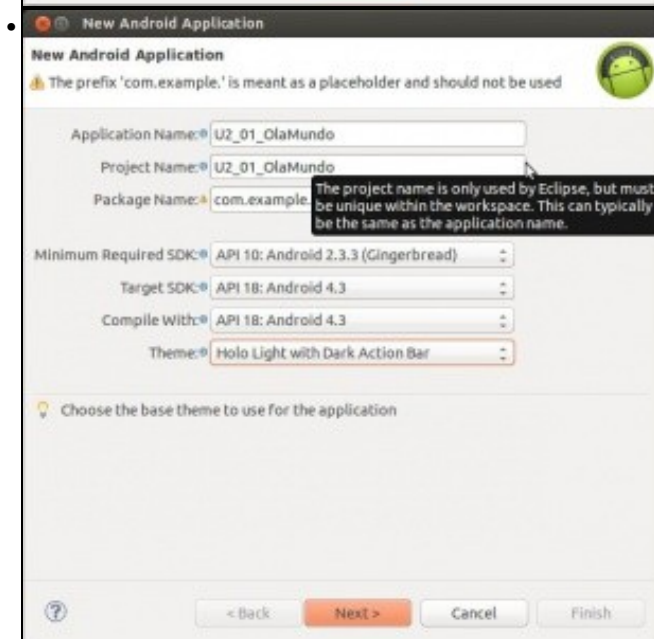
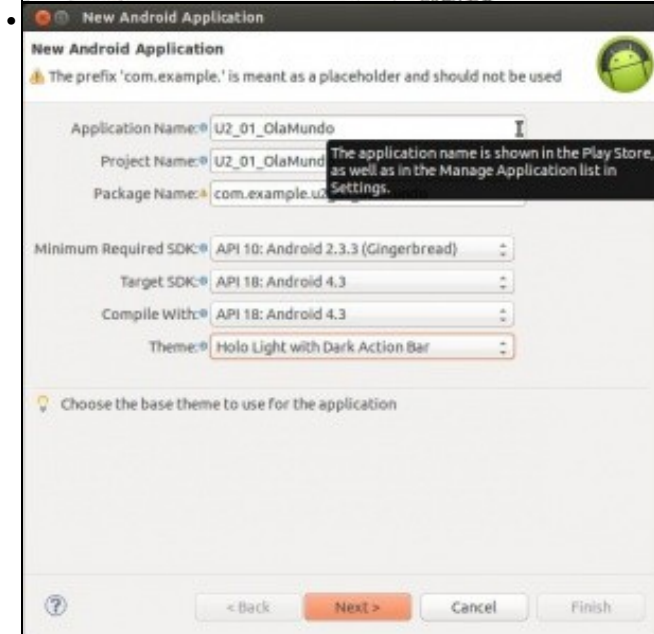
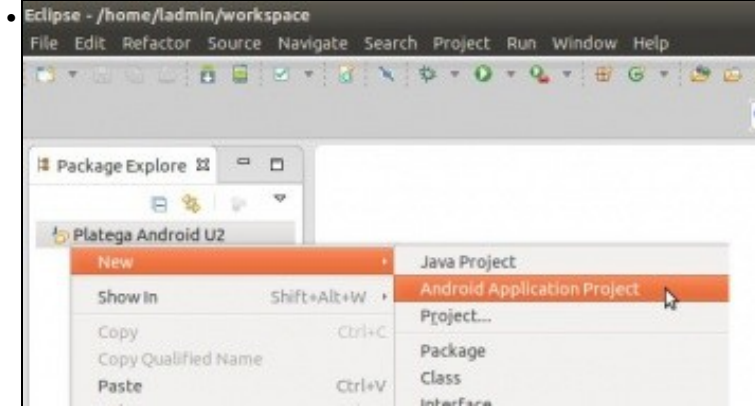


1 Ola Mundo

- 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

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: Android 4.3

Theme: Holo Light

Choose a target API to compile your code against, from your installed SDKs. This is typically the most recent version, or the first version that supports all the APIs you want to directly access without reflection.

