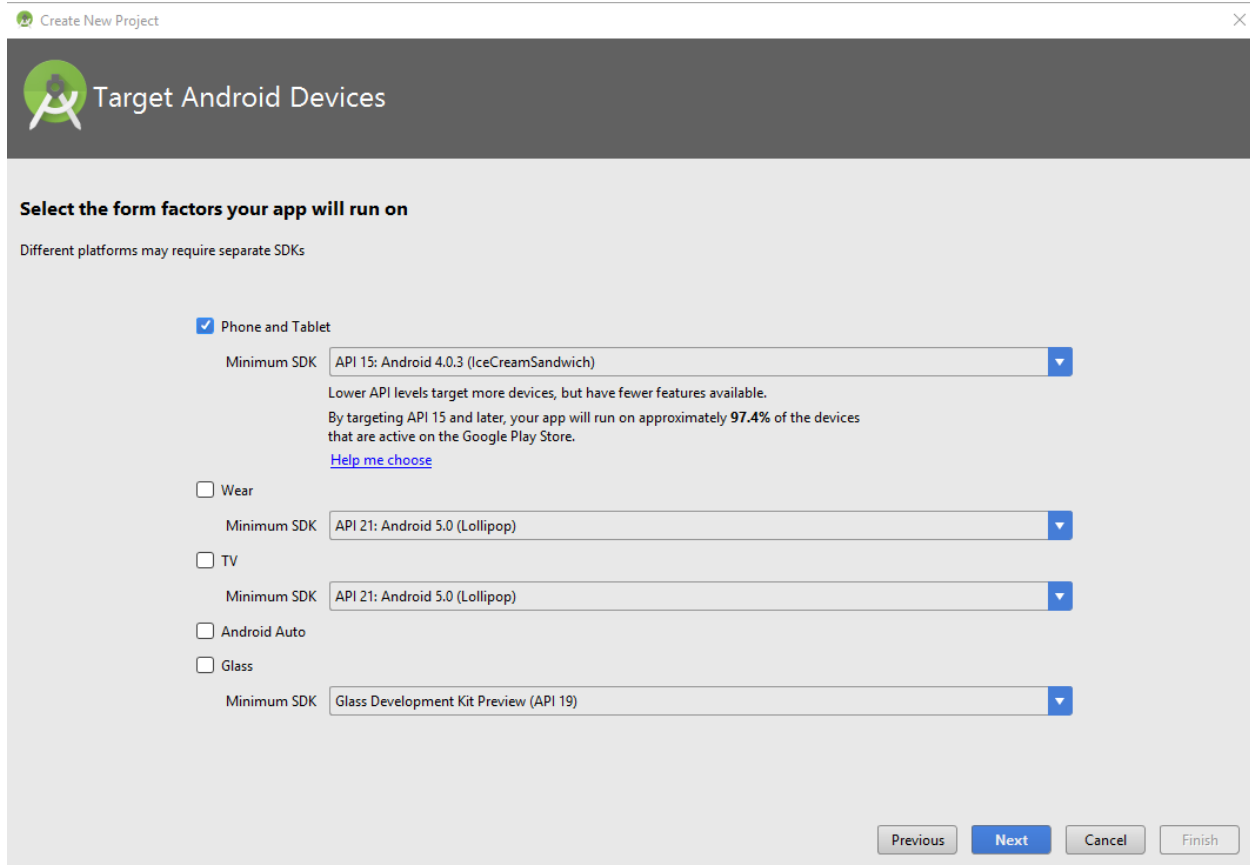


Android Studio Setup

1. Start a new project
2. Give it a name



The screenshot shows the 'Create New Project' dialog in Android Studio. The title bar says 'Create New Project' with a close button. The main header is 'Target Android Devices' with the Android logo. Below this, the text 'Select the form factors your app will run on' is displayed, followed by a note: 'Different platforms may require separate SDKs'. There are five options for target devices, each with a checkbox and a 'Minimum SDK' dropdown menu. The 'Phone and Tablet' option is selected with a blue checkmark. Its dropdown menu is open, showing 'API 15: Android 4.0.3 (IceCreamSandwich)' and a blue arrow. Below the dropdown, there is explanatory text: 'Lower API levels target more devices, but have fewer features available. By targeting API 15 and later, your app will run on approximately 97.4% of the devices that are active on the Google Play Store.' and a link 'Help me choose'. The other options are 'Wear', 'TV', 'Android Auto', and 'Glass', all with their respective 'Minimum SDK' dropdowns set to 'API 21: Android 5.0 (Lollipop)'. At the bottom right, there are four buttons: 'Previous' (disabled), 'Next' (active/blue), 'Cancel' (disabled), and 'Finish' (disabled).

