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Sejam bem-vindos!



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Preparando o ambiente no macOs

Hybrid Mobile App Development



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PRÉ-REQUISITO

IMPORTANTE

- Um Mac rodando uma versão recente do macOS (normalmente, o Android Studio é compatível com as duas versões mais recentes do macOS).
- Uma conexão estável com a Internet, pois o download pode ser grande.
- Espaço livre suficiente no disco rígido para a instalação completa do Android Studio e seus componentes adicionais.

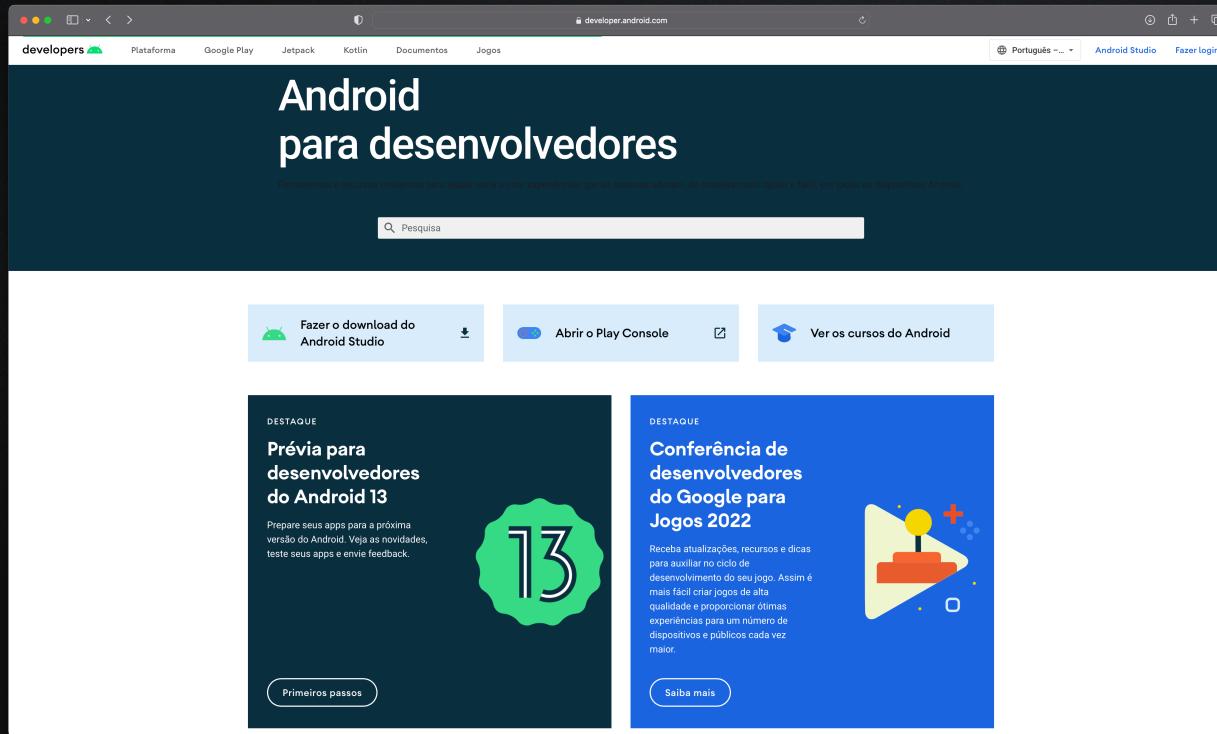
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INSTALAÇÃO

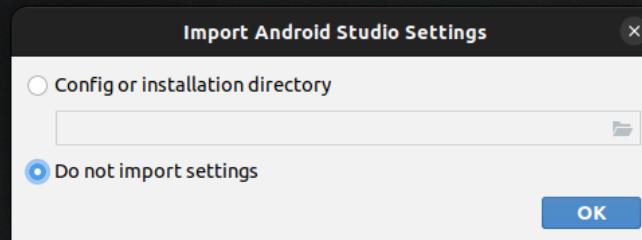
DOWNLOAD

Site: <https://developers.android.com>



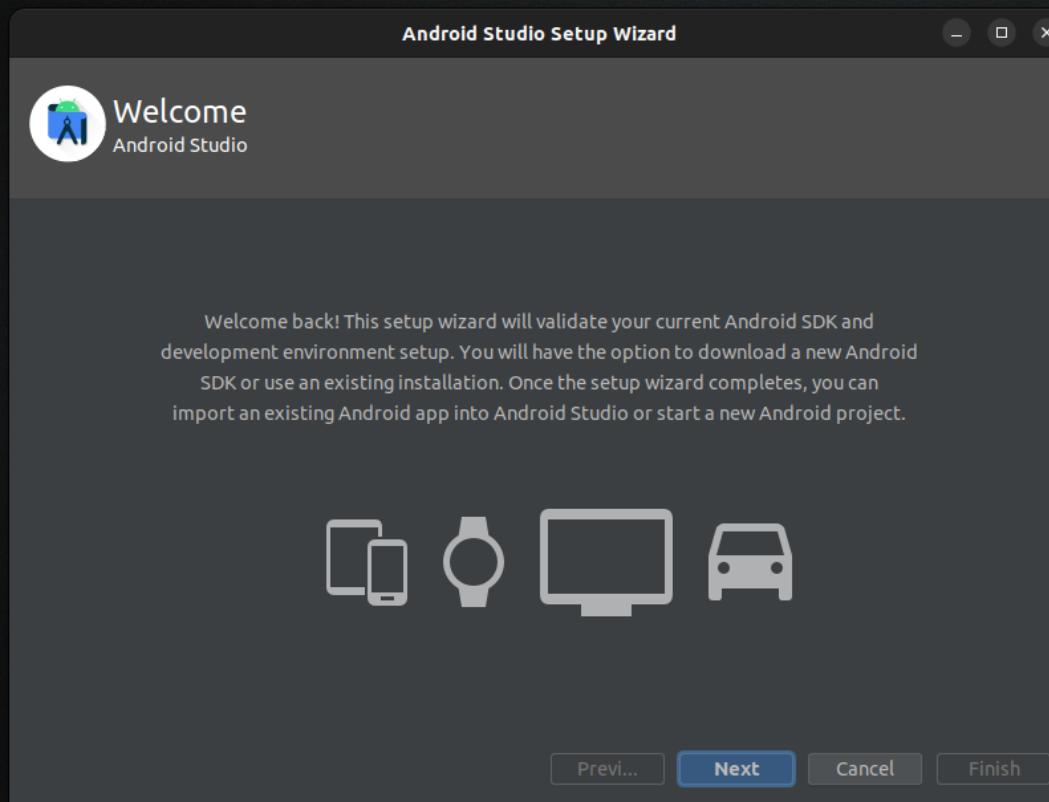
INSTALANDO

Se deseja importar alguma configuração prévia



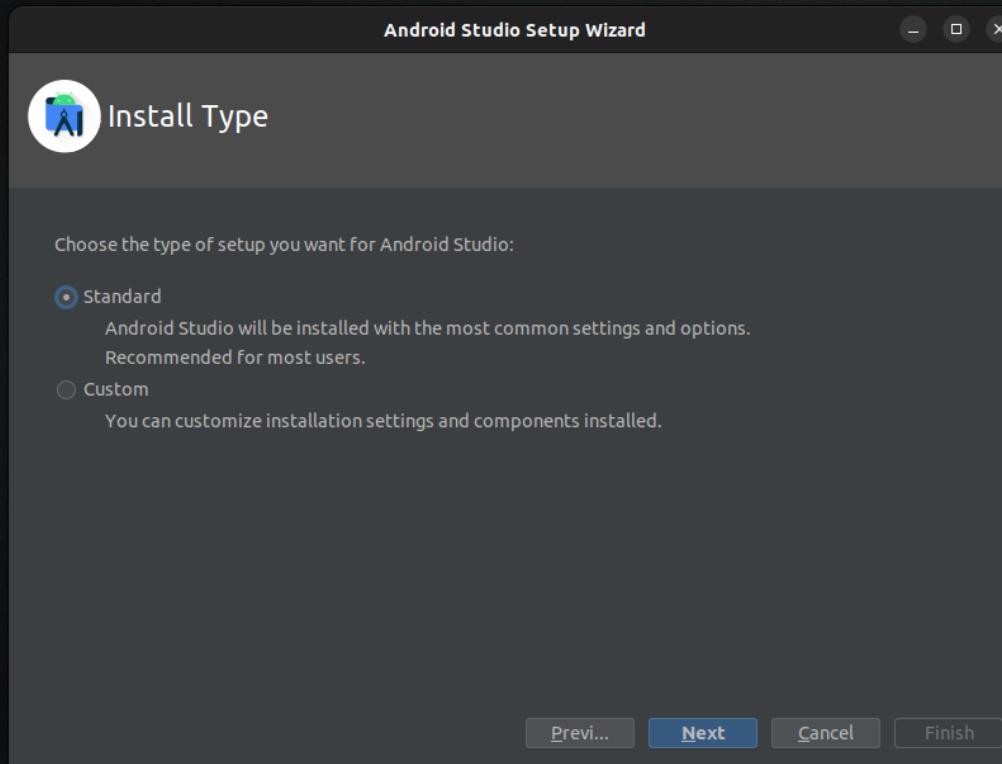
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Tela inicial



