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How to setup the developer environment [Android]?

- Install the last version of Android Studio.
- Android Studio needs to download a large bunch of files. To prepare your environment, create a new project and run your first application. Note: you just need to take the first **two steps** (create the project, run the app); the other steps will be addressed in classes.

Notes:

- Android installation requires large downloads. Be sure to use a good internet connection and 10GB available on disk (for emulators, etc).
- Be sure to install at least one Android Virtual Device; consider using an image with the Google API include. For better performance, consider setting up emulator acceleration, if available.
- The develop-run cycle is faster and more fun with real devices... if possible, bring your own Android device to the class!
- We will be using Java as the reference development language; you may use Kotlin, if you prefer.