

can't resolve AppCompatActivity

Asked 8 years, 11 months ago Modified 5 years, 3 months ago

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After renaming application package name, Android Studio displayed this error `can't resolve symbol`

47

`AppCompatActivity`



Things I tried:



- Clean project
- Clean Android Studio cache
- Clean Gradle cache
- Re-installed IDE
- File-> Invalidate cache/restart

But nothing really helped. The project build successfully, but I can not use syntax highlighting.

I used `com.android.support:appcompat-v7:23.1.1`

Screenshots

```
import android.app.Activity;
import android.content.Context;
import android.net.ConnectivityManager;
import android.os.Bundle;
import android.support.v4.app.Fragment;
import android.support.v4.app.FragmentTransaction;
import android.support.v7.app.AppCompatActivity;
import android.util.Log;
import android.view.inputmethod.InputMethodManager;
```

```
import io.realm.Realm;
```

```
/**
 * Created by branavitski on 23.02.2015.
 */
```

```
public abstract class BaseActivity extends AppCompatActivity {
```

```
    apply plugin: 'com.android.library'
    android {
        publishNonDefault true
        compileSdkVersion 23
        buildToolsVersion '23.0.2'

        defaultConfig {
            minSdkVersion 14
            targetSdkVersion 23
        }

        buildTypes {
            release {
                minifyEnabled false
                proguardFiles getDefaultProguardFile('proguard-android.txt'), 'proguard-rules.pro'
            }

            qa {
                minifyEnabled false
                proguardFiles getDefaultProguardFile('proguard-android.txt'), 'proguard-rules.pro'
            }
        }
    }

    dependencies {
        compile project(path: ':npdf')
        compile 'com.android.support:support-v4:23.1.1'
        compile 'com.android.support:appcompat-v7:23.1.1'
        compile 'com.android.support:recyclerview-v7:23.1.1'
        compile 'com.mcxiaoke.volley:library:1.0.10'
        compile 'com.google.code.gson:gson:2.3.1'
        compile 'io.realm:realm-android:0.86.0'
        compile 'com.squareup:otto:1.3.6'
        compile('eu.livotov.labs.android:CAMView:2.0.0@aar') { transitive = true }
        compile 'com.crittercism:crittercism-android-agent:5.5.0-rc-1'
        compile 'com.getbase:floatingactionbutton:1.9.0'
        compile 'de.timroes.android:EnhancedListView:0.3.4'
        compile 'org.apache.lucene:lucene-core:4.6.0'
        compile 'org.apache.lucene:lucene-analyzers-common:4.6.0'
        compile 'org.apache.lucene:lucene-queries:4.6.0'
        compile 'org.apache.lucene:lucene-queryparser:4.6.0'
        compile 'org.apache.lucene:lucene-facet:4.6.0'
        compile 'org.apache.lucene:lucene-highlighter:4.6.0'
        compile 'com.scand:realm-browser:0.1.9'
    }
}
```

MD

android

android-studio

appcompatactivity

android-appcompat

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edited Feb 22, 2018 at 9:23



m00am

6,258 ● 12 ● 56 ● 73


asked Jan 22, 2016 at 13:25



Raman Branavitski

894 ● 1 ● 9 ● 23

At first, you should delete the line with "import android.app.Activity", then check your build.gradle file and make sure your imports are well typed/declared. – Rob Jan 22, 2016 at 13:39

Everything is good in buid.gradle file. compile 'com.android.support:support-v4:23.1.1' compile 'com.android.support:appcompat-v7:23.1.1' – Raman Branavitski Jan 22, 2016 at 13:41 

Ok, can you post your gradle file? – Rob Jan 22, 2016 at 13:43

add build.gradle file screen to post – Raman Branavitski Jan 22, 2016 at 13:46

Do not post images of test! – Box Box Box Box Jan 22, 2016 at 13:47

35 Answers

Sorted by:

Highest score (default)



1

2

Next



Okay, to anybody who might stumble upon this now, Android Studio is very, very, very weird.

