

# Desenvolvimento para Dispositivos Móveis

Ambiente de desenvolvimento

# Sumário

- Introdução
- Configuração do ambiente
  - SDK Manager
  - AVD Manager
- Criação de um projeto

# Introdução

**Configurar o ambiente**

**Criar um projeto**

**Codificar**

**Adicionar recursos**

**Configurar o build**

**Conectar emulador ou dispositivo**

**Depurar**

**Testar**

**Publicar**

# Workflow de desenvolvimento




# Configuração do ambiente

# Java JDK

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NetBeans com JDK 8

#### Java Platform, Standard Edition

##### Java SE 8u111 / 8u112

Java SE 8u111 includes important security fixes. Oracle strongly recommends that all Java SE 8 users upgrade to this release. Java SE 8u112 is a patch-set update, including all of 8u111 plus additional features (described in the release notes). [Learn more](#)

**Important planned change for MD5-signed JARs**  
Starting with the April Critical Patch Update releases, planned for April 18 2017, all JRE versions will treat JARs signed with MD5 as unsigned. [Learn more and view testing instructions.](#)  
For more information on cryptographic algorithm support, please check the [JRE and JDK Crypto Roadmap](#).

- [Installation Instructions](#)
- [Release Notes](#)

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# Android Studio

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 developers

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Android Studio

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## android studio

Android Studio provides the fastest tools for building apps on every type of Android device.

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3.6.1 for Mac (762 MB)

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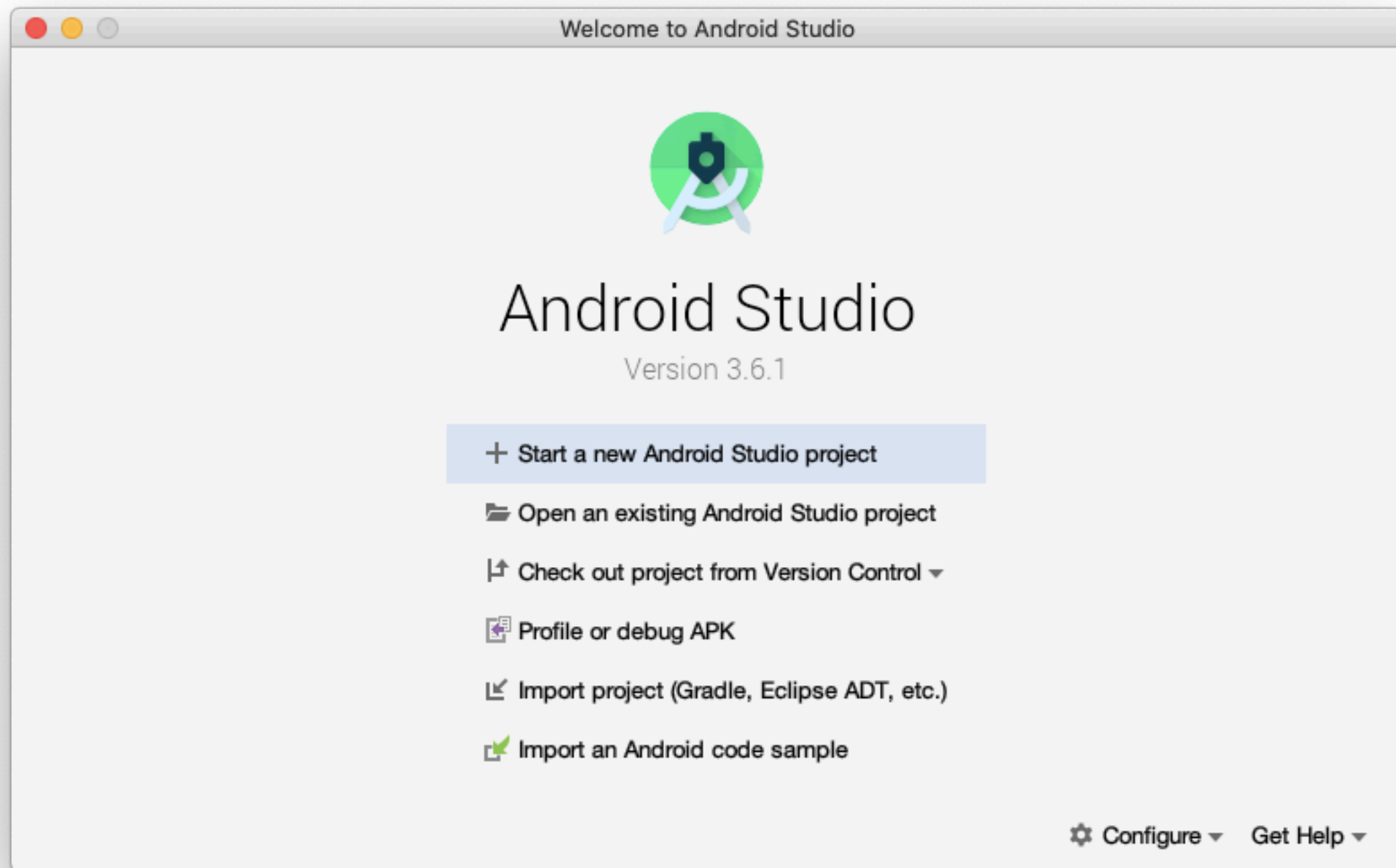
RELEASE NOTES

# Android Studio

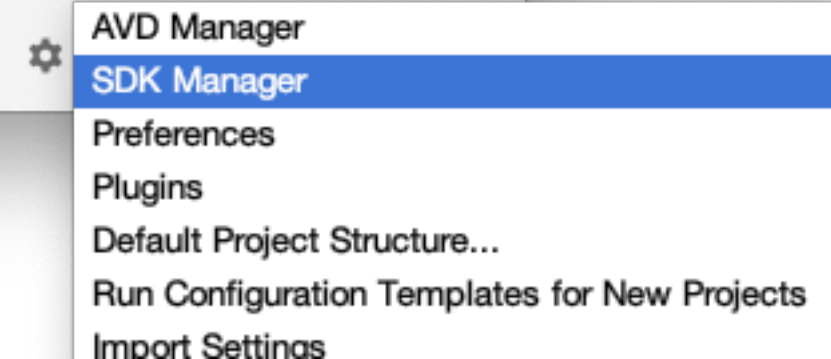
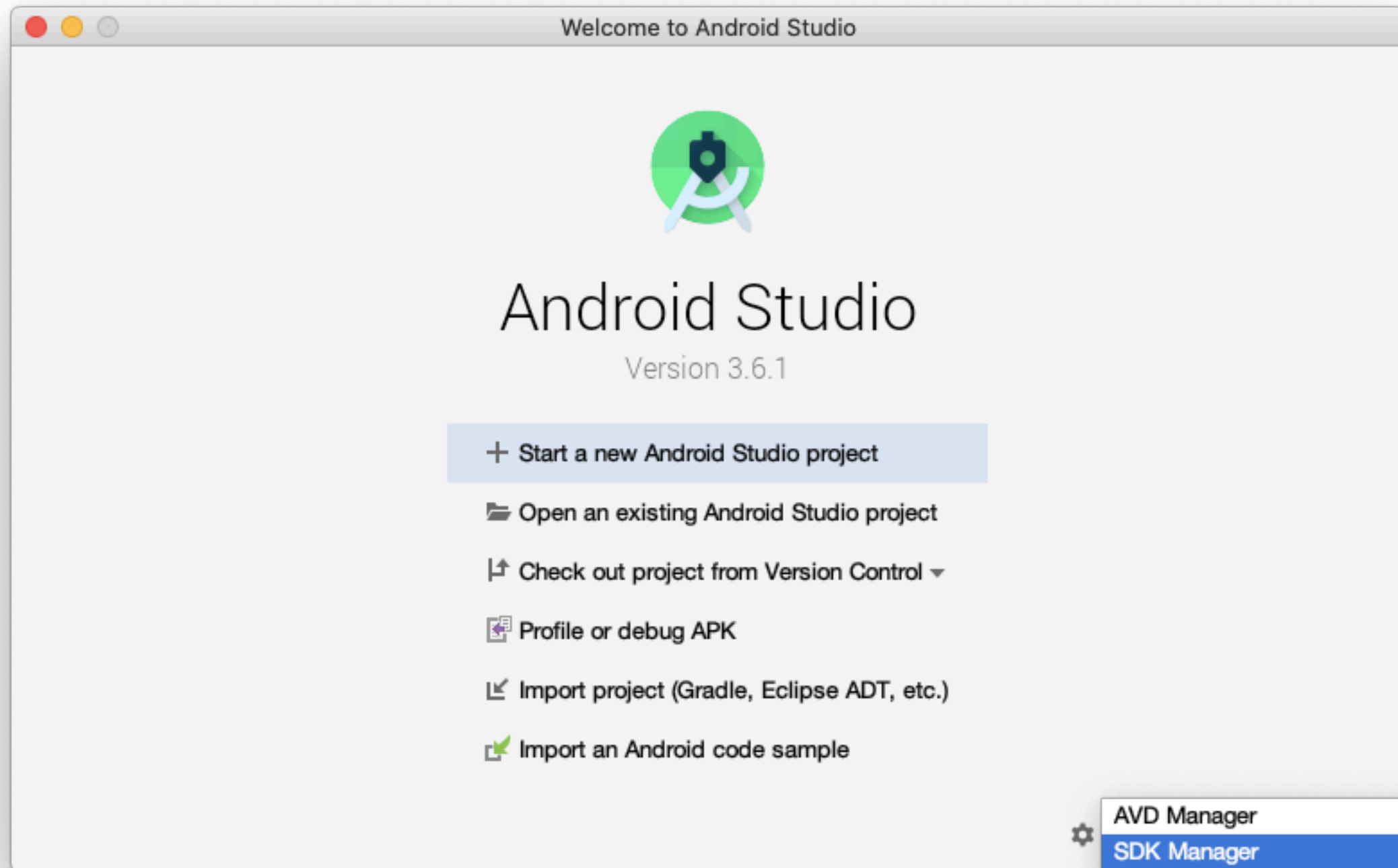
- **IDE oficial** para desenvolvimento **Android**
- Baseado no **IntelliJ IDEA**
  - Build usando **gradle**
  - Desenvolvimento para **todos dispositivos** Android
  - Alterações de **código** e **recursos** sem reiniciar o aplicativo
  - **Lint** para **desempenho**, **usabilidade**, **versões** e etc
  - Suporte integrado com **Google Cloud Platform**