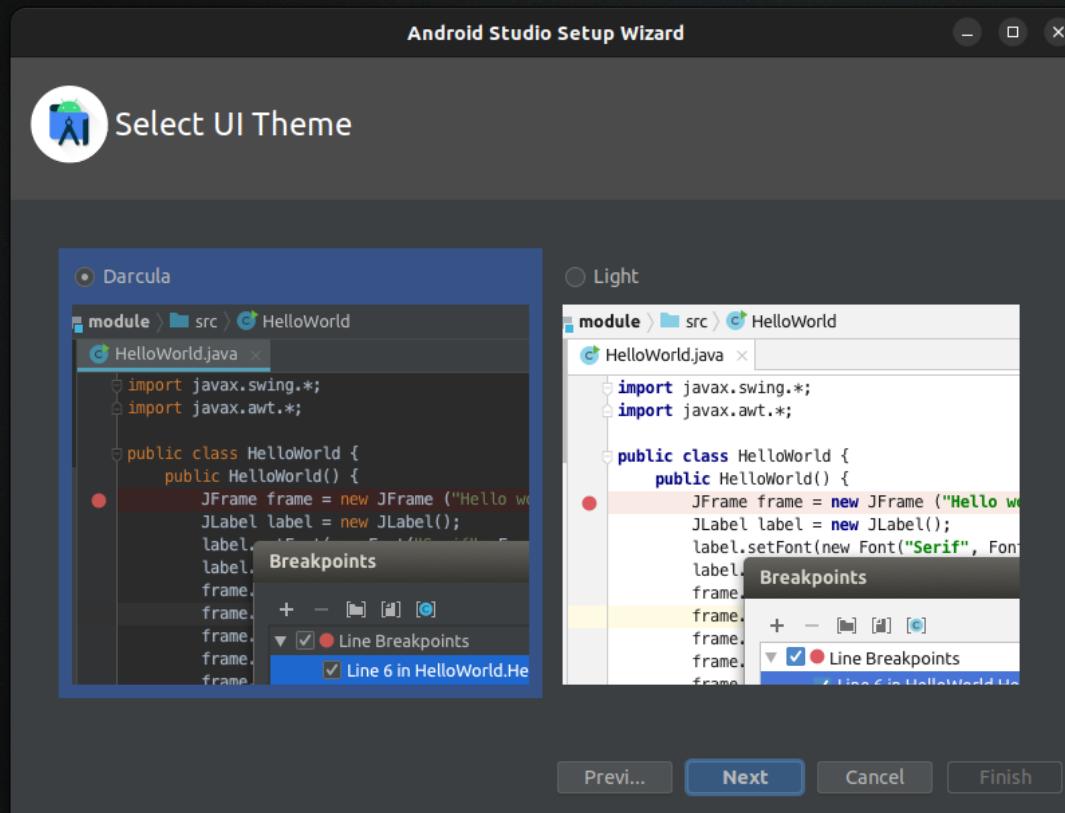
INSTALANDO

Tipo de instalação. Aqui você pode selecionar entre a instalação padrão ou customizada



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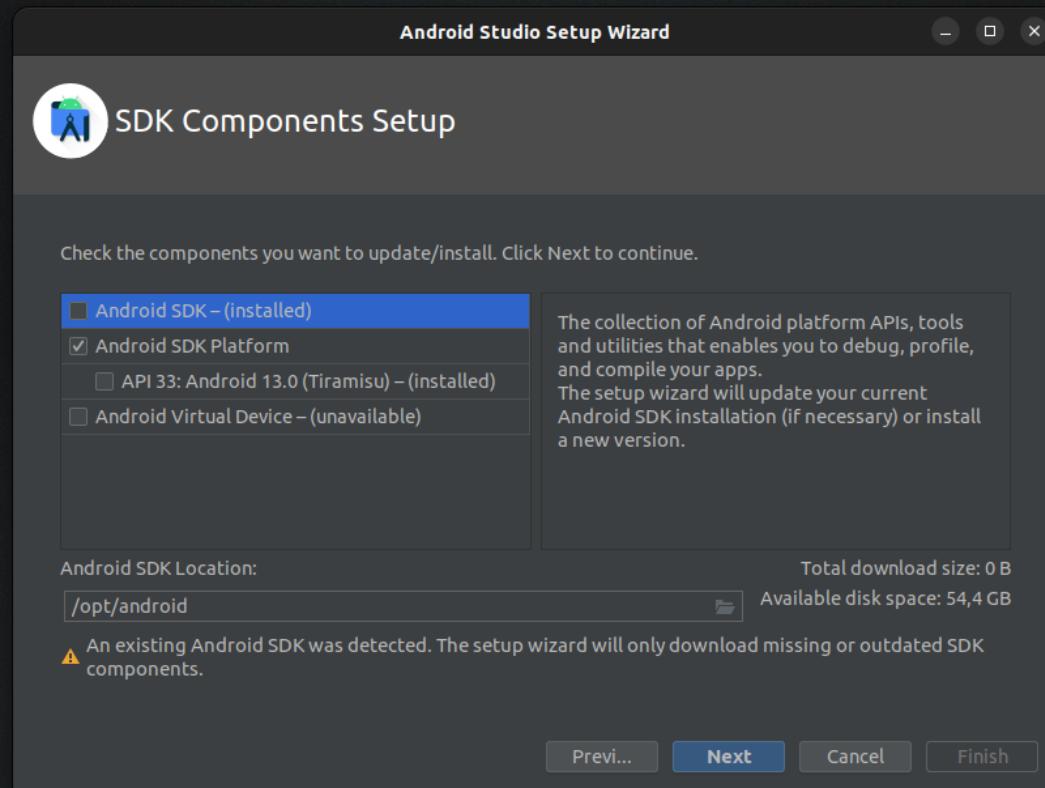
Seleção de tema



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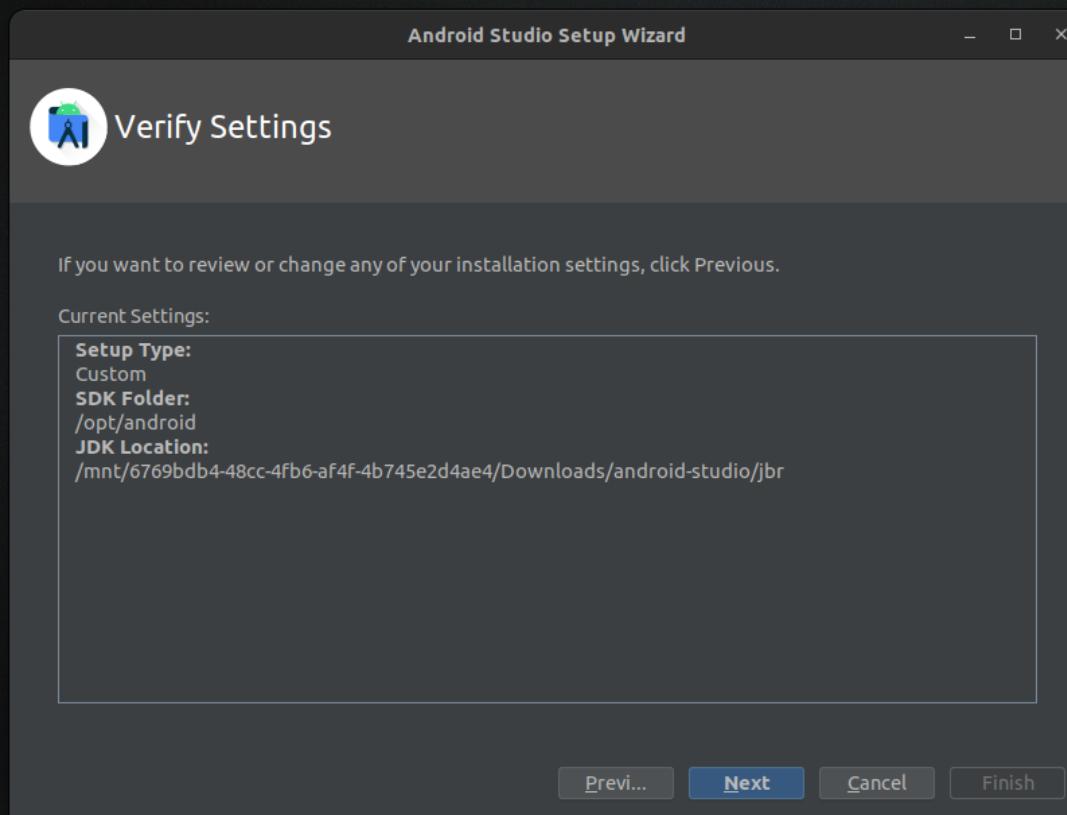
Seleção de SDKs. Nesse primeiro momento ele te disponibiliza apenas a última versão do SDK. Mas dentro da IDE é possível selecionar as outras opções.