82



Solution : Go to your `build.gradle` file and in your dependencies find the `appcompat` one, something like `compile 'com.android.support:appcompat-v7:XX.X.X'`



Change it to `compile 'com.android.support:appcompat-v7:XX.X.+'`

Then click on `Sync Now` on the top right of the editor. All the red squiggly lines should go if everything else in your code is correct.

Then go back to your `build.gradle` and change it back to whatever it was and click `Sync Now`

It should all be fine given that you have the latest version of everything or close to it.

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answered Apr 15, 2016 at 8:15

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4127157

1,458 ● 2 ● 15 ● 29

5 wow, I can't believe this solution is actually works. I spent half hour try to solve this. ty. – [Ryde](#) Jun 13, 2016 at 6:46

@IgorGanapolsky I do not know, it means the latest version of whatever is the current, some weird Android Studio bug.

-
- 3 I had the same problem and just had to press the "Sync Project with Gradle Files" without making any changes to anything. I think my issue arises from transferring between machines using github repos. – [musterjunk](#) Aug 5, 2017 at 19:16
-
- 1 I had the problem where it said the cannot find symbol but it allowed to build and run... i just had to sync this file again thanks a ton! – [Crazy Alien](#) Nov 1, 2017 at 9:41
-
- 1 I had to replace the entire version with a plus sign, not just the last X – [Impulse The Fox](#) Jul 27, 2018 at 13:19
-



Lets get going step by step: first clean project by using

64

Build->Clean



if this doesn't helps then use your second weapon



File>Invalidate Caches/Restart...

But the real problem begins when all the above options doesn't works so use your ultimate weapon close project and go to project location directory and **delete**

.idea

You can open your project now again. This worked for me and problem comes most often when you are working

with VCS. And this problem is not associated with android component classes but also to the libraries, both shows the same error.

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answered Jul 13, 2017 at 12:10

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[vikas kumar](#)

11k ● 2 ● 48 ● 56

7 Thank you very much, the deleting .idea worked! I spent more than 2 hours with experimenting to solve this problem and fortunately I found your solution. Android Studio 2.3.3
– [Zsivics Sanel](#) Jul 24, 2017 at 20:31

1 Thank you, this is the only solution that worked in my case!
– [XIII](#) May 6, 2018 at 18:41

Thanks! This solved my problem, Android Studio was importing only some packages of support library, weird...
– [rafael](#) Aug 3, 2018 at 18:50

This didn't work for me. what worked was to add + in my grade dependancy of appcompat, – [Dilip Agheda](#) Aug 13, 2018 at 2:13

Deleting .idea folder worked for me too, while other solutions didn't – [Andreas Oikonomou](#) Sep 26, 2018 at 10:44



I was having the same issue, but when I did `Invalidate cache/restart` option it worked fine for me.

24

First try to clear all your build files



Build->Clean





if it doesn't work try this option

File -> Invalidate cache/Restart

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edited May 14, 2018 at 9:54

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answered Oct 11, 2016 at 14:54



Sushin Pv

1,884 ● 4 ● 25 ● 36

1 Perfect! Perfect! Perfect! The right answer and simple. This usually happens when you hop around different projects.

– Vijay Kumar Kanta Feb 13, 2018 at 14:20



If methods like

9

Clean project



Clean Android Studio cache

Clean Gradle cache



Re-installed IDE

File-> Invalidate cache/restart

do not work. use this method to resolve your issue.

Exit Android Studio

Navigate in your project to the .idea folder

Remove .idea folder

Restart Android Studio.

Thats it.

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answered Jun 25, 2018 at 19:57



[mehmoodnizar125](#)

1,519 ● 18 ● 14



6

The issue could be import reference, try changing it.