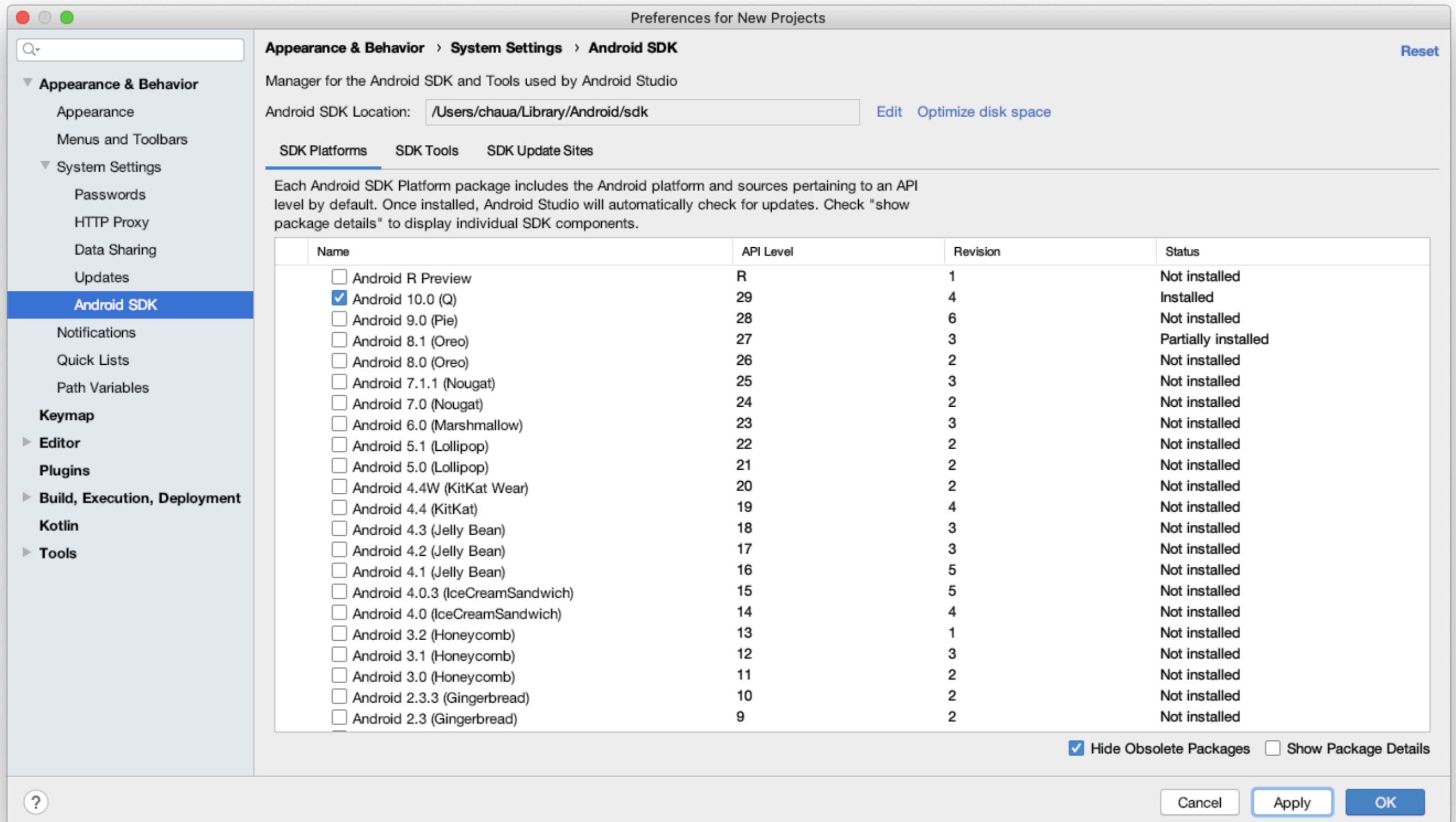
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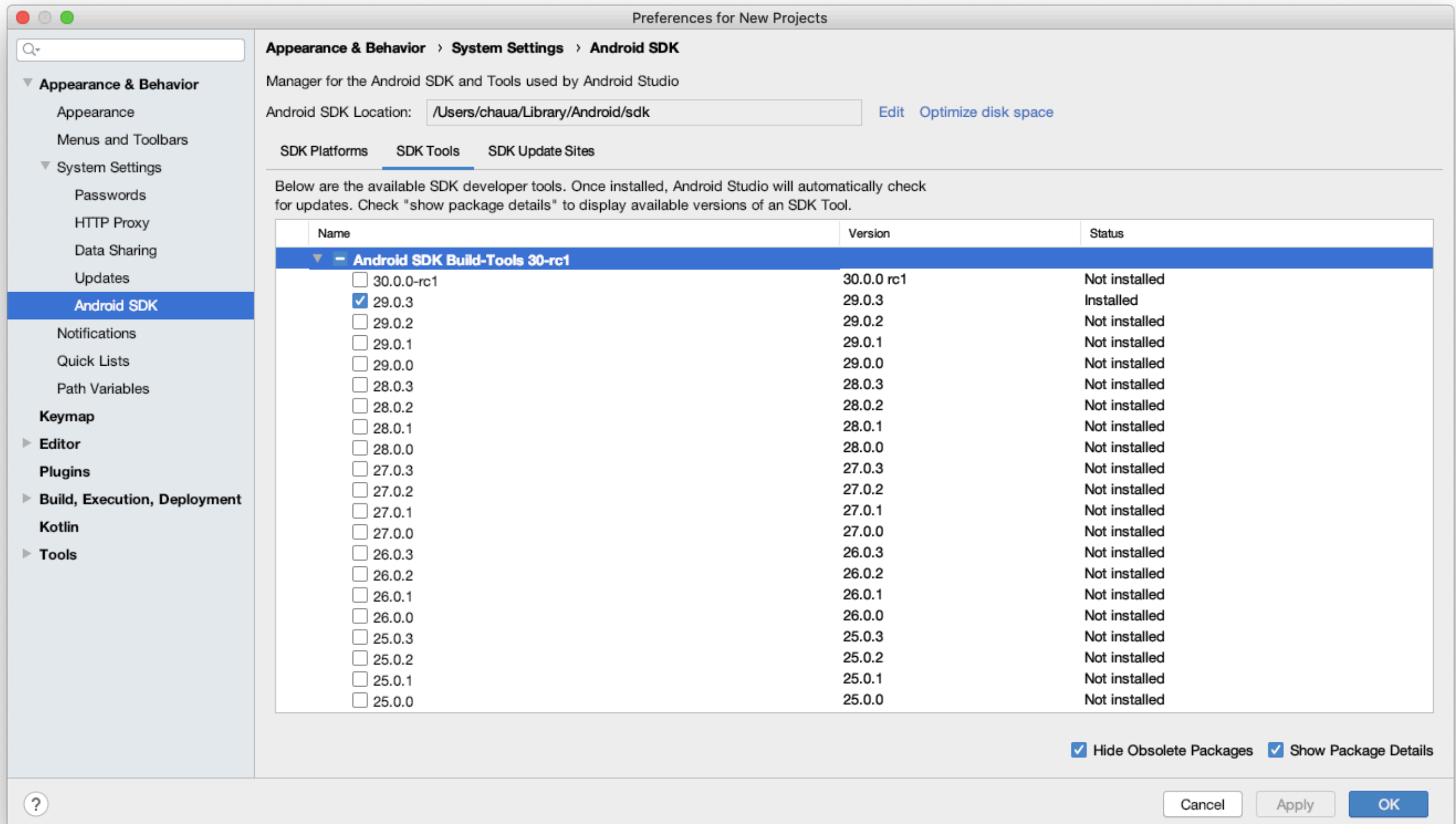
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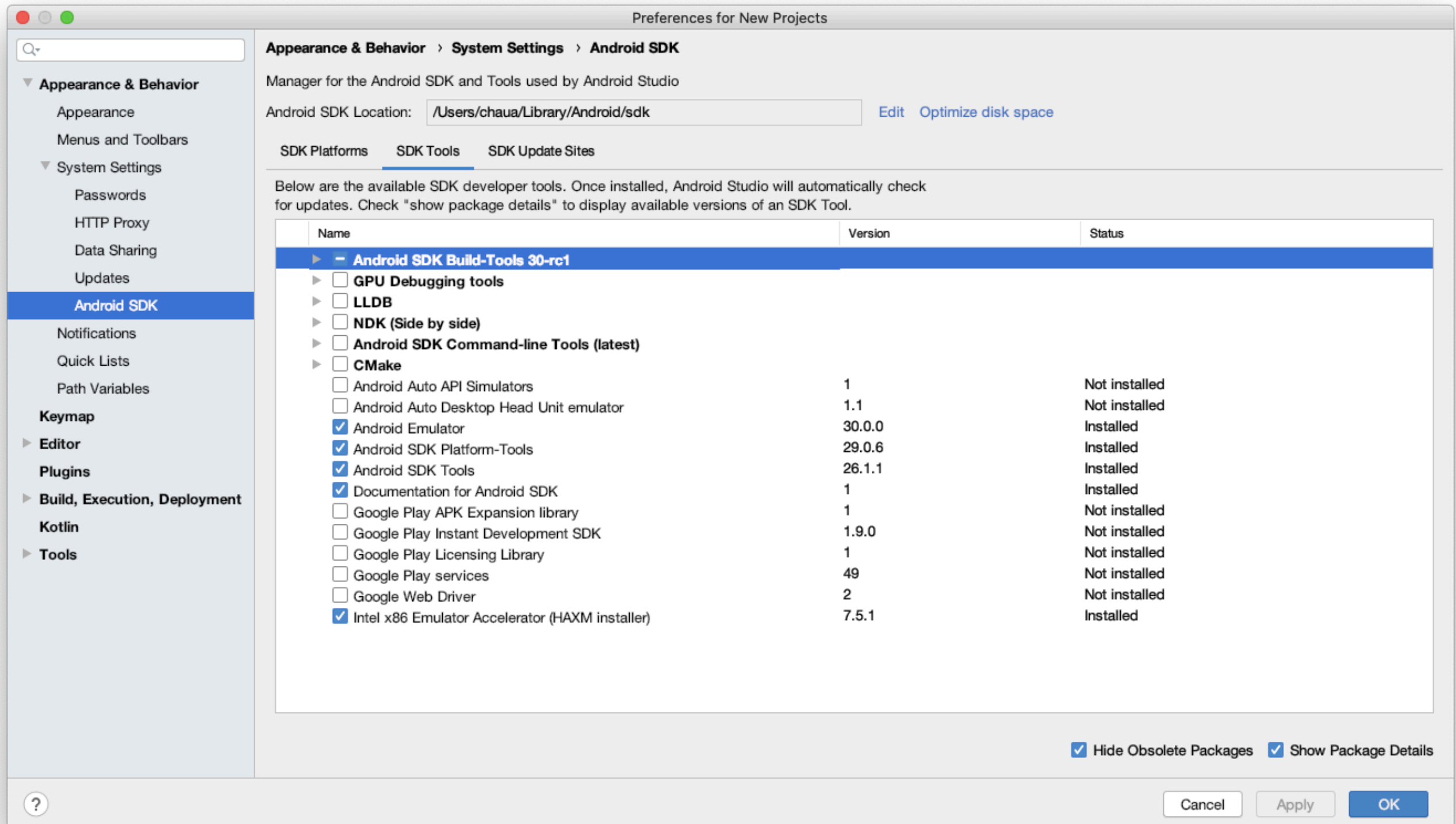
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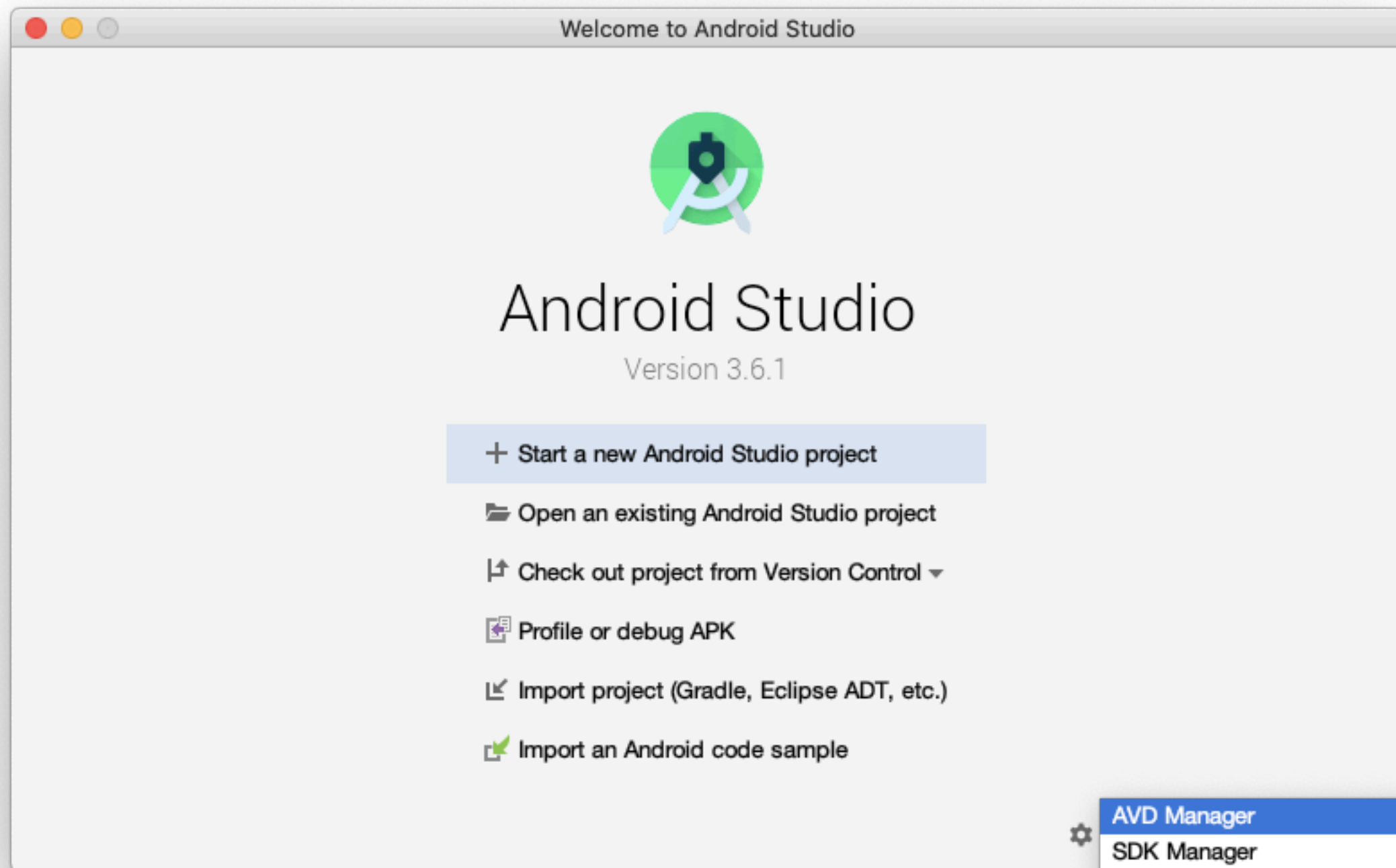


