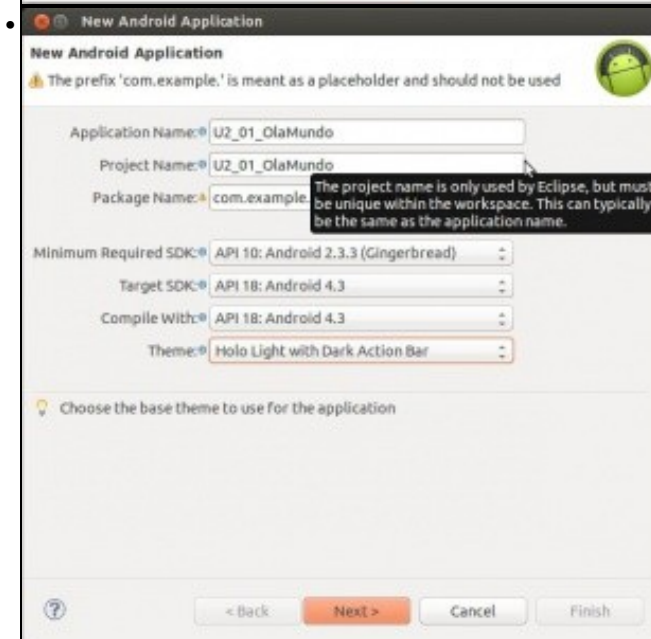
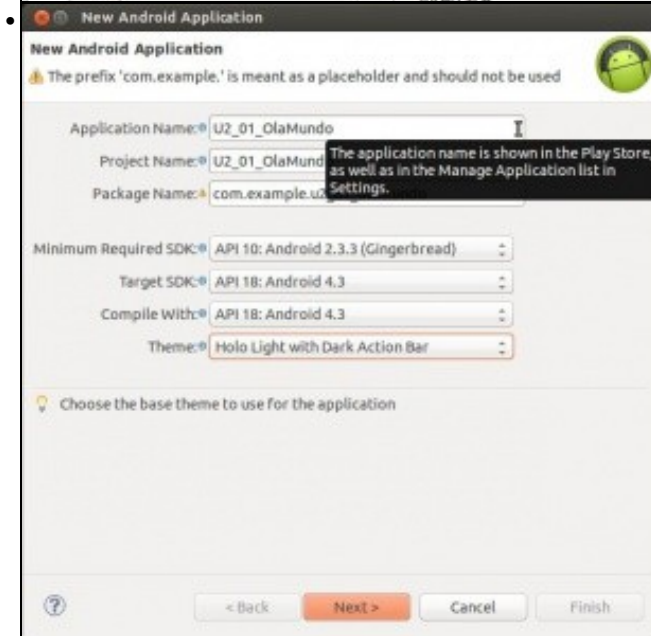
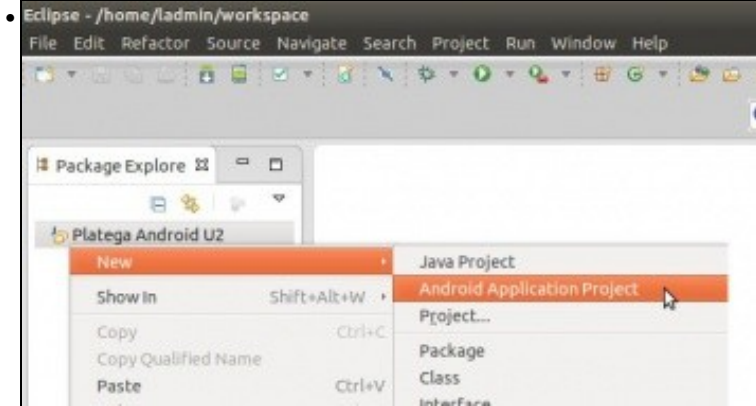


