

# Hands-on setup guide (Linux)

## 1. Pre-requisites

- **Git** If required check this link to install it : [Download Git](#)

**To check** open a Terminal and type : `git --version`

**Note:** We will call `<Archive directory>` the directory where are the provided archives into the `Hands-on` . This directory is coming from the USB pen and should be copied for instance on the Desktop or the Home directory. So when you will read : `cd <Archive directory>` you will understand `cd ~/Desktop` or `cd ~/Bureau` or `cd ~` depending where you've copied the `Hands-on` directory from the USB pen.

## 2. Create `~/Hands-on` directory

```
mkdir ~/Hands-on
```

**To check** open a Terminal and type : `ls ~/Hands-on`

### 2.1 Install Android Studio

Unzip provided archive into your directory `~/Hands-on` :

```
$ cd <Archive directory>
$ unzip ./Hands-on/Linux/android-studio-ide-145.3537739-linux.zip -d ~/Hands-on/
```

**To check** open a Terminal and type : `ls ~/Hands-on` and you should see `android-studio` directory.

### 2.2 Install Android SDKs

Unzip provided archive into your directory `~/Hands-on` :

```
$ cd <Archive directory>
$ cp ./Hands-on/Linux/Android.tar.gz ~/Hands-on
$ cd ~/Hands-on
$ tar zxvf Android.tar.gz
```

**To check** open a Terminal and type : `ls ~/Hands-on/Android` and you should see `Sdk` and `Plugins` directories.

## 2.3 Hands-on project

Unzip provided archive into your directory `~/Hands-on` :

```
$ cd <Archive directory>
$ unzip ./Hands-on/Linux/2017-handson-kotlinAndroid.zip -d ~/Hands-on/
```

**To check** open a Terminal and type :

```
$ cd ~/Hands-on/2017-handson-kotlinAndroid
$ git lg
```

you should read :

```
* 9b50a75 (origin/solution, solution) Exercise 2.5 : Kotlin & Rx
* a911fe9 Exercise 2.4 : Lambda
* a7911d8 Exercise 2.3 : Function extensions
* 8112ad2 Exercise 2.2 : Kotlin extensions
* acbd955 Exercise 2.1 : Prepare MainActivity
* 5e9f1f6 (tag: End-Part1) Exercise 1.4 : Lateinit & Companion Object
* 1d67724 Exercise 1.3 : Collections
* 15a64ab Exercise 1.2 : When
* 76f22bc Exercise 1.1 : Data class kotlin
* 9003149 (HEAD -> master, origin/master, origin/HEAD) Mode offline (#1)
* 24d0724 Initial commit
```

Create your working branch:

```
$ git checkout -b mywork
$ git lg
```

you should read :

```
* 9b50a75 (origin/solution, solution) Exercise 2.5 : Kotlin & Rx
* a911fe9 Exercise 2.4 : Lambda
* a7911d8 Exercise 2.3 : Function extensions
* 8112ad2 Exercise 2.2 : Kotlin extensions
* acbd955 Exercise 2.1 : Prepare MainActivity
* 5e9f1f6 (tag: End-Part1) Exercise 1.4 : Lateinit & Companion Object
* 1d67724 Exercise 1.3 : Collections
* 15a64ab Exercise 1.2 : When
* 76f22bc Exercise 1.1 : Data class kotlin
* 9003149 (HEAD -> mywork, origin/master, origin/HEAD, master) Mode offline (#1)
* 24d0724 Initial commit
```

### 3. Install Gradle cache

/!\ Warning: Due to Gradle open issue ([Gradle's cache stores the native OS absolute path](#)), you have to create exactly the same directory !/!\

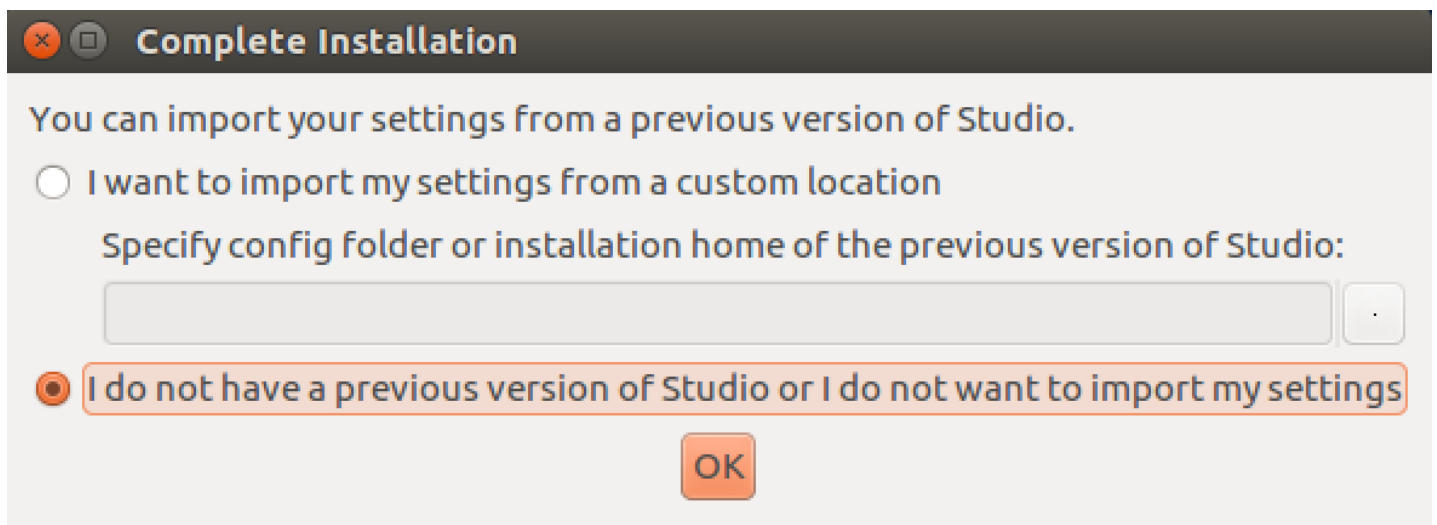
Note to use your current user instead of `laurent:laurent` .

```
$ cd <Archive directory>
$ sudo cp ./Hands-on/Linux/handson-devoxx2017-gradle.tar.gz /opt
$ cd /opt
$ sudo tar zxvf handson-devoxx2017-gradle.tar.gz
$ sudo chown -R laurent:laurent handson-devoxx2017/
```