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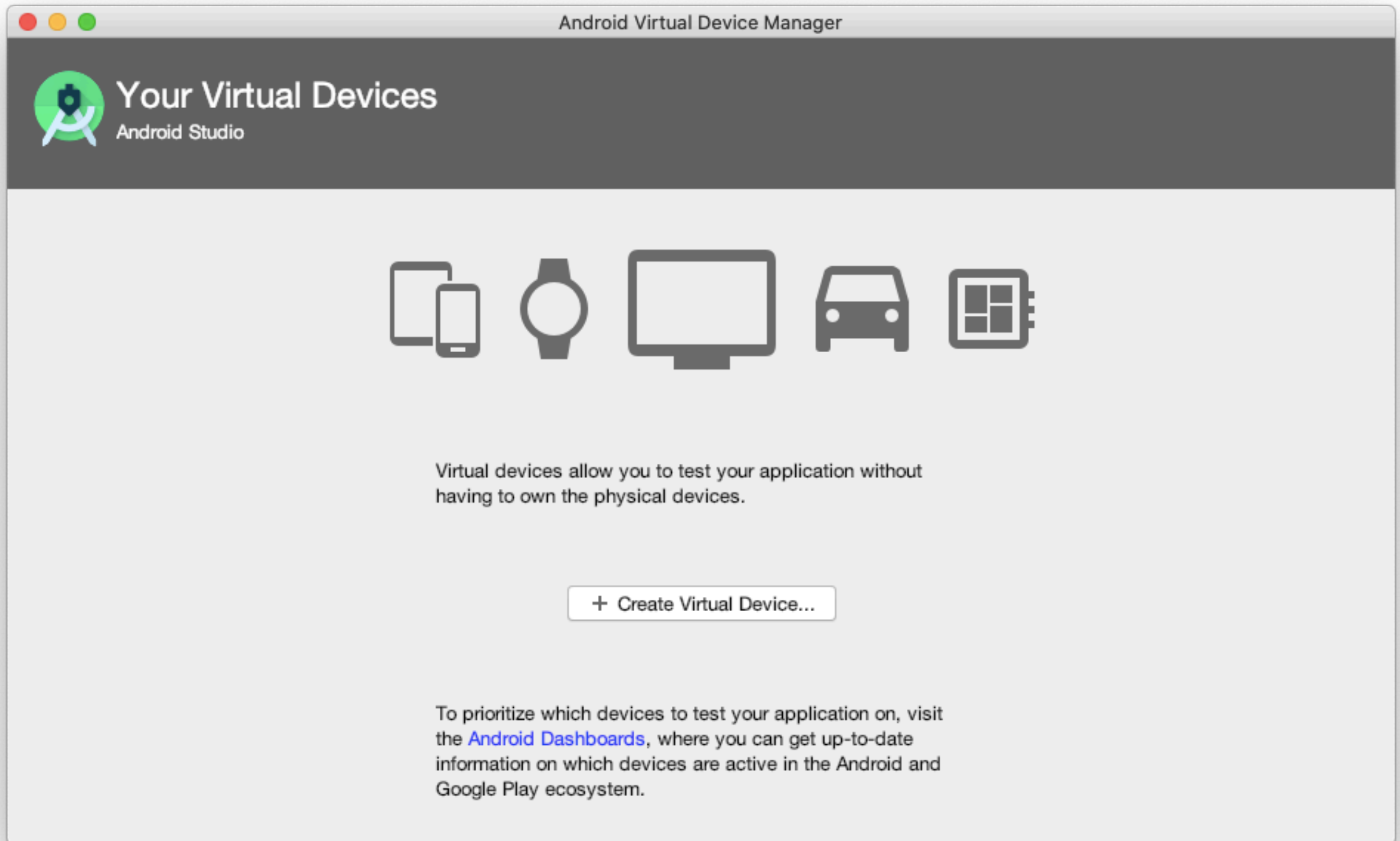