SDK = Software Development Kit



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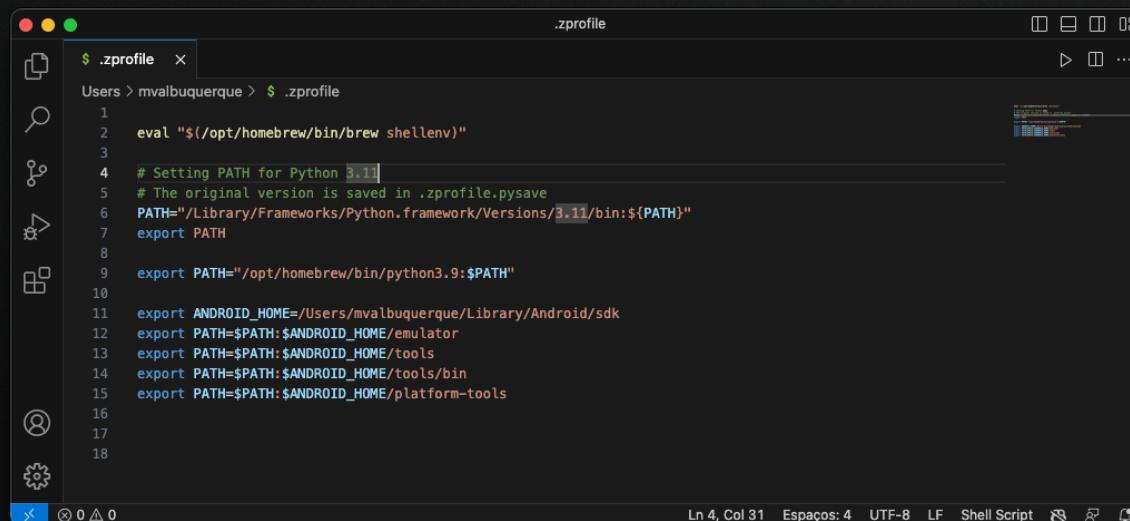
Revisão da instalação



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- Adicione uma variável de ambiente no Sistema Operacional chamada **ANDROID_HOME**, conforme imagem abaixo. Será necessário configurar os arquivos.

open -e ~/.bash_profile ou open -e ~/.zshrc

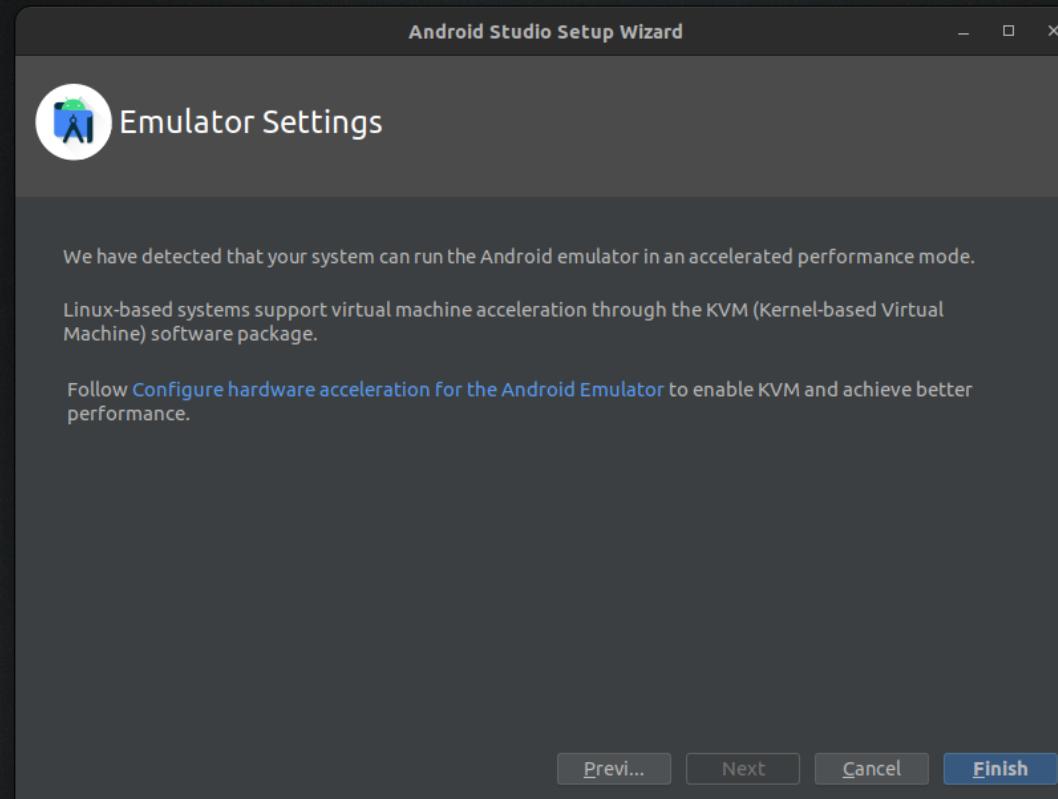


```
.zprofile
Users > mvalbuquerque > $ .zprofile
1
2 eval "$( /opt/homebrew/bin/brew shellenv )"
3
4 # Setting PATH for Python 3.11
5 # The original version is saved in .zprofile.pysave
6 PATH="/Library/Frameworks/Python.framework/Versions/3.11/bin:${PATH}"
7 export PATH
8
9 export PATH="/opt/homebrew/bin/python3.9:$PATH"
10
11 export ANDROID_HOME=/Users/mvalbuquerque/Library/Android/sdk
12 export PATH=$PATH:$ANDROID_HOME/emulator
13 export PATH=$PATH:$ANDROID_HOME/tools
14 export PATH=$PATH:$ANDROID_HOME/tools/bin
15 export PATH=$PATH:$ANDROID_HOME/platform-tools
16
17
18
```

