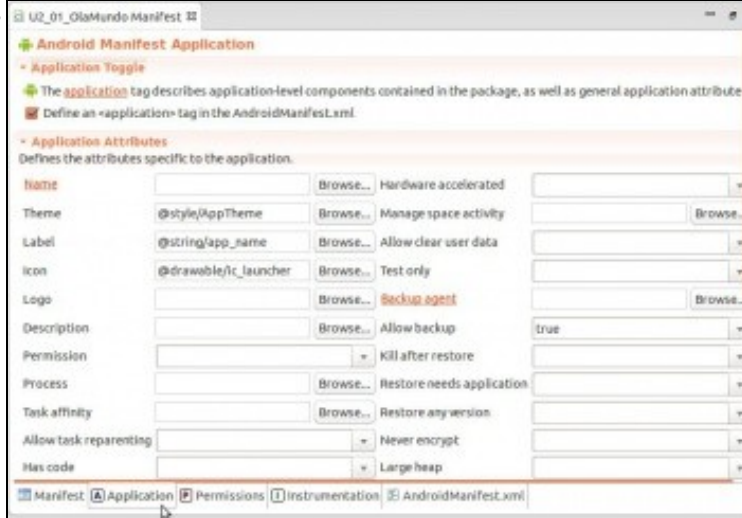
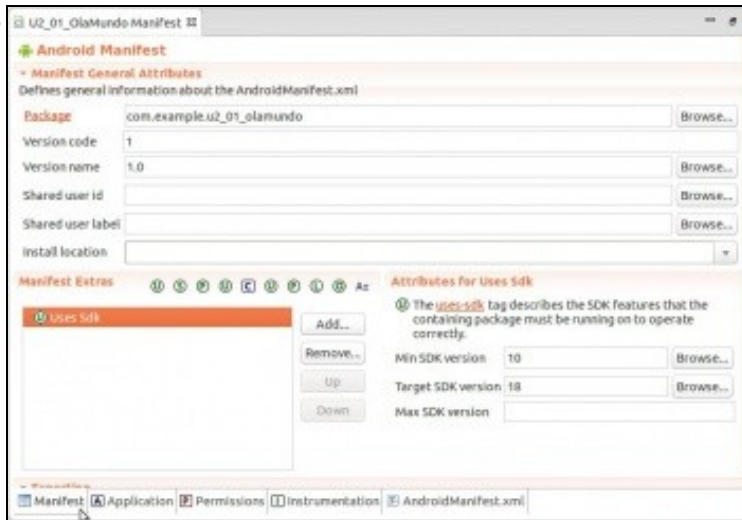
  <!-- Base application theme, dependent on API level. This theme is
  <!-- by AppBaseTheme from res/values-vXX/styles.xml on newer devices
  <!-- -->
  <style name="AppBaseTheme" parent="android:Theme.Light">
    <!-- Theme customizations available in newer API levels can go
    <!-- res/values-vXX/styles.xml, while customizations related to
    <!-- backward-compatibility can go here. -->
    </style>

    <!-- Application theme. -->
    <style name="AppTheme" parent="AppBaseTheme">
      <!-- All customizations that are NOT specific to a particular
      <!-- API level must be placed here. -->
    </style>

</resources>

```







```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.example.u2_01_olamundo"
    android:versionCode="1"
    android:versionName="1.0" >

    <uses-sdk
        android:minSdkVersion="10"
        android:targetSdkVersion="18" />

    <application
        android:allowBackup="true"
        android:icon="@drawable/ic_launcher"
        android:label="@string/app_name"
        android:theme="@style/AppTheme" >
        <activity
            android:name="com.example.u2_01_olamundo.U2_01_01aMundo"
            android:label="@string/app_name" >
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

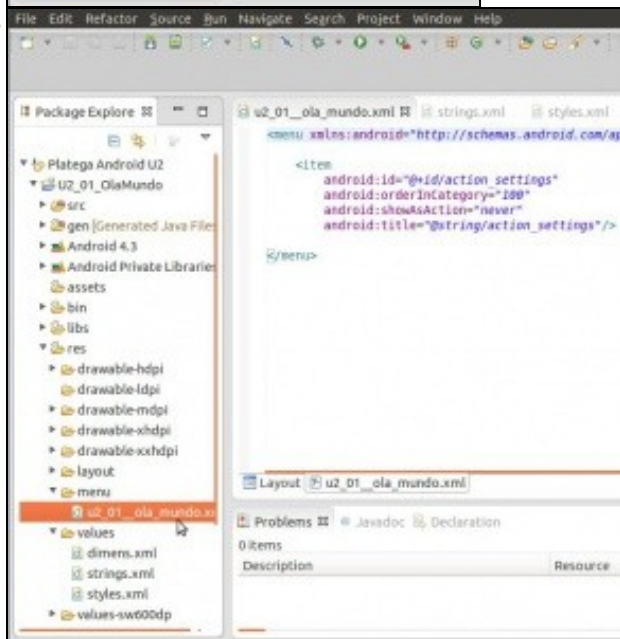
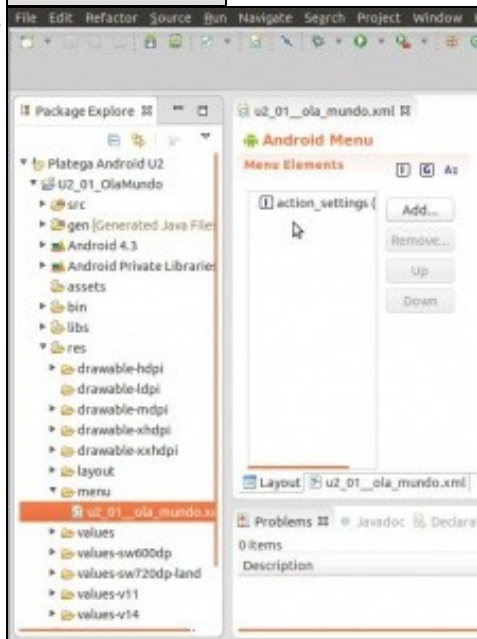
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>
</manifest>
```