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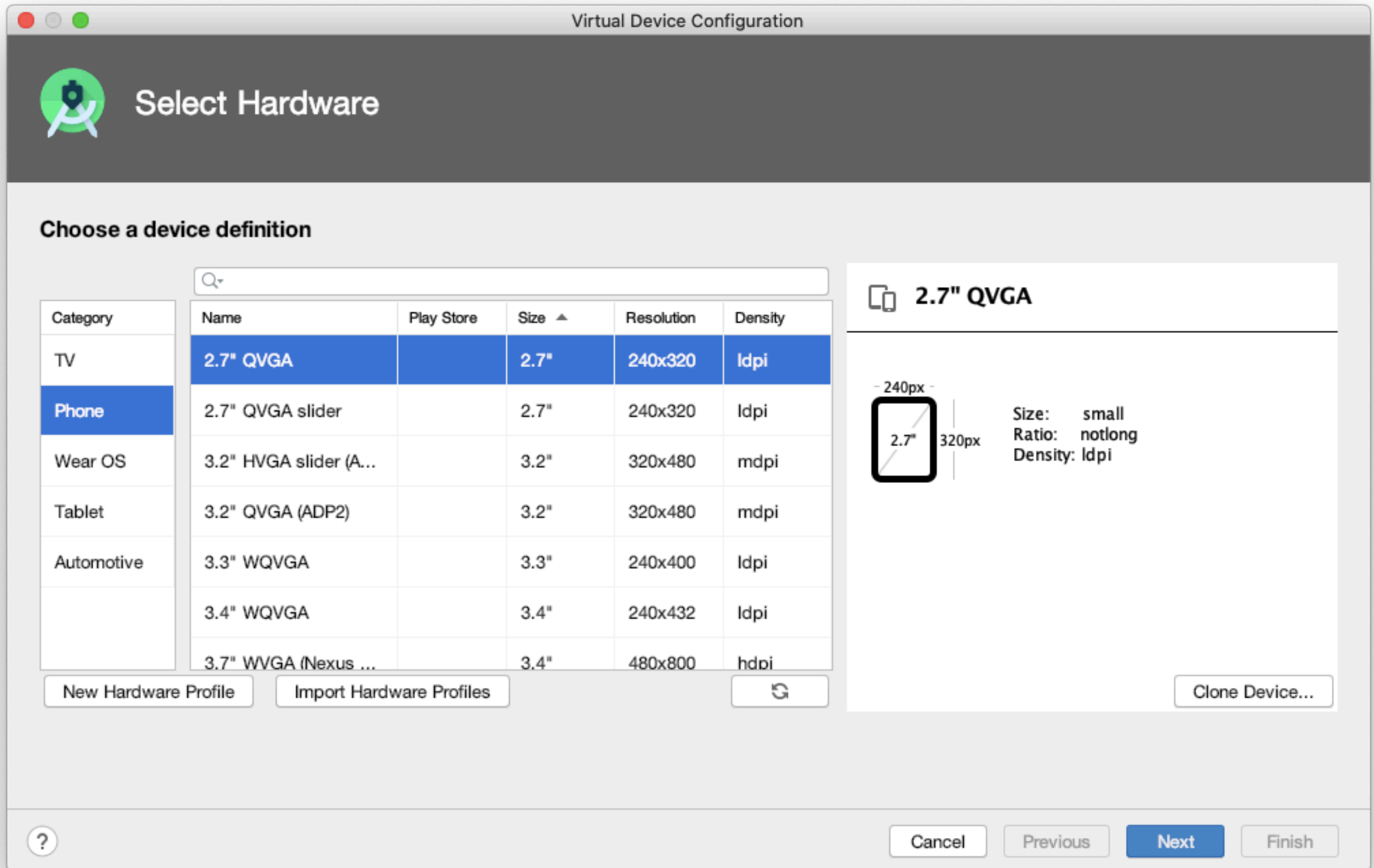


- AVD Manager
- SDK Manager
- Preferences
- Plugins
- Default Project Structure...
- Run Configuration Templates for New Projects
- Import Settings

# Android Studio




# Android Studio





# Android Studio

Virtual Device Configuration

 System Image

Select a system image


Recommended

x86 Images

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Release Name	API Level ▼	ABI	Target
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<b>Oreo</b>	27	x86	Android 8.1 (Google APIs)
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<i>Nougat</i> <a href="#">Download</a>	24	x86	Android 7.0 (Google APIs)
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<i>Lollipop</i> <a href="#">Download</a>	22	x86	Android 5.1 (Google APIs)

Q



API Level

29

Android

10.0

Google Inc.

System Image

x86

We recommend these images because they run the fastest and support Google APIs.

Questions on API level?

! A system image must be selected to continue.

?

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Previous

Next

Finish

# Android Studio


Virtual Device Configuration

 Android Virtual Device (AVD)

Verify Configuration


AVD Name

2.7 QVGA API 27

 2.7" QVGA

2.7 240x320 mdpi


Change...


 Oreo

Android 8.1 x86

Change...

Startup orientation

 Portrait

 Landscape

Emulated

Graphics: Automatic

Show Advanced Settings

AVD Name

The name of this AVD.

?

