

Android Development Environment Preparation

CSE 162

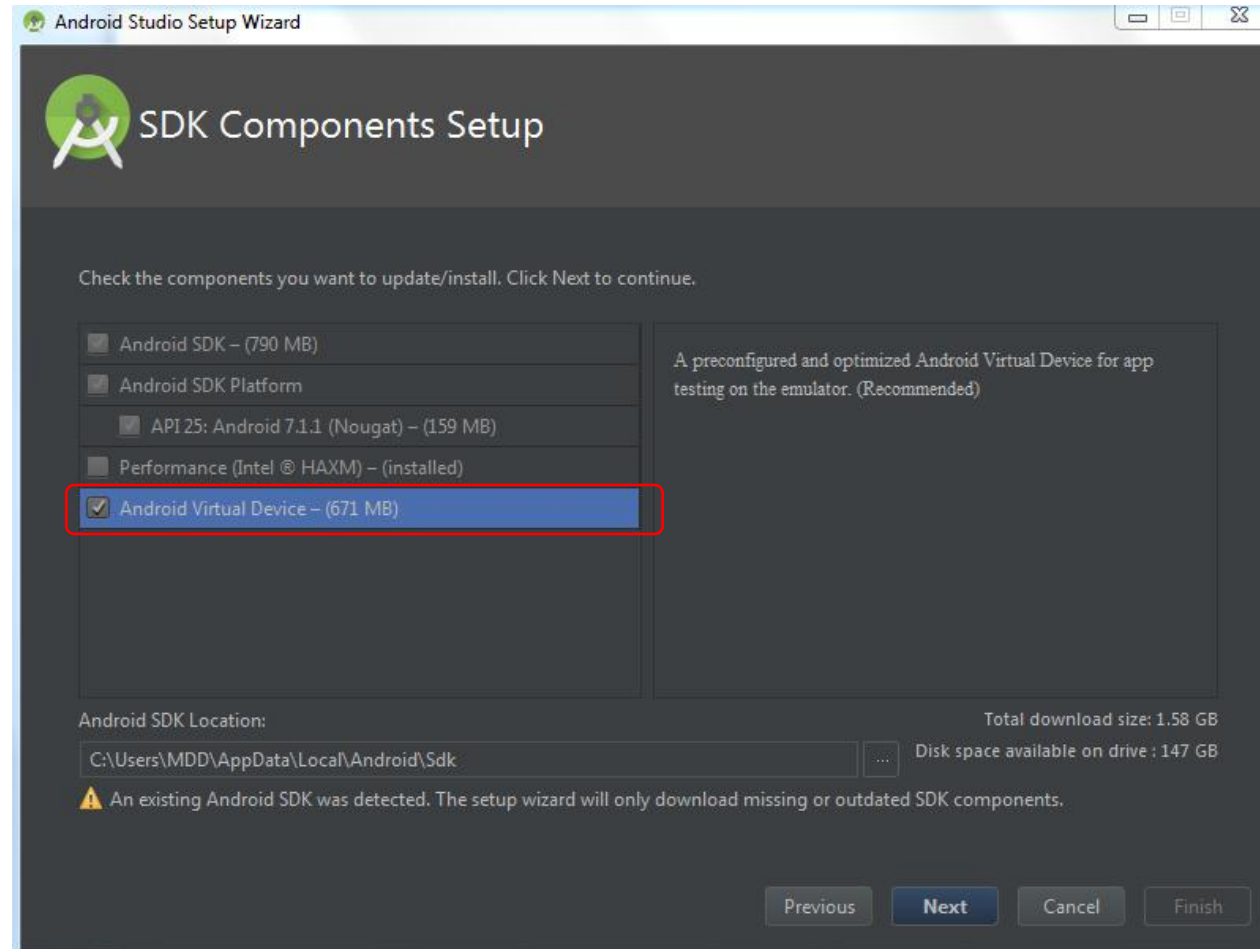
Hua Huang

Getting Started

- Install Android Studio (<https://developer.android.com/studio/install.html>)
- Set the Java Development Kit (JDK) (<https://developer.android.com/studio/intro/studio-config#jdk>)

- Install Android Virtual Device <https://developer.android.com/studio/run/managing-avds.html>
 - Note: Android 4.0 is sufficient. No need for the latest versions, which add to the complexity of programming.