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: Android 4.3

Theme: Holo Light with Dark Action Bar

Choose the base theme to use for the application

Choose the base theme to use for the application

< Back Next > Cancel Finish

New Android Application

Configure Project

☒ Create custom launcher icon

☒ Create activity

☐ Mark this project as a library

☐ Create Project in Workspace

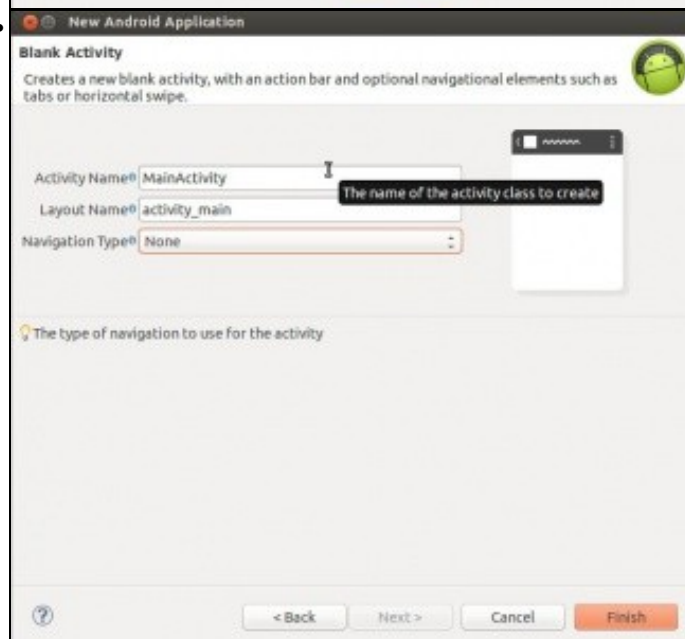
Location: n:\ProyectosEclipse\PlategaAndroid\Unidade2\U2_01_OlaMundo Browse...

Working sets

☒ Add project to working sets

Working sets: Platega Android U2 Select...

< Back Next > Cancel Finish



New Android Application

Blank Activity

Creates a new blank activity, with an action bar and optional navigational elements such as tabs or horizontal swipe.

Activity Name: MainActivity

Layout Name: activity_main

Navigation Type: None

The name of the layout to create for the activity

The type of navigation to use for the activity

< Back Next > Cancel Finish

New Android Application

Blank Activity

Creates a new blank activity, with an action bar and optional navigational elements such as tabs or horizontal swipe.