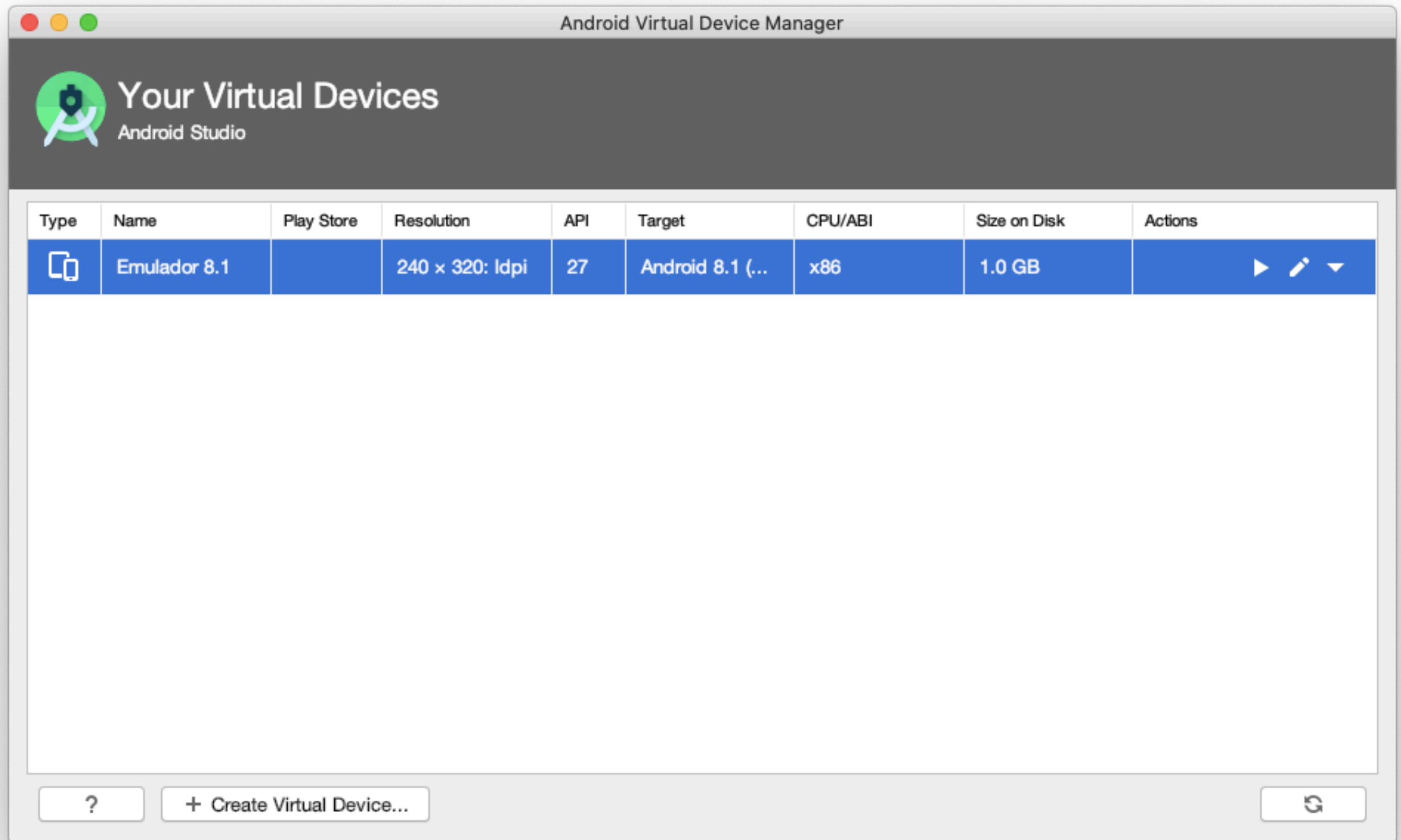
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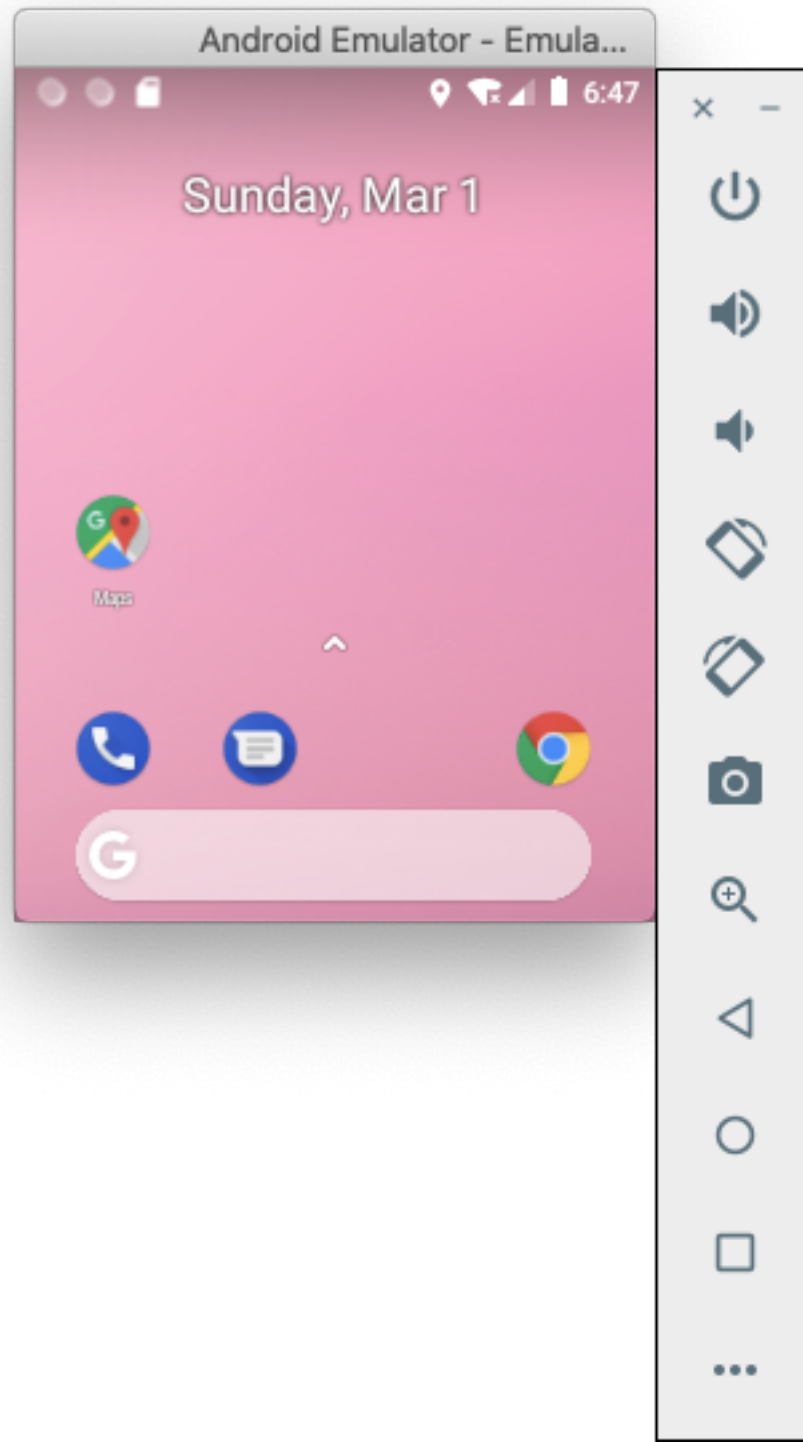
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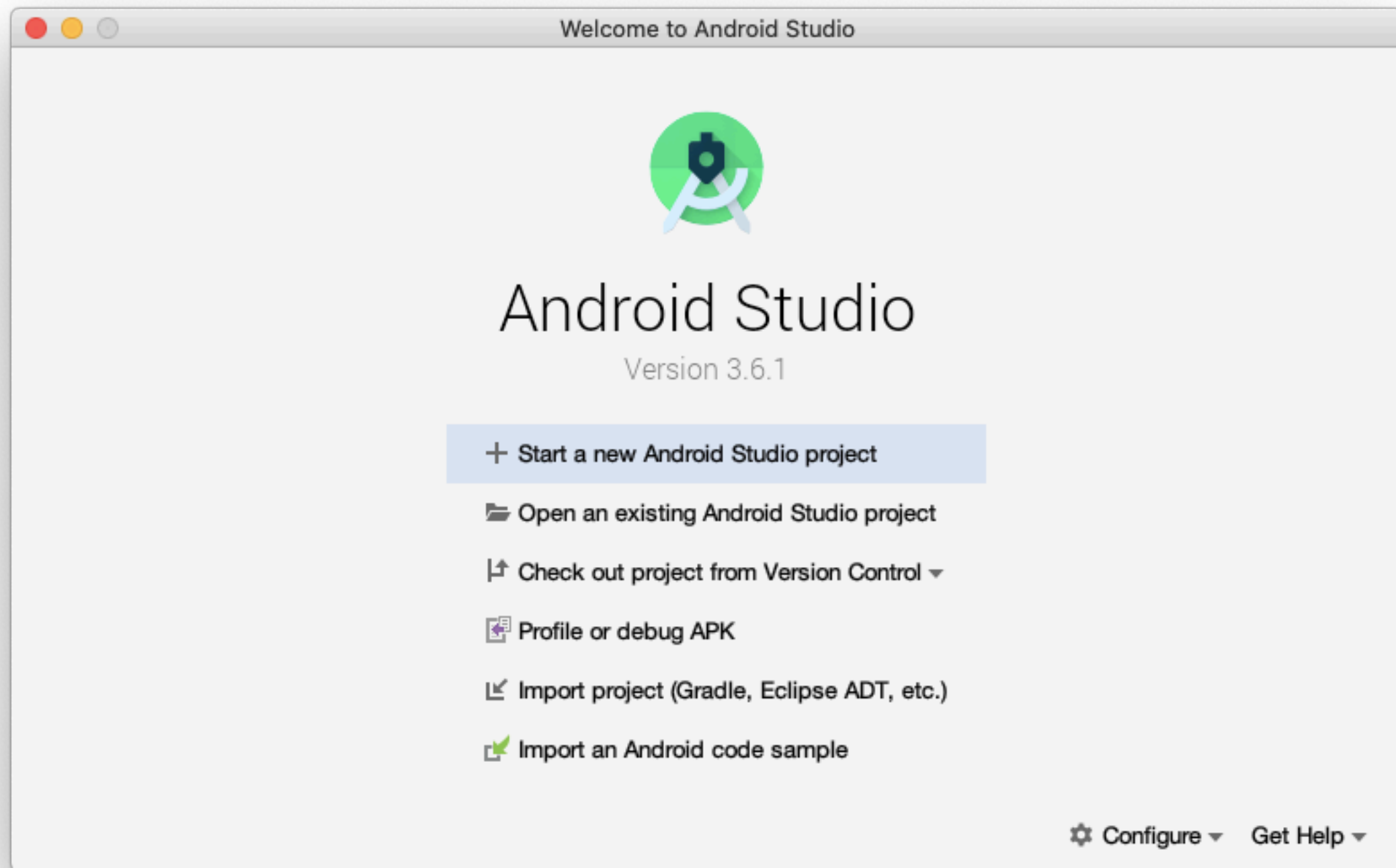


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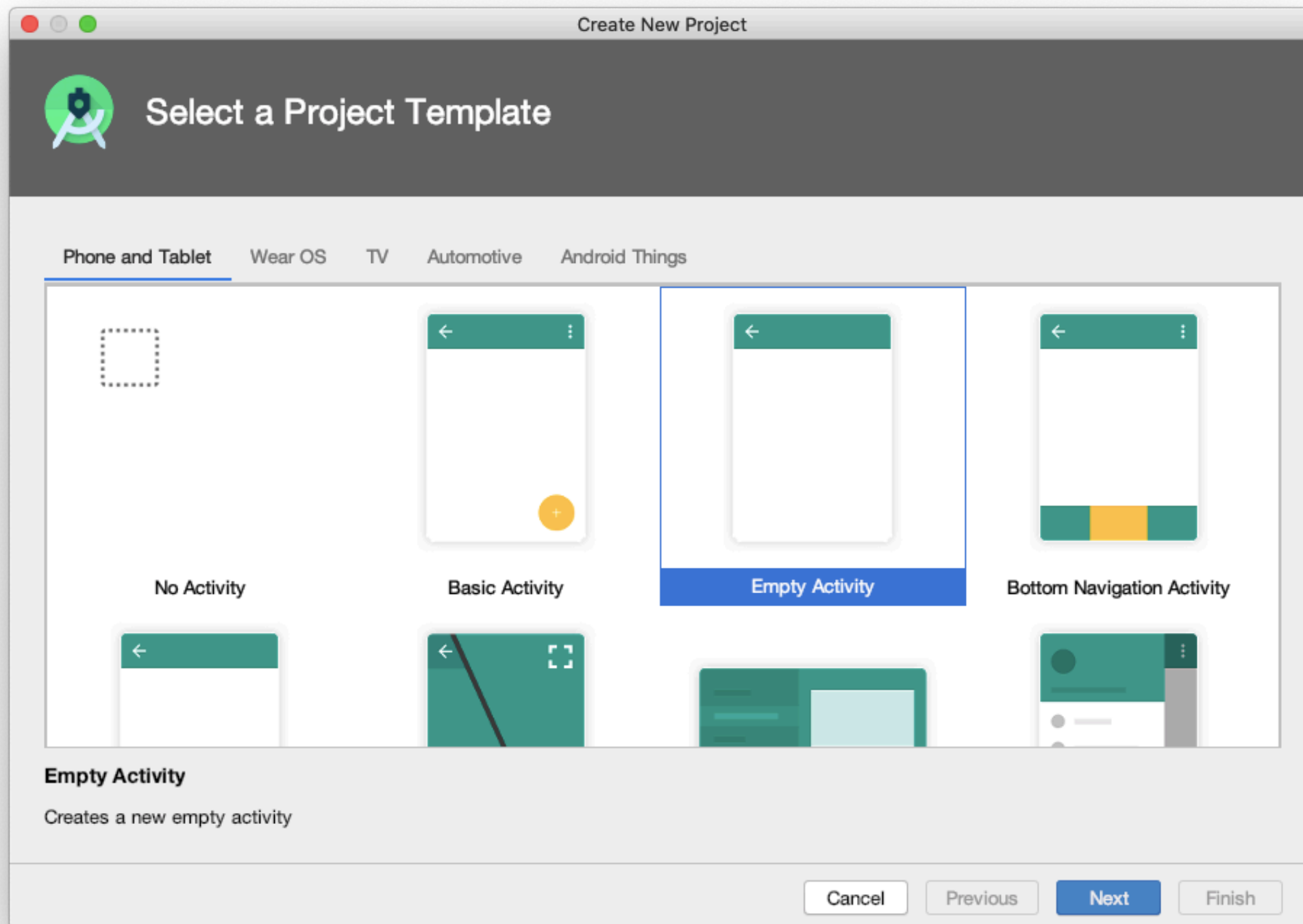