1 Ola Mundo

- 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

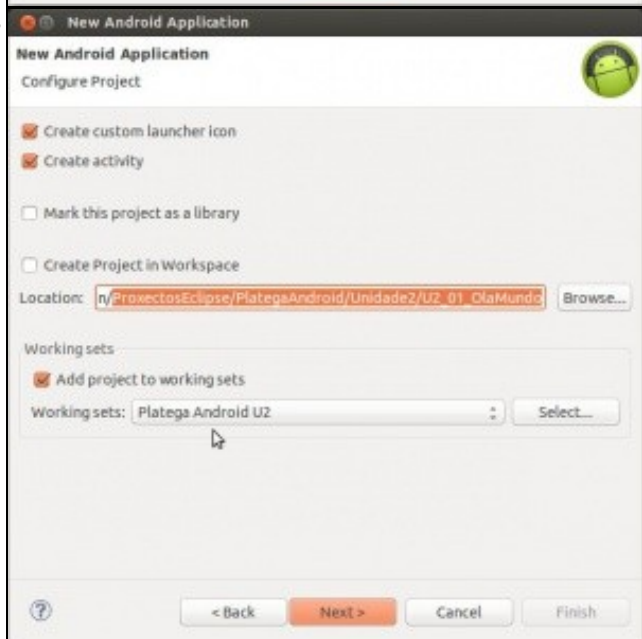
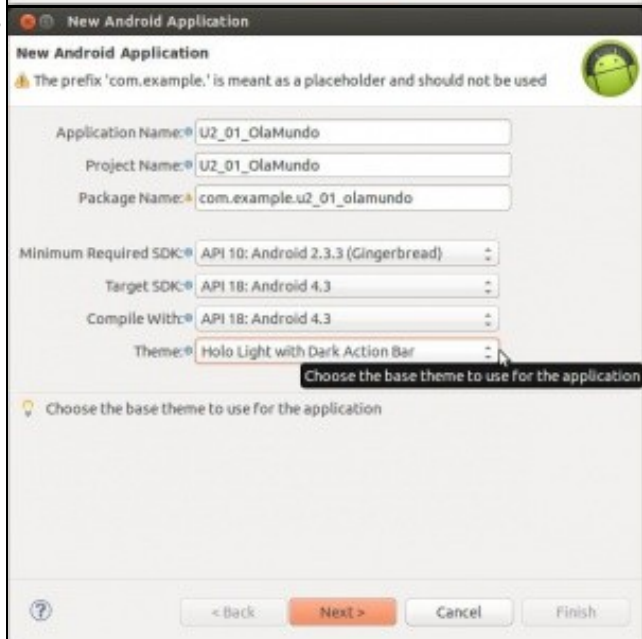
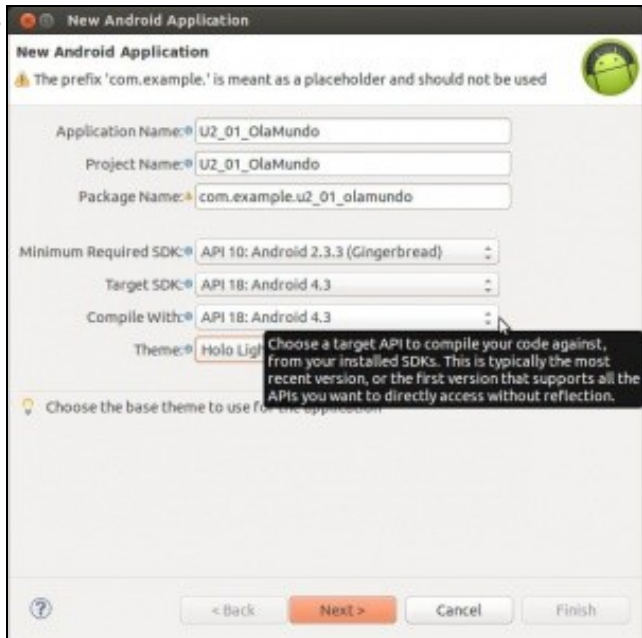
Compile With: API 18