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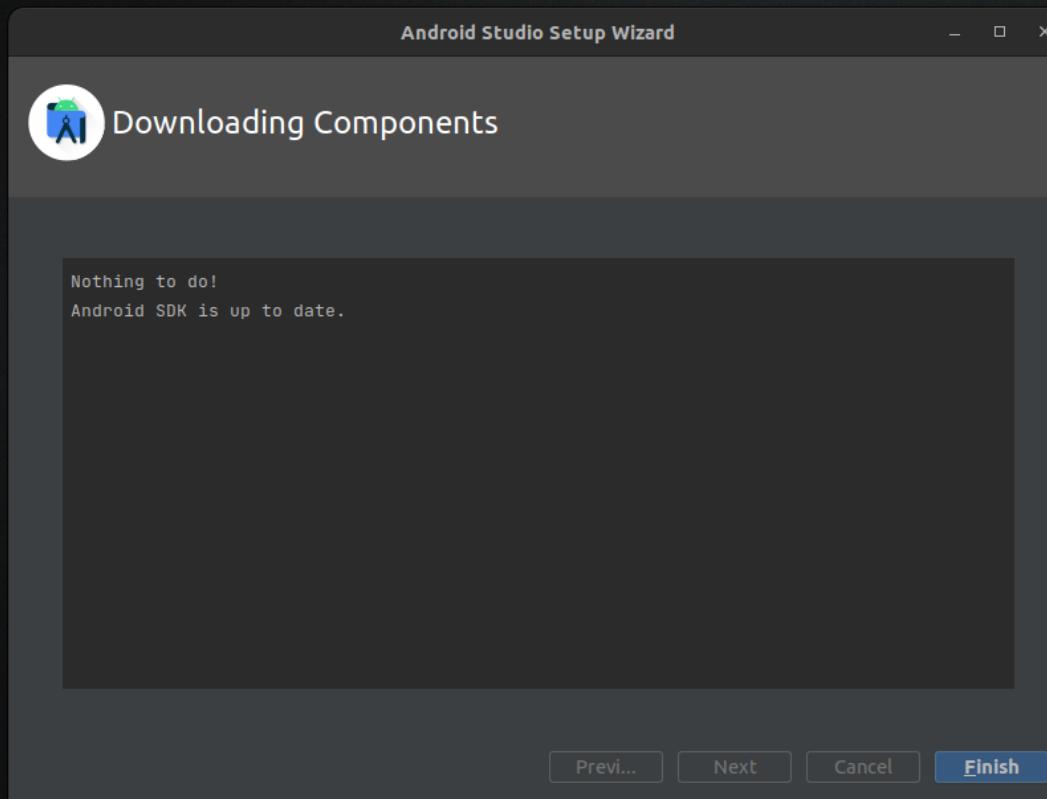
- Configuração do Emulador.
Caso essa tela apareça,
siga a recomendação do
[link "Configure aceleração
de hardware para o
emulador de Android".](#)

- Emulador do Android
costuma ser bem pesado,
então toda melhoria de
performance dele é bem-
vinda.



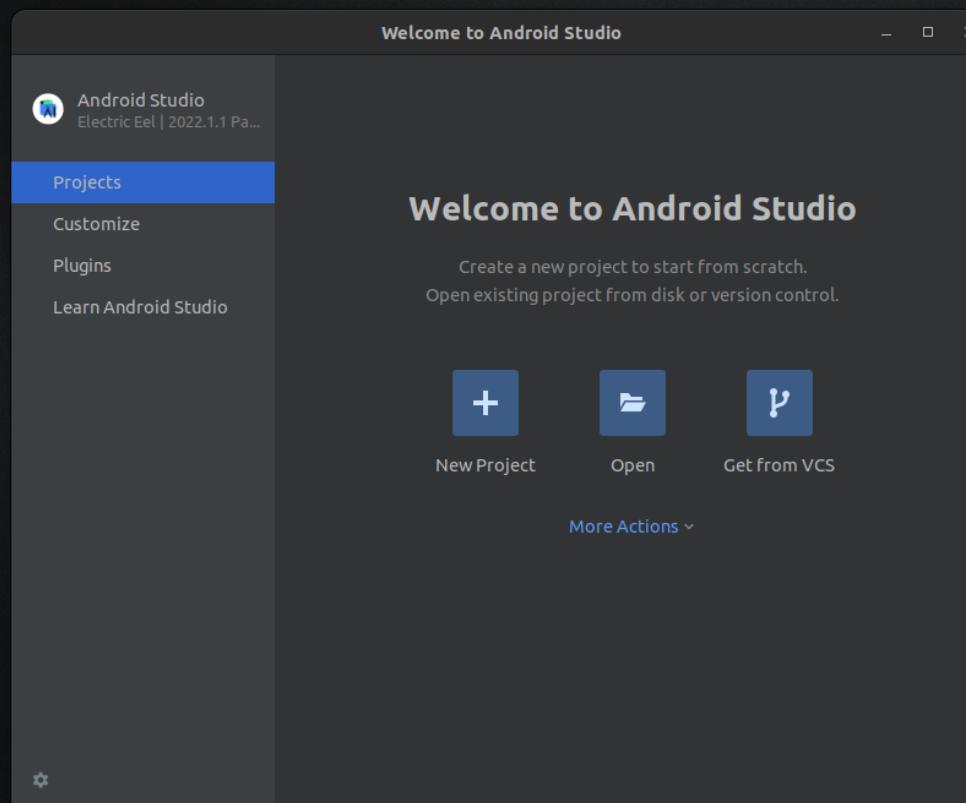
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Download dos componentes necessários



INSTALANDO

Tela Inicial



INSTALANDO - ALTERNATIVA

Caso não queira usar o Android Studio, é possível usar o pacote Command Line Tools. Com ele, você não precisa instalar o Android Studio, mas como o nome sugere, é tudo feito via linha de comando. Recomendado para usuários avançados e/ou para máquina sem muitos recursos. Para mais detalhes, segue o [link](#).

The screenshot shows the 'Android Studio' section of the Android Developers website. The top navigation bar includes links for Platform, Android Studio (which is underlined), Google Play, Jetpack, Kotlin, Docs, and Games. A search bar is at the top right. Below the navigation, there are tabs for 'Download', 'What's new', 'User guide', and 'Preview'. Under the 'Download' tab, a specific download for 'Chrome OS' is shown: 'android-studio-2022.1.1.20-cros.deb' (805.3 MB, SHA-256 checksum: 5dd13ca2c2471e9bc6eb2d943ddfe30a0f17c2f6c5c3ae08878ab4c02bacef). A note below says 'More downloads are available in the [download archives](#). For Android Emulator downloads, see the [Emulator download archives](#)'. Below this, a section titled 'Command line tools only' lists download links for Windows, Mac, and Linux. Each row includes the platform, package name (e.g., 'commandlinetools-win-9477386_latest.zip'), size (133.5 MB), and SHA-256 checksum. A note at the bottom states: 'Command-line tools are included in Android Studio. If you do not need Android Studio, you can download the basic Android command-line tools above. You can use the included [sdkmanager](#) to download other SDK packages.'

Platform	SDK tools package	Size	SHA-256 checksum
Windows	commandlinetools-win-9477386_latest.zip	133.5 MB	696431978daadd33a28841320659835ba8db8080a535b8f35e9e60701ab8b491
Mac	commandlinetools-mac-9477386_latest.zip	133.5 MB	2072ffce4f54cdc0e6d2074d2f381e7e579b7d63e915c220b96a7db95b2900ee
Linux	commandlinetools-linux-9477386_latest.zip	133.5 MB	bd1aa17c7ef10066949c88dc6c9c8d536be27f992a1f3b5a584f9bd2ba5646a0

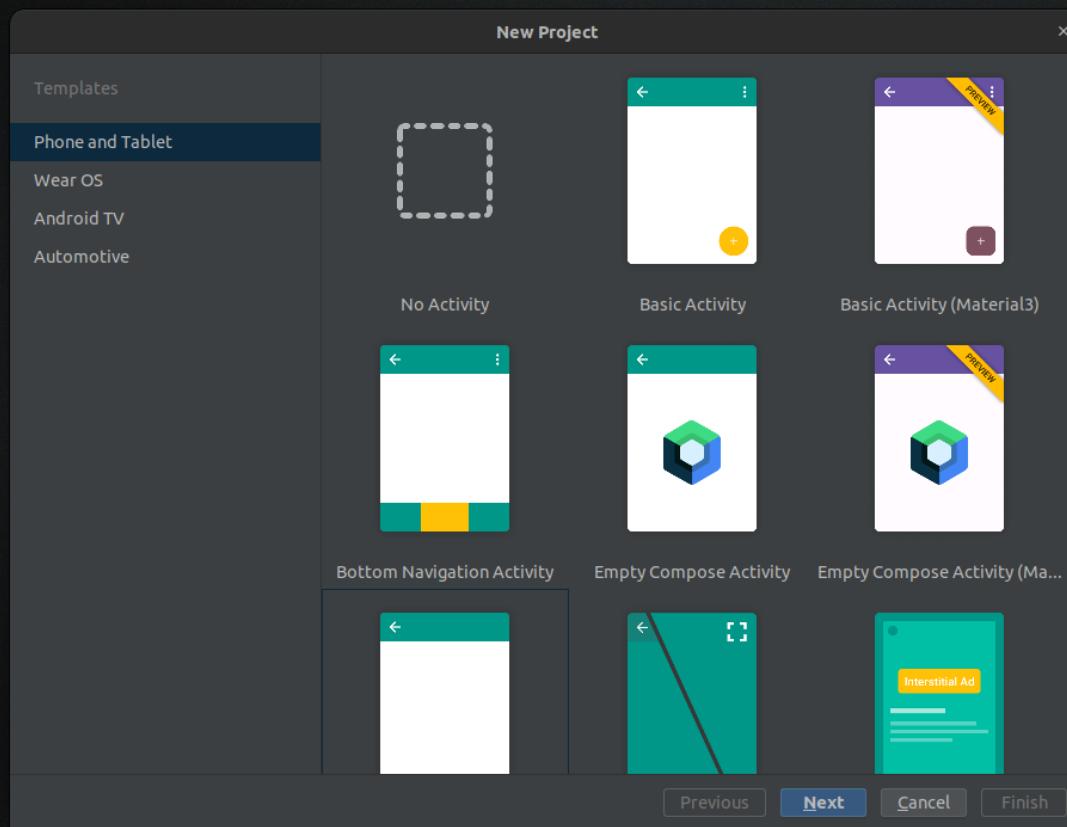
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PROJETO

