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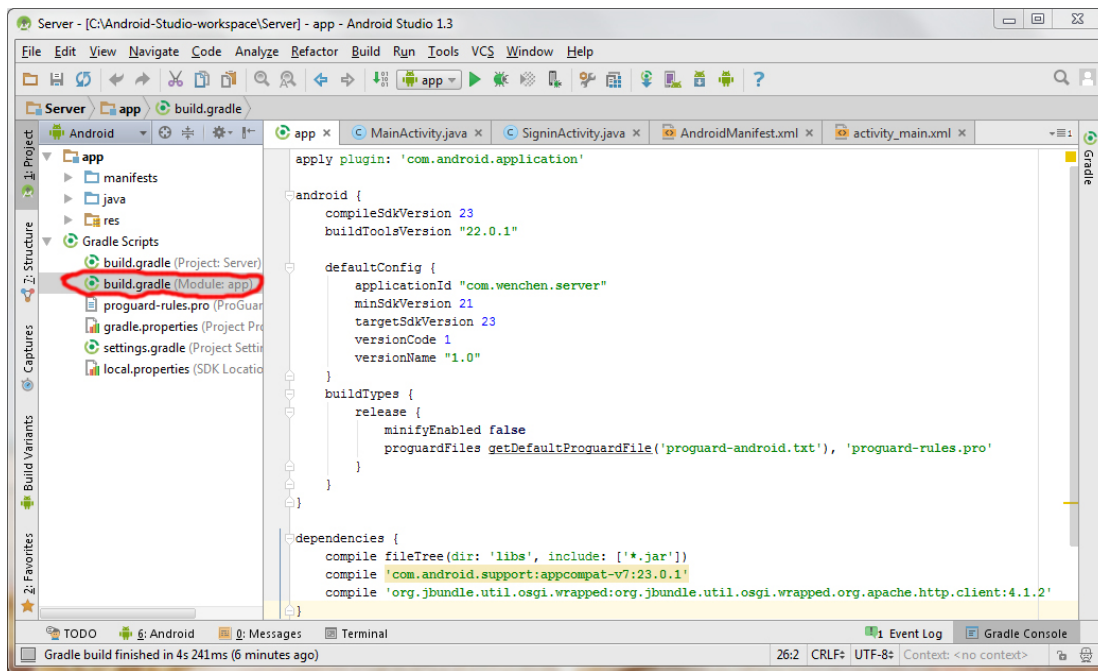
build.gradle (Module: app)

In the past, setting up the Android execution environment could be complicated. Using Eclipse saved us much trouble, but it was still not easy. Since Android Studio adopted [Gradle](#), the task becomes much easier. Gradle is an open source build automation system that builds upon

- [Apache Ant](#), which is a Java library and command-line tool whose mission is to drive processes described in build files as targets, and
- [Apache Maven](#), which is a software project management and comprehension tool.

It also introduces a [Groovy](#)-based domain-specific language (DSL) instead of the XML form used by Apache Maven of declaring the project configuration. Gradle is a plugin based system. This means if you have your own programming language and you want to automate the task of building some package (output like a JAR for Java) from sources then you can write a complete plugin in Java or Groovy, and distribute it to rest of world. Below is the build.gradle file used in this app if the [HttpClient](#) class is used. If Android SDK 23 above is used, add the following code under buildToolsVersion:

```
useLibrary 'org.apache.http.legacy'
```



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