Create New Project

Target Android Devices

Select the form factors your app will run on

Different platforms may require separate SDKs

☒ Phone and Tablet

Minimum SDK: API 15: Android 4.0.3 (IceCreamSandwich)

Lower API levels target more devices, but have fewer features available.
By targeting API 15 and later, your app will run on approximately 97.4% of the devices that are active on the Google Play Store.
[Help me choose](#)

☐ Wear

Minimum SDK: API 21: Android 5.0 (Lollipop)

☐ TV

Minimum SDK: API 21: Android 5.0 (Lollipop)

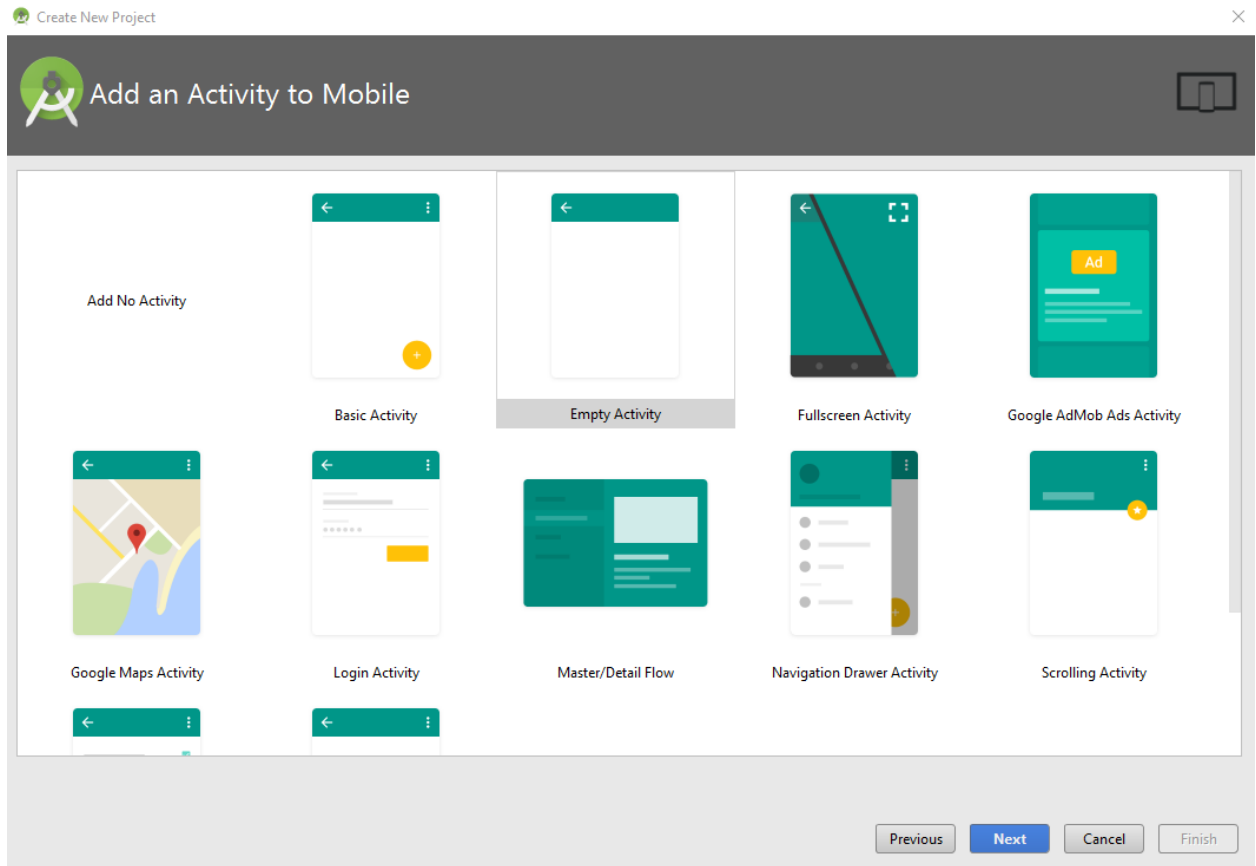
☐ Android Auto

☐ Glass

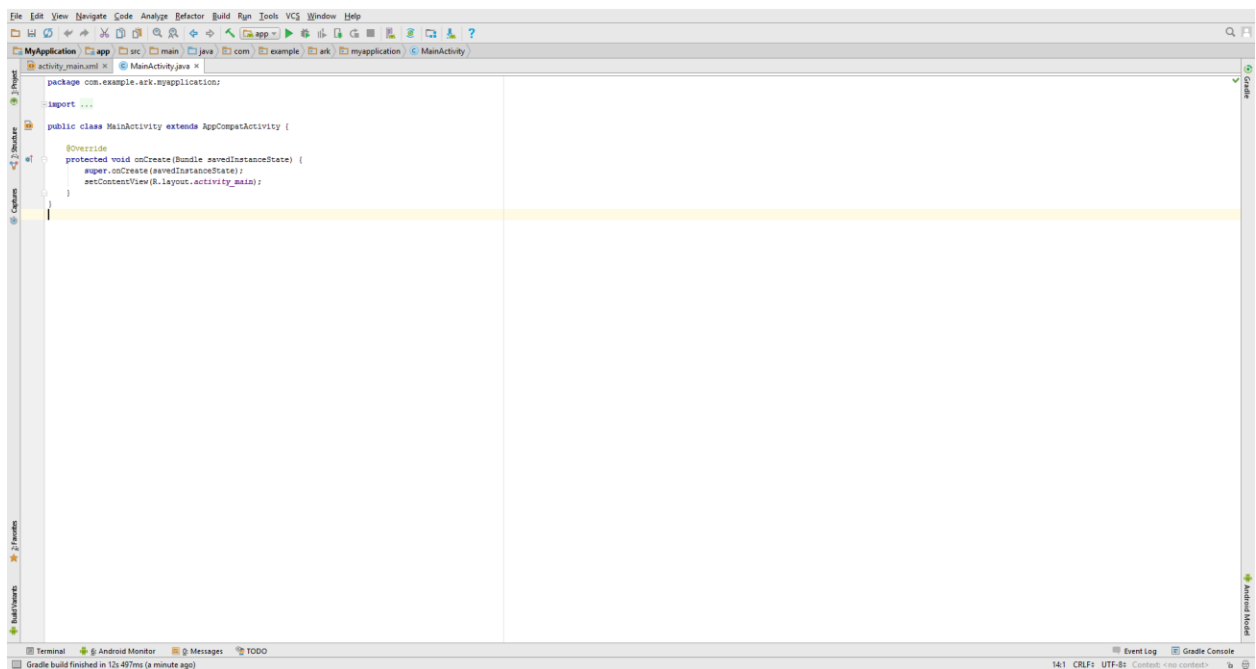
Minimum SDK: Glass Development Kit Preview (API 19)

Previous Next Cancel Finish

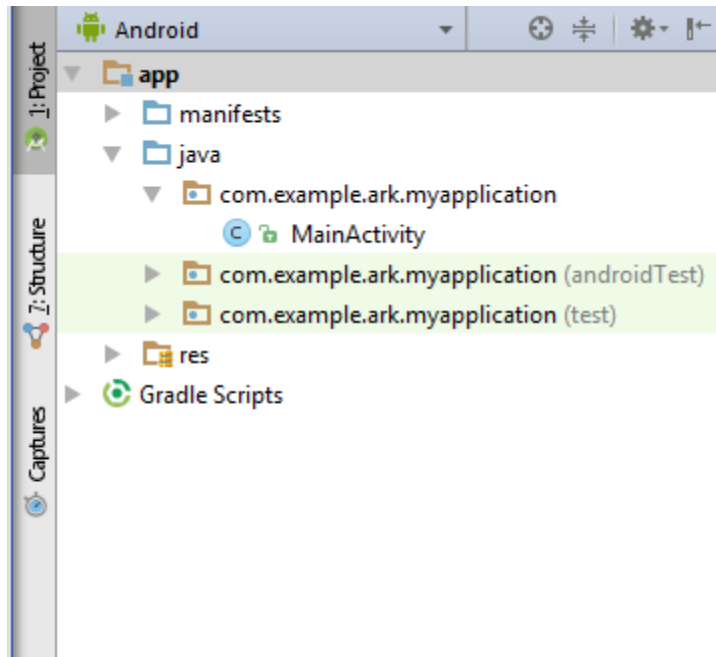
Select the Minimum SDK (4.0.3 is a standard choice)



Select an activity, we'll choose Empty Activity for now, give it a name and hit Finish



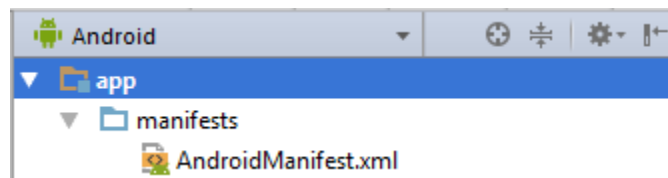
Click on Project on the left side of screen



Right click on App -> New -> Module -> Import .JAR/.AAR Package
 Locate the JTDS jar file, which you should have gotten after extracting JTDS zip file.
 In Gradle Scripts, open “build.gradle (Module:app)”

```
dependencies {
    compile fileTree(dir: 'libs', include: ['*.jar'])
    androidTestCompile('com.android.support.test.espresso:espresso-core:2.2.2', {
        exclude group: 'com.android.support', module: 'support-annotations'
    })
    compile 'com.android.support:appcompat-v7:24.2.1'
    testCompile 'junit:junit:4.12'
    compile project(':jtds-1.3.1')
}
```

Add “compile project (‘:jtds-1.3.1’)” as shown in picture above. Your version of jtds might be different, so enter the name accordingly



Open AndroidManifest.xml file

```

<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.example.ark.myapplication">

    <application
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher"
        android:label="My Application"
        android:supportsRtl="true"
        android:theme="@style/AppTheme">
        <activity android:name=".MainActivity">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>

    <uses-permission android:name="android.permission.INTERNET"/>
</manifest>

```

Add the “<uses-permission android:name=“android.permission.INTERNET”/>” line as shown above

Basic setup is done, you can start with creating a connection to MS SQL server and start developing your app.