Activity Name: MainActivity

Layout Name: activity_main

Navigation Type: None

The type of navigation to use for the activity

The type of navigation to use for the activity

< Back Next > Cancel Finish

New Android Application

Blank Activity

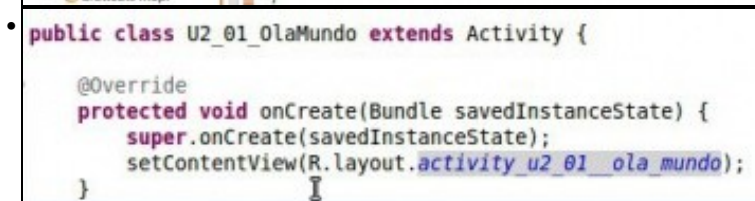
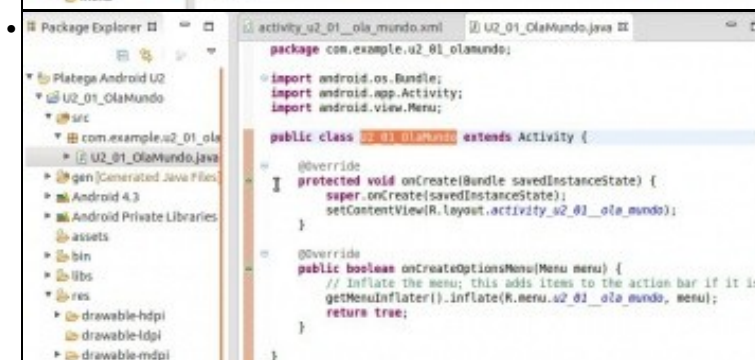
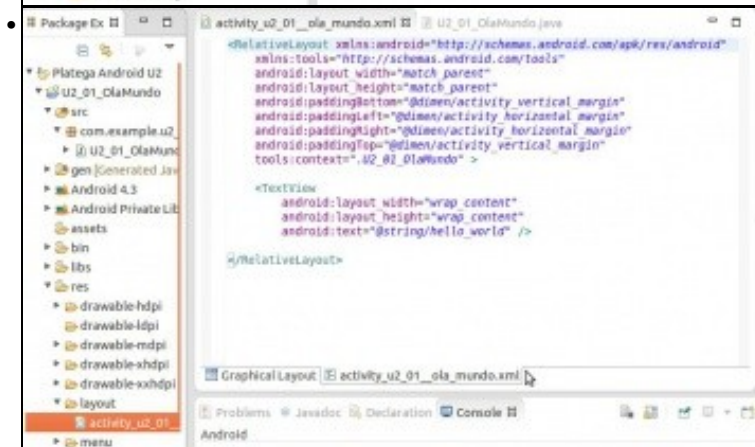
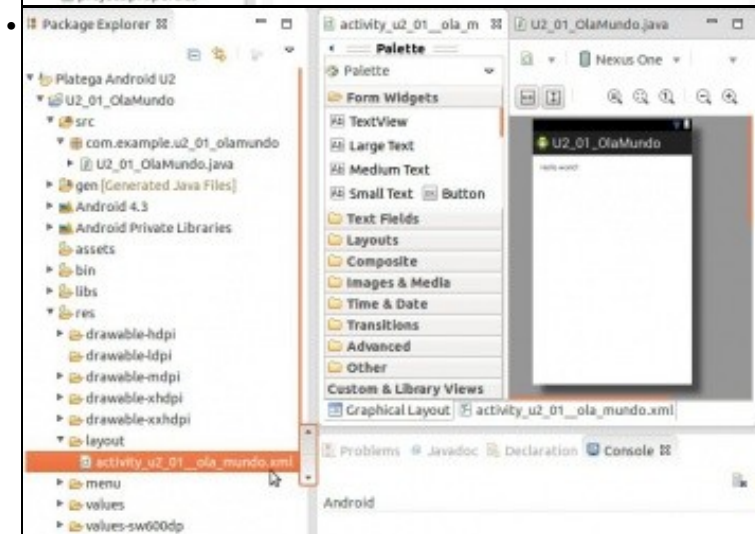
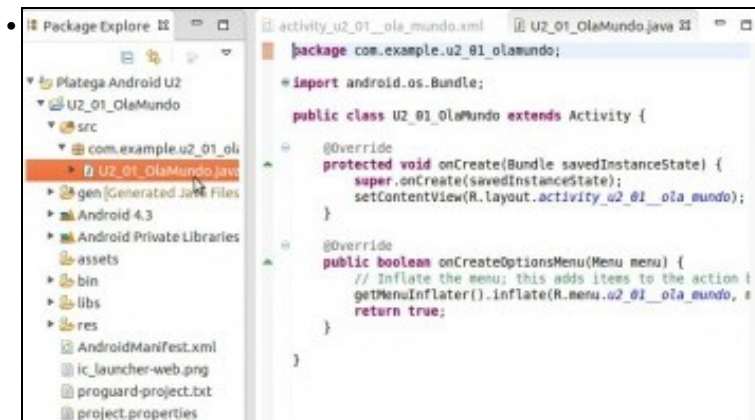
Creates a new blank activity, with an action bar and optional navigational elements such as tabs or horizontal swipe.