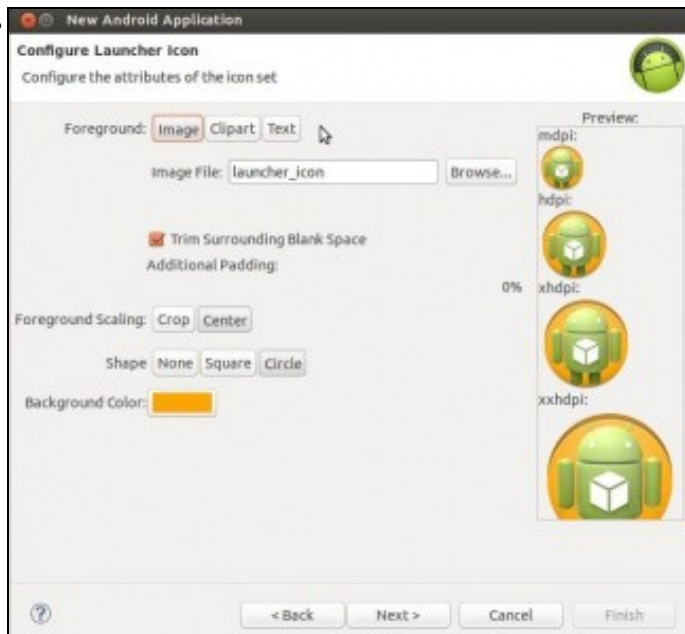
Theme: Holo Light

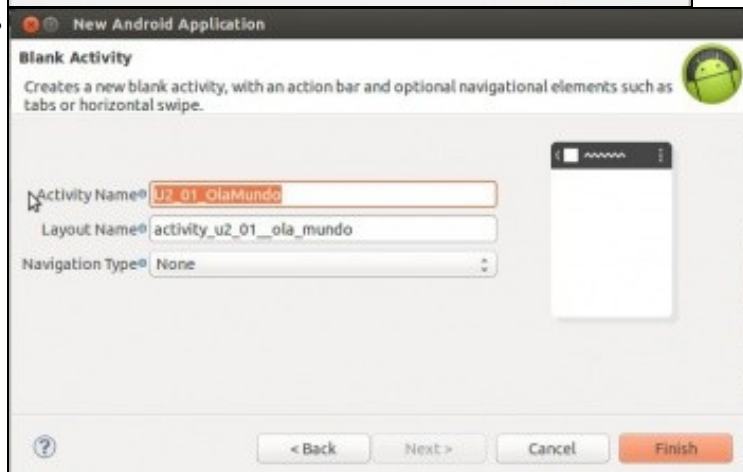
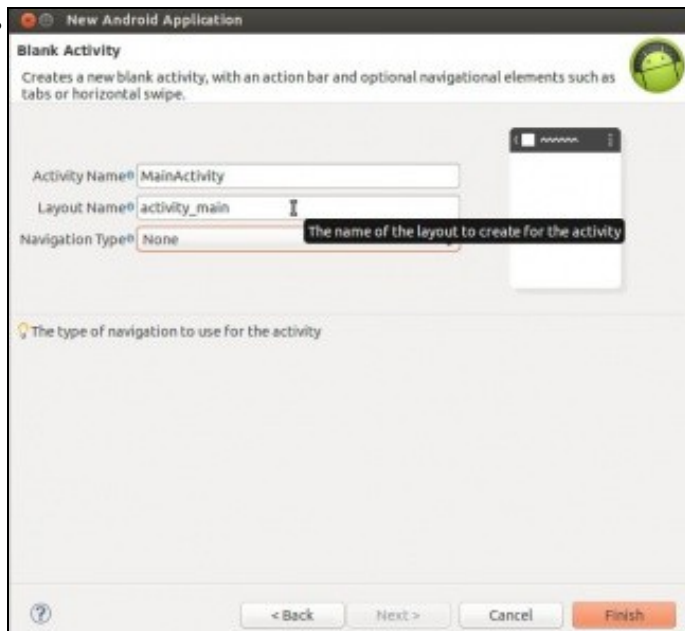
Choose the highest API level that the application is known to work with. This attribute informs the system that you have tested against the target version and the system should not enable any compatibility behaviors to maintain your app's forward-compatibility with the target version. The application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

