



Maydm

The Quizzler: Run the App on  
Your Device

# Run Your App On Your Phone: Debug Mode

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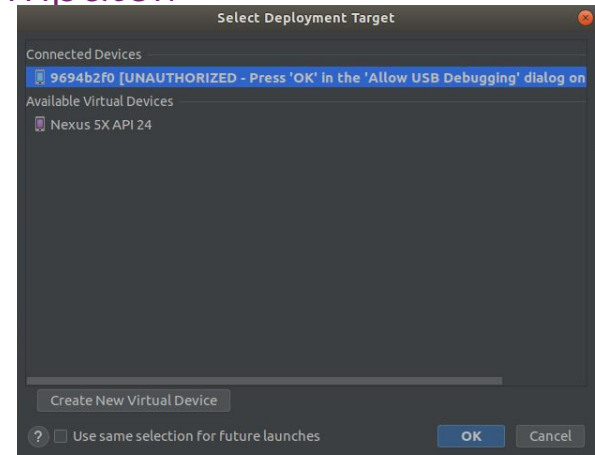
If you have an Android device then let's plug it into your computer via USB. If you don't have a phone find a friend that does have one.

First, we'll activate debugging mode on your Android Phone.

- Open the **Settings** app.
- (Only on Android 8.0 or higher) Select **System**.
- Scroll to the bottom and select **About phone**.
- Scroll to the bottom and tap **Build number** 7 times.
- Return to the previous screen to find **Developer options** near the bottom.
- Open **Developer options**, and then scroll down to find and enable **USB debugging**

# Run Your App On Your Phone: Run 'app'

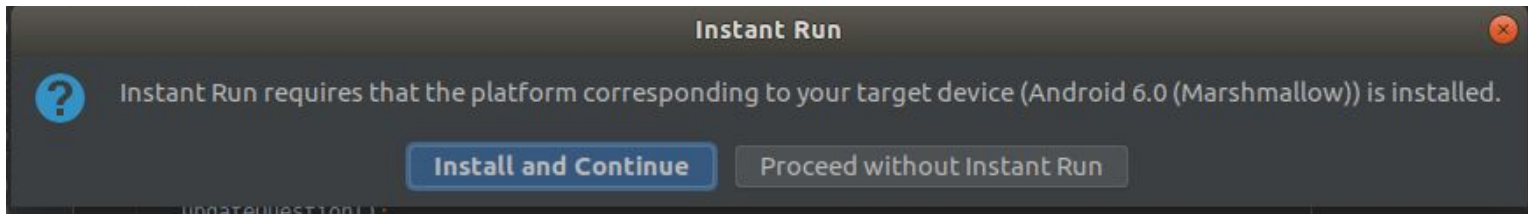
- Go to Android Studio
- In the Menu, select Run -> Run 'app'
- A Window will pop open with an option for connected devices
- Unlock your phone and select OK in the Select Deployment Target Menu
- Android may ask to confirm to trust your computer.
- Confirm the option.
- Continued on next slide...



# Run Your App On Your Phone: Run 'app' cont

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- Android may prompt you to install a corresponding platform.
- Select Install and Continue
- Wait for the app to load on your phone.



# Troubleshooting

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If your app isn't loading then check that your OS is recognizing your phone.

If the computer isn't recognizing your device then try using a different USB.  
In the terminal you can check for connected devices with `$ lsusb` (Don't enter the dollar sign)

You may need to quit Android Studio and reopen.

If none of this works, try Googling "[OS] won't recognize Android phone"

Retrace the instructions found at:

**<https://developer.android.com/training/basics/firstapp/running-app>**