**To check** open a Terminal and type : `ls -l /opt/handson-devoxx2017` and you should see `gradle` directory belonging to `laurent:laurent` .

### 4. Complete Android Studio offline setup

open a Terminal and type : `~/Hands-on/android-studio/bin/studio.sh &`



Just ignore the message and click on `Cancel`



## Android Studio First Run



Unable to access Android SDK add-on list

Setup Proxy

Cancel

Powered by the IntelliJ Platform



# Welcome

Android Studio

Welcome! This wizard will set up your development environment for Android Studio.  
Additionally, the wizard will help port existing Android apps into Android Studio  
or create a new Android application project.



Previous

Next

Cancel

Finish

Select  installation



## Install Type

Choose the type of setup you want for Android Studio:

☐ Standard

Android Studio will be installed with the most common settings and options.  
Recommended for most users.

☒ Custom

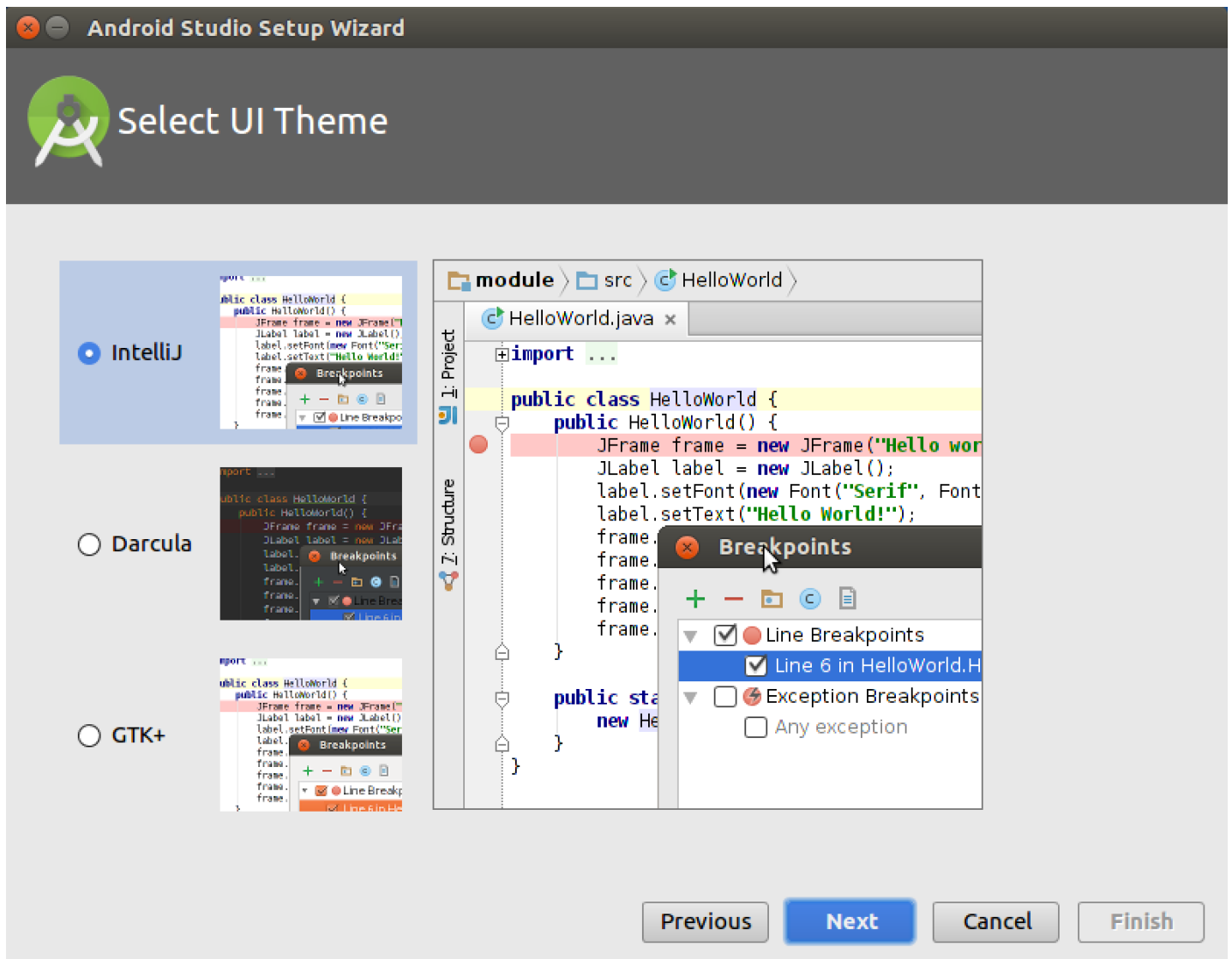
You can customize installation settings and components installed.