# Criação de um projeto

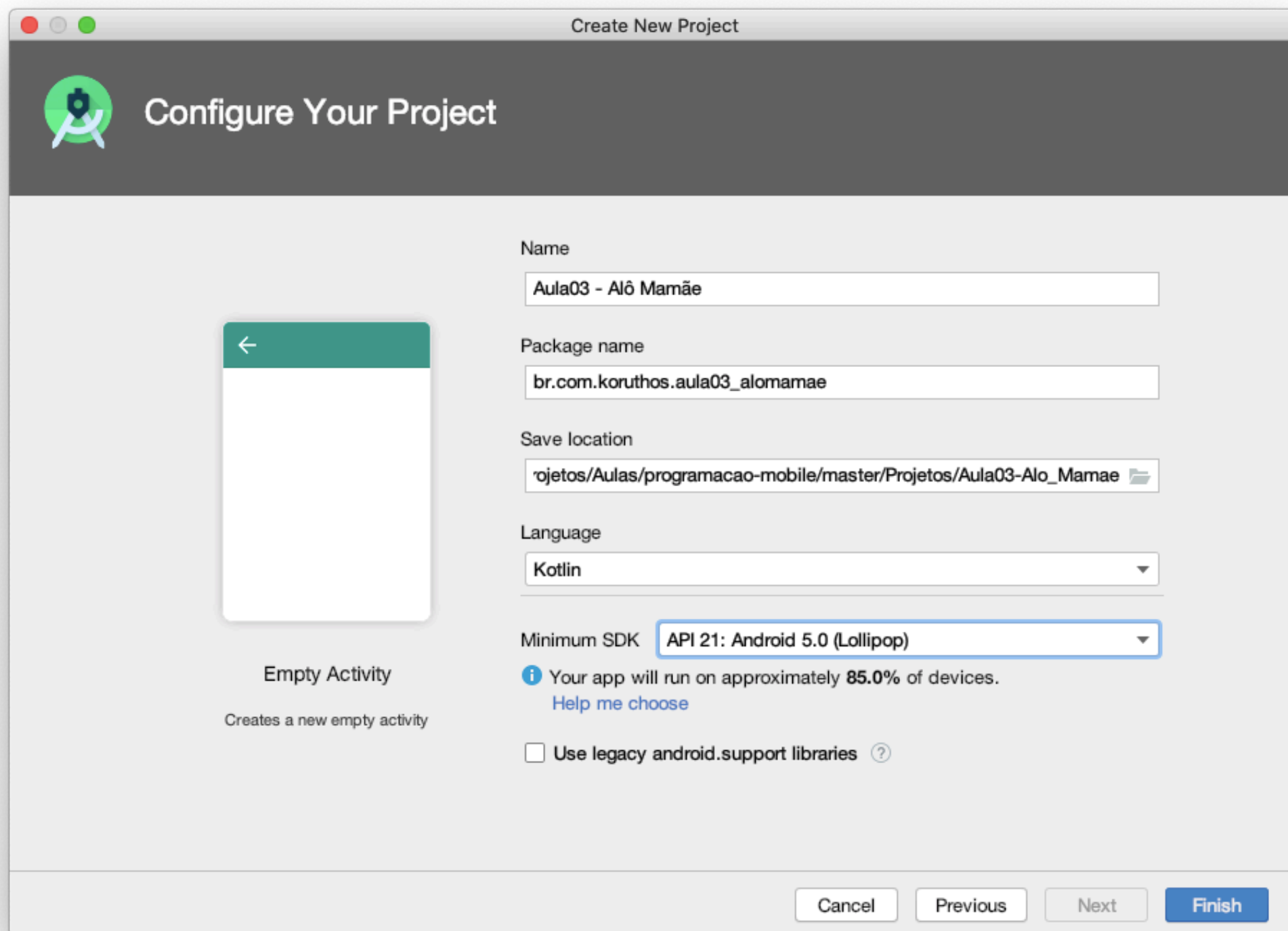
# Criando um projeto




# Criando um projeto



# Criando um projeto



Create New Project

 Configure Your Project

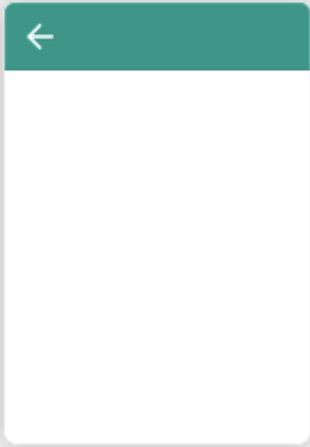
Name  
Aula03 - Alô Mamãe


Package name  
br.com.koruthos.aula03\_alomamae


Save location  
rojetos/Aulas/programacao-mobile/master/Projetos/Aula03-Alo\_Mamae

Language  
Kotlin

Minimum SDK  
API 21: Android 5.0 (Lollipop)

  
Empty Activity  
Creates a new empty activity

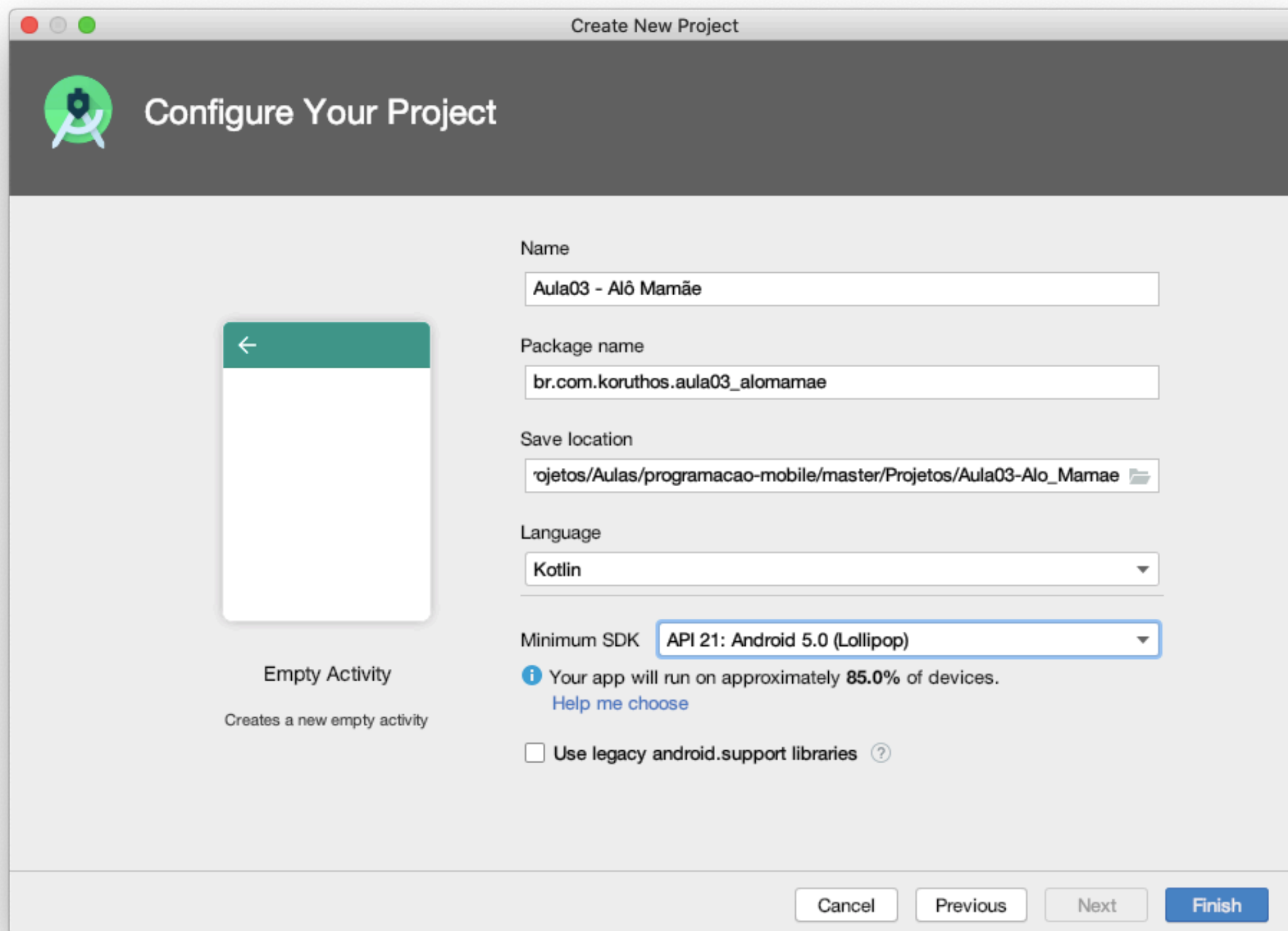
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☐ Use legacy android.support libraries 


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# Criando um projeto



Create New Project

 Configure Your Project

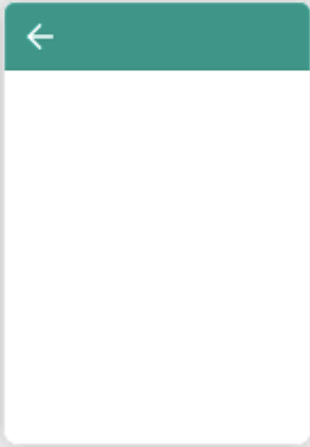
Name  
Aula03 - Alô Mamãe


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br.com.koruthos.aula03\_alomamae


Save location  
rojetos/Aulas/programacao-mobile/master/Projetos/Aula03-Alo\_Mamae