Android Virtual Device



- Install drivers for Android phone (ADB)

(Windows: <https://developer.android.com/studio/run/oem-usb.html>)

*nix: <https://developer.android.com/studio/run/device.html>)

- For students with a mobile phone: Enable Android Development

<https://www.kingoapp.com/root-tutorials/how-to-enable-usb-debugging-mode-on-android.htm>

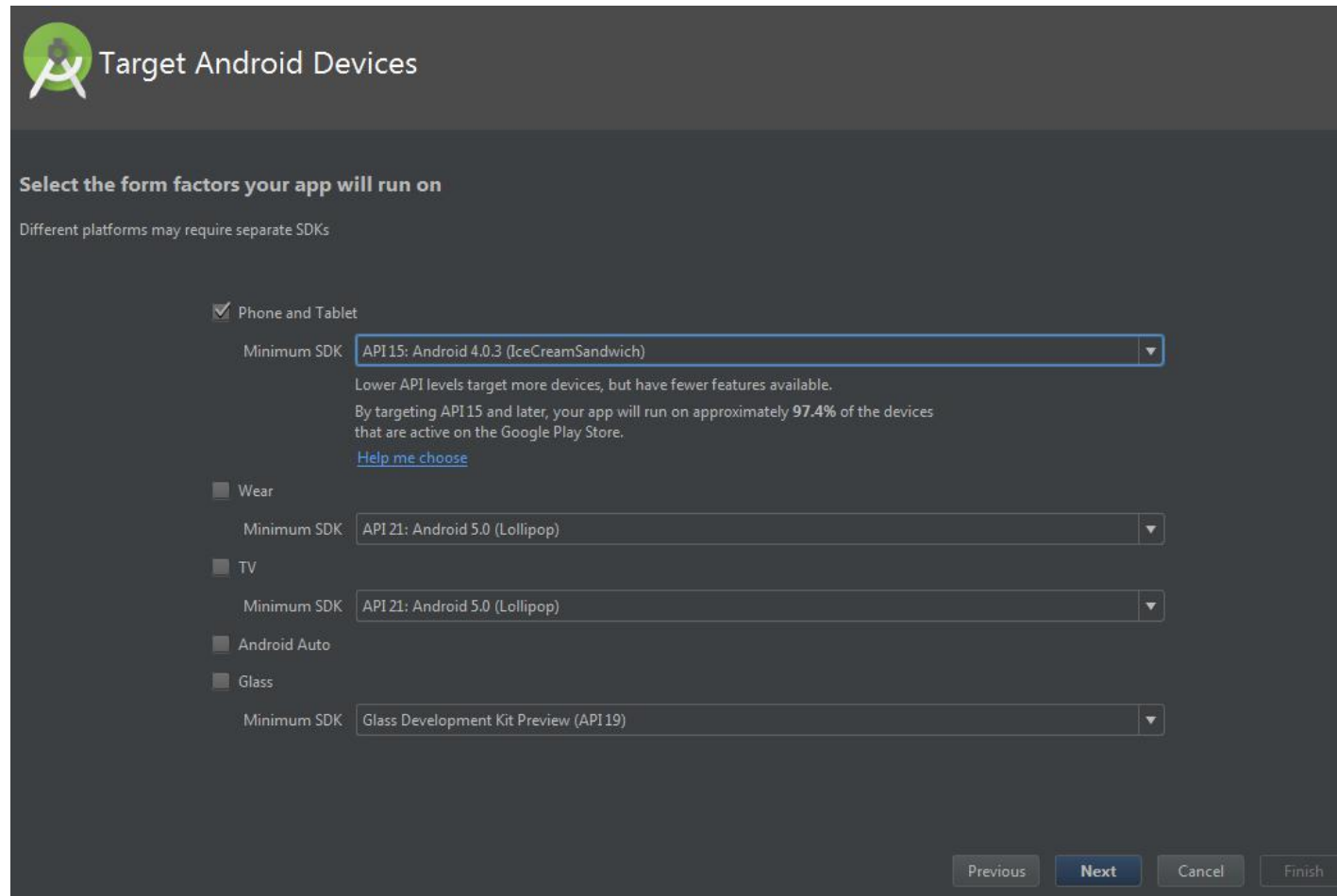
Generate the first app


- Instructions:

https://www.tutorialspoint.com/android/android_hello_world_example.htm

Generate the first app

Target Device: depends on your phone



 Target Android Devices

Select the form factors your app will run on

Different platforms may require separate SDKs