Previous

Next

Cancel

Finish



Update Android SDK location and set the path defined in chap. 2 above. Should be the absolute path of :

~/Hands-on/Android/Sdk



## SDK Components Setup

Check the components you want to update/install. Click Next to continue.

- ☒ Android SDK – (installed)
- ☐ Android Virtual Device – (installed)

The collection of Android platform APIs, tools, and utilities that enables you to debug, profile, and compile your apps.

The setup wizard will update your current Android SDK installation (if necessary) or install a new version.

Android SDK Location:

/home/laurent/Devovx2017/Android/Sdk

Total download size:

Available disk space: 5

An existing Android SDK was detected. The setup wizard will only download missing or outdated SDK components.

Previous

Next

Cancel

Finish





## Verify Settings

If you want to review or change any of your installation settings, click Previous.

Current Settings:

**Setup Type:**

Custom

**SDK Folder:**

/home/laurent/Devboxx2017/Android/Sdk

Previous

Next

Cancel

Finish



## Emulator Settings

We have detected that your system can run the Android emulator in an accelerated performance mode.

Linux-based systems support virtual machine acceleration through the KVM (Kernel-mode Virtual Machine) software package.

Search for install instructions for your particular Linux configuration ([Android KVM Linux Installation](#)) that KVM is enabled for faster Android emulator performance.

Previous

Next

Cancel

Finish



## Downloading Components

Android SDK is up to date.