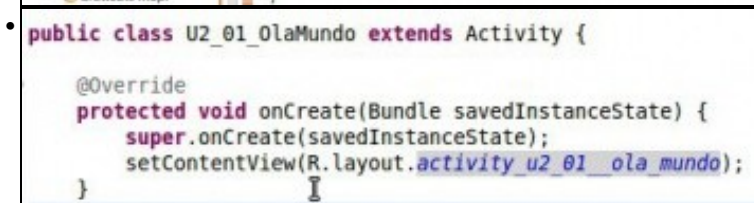
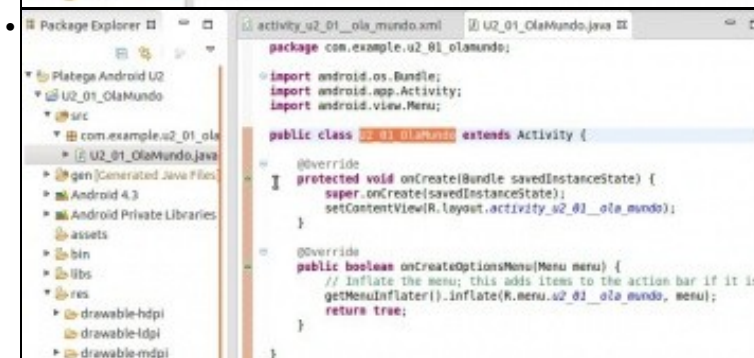
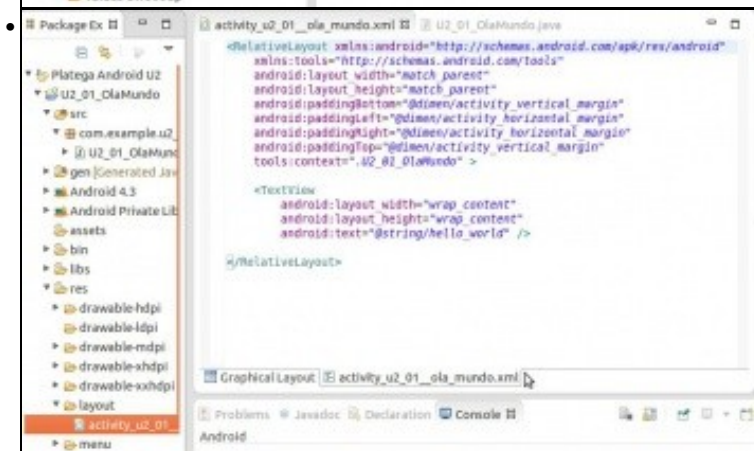
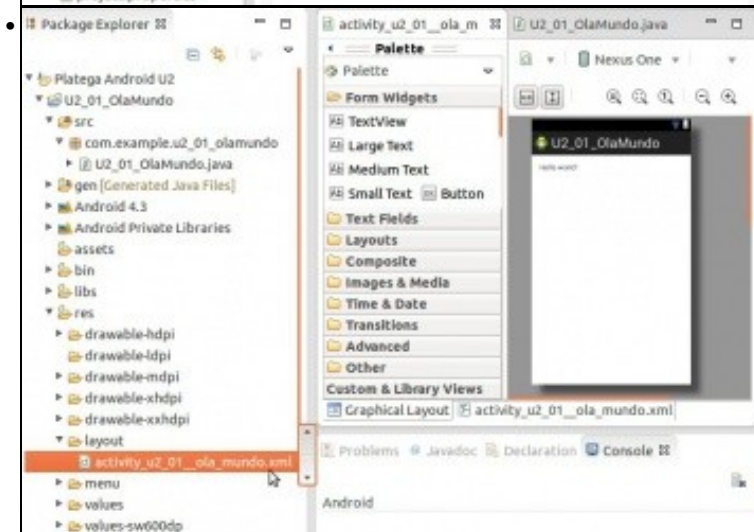
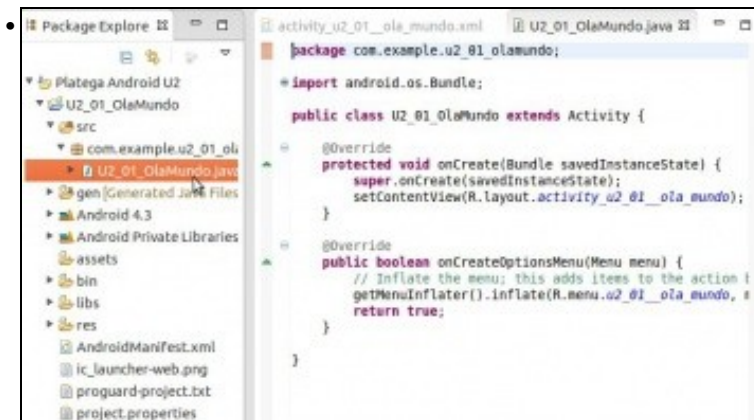
Choose the base theme to use for the application

