

# Previewing your application on Android

## Overview



**Prerequisite:** Make sure to read [Previewing the web resources of your application](#) ([../../hello-world/previewing-applications-web-resources/](#)).

This tutorial covers the following topics.

- Understanding the Android native project
- Previewing the application in the Android Emulator
- Running the application in a physical device

## Understanding the Android native project

After you add the Android environment, an Android project is generated and added to the workspace. This project folder does not contain a copy of the application code. Rather, it is mapped to the native folder within the android folder of the application.

## Previewing the application in the Android Emulator

### CLI

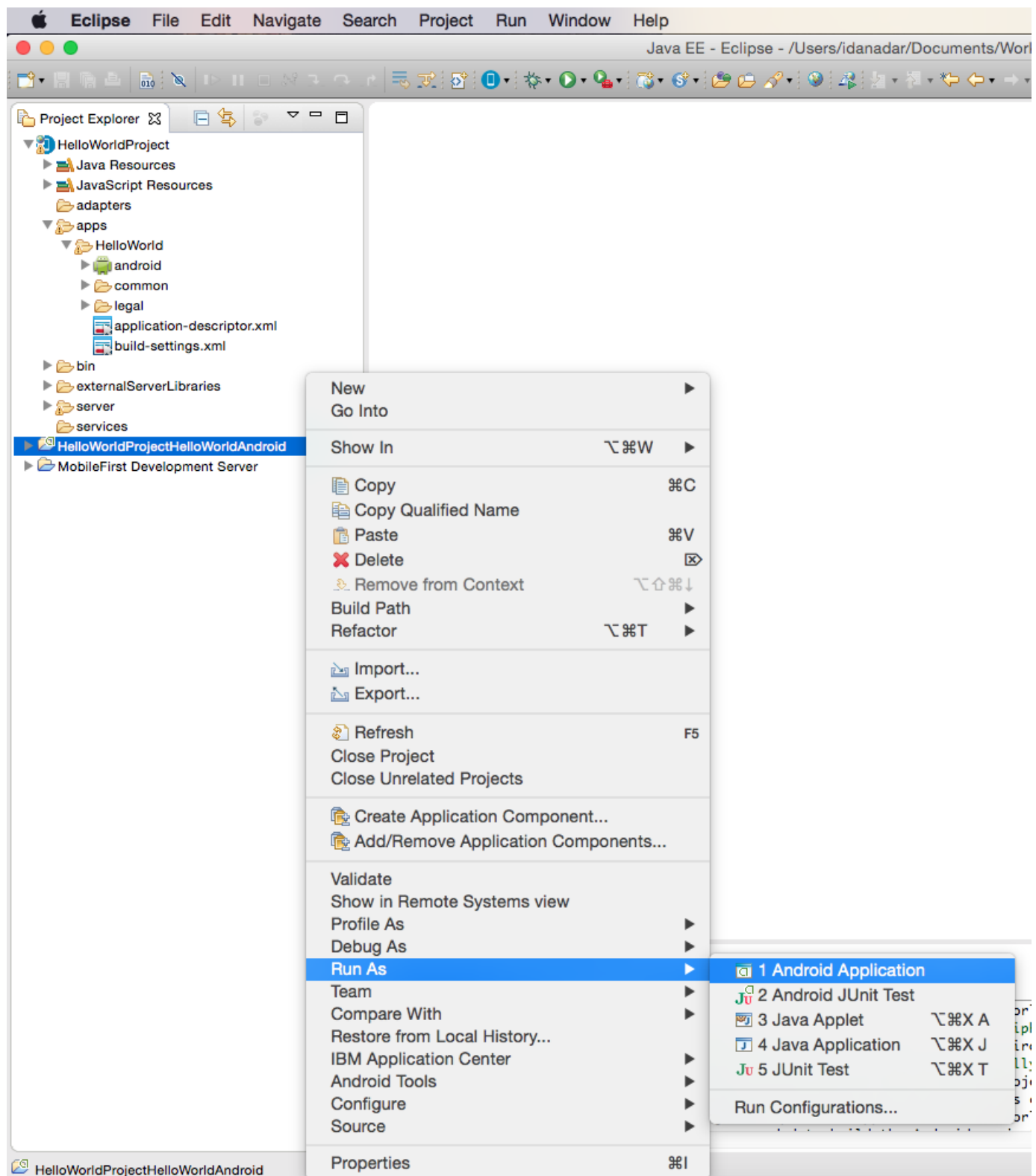
If you are not using MobileFirst Studio's Eclipse plug-in, use Android Studio to navigate to the application folder in order to open it.

## MobileFirst Studio

Before you can run the Android application in the Android Emulator (or AVD, Android Virtual Device), you must create a virtual device by following the Android documentation.

(<http://developer.android.com/tools/devices/index.html>)

When an AVD is available, right-click the automatically generated Android project and select **Run As > Android Application**.



## Running the application in a physical device

When an Android device is connected to the computer with a USB cable, the Eclipse ADT plug-in automatically recognizes the Android device and attempts to deploy applications onto it when you right-click the automatically generated Android Project and select **Run As > Android Application**.