Previous

Next

Cancel

Finish



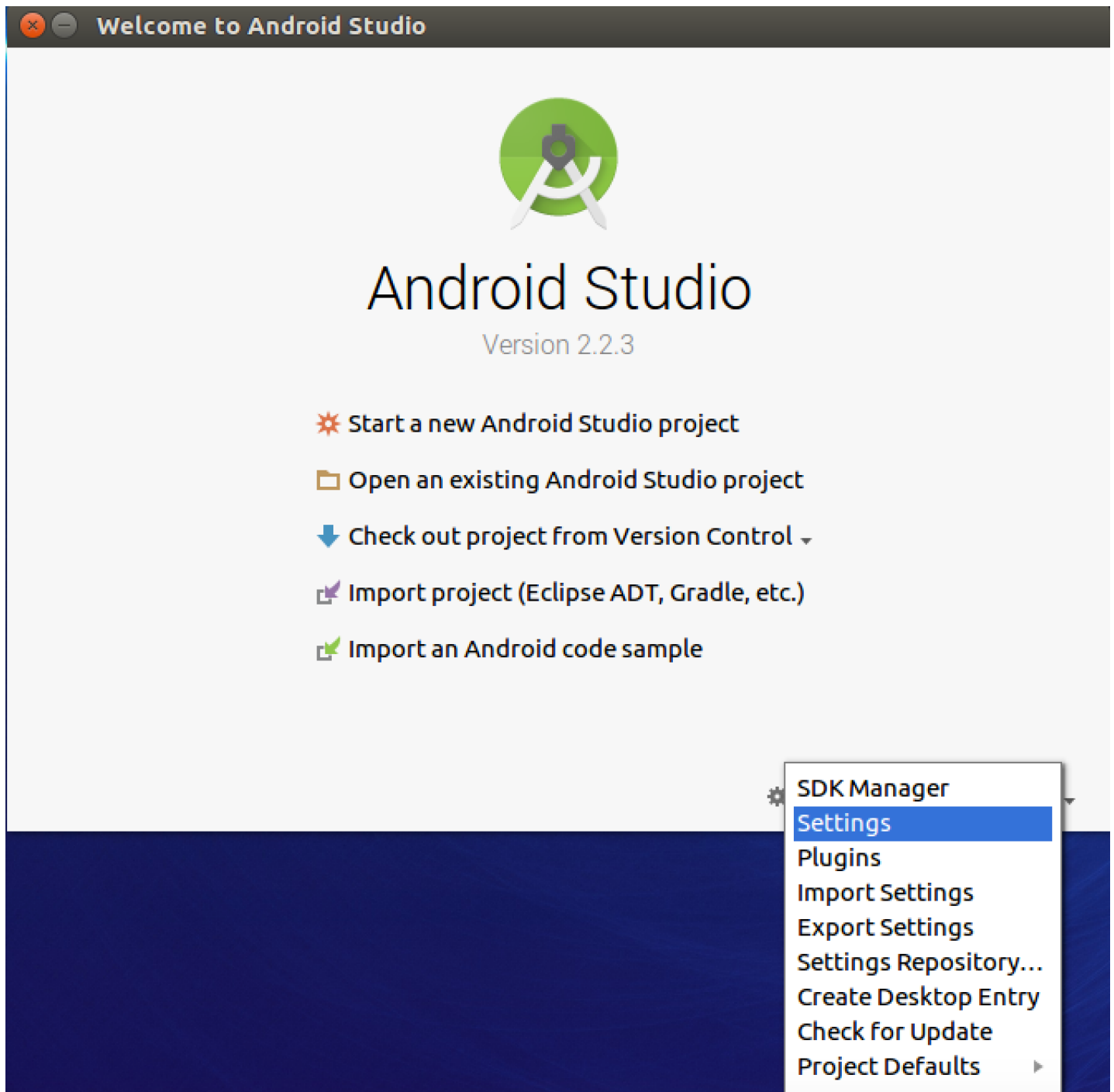
# Android Studio

Version 2.2.3

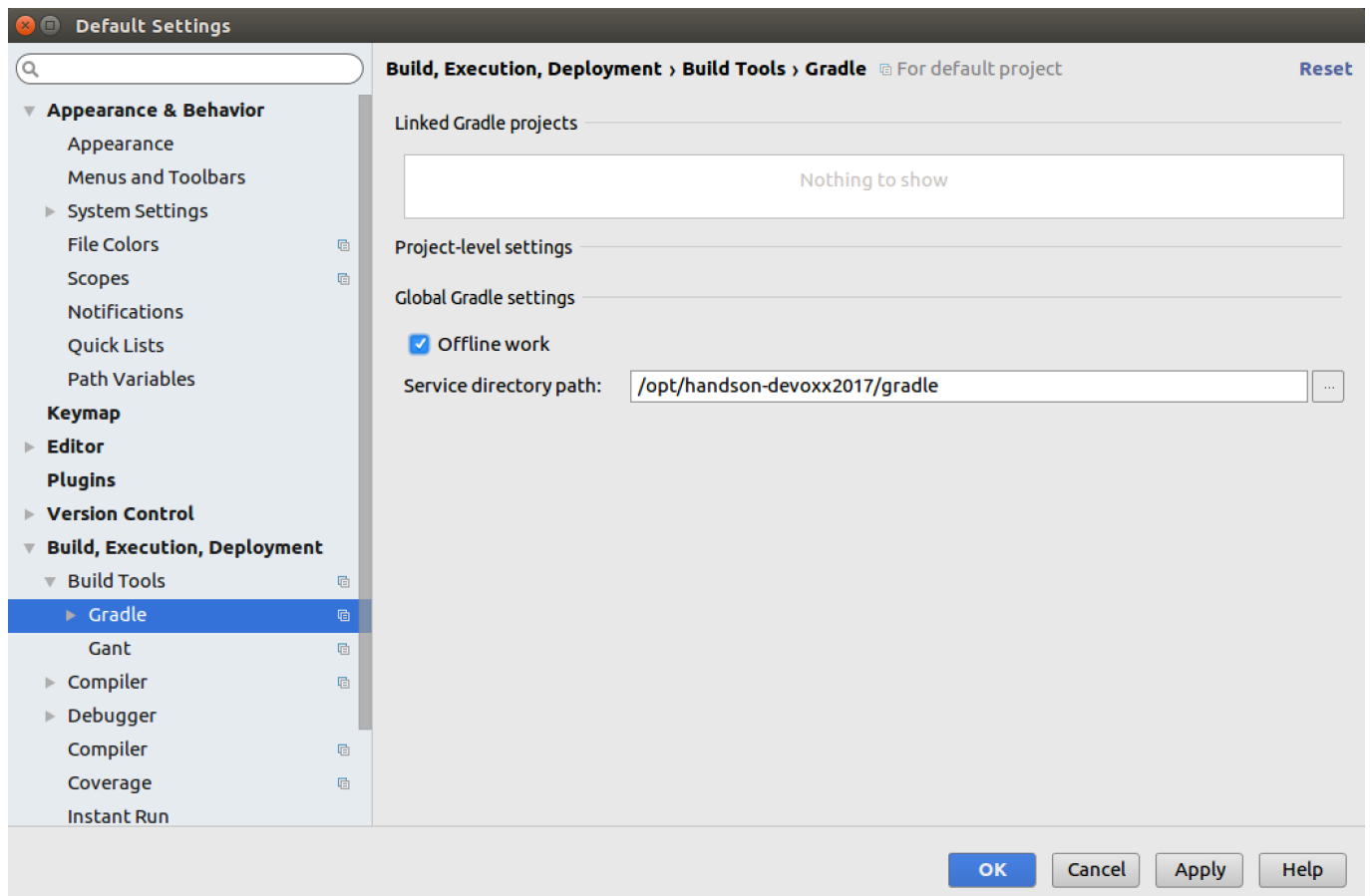
- ⚙ Start a new Android Studio project
- 📁 Open an existing Android Studio project
- ⬇ Check out project from Version Control ▾
- 📄 Import project (Eclipse ADT, Gradle, etc.)
- 📄 Import an Android code sample