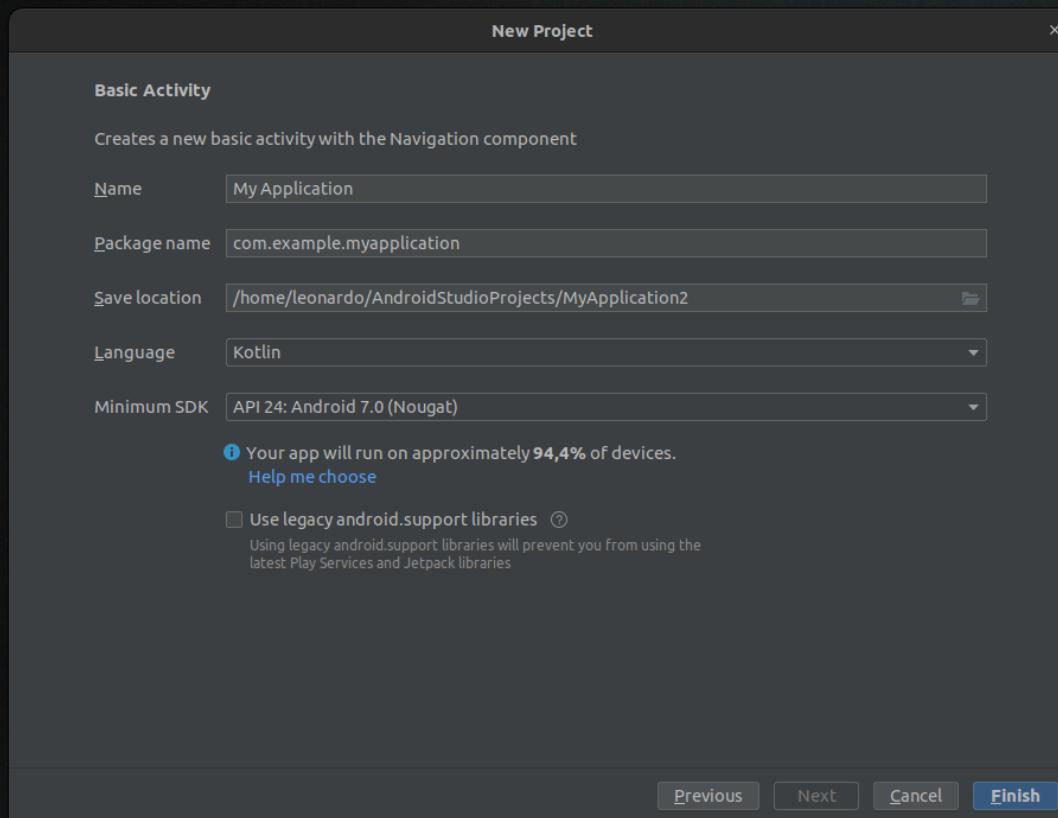
PROJETO

- Para criar um projeto, basta selecionar a opção "New Project" para aparecer a seguinte tela



PROJETO

Configurações básicas do projeto



PROJETO

Estrutura do projeto no Android Studio

The screenshot shows the Android Studio interface with the following details:

- Project Structure:** The left sidebar shows the project structure under "My Application2". It includes the "app" module with subfolders like "Android", "manifests", "Java", "res", and "Gradle Scripts".
- MainActivity.kt:** The main code editor displays the Kotlin code for the MainActivity. The code initializes an ActivityMainBinding, sets up the toolbar, and handles navigation.
- Logcat:** The bottom right pane shows the Logcat window, which has been updated to make it easier to parse, query, and keep track of logs. It includes sections for "What's New in Electric Eel" and "New Logcat".
- Bottom Bar:** The footer bar includes tabs for Version Control, TODO, Problems, Terminal, App Inspection, Logcat, App Quality Insights, Services, Build, and Profiler. A message at the bottom encourages improving Android Studio performance by increasing the heap size.

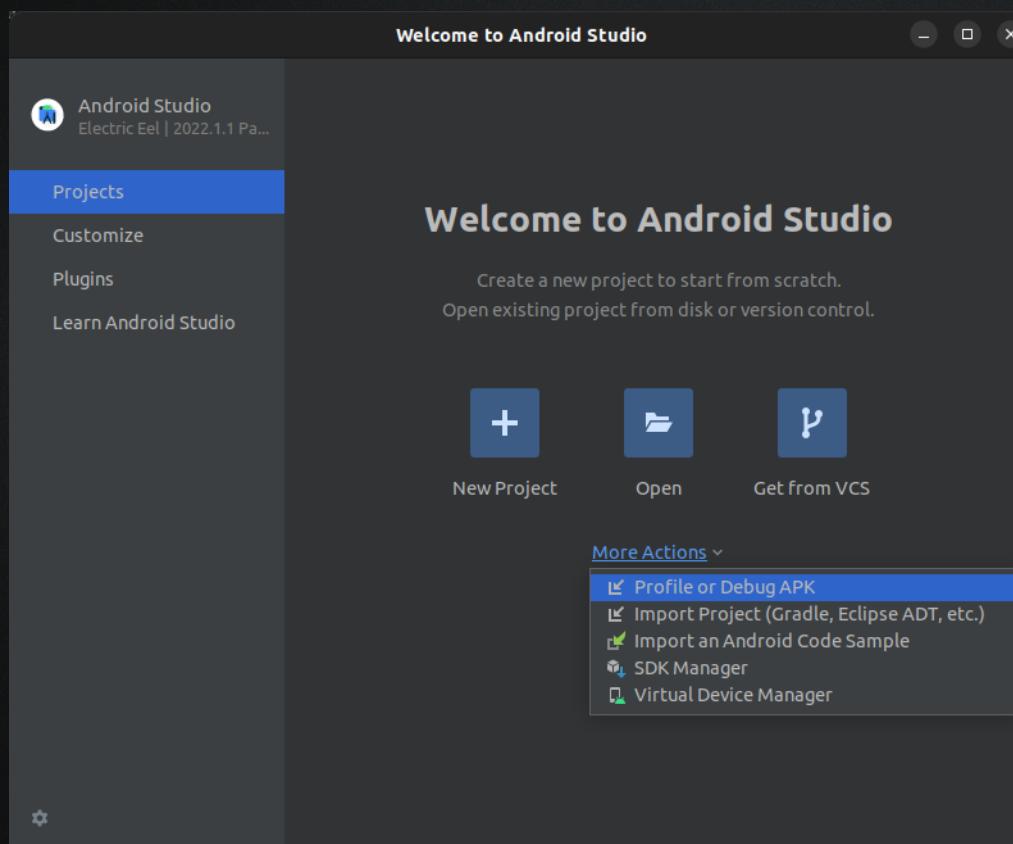
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EMULADOR

