



Introductie ontwikkelomgeving

**Mobile development
2016-2017**

**DE HOGESCHOOL
MET HET NETWERK**

Hogeschool PXL – Elfde-Liniestraat 24 – B-3500 Hasselt
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Inhoud

- Wat is nodig?
- Android SDK
- Android SDK Manager
- Editor
- Bronnen



Wat is nodig?

- Linux / Windows / Mac
- Sun JDK 6 (binnenkort OpenJDK)
- Android SDK
- Editor
- Emulator (of device)



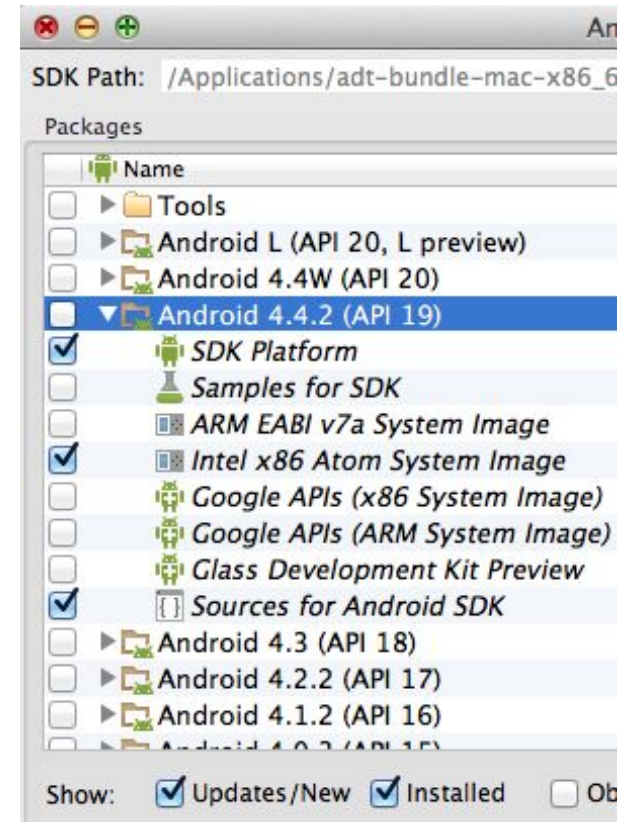
Android SDK

- Bundle downloaden
 - <http://10.50.70.55/ftp/>
 - <http://developer.android.com/sdk/index.html>
 - Uitpakken
- Inhoud
 - Android Studio
 - Android SDK
 - Android SDK Manager



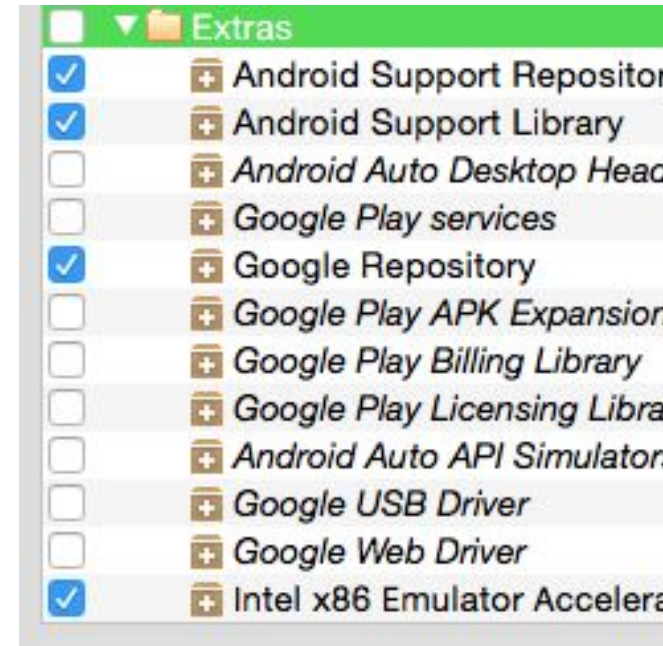
Android SDK Manager (1)

- Platformen
 - Minimaal één; best practice:
 - Recente versie (API 24)
 - Laagst ondersteunde versie (API 16)
 - Wat downloaden:
 - SDK Platform
 - Intel X86 System Image
 - Documentation for Android SDK*



Android SDK Manager (2)

- Extras
 - Support library / repository
 - Google USB Driver*
 - Intel x86 Emulator Accelerator*
 - Manueel installeren na download



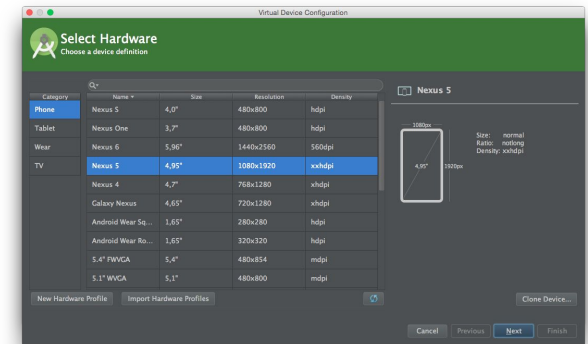
Emulator

- Verschillende devices / formats testen
- Standaard Emulator
 - In de Android SDK
 - Met hardware acceleratie op Intel CPUs
- Genymotion
 - Via virtualisatie met VirtualBox
 - <http://www.genymotion.com/>



Emulator

- Android Virtual Device Manager
 - *Tools > Android> AVD Manager*
 - *New*
 - *Device: Nexus 5*
 - *Target:*
 - Android 6.0 (API 23)
 - Android 4.1.* (API 16)
 - *CPU/ABI: Intel Atom (x86)**
 - *Host GPU / Snapshot: Enabled*
 - *Camera: Emulated / Webcam*



Bronnen

- Get the SDK
 - <https://developer.android.com/sdk/index.html>
- Installing the SDK
 - <http://developer.android.com/sdk/installing/adding-packages.html>

