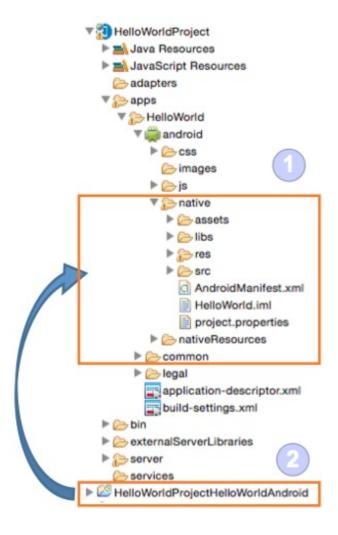
# Previewing your application on Android

#### **Overview**



**Prerequisite:** Make sure to read Previewing the web resources of your application (../../helloworld/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

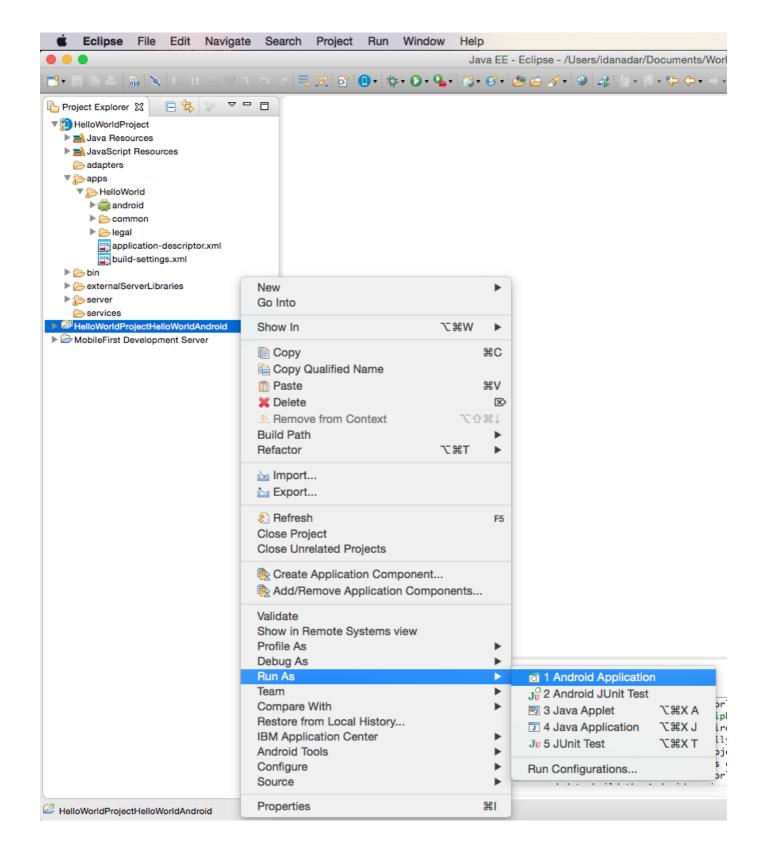
## CLI

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**.