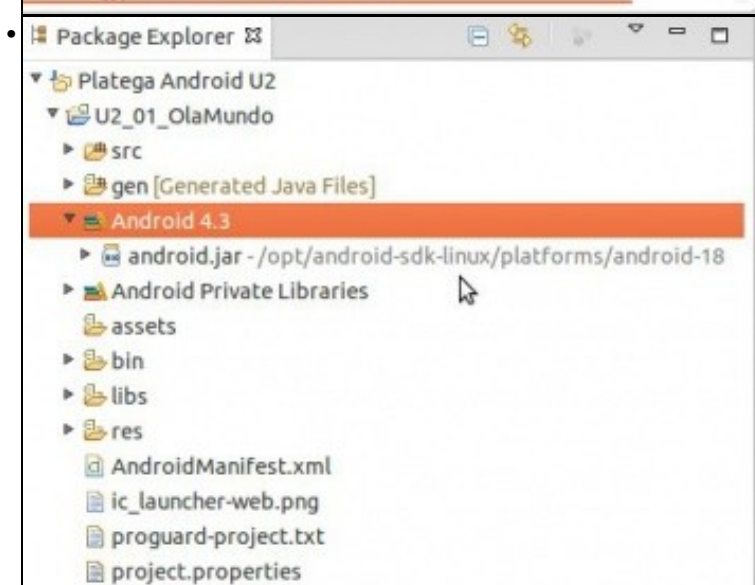
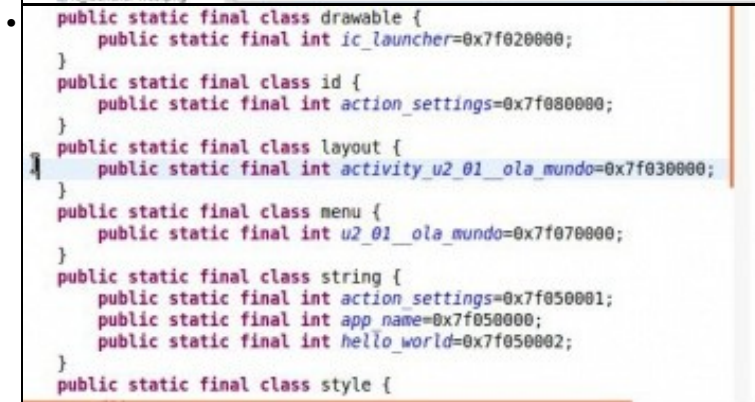
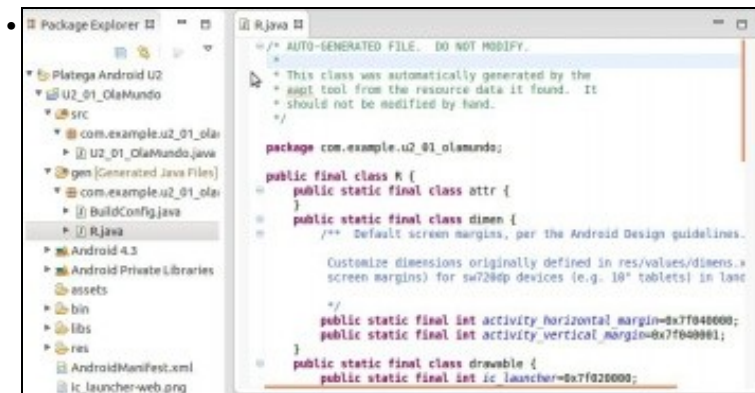
Activity Name: U2_01_OlaMundo