From:



```
import android.support.v7.app.AppCompatActivity;
```



To:



```
import androidx.appcompat.app.AppCompatActivity;
```

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answered Jul 27, 2019 at 6:01



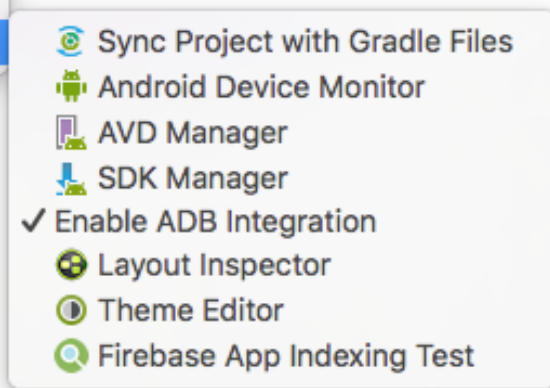
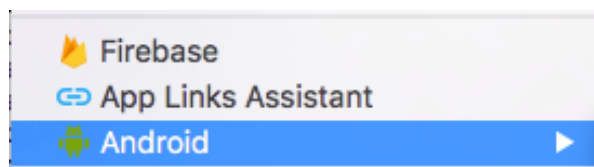
[CodeSlave](#)

457 ● 6 ● 18



5

For me was enough to go on: - Tools > ANDROID >
SYNC PROJECT WITH GRADLE FILES



```
saction ft;  
yIcon;  
FavIcon;  
ences prefs = null;  
t = 0;  
Context;  
DataManager;  
leton;  
und> favArray;  
taFav;
```

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answered Mar 14, 2017 at 16:17

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[Blasco73](#)

2,990 ● 2 ● 25 ● 31

This solution worked for me. It seems the activity could not find references to the `appcompat` library – [William](#) Jun 2, 2017 at 8:33

This also helped me a lot.Thanks for this suggestion – [priyanka](#) Mar 5, 2018 at 7:32



I was having this exact same issue just a couple minutes ago and fixed it by doing a `Build > Rebuild Project`.

4

Hope it helps.

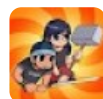


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answered Feb 7, 2016 at 0:07



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[McSullivan](#)

124 ● 2 ● 13



Only removing whole .gradle folder helped me.

2

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answered Feb 8, 2016 at 12:46



Raman Branavitski

894 ● 1 ● 9 ● 23

Tried everything above, but this end up worked for me.

– [loveNZ](#) May 28, 2018 at 20:39



2



This is what worked for me, strangely enough:

1. Change `implementation`

```
'com.android.support:appcompat-v7:26+' to  
implementation 'com.android.support:appcompat-  
v7:26.0.1'
```

2. Go to File → Invalidate Caches/Restart

3. Wait for the Gradle sync to finish on restarting. Once it does you will be prompted to add the Google maven support repository. Click on the corresponding link, and let Gradle resolve the dependencies.

4. The errors should be gone now

FWIW, in my case the issue occurred after moving my Android Studio installation to a new machine and upgrading to AS 3.1.

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answered Apr 13, 2018 at 0:26



Glutanimate



Deleting the ".idea" folder worked for me. As mentioned above by [Vikas Kumar](#)

2



Then I using [this](#) to fix the "SDK location error"

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answered Apr 17, 2018 at 16:42



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Omphile

21 ● 4



First I clean the project, after remove all .idea folders and finally Invalidate/Restart – [Cami Rodriguez](#) Jun 3, 2018 at 16:08



You got error like

2



```

39
40 public class MainActivity extends AppCompatActivity implements View.OnClickListener{
41
42     // Folder path for Firebase
43     // String Storage_Path = "All_Image/";
44     // String Storage_Path = "GoodNight_Images/";
45     String Storage_Path = "All_GMImage/";
46
47
48     // Root Database Name for Firebase Database.
49     public static final String Database_Path = "All_GMImage_Uploads_Database/";
50     public static final String Database_Admin = "AdminGM/";
51
52     // Creating button.
53     Button ChooseButton, UploadButton, DisplayImageButton;
54     EditText ImageName ;
55     ImageView SelectImage;
56     String ImageDecode;
57
58     // Creating URI.
59     Uri FileUri;
60     // Creating StorageReference and DatabaseReference object.
61     StorageReference storageReference;
62     DatabaseReference databaseReference;
63

```

Cannot resolve symbol 'AppCompatActivity'

1.First you have to clean project after that same issue got then

2.check library minimum compile

"com.android.support:appcompat-v7:22.1.0"

