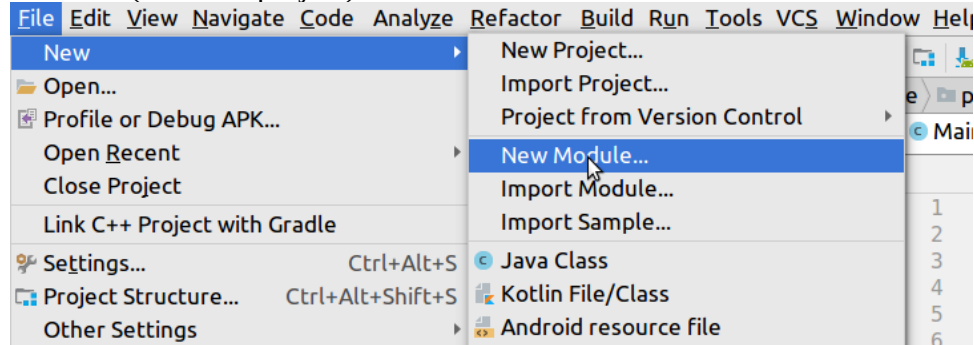
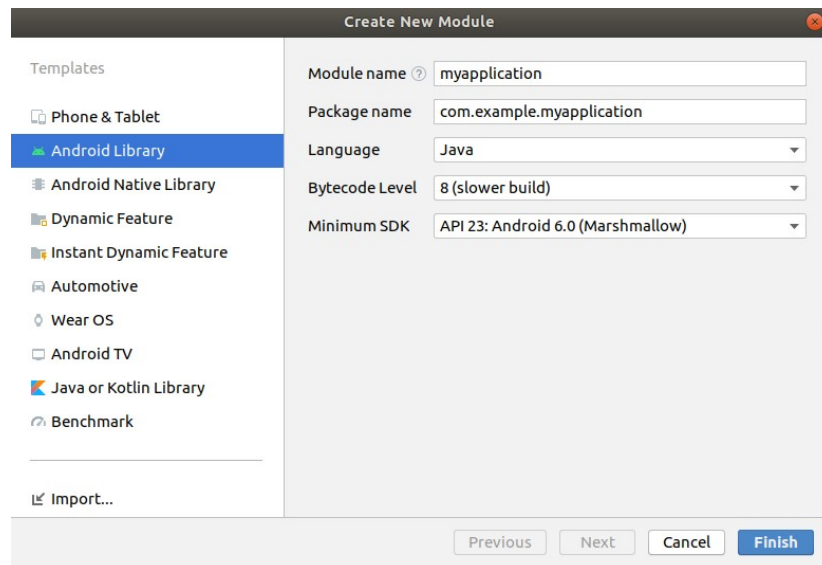


Android: create, use and share a library:

1. Create a new module (withen a project):



which leads to:

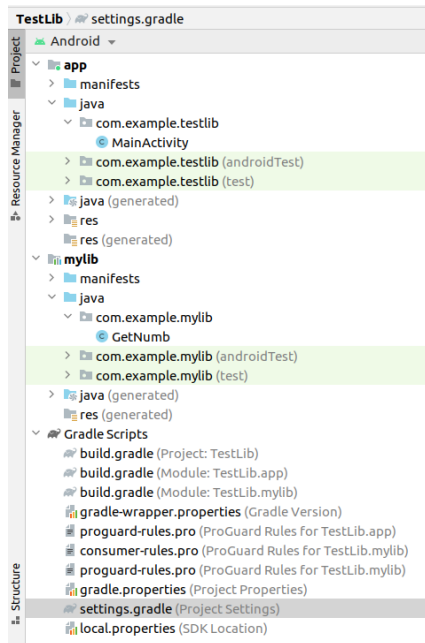


Now the google way creates this library in the folder of the parent project, which means that its hard to share with other projects, especially if you want to make a utility library that may be useful to other projects. Generally they advise **copying the library to other projects that want to use it**. This does make for a maintenance nightmare where you have to manage multiples copies of the same codebase though.

You can however, have a library shared amongst multiple projects by following the procedure below.

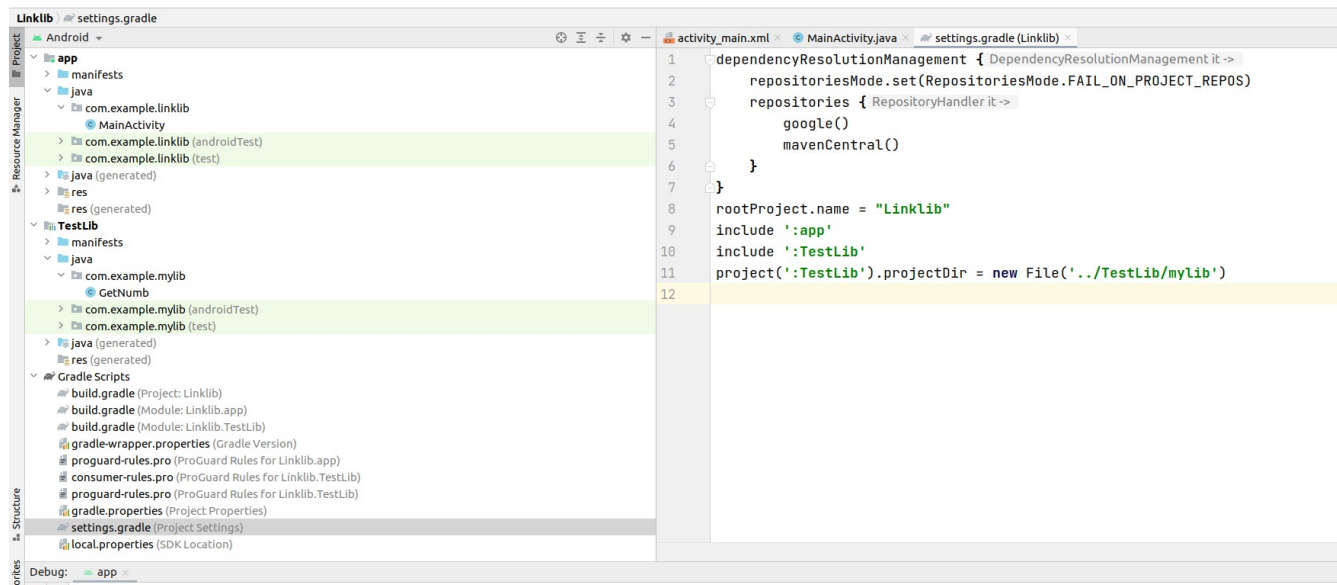
The Fix

First make a tester app (TestLib as shown below) that hosts your utility library (as above) its purpose is to test your library. Make the library as above by creating an application that hosts the library like below.



To use your library in another project

Create a project, (LinkLib as shown below). In the settings.gradle link to the library of interest . Presto 1 copy of the library that other projects link to!



Usage

In the code using the library classes. Add a dependency for the classes you are importing (alt-enter on red class). Then import the classes (alt-enter on red class). Your done.

See [LINK_networking_lib](#)

Problems?

Yes, notice the relative path above. This has to be correct for the target machine. You get it wrong and the library appears in the project but has nothing in it.

Also dont forget to update permissions, if library needs them

And you probably want compatible sdk and target versions