```
<uses-sdk
    android:minSdkVersion="10"
    android:targetSdkVersion="18" />

<application
    android:allowBackup="true"
    android:icon="@drawable/ic_launcher"
    android:label="@string/app_name"
    android:theme="@style/AppTheme" >
    <activity
        android:name="com.example.u2_01_olamundo.U2_01_01aMundo"
        android:label="@string/app_name" >
        <intent-filter>
            <action android:name="android.intent.action.MAIN" />

            <category android:name="android.intent.category.LAUNCHER" />
        </intent-filter>
    </activity>
</application>

</manifest>
```



```

<menu xmlns:android="http://schemas.android.com/apk/res/andri
    <item
        android:id="@+id/action_settings"
        android:orderInCategory="100"
        android:showAsAction="never"
        android:title="@string/action_settings"/>
</menu>

```

```

screen margins) for sw720dp devices (e.g. 10" tablet
    */
    public static final int activity_horizontal_margin=
    public static final int activity_vertical_margin=0x
    }
    public static final class drawable {
        public static final int ic_launcher=0x7f020000;
    }
    public static final class id {
        public static final int action_settings=0x7f000000;
    }
    public static final class layout {
        public static final int activity_u2_01_ola_mundo=0x

```

```

package com.example.u2_01_olamundo;

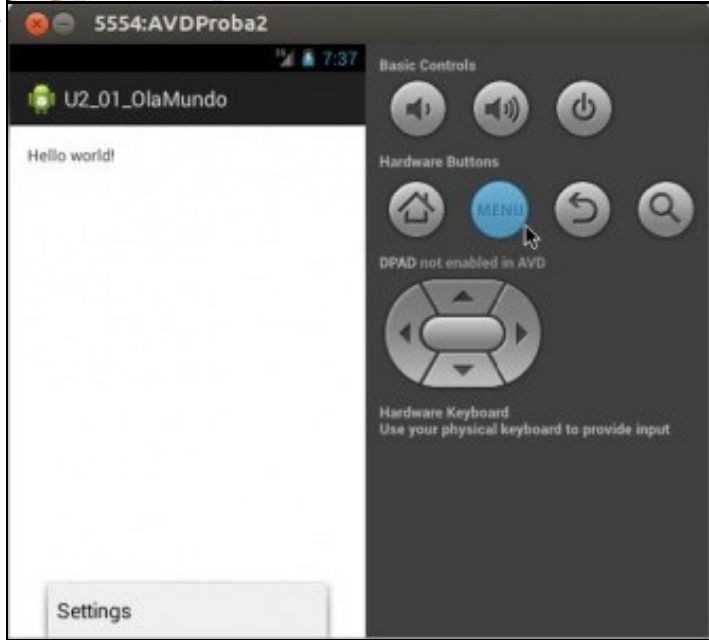
import android.os.Bundle;

public class U2_01_0laMundo extends Activity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_u2_01_ola_mundo);
    }

    @Override
    public boolean onCreateOptionsMenu(Menu menu) {
        // Inflate the menu; this adds items to the action bar if it is
        getMenuInflater().inflate(R.menu.u2_01_ola_mundo, menu);
        return true;
    }
}

```





```
Package Explorer | strings.xml | styles.xml | R.java | U2_01_OlaMundo,
com.example.u2_01_ol
U2_01_OlaMundo.java
gen [Generated Java Files]
com.example.u2_01_ol
BuildConfig.java
R.java
Android 4.3
Android Private Libraries
assets
bin

public static final int activity_horizontal_margin=0x7f040000;
public static final int activity_vertical_margin=0x7f040001;
}
public static final class drawable {
public static final int ic_launcher=0x7f020000;
}
public static final class id {
public static final int action_settings=0x7f060000;
}
public static final class layout {
public static final int activity_u2_01_ola_mundo=0x7f030000;
}
public static final class menu {
public static final int u2_01_ola_mundo=0x7f070000;
}
public static final class string {
public static final int action_settings=0x7f050001;
public static final int app_name=0x7f050000;
}
```