Language  
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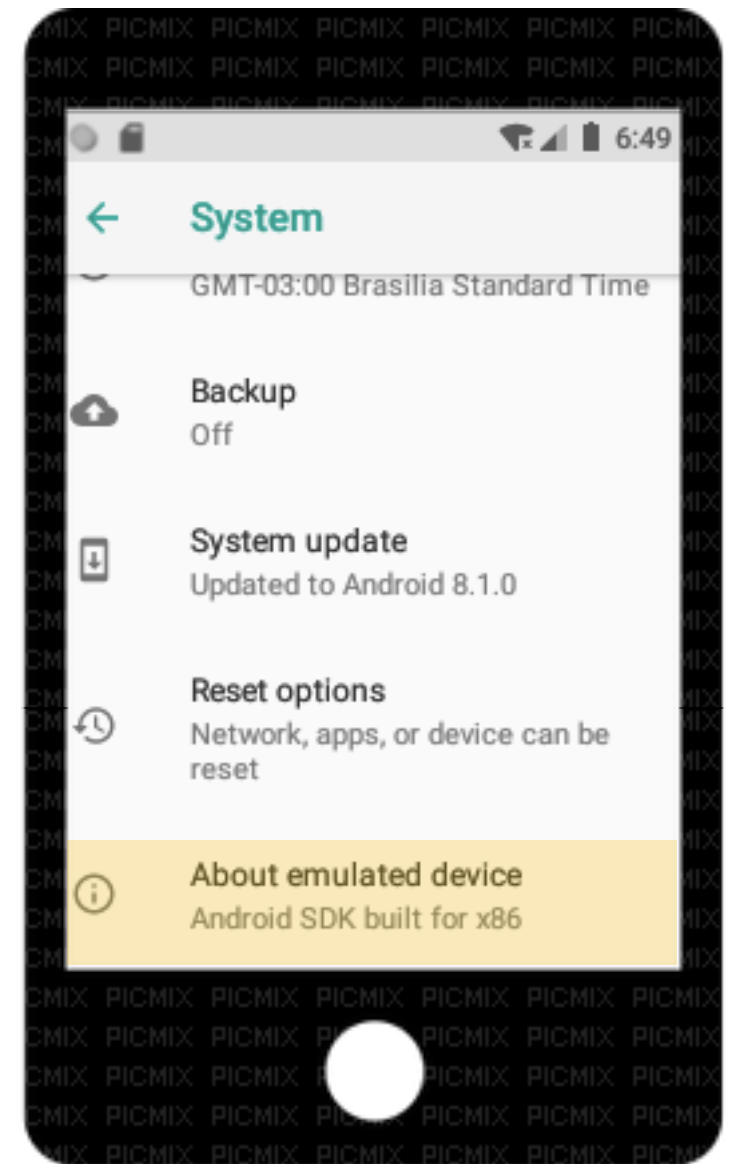
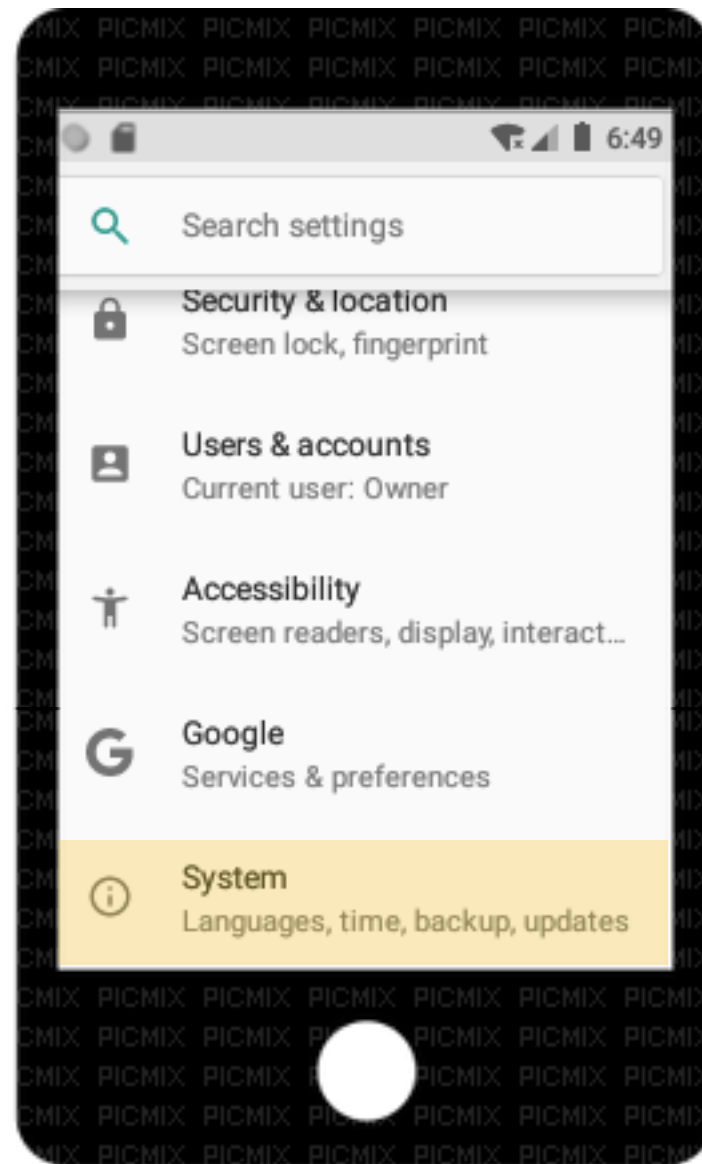
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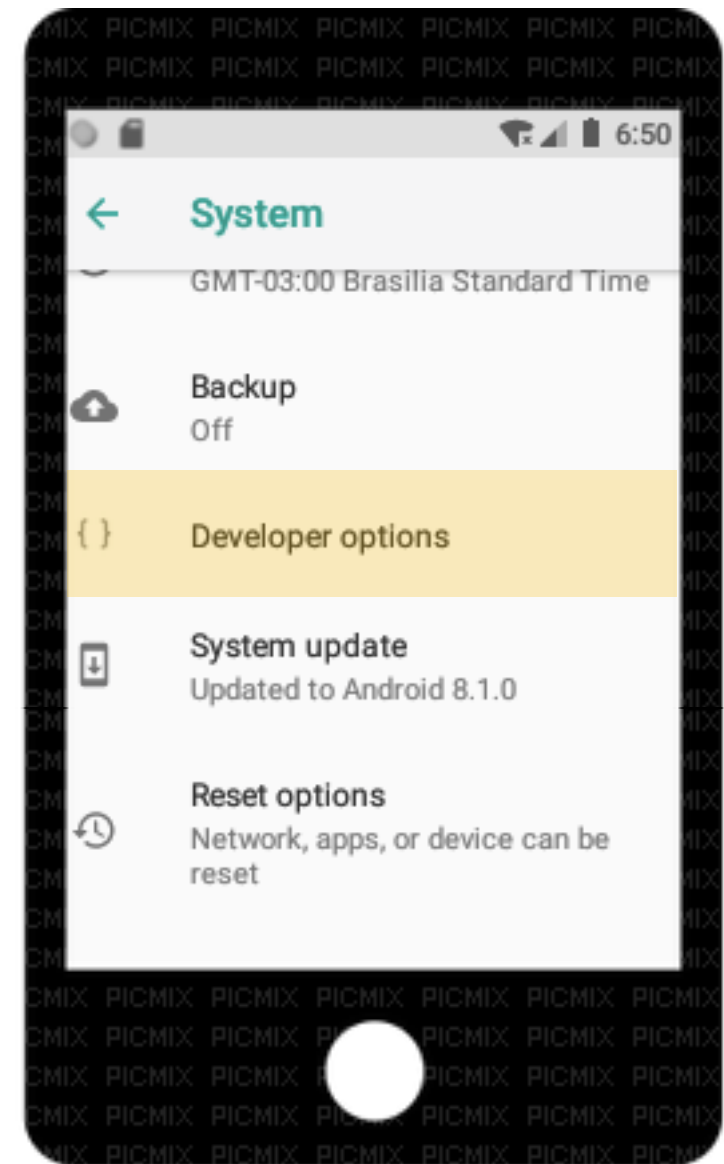
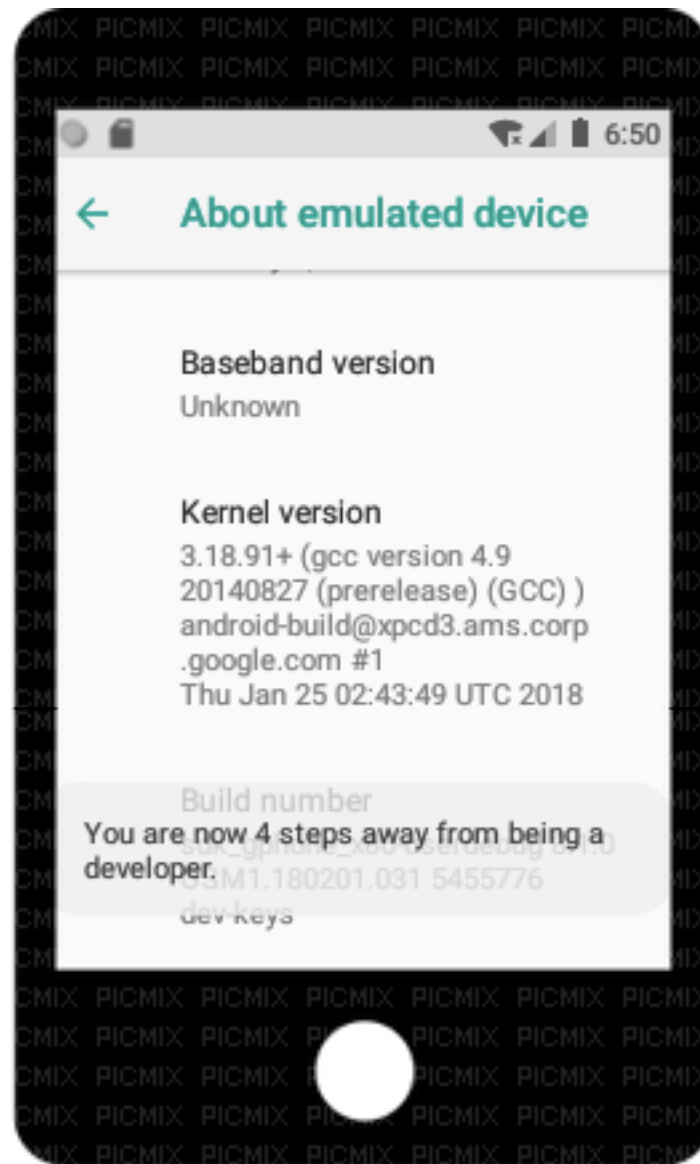
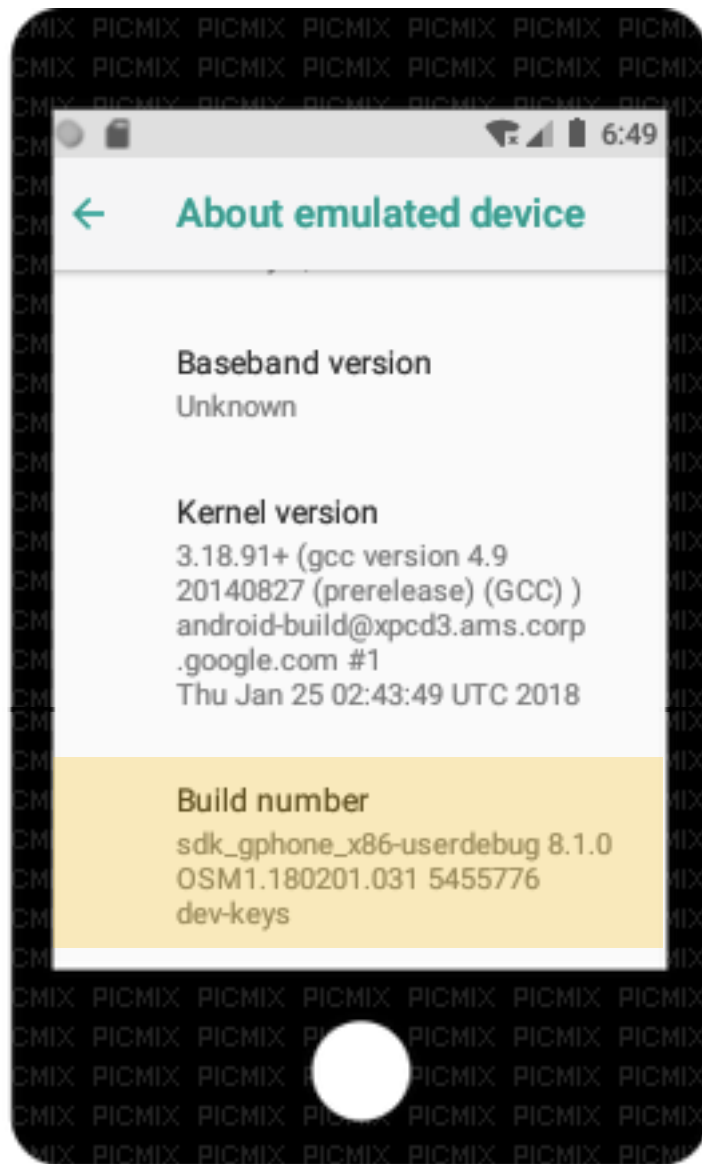
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**Conectar um emulador ou  
dispositivo**