⚙ Configure ▾ Get Help ▾

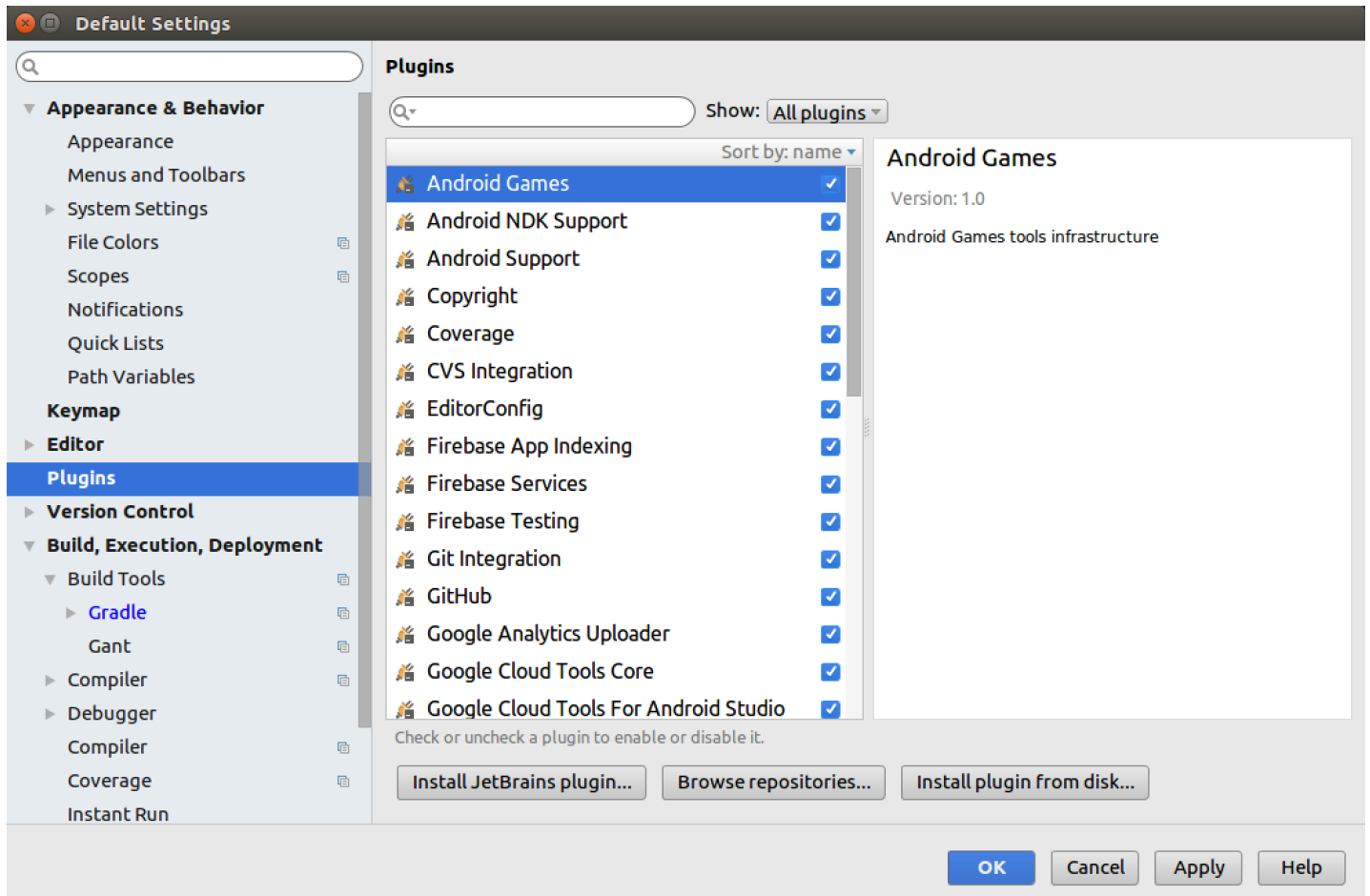
Open `configure` menu and select `Settings`



- Select `Build, Execution, Deployment | Gradle`
- Check `Offline work`
- Set service directory path to : `/opt/handson-devoxx2017/gradle`
- Then Click on `Apply` button



- Select `Plugins`
- Click on `Install plugin from disk...` button



Kotlin 1.0.6 plugin is provided along with the Android SDK archive under the `Plugins` directory :

- `~/Hands-on/Android/Plugins/kotlin-plugin-1.0.6-release-Studio2.2-1.zip`

## Choose Plugin File

JAR and ZIP archives are accepted



Hide path

voxx2017/Android/Plugins/kotlin-plugin-1.0.6-release-Studio2.2-1.zip

- ▶ cdrom
- ▶ dev
- ▶ etc
- ▼ home
  - ▼ laurent
    - ▶ Android
    - ▶ Bureau
    - ▼ Devovx2017
      - ▼ Android
        - ▼ Plugins
          - kotlin-plugin-1.0.6-release-Studio2.2-1.zip
  - ▶ Sdk
  - ▶ android-studio
  - ▶ devovx2017-handson-kotlinAndroid
  - ▶ Documents

