You need to run your app on a REAL device

So far we've been running our apps using the emulator. The emulator only includes a small number of apps, and there may well be just one app that can handle ACTION_SEND. In order to test our app properly, we need to run it on a physical device where we know there'll be more than one app that can support our action—for example, an app that can send emails and an app that can send messages.

Here's how you go about getting your app to run on a physical device.

1. Enable USB debugging on your device

On your device, open "Developer options" (in Android 4.0 onward, this is hidden by default). To enable it, go to Settings → About Phone and tap the build number seven times. When you return to the previous screen, you should be able to see "Developer options."

Yep, seriously.→

Within "Developer options," tick the box to enable USB debugging

You need to enable USB debugging.
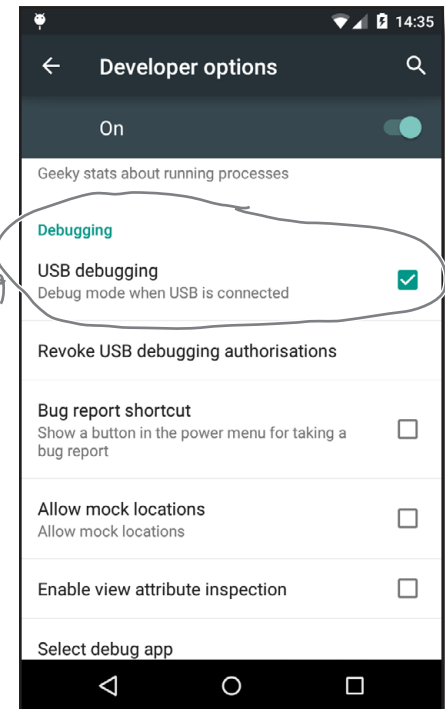
2. Set up your system to detect your device

If you're using a Mac, you can skip this step.

If you're using Windows, you need to install a USB driver. You can find the latest instructions here:

http://developer.android.com/tools/extras/oem-usb.html

If you're using Ubuntu Linux, you need to create a `udev` rules file. You can find the latest instructions on how to do this here:

http://developer.android.com/tools/device.html#setting-up

3. Plug your device into your computer with a USB cable

Your device may ask you if you want to accept an RSA key that allows USB debugging with your computer. If it does, you can tick the "Always allow from this computer" option and choose OK to enable this.

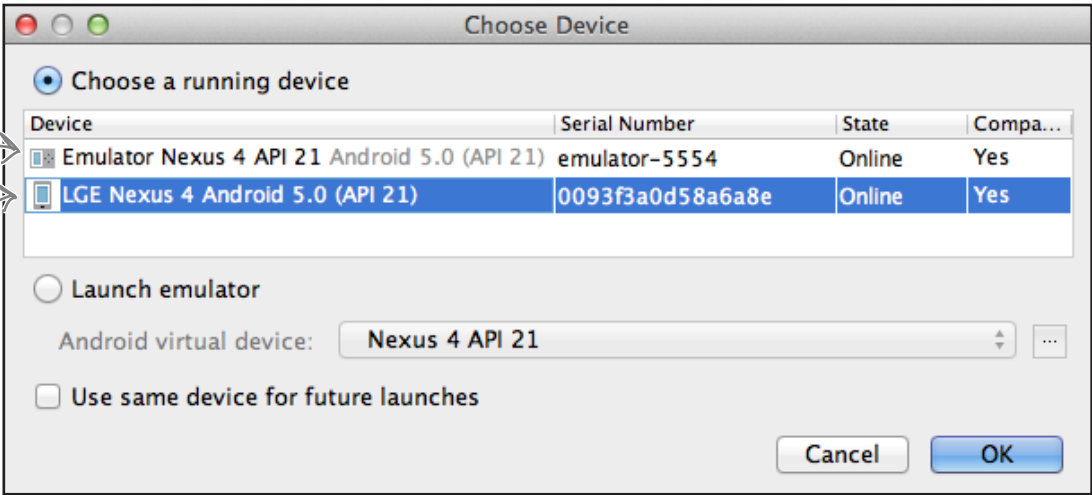*You'll get this message if your device is running Android 4.2.2 or higher.*

Running your app on a real device (continued)

4. Run your app in Android Studio as normal

Android Studio will install the app on your device and launch it. You may be asked to choose which device you want to run your app on. If so, select your device from the list available and click OK.

The first device listed is our emulator.

Here's our physical device.

Device	Serial Number	State	Compa...
Emulator Nexus 4 API 21 Android 5.0 (API 21)	emulator-5554	Online	Yes
LGE Nexus 4 Android 5.0 (API 21)	0093f3a0d58a6a8e	Online	Yes

Choose Device

◉ Choose a running device

○ Launch emulator

Android virtual device: Nexus 4 API 21

☐ Use same device for future launches

Cancel   OK

And here's the app running on the physical device

You should find that your app looks about the same as when you ran it through the emulator. You'll probably also find that your app installs and runs quicker too.

Now that you know how to run the apps you create on your own device, you're all set to test the latest changes to your app.

SEND MESSAGE

A little message

message's   messages   messaged

q w e r t y u i o p
a s d f g h j k l
z x c v b n m
?123 ,   .