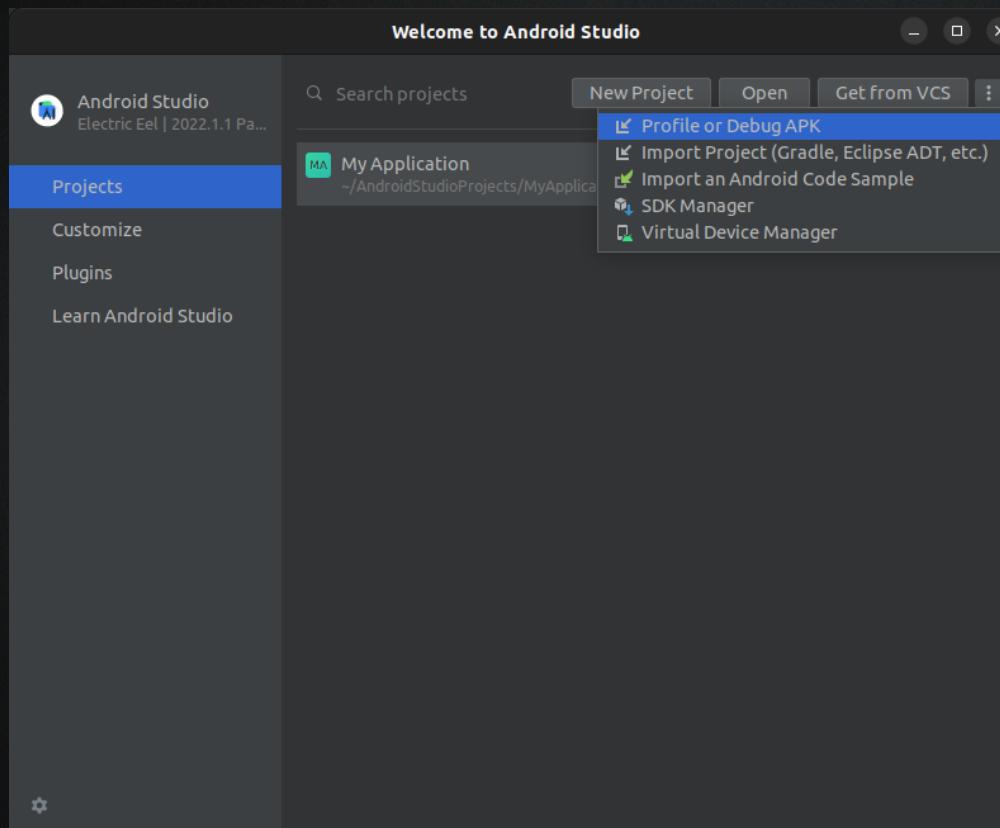
EMULADOR

- Para criar um emulador, basta selecionar a opção "Virtual Device Manager"



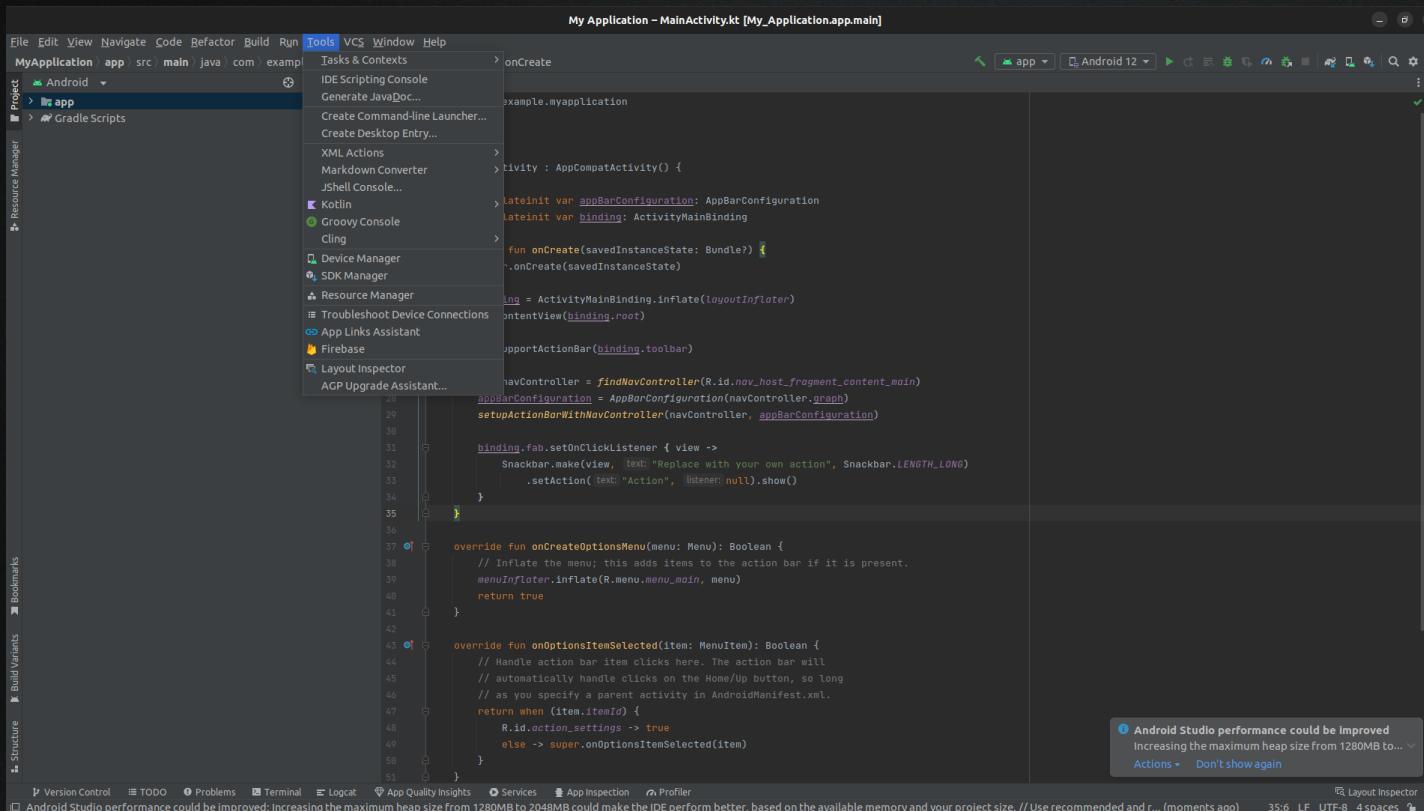
EMULADOR

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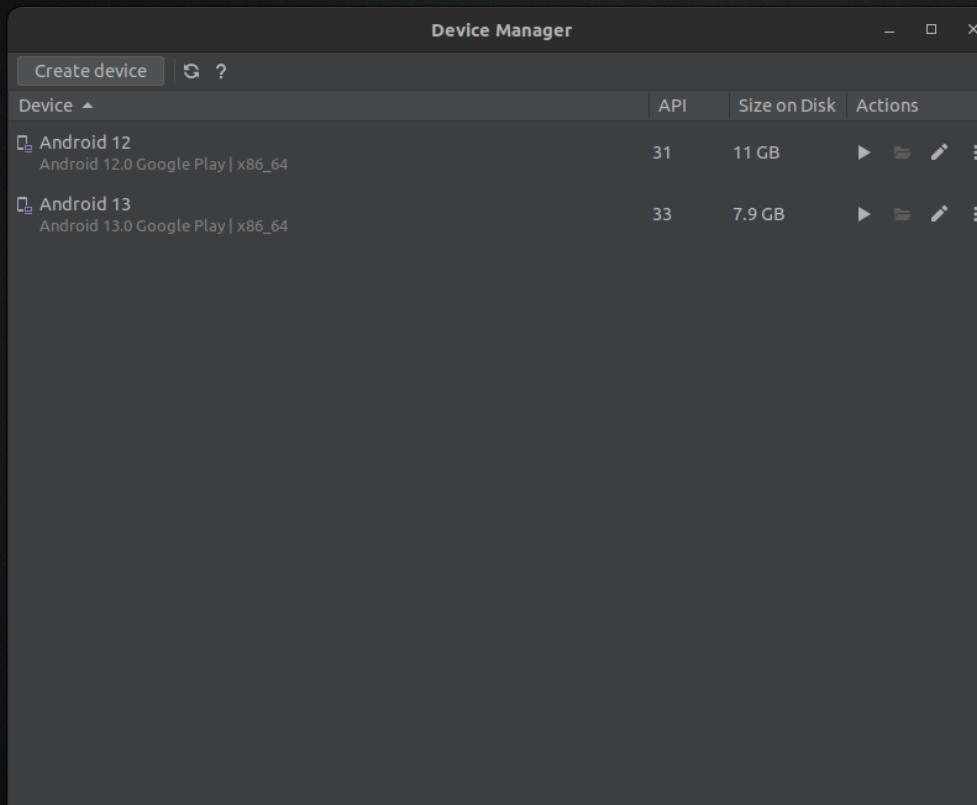
EMULADOR