☒ Phone and Tablet

Minimum SDK: API 15: Android 4.0.3 (IceCreamSandwich)

Lower API levels target more devices, but have fewer features available.
By targeting API 15 and later, your app will run on approximately 97.4% of the devices that are active on the Google Play Store.
[Help me choose](#)

☐ Wear

Minimum SDK: API 21: Android 5.0 (Lollipop)

☐ TV

Minimum SDK: API 21: Android 5.0 (Lollipop)

☐ Android Auto

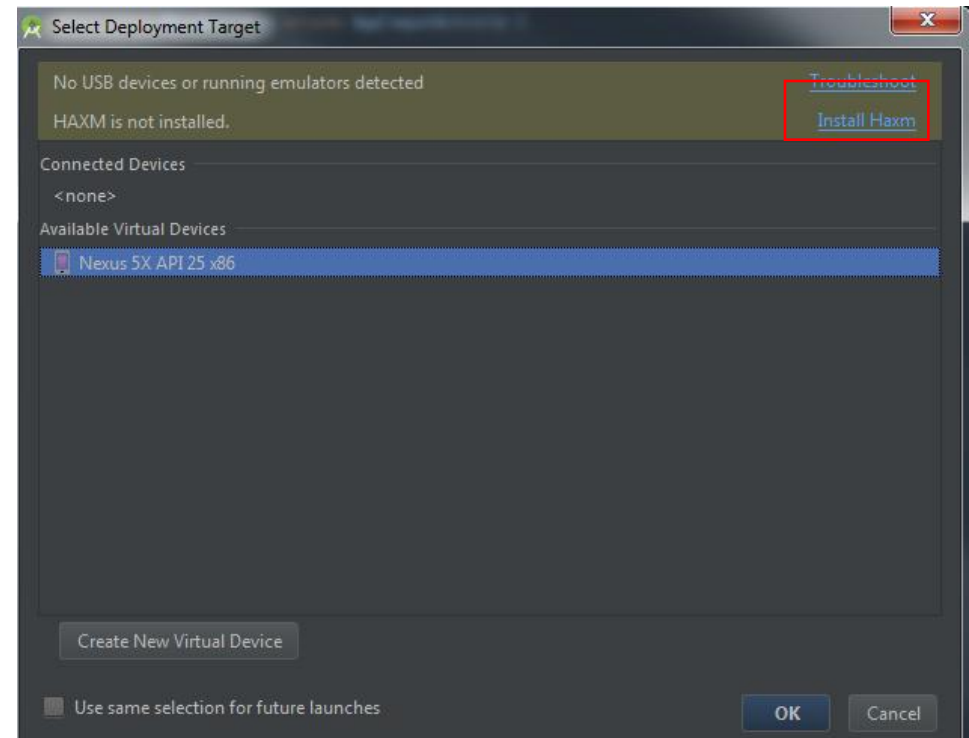
☐ Glass

Minimum SDK: Glass Development Kit Preview (API 19)

Previous Next Cancel Finish

Run the app

- Use Virtual Devices
- (Optional) Install Drivers
- Create New Virtual Device



Build this app

