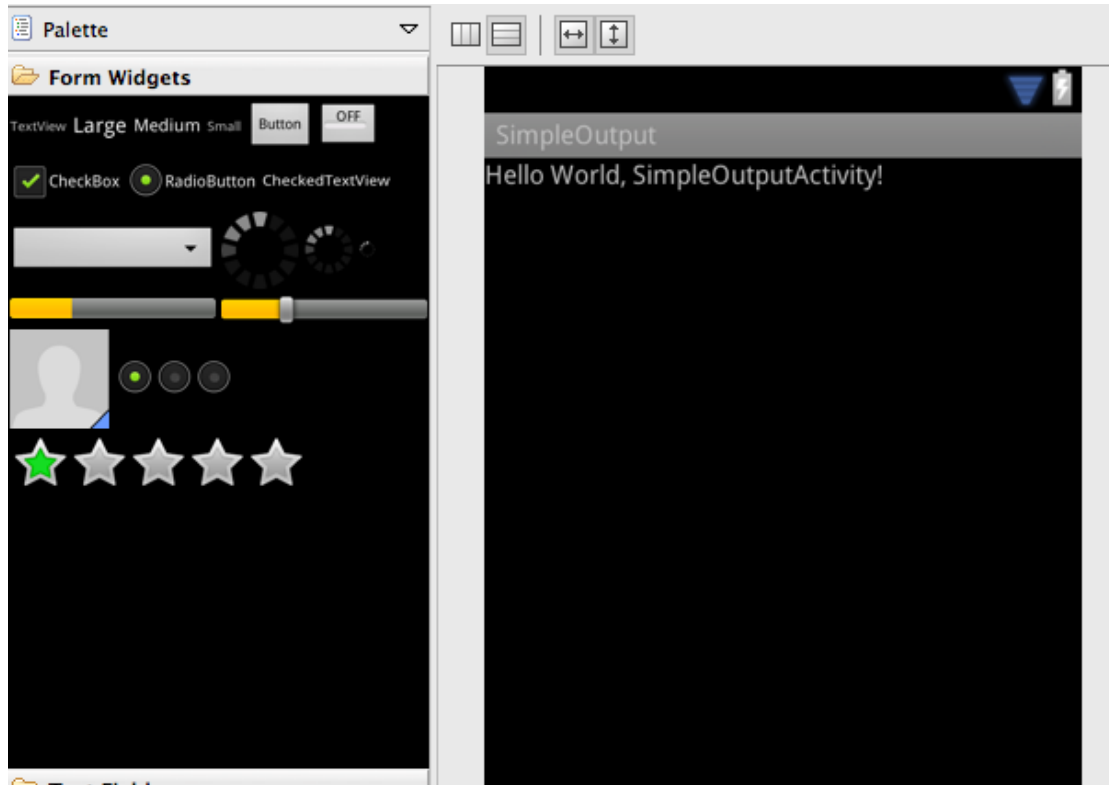


## A Very Simple Android Project

The aim of this project is to check that Android works, the emulator will load and information can be sent from code to the emulator.

The basic graphical layout of an Activity is set up in `res/layout/main.xml`



The fancy layout and words on the screen are generated by the xml code. This can be seen by switching to xml view.

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    >
<TextView
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:text="@string/hello"
    android:id="@+id/txtOut"/>
</LinearLayout>
```

The line in **bold** has been added to give the TextView an id. This will be used in code to pick up the control.

The Java file is in the `src` folder, none of this code should be messed with

```

package android.com.simpleOutput;

import android.app.Activity;
import android.os.Bundle;

public class SimpleOutputActivity extends Activity {
    /** Called when the activity is first created. */

    @Override

    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);

    }
}

```

Some new lines are added to pick up the TextView and assign it a name in code.

The code is repeated with the new lines in bold

```

package android.com.simpleOutput;

import android.app.Activity;
import android.os.Bundle;
import android.widget.TextView;

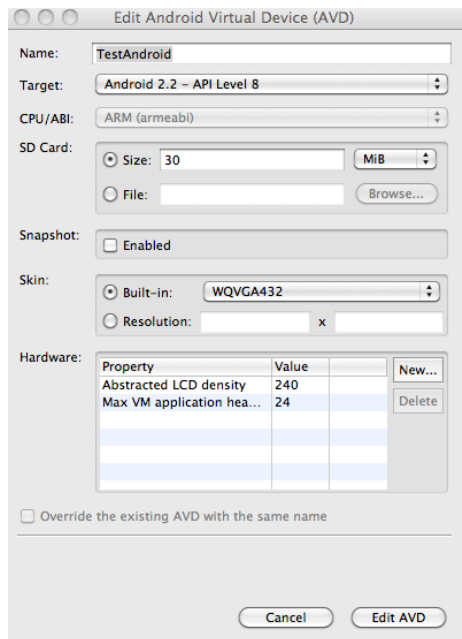
public class SimpleOutputActivity extends Activity {
    /** Called when the activity is first created. */
    TextView myText;
    @Override

    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
        myText = (TextView)findViewById(R.id.txtOut);
        myText.setText("good to go");

    }
}

```

The Java TextView object named myText is linked to the xml object with the id txtOut. Both objects can be given the same name but this might prove confusing.



To run the project an Android virtual machine needs to be configured with the Android SDK manager.

The SDK manager can be run from within Eclipse or the Android sdk.

When running the program the emulator should load. If it refuses try typing `./emulator -avd TestAndroid` from the terminal window.