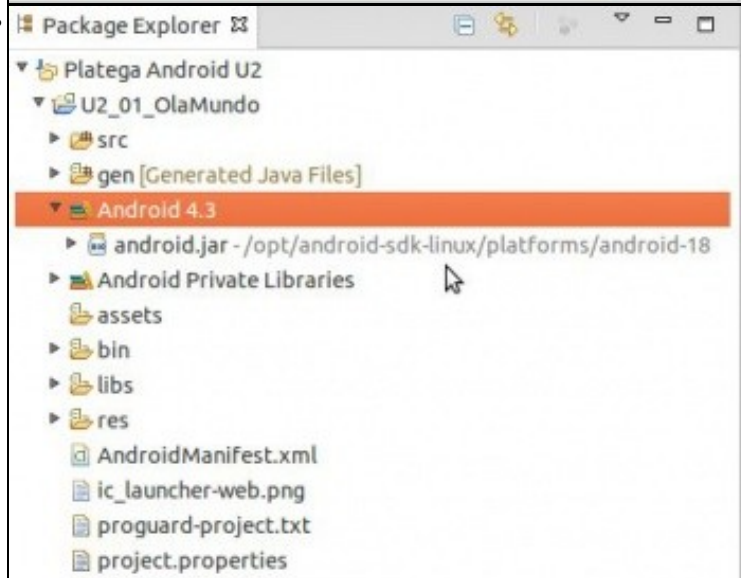
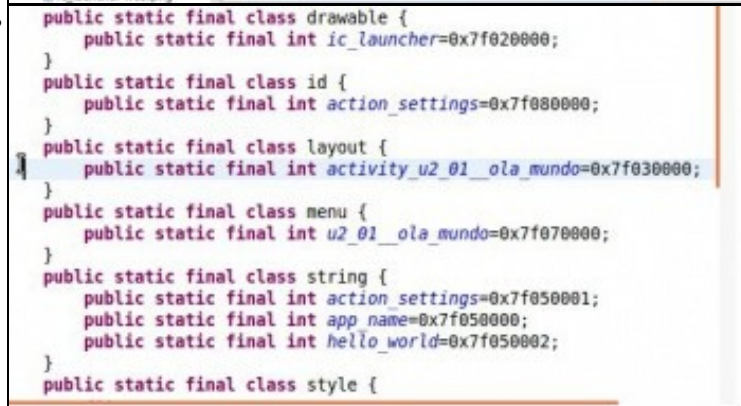
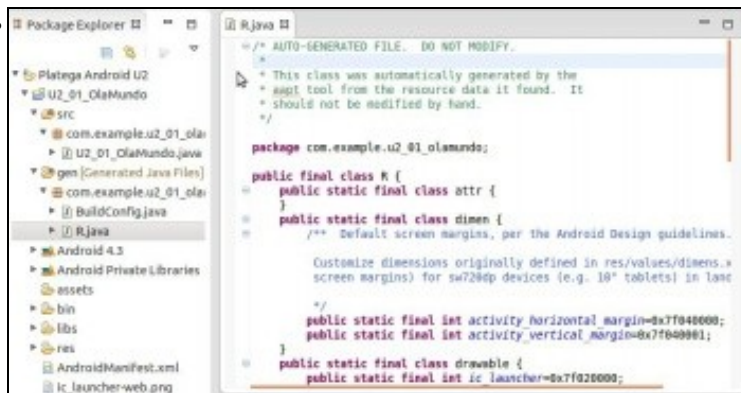
< Back Next > Cancel Finish