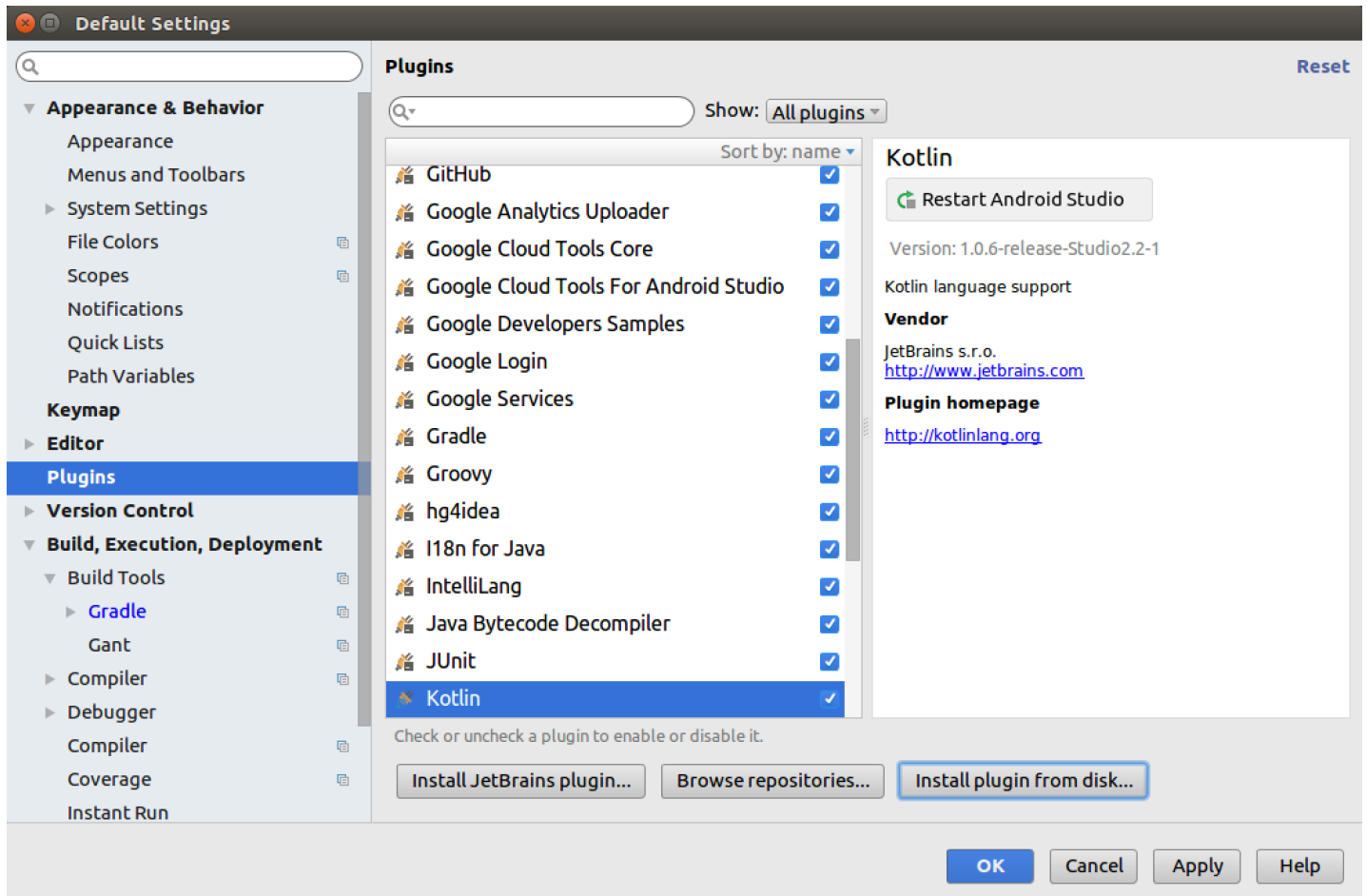
Drag and drop a file into the space above to quickly locate it in the tree