- Para criar um emulador, basta selecionar a opção "Virtual Device Manager"



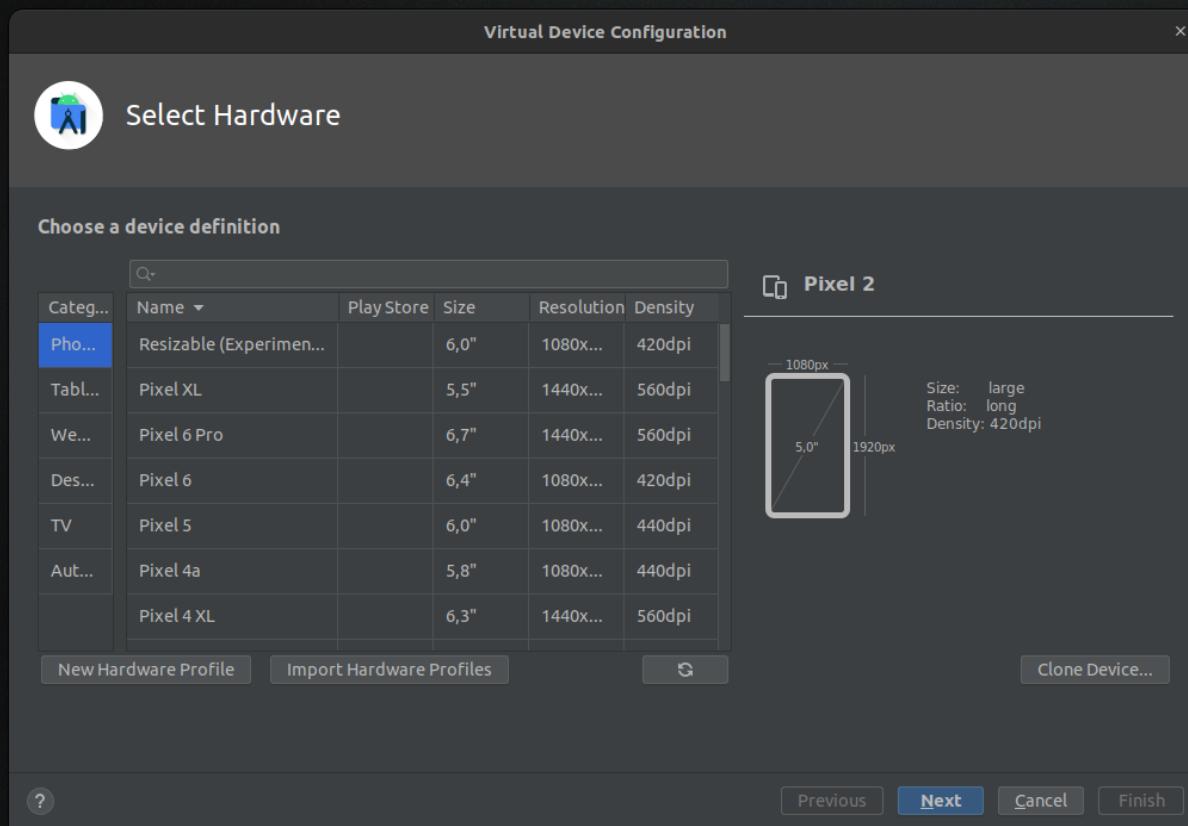
EMULADOR

- Tela de gerenciamento de emuladores



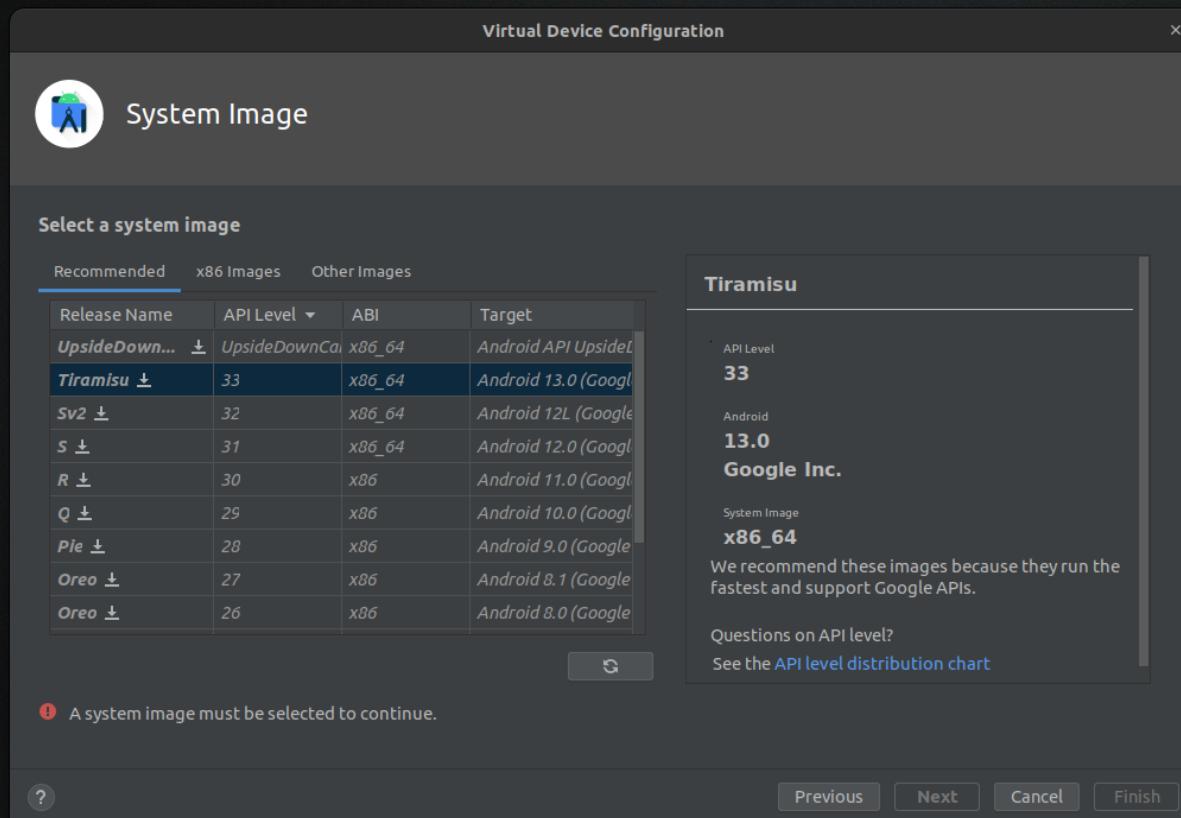
EMULADOR

- Ao clicar no botão "Create Device", aparecerá a seguinte tela



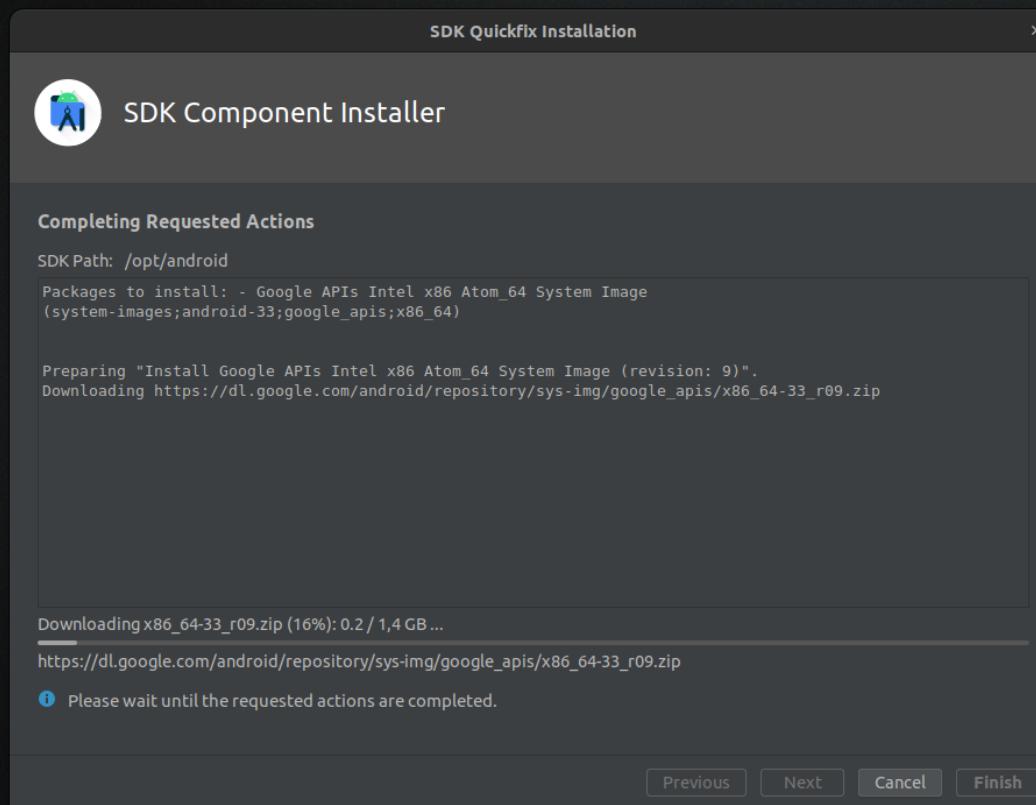
EMULADOR

Seleção de imagens de sistema



