In the previous chapter, we explored ADT for Eclipse. We reviewed the ADT views and tools, and how to involve them during day-to-day Android development. In this chapter, we will start putting all the tools and concepts that we have discussed in the previous chapters into action.

Our first Android project is a simple movie player application. Since the purpose of this experiment is to see Android development on Eclipse in action, we will not go too deeply into the Android framework APIs. In the next chapters, we will continue to build on this simple project.

An Overview of the Movie Player

Our movie player application will be a simple single activity application that will present a list of movie files, which are in the external storage. The list will show the thumbnail, name, and duration for each movie file. When you click a movie item in the list, the movie player application will rely on the Android platform to launch the corresponding video player activity to play the selected movie. Although this is a very simple project, it will allow us to experiment with most of the tools and concepts we have discussed in previous chapters.

We will start by using the New Android Project wizard to generate the skeleton project. Then we will use the editors provided by ADT to create the user interface. Through the manifest editor, we will modify the AndroidManifest.xml file based on our project’s requirements. Using the layout editor, we will define the user interface layout for the movie list, as well as the layout for movie list items. We will employ the resource editor to properly define the string resources that we need in our user interface. While producing the necessary layout and resources, we will use Android Lint to validate the code in parallel. The
application will rely on the media store content provider to fetch the list of movie files that are in external storage. The fetched information will be saved into movie objects that we will define in this chapter. We will also implement the movie list adapter to feed the information into the list view for presentation.

To play the selected movie files, we will rely on the Android platform by utilizing the startActivity method of the Activity class to launch the corresponding video player. While doing all of this, we will rely heavily on Eclipse’s code templates, automatic code generators, and refactoring features to streamline the development process by letting Eclipse handle time-consuming operations.

**Starting the MoviePlayer Project**

To start our new Android project, choose File > New > Other from the top menu bar to open the New Project dialog, as shown in Figure 6-1.

![Figure 6-1. Eclipse New Project dialog](image)

The New Project dialog is organized by project categories. Expand the Android project category, choose Android Project as the project type, and click the Next button. This launches the New Android Project wizard. As the first step, you