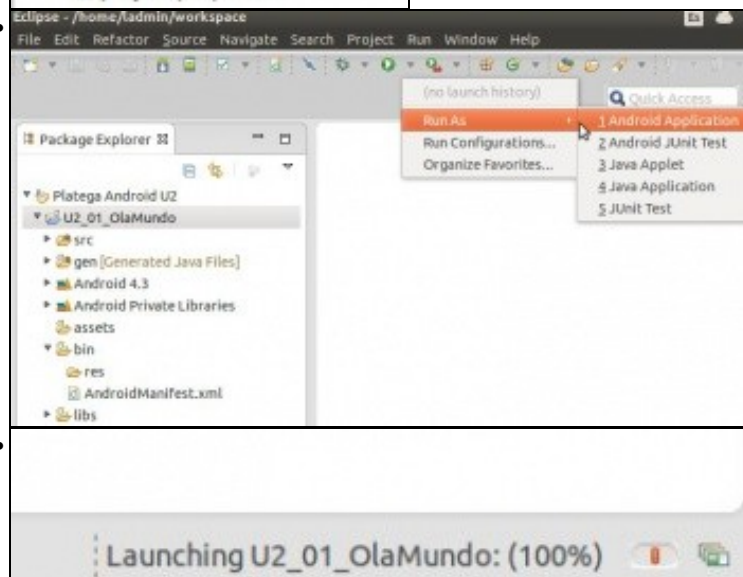
Layout Name: activity_u2_01_ola_mundo

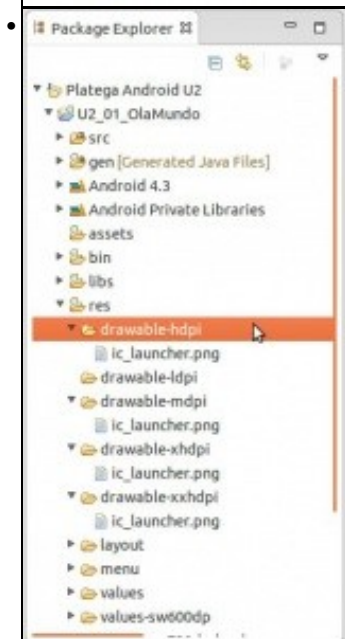
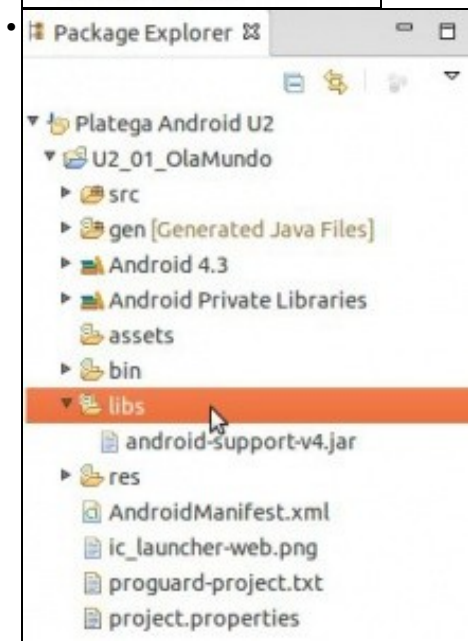
Navigation Type: None

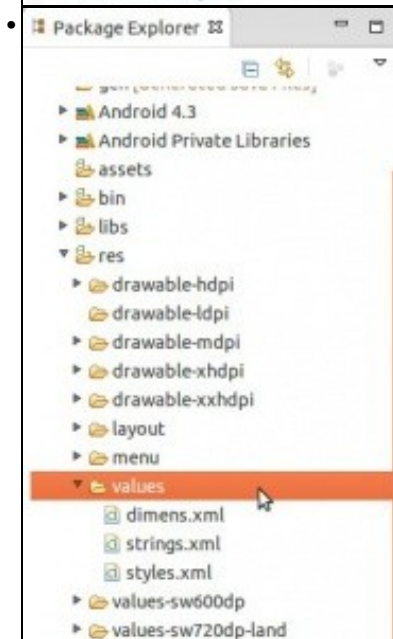
< Back Next > Cancel Finish

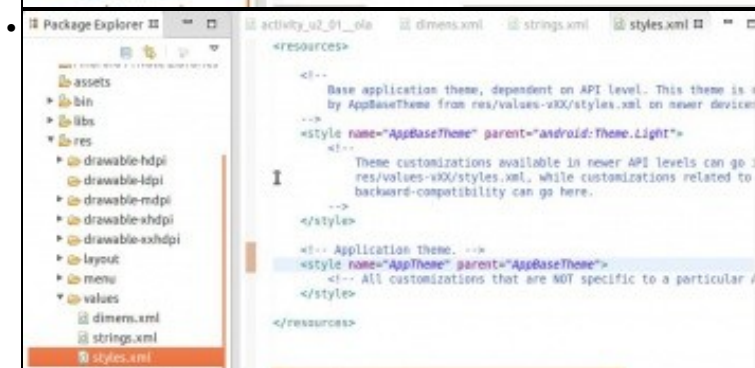
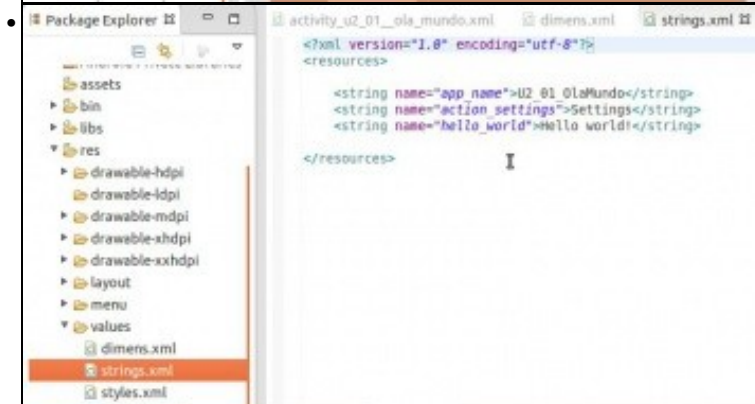
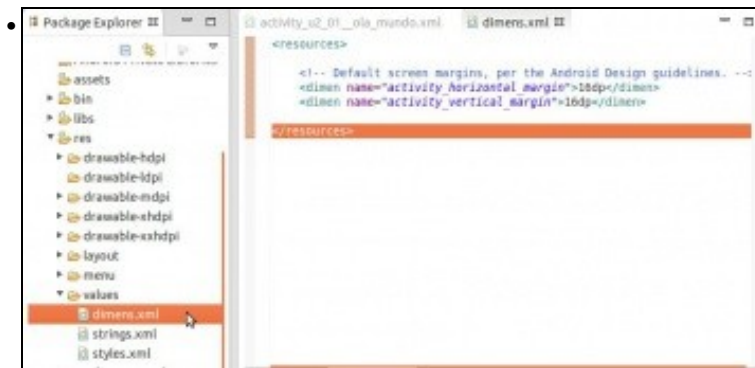