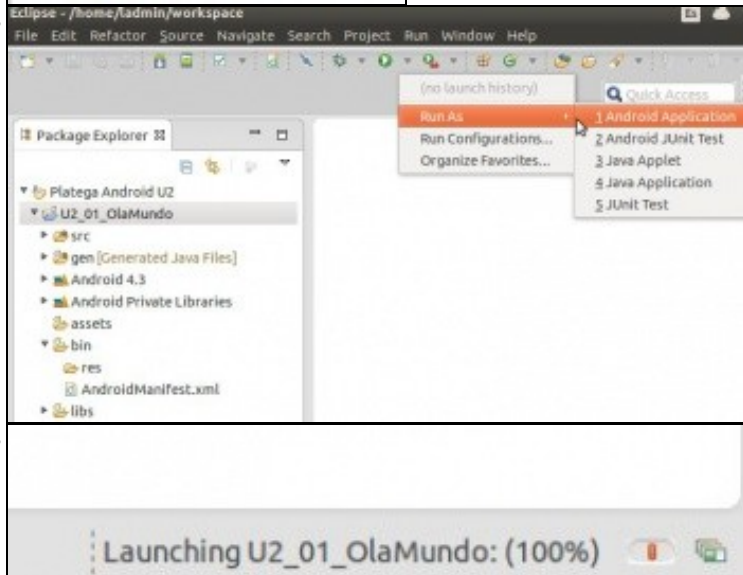


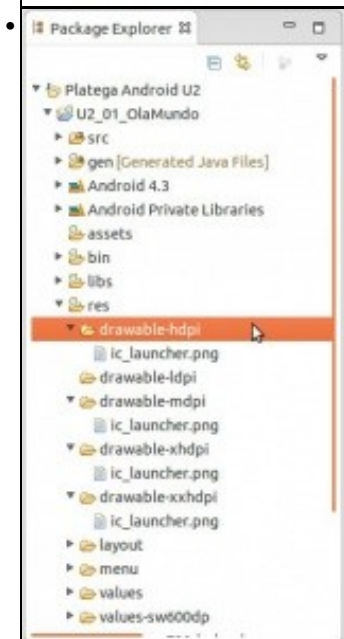
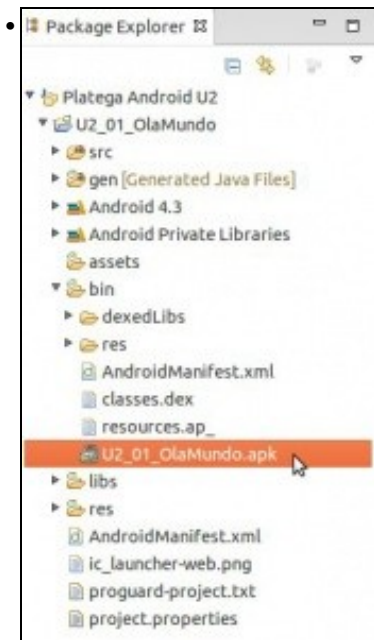




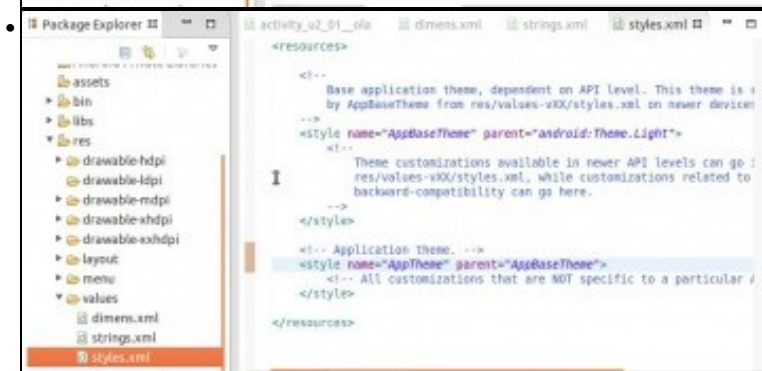
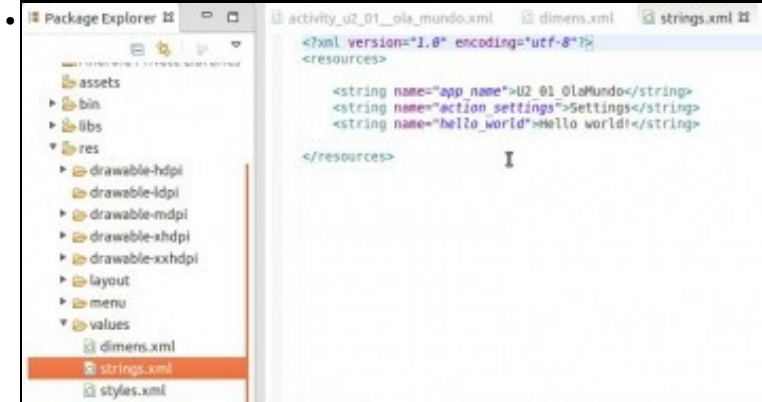
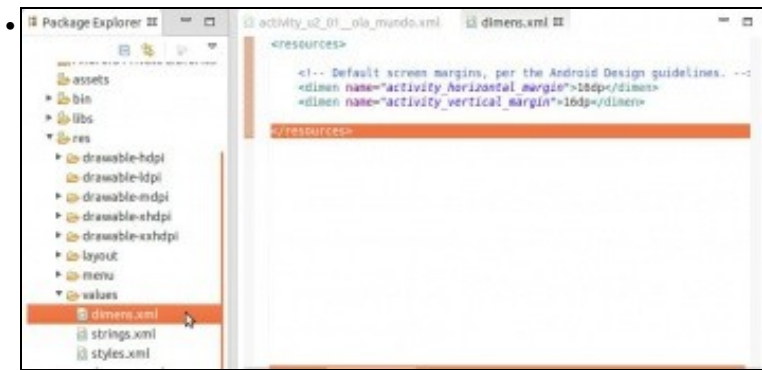