3. Check library does not use two or more times

```
40 implementation 'com.android.support:customtabs:27.1.1'
41
42
43 implementation 'com.android.support:animated-vector-drawable:27.1.1'
44 implementation 'com.android.support:multidex:1.0.3'
45
46 implementation 'com.android.support:mediarouter-v7:27.1.1'
47 implementation 'com.android.support:design:27.1.1'
48
49
50 implementation 'com.android.support.constraint:constraint-layout:1.1.0'
51 implementation 'com.firebase:firebase-client-android:2.5.2'
52 implementation 'com.google.firebase:firebase-database:15.0.0'
53 testImplementation 'junit:junit:4.12'
54
55 implementation 'com.android.support:design:27.1.1'
56
57 androidTestImplementation 'com.android.support.test:runner:1.0.1'
58 androidTestImplementation 'com.android.support.test.espresso:espresso-core:3.0.1'
59
60 implementation 'com.squareup.picasso:picasso:2.5.2'
61 implementation 'com.google.firebase:firebase-storage:15.0.0'
62
63 implementation 'com.google.firebase:firebase-core:15.0.0'
64 implementation 'com.facebook.android:facebook-android-sdk:4.0.0'
65 implementation 'pl.droidsonroids.gif:android-gif-drawable:1.2.12'
66 implementation 'com.google.android.gms:play-services-ads:15.0.0'
67 //Importing Glide library.
```

4. Remove multiple time usage of library dependency

5. Clean and Rebuild Project to a got solution

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answered Jun 17, 2018 at 13:54

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Paras Nakum

230 ● 2 ● 9



I was stuck with this problem and its take me whole day to solve this.Finally i solved this with the following steps

2



1. Close your android studio

2. Go to you project folder and look for .idea folder

3. Find libraries folder and rename it

4. Then start your Android studio and open that project again.



Thats it.

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answered Sep 21, 2018 at 10:47



Kashinath

360 ● 1 ● 2 ● 8



I had the same issue and the following worked for me

1

`File -> Invalidate cache/Restart`



There is some kind of caching issue that is happening. If such kind of issue appears try this since most of the time it will work :D



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answered Sep 14, 2017 at 7:14



Nauman Shah

352 ● 2 ● 13



i have this problem while using the android studio on ubuntu 16.04 go to File>invalid cache/Restore>Invalidate and Restart that works fine for me

1



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answered Oct 19, 2017 at 5:29



user5698605





1



Go to your build.gradle file and in your dependencies find the appcompat one, something like compile

'com.android.support:appcompat-v7:25.X.X' Change it to compile 'com.android.support:appcompat-v7:25.3.+' Then click on Sync Now on the top right of the editor. Then go back to your build.gradle and change it back to whatever it was and click Sync Now This worked for me.

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answered Oct 28, 2017 at 13:16

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Sumit Garai

1,331 ● 1 ● 9 ● 6



1



This working for me, on macOS:

go to, Android Studio -> Preferences -> Appearance & Behavior -> System Settings -> Android SDK -> SDK Platforms And download Android SDK Platform XX and Sources for Android XX. Where XX es the value of compileSdkVersion on your gradle (Module:app)

on Windows the route is: File -> Settings... -> Appearance & Behavior -> System Settings -> Android SDK -> SDK Platforms

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answered Apr 5, 2018 at 19:11

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fmnvarretem

171 ● 1 ● 5



1



If all attempts failed (invalidate cache, clean and rebuild, restart,...), close Android Studio (maybe just close the project), run any file manager, go to project folder, find .idea/libraries folder and delete its content (list of xml files). After new start AS or opening project the problem should be resolved.

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answered Apr 16, 2018 at 12:32



Petr Daňa

1,293 ● 13 ● 19



1



head over to build.gradle(module app)

if you hover your mouse over to com.android.support:appcompat a popup will say new version is available just replace in the existing version number with the new version number press sync now and you are good to go p.s nothing else worked for me on 2 pc's

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answered Apr 24, 2018 at 11:31



Azhar Rasheed

51 ● 3



1

In Android Studio 3.1.2, I have the same issue After renaming application package name. The following worked for me:



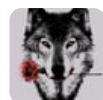
Deleting the ".idea" folder, Then `File -> Invalidate Caches/Restart` .



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