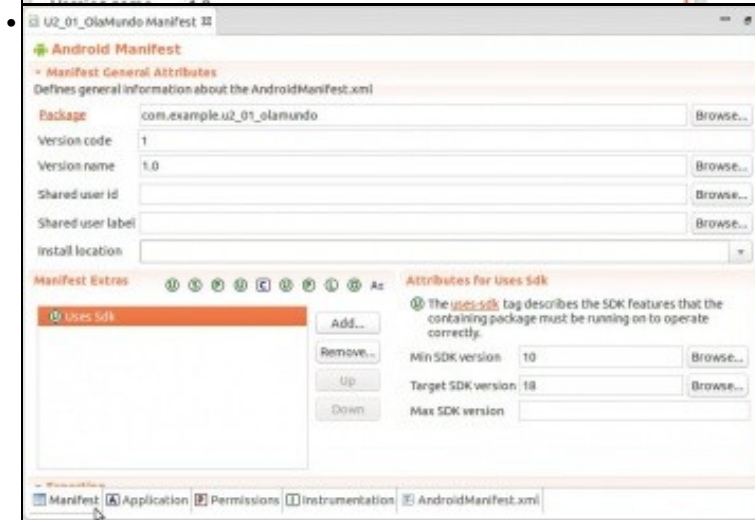
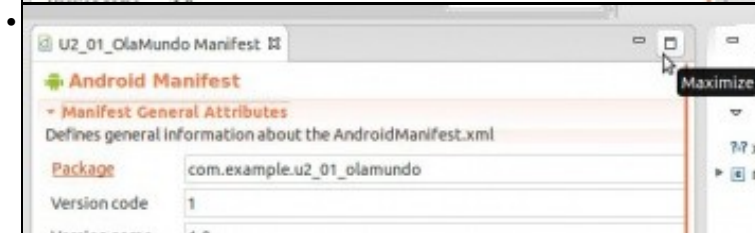
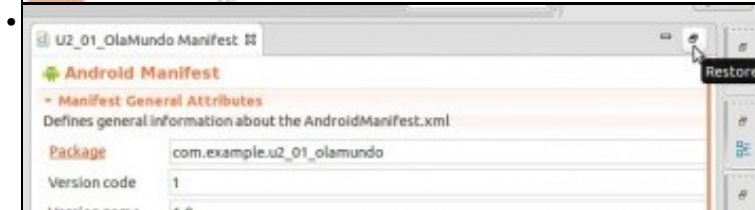
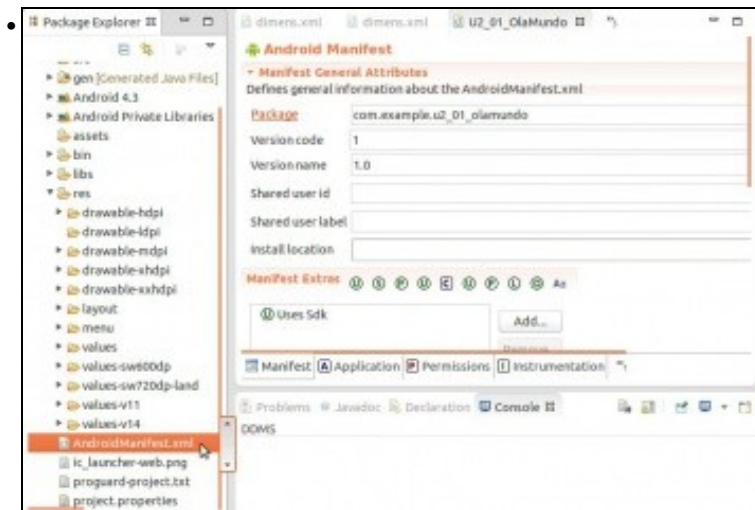