# Configurar dispositivo para desenvolvimento

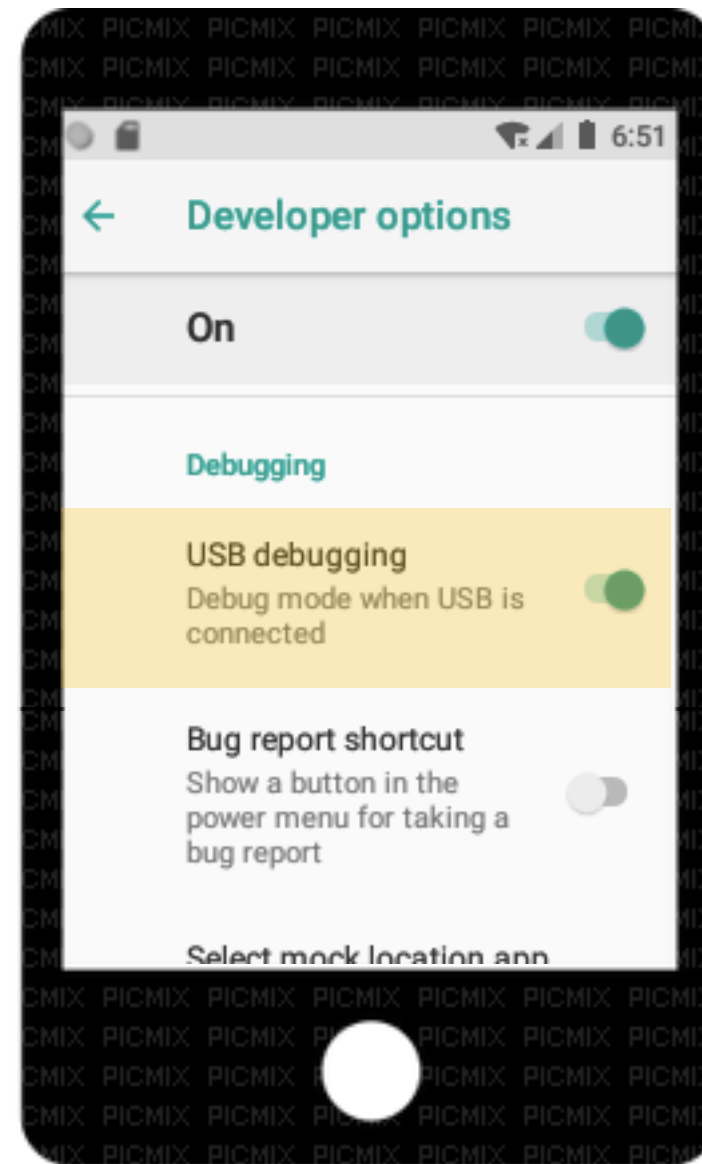
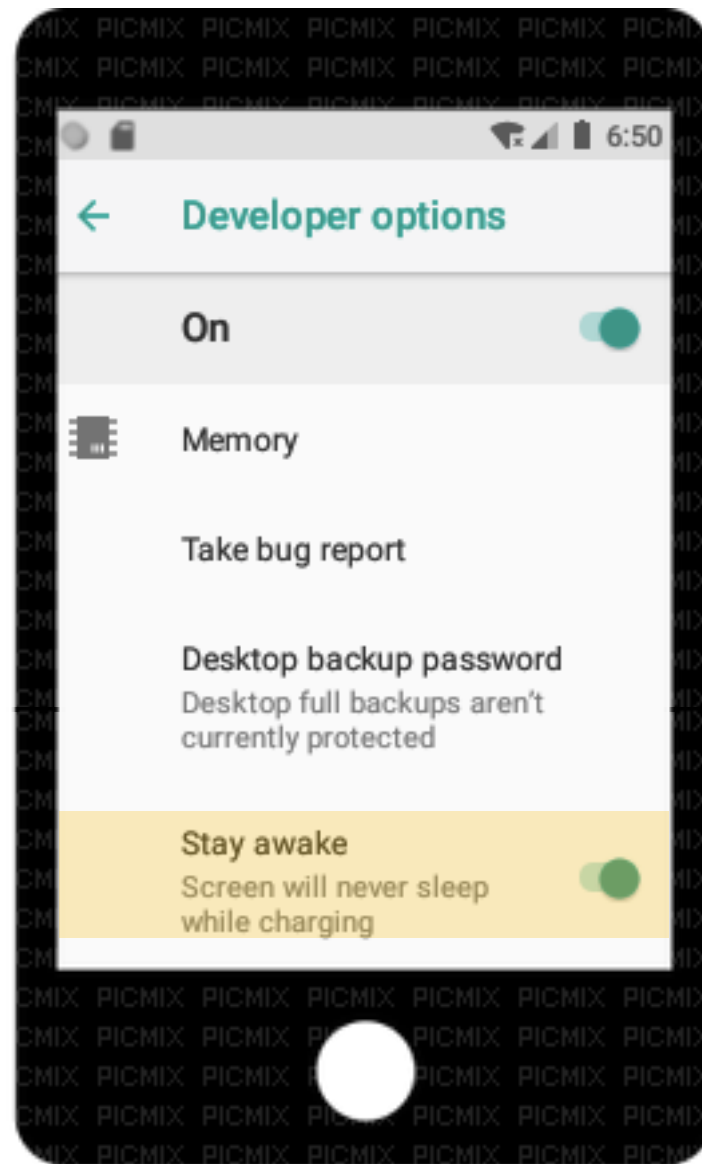


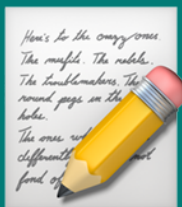
# Configurar dispositivo para desenvolvimento



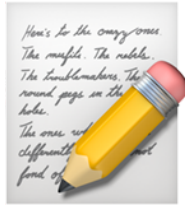
Clicar 5x

# Configurar dispositivo para desenvolvimento





# Atividades



# Atividades

1. Instalar o Android Studio
2. Configurar o SDK Manager
3. Criar um novo projeto Android
4. Executar o projeto no emulador ou em um dispositivo

# Referências bibliográficas





# Referência Bibliográficas

- **Workflow de desenvolvimento:** [https://  
developer.android.com/studio/workflow?hl=en](https://developer.android.com/studio/workflow?hl=en)