OK

Cancel

Help





- Then Click on **Apply** button
- Click on **Restart Android Studio** button

## 5. Import Hands-on project



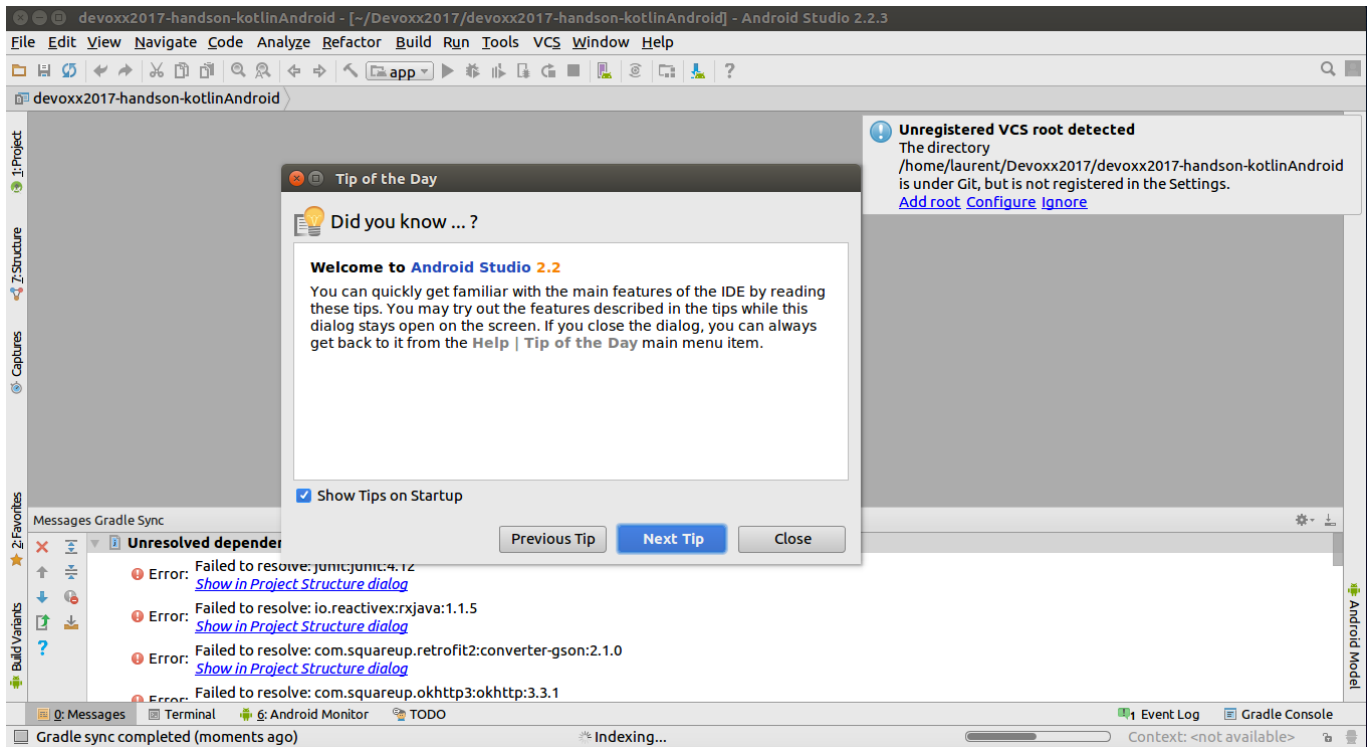
# Android Studio

Version 2.2.3

- ⚙️ Start a new Android Studio project
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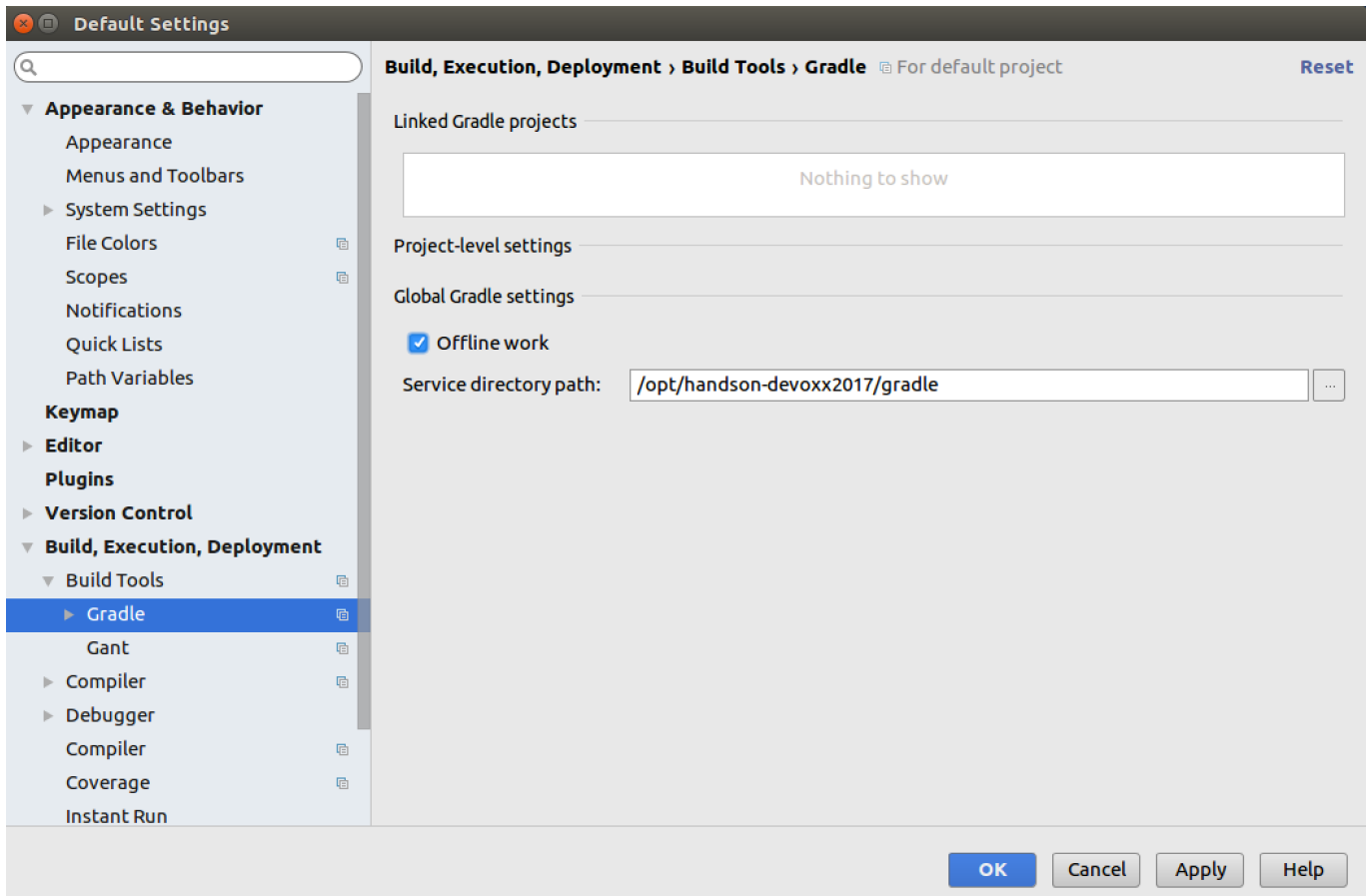
⚙️ Configure ▾ Get Help ▾