The screenshot shows the 'Manifest Instrumentation' tab in Android Studio. The main workspace is a large empty orange rectangle. On the right, there is a vertical toolbar with four buttons: 'Add...', 'Remove...', 'Up', and 'Down'. At the bottom, the tab bar displays five tabs: 'Manifest', 'Application', 'Permissions', 'Instrumentation' (which is the active tab), and '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" />

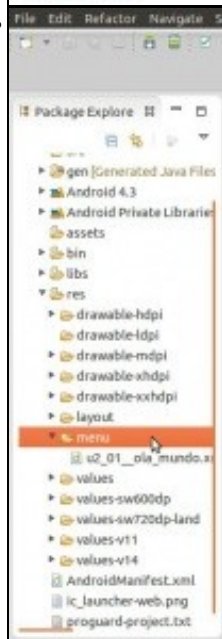
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>
</manifest>
```

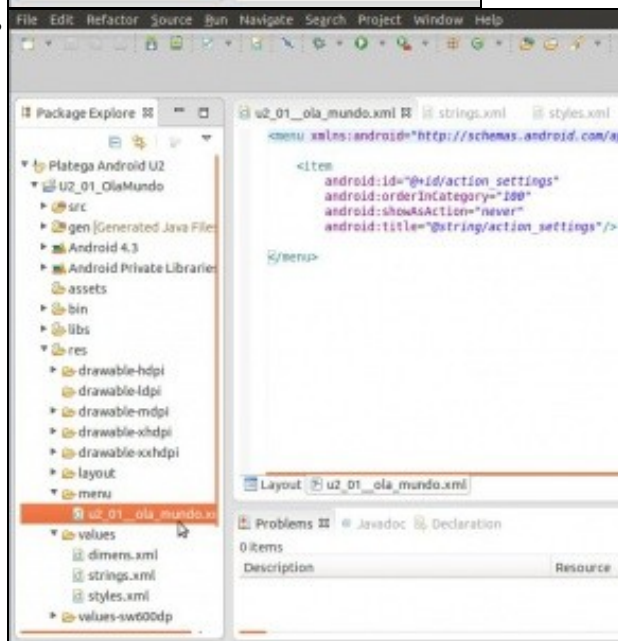
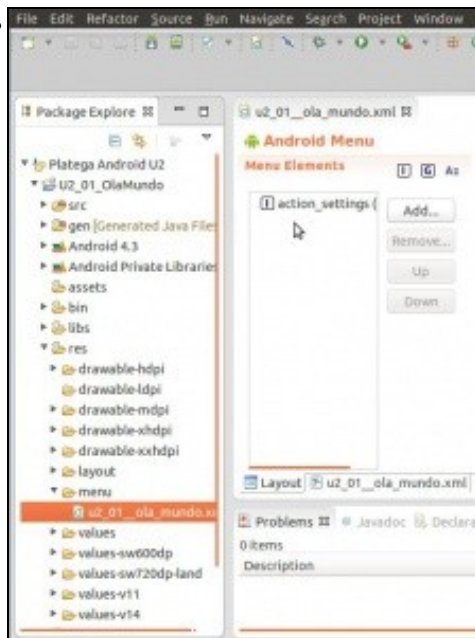
```
<uses-sdk
    android:minSdkVersion="10"
    android:targetSdkVersion="18" />

<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>
```