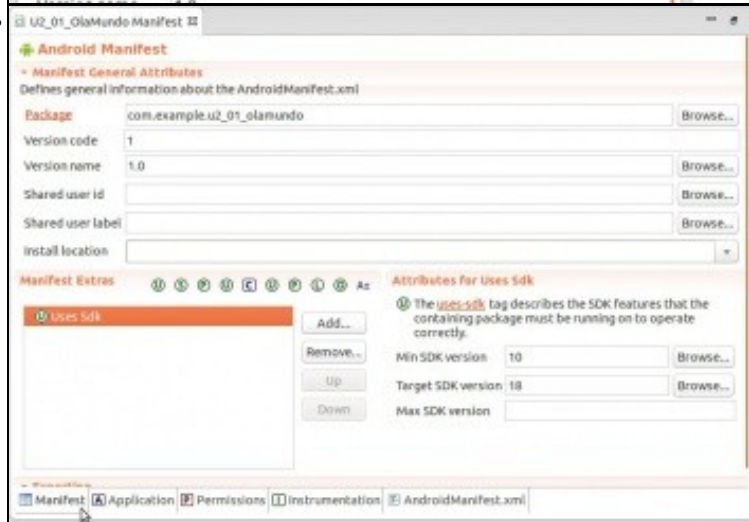
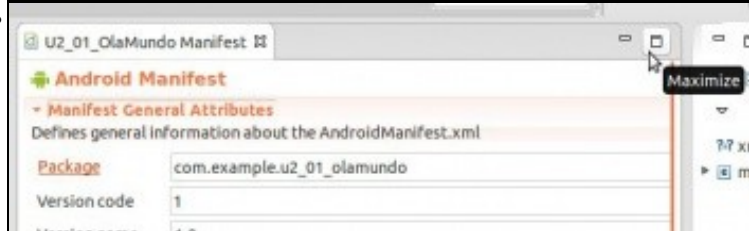
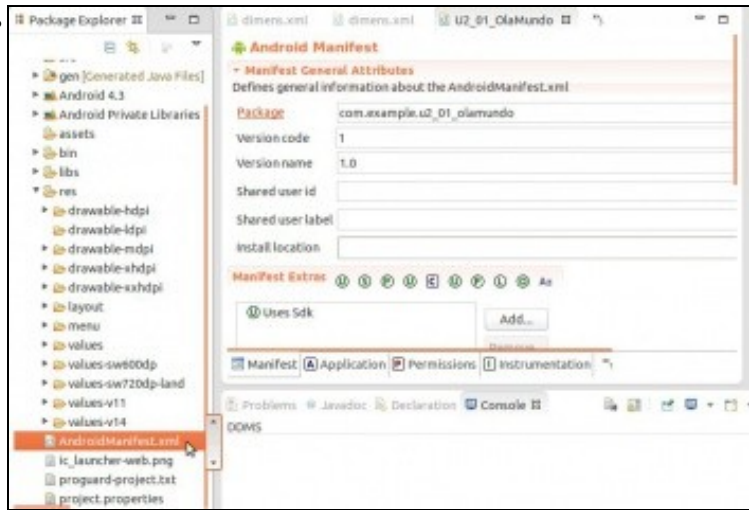












U2_01_OlaMundo Manifest

Android Manifest Application

Application Toggle

The `application` tag describes application-level components contained in the package, as well as general application attributes.

Define an `<application>` tag in the `AndroidManifest.xml`.

Application Attributes

Defines the attributes specific to the application.

Name	<input type="text"/>	Browse...	Hardware accelerated	<input type="text"/>	▼
Theme	@style/AppTheme	Browse...	Manage space activity	<input type="text"/>	Browse...
Label	@string/app_name	Browse...	Allow clear user data	<input type="text"/>	▼
Icon	@drawable/ic_launcher	Browse...	Test only	<input type="text"/>	▼
Logo	<input type="text"/>	Browse...	Backup agent	<input type="text"/>	Browse...
Description	<input type="text"/>	Browse...	Allow backup	<input type="text"/>	▼
Permission	<input type="text"/>	▼	Kill after restore	<input type="text"/>	▼
Process	<input type="text"/>	Browse...	Restore needs application	<input type="text"/>	▼
Task affinity	<input type="text"/>	Browse...	Restore any version	<input type="text"/>	▼
Allow task reparenting	<input type="text"/>	▼	Never encrypt	<input type="text"/>	▼
Has code	<input type="text"/>	▼	Large heap	<input type="text"/>	▼

Manifest Application Permissions Instrumentation AndroidManifest.xml

U2_01_OlaMundo Manifest

Android Manifest Permissions

Permissions

Add...

Remove...

Up

Down

Manifest Application Permissions Instrumentation AndroidManifest.xml

U2_01_OlaMundo Manifest

Android Manifest Instrumentation

Instrumentation

Add...

Remove...