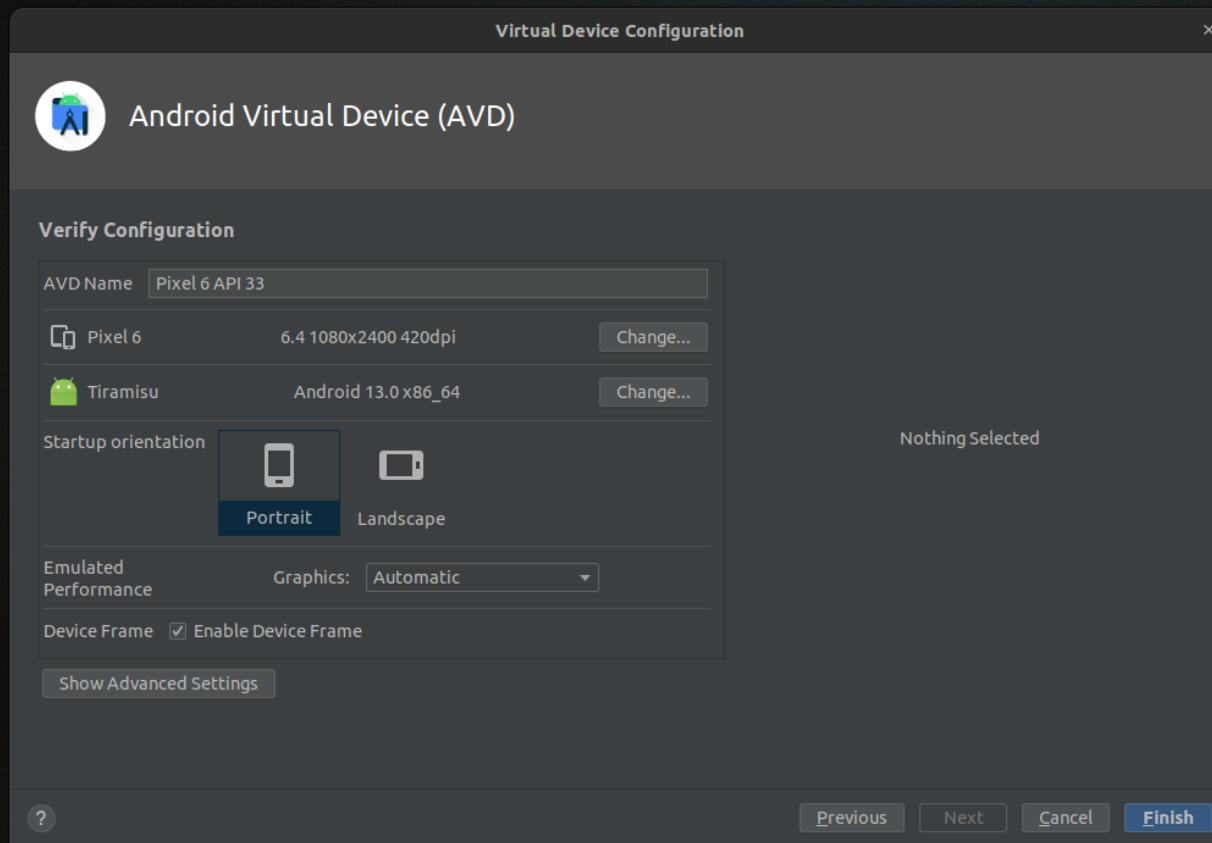
EMULADOR

- Baixando uma imagem



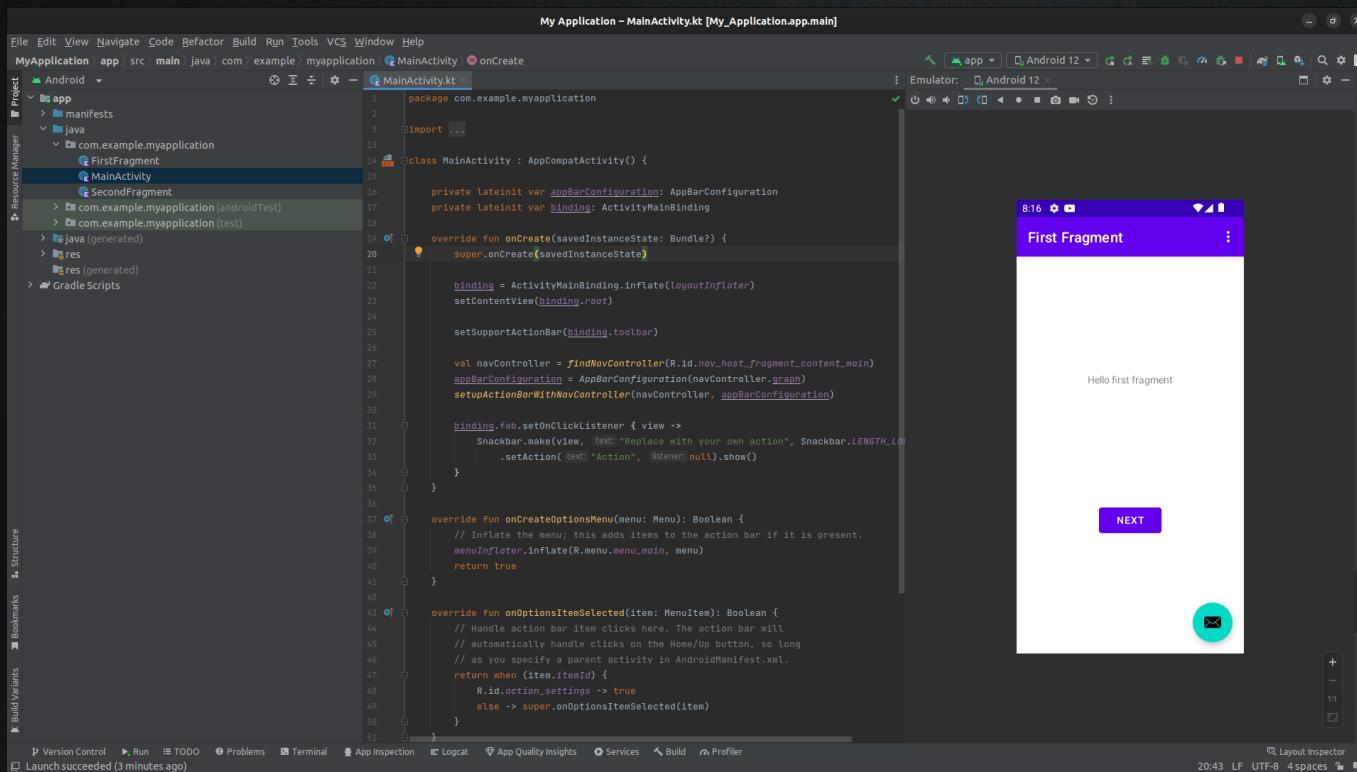
EMULADOR

- Revisão das configurações do dispositivo



RODANDO O PROJETO

- Uma vez que o emulador está criado, abra o projeto, vá na menu "Run" e selecione a opção "Run app". Ao final de tudo, ele aparecerá do lado direto



Dúvidas?