- Click `Import project (Eclipse ADT, Gradle, etc.)` and choose `~/Hands-on/2017-handson-kotlinAndroid` directory
- Click `Add Root`



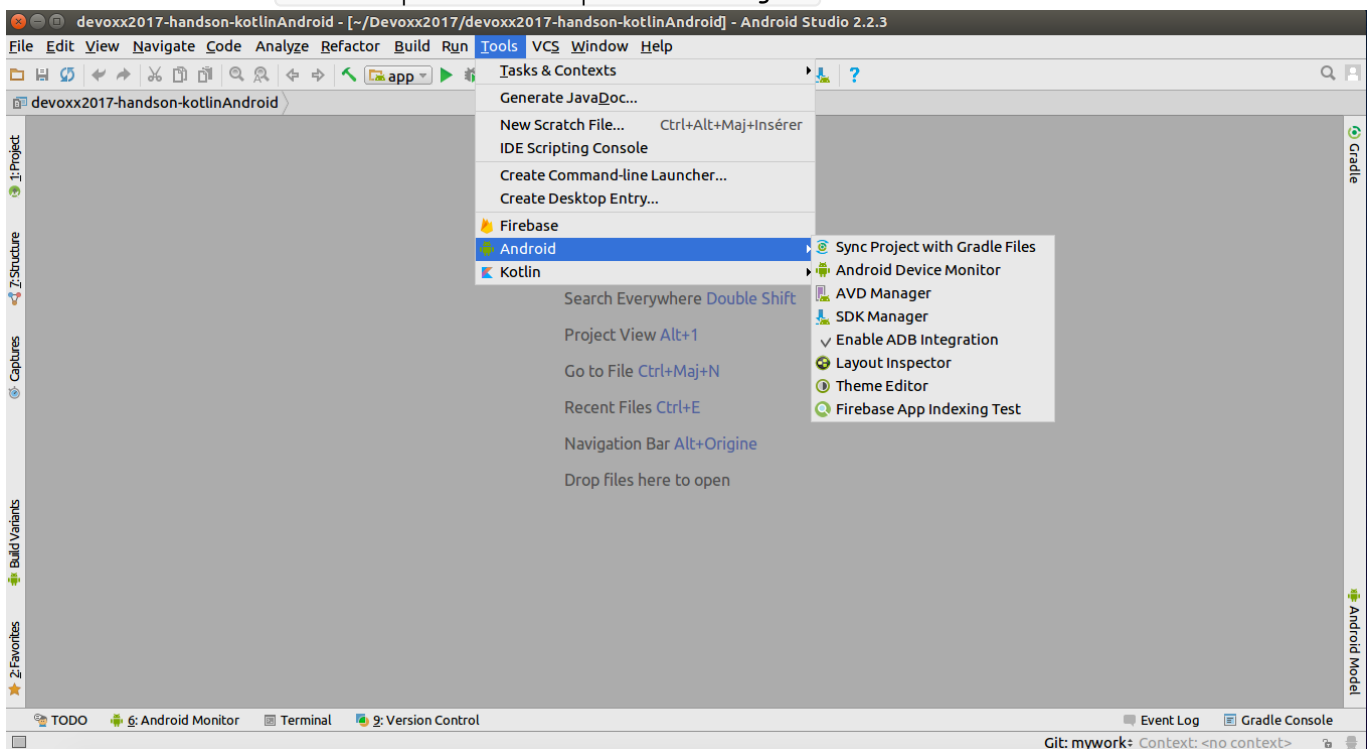
If there is still some errors with Gradle... Double check the following.

- Open `File | Settings...` menu
- Select `Build, Execution, Deployment | Gradle`
- Check `Offline work`
- Set service directory path to : `/opt/handson-devovx2017/gradle`
- Then Click on `Apply` button



## 6. Create Virtual Device for Emulator

- Click on the menu : **Tools | Android | AVD Manager** :



- Click on **Create Virtual Device...** button