Up

Down

Manifest Application Permissions Instrumentation AndroidManifest.xml


```
U2_01_OlaMundo Manifest
<?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_OlaMundo"
            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>
```

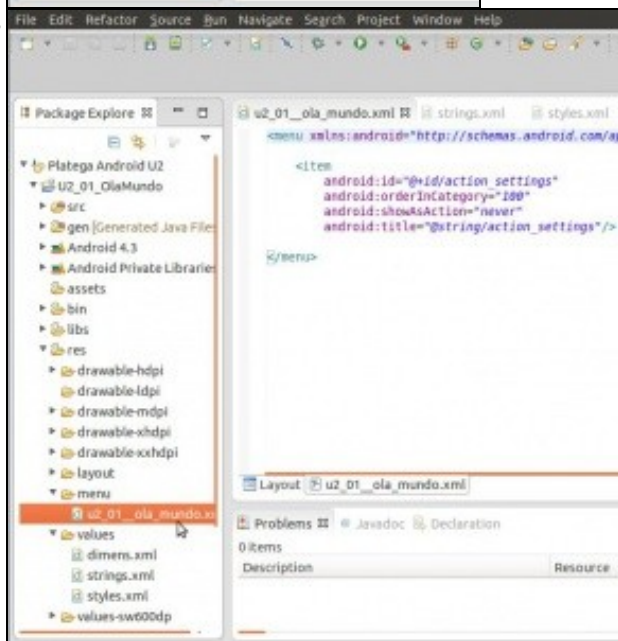
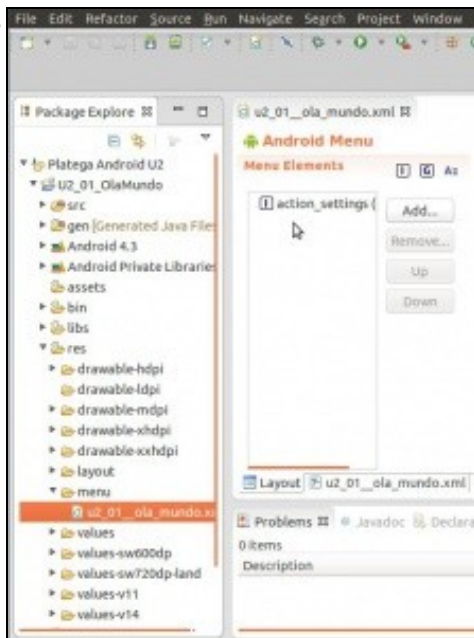
```
<uses-sdk
    android:minSdkVersion="10"
    android:targetSdkVersion="18" />

<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_OlaMundo"
        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>
```

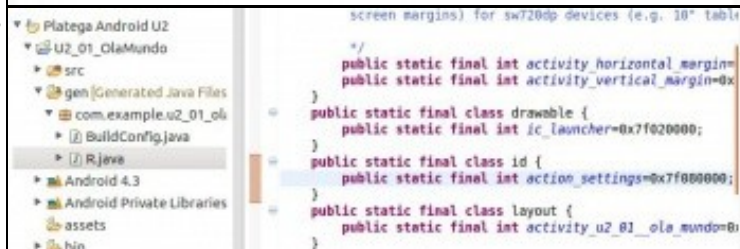




```

<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>

```



```

package com.example.u2_01_olamundo;

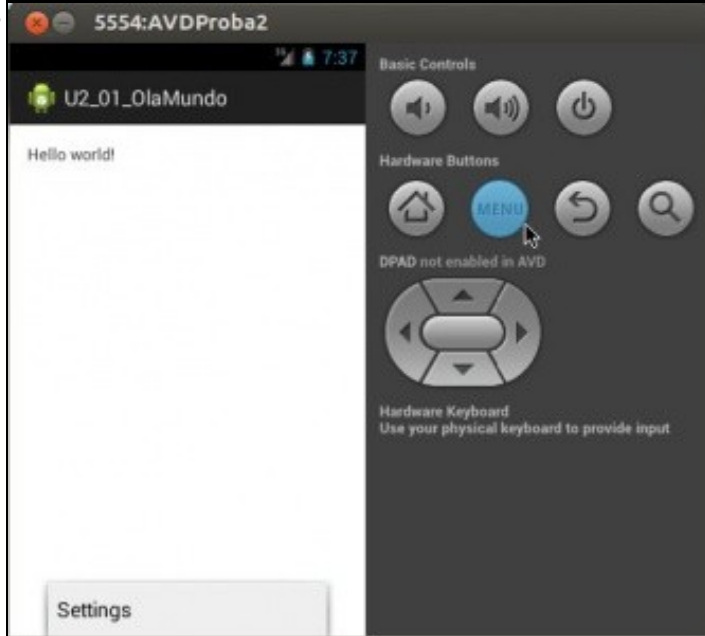
import android.os.Bundle;

public class U2_01_OlaMundo 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_02_ola_mundo, menu);
        return true;
    }
}

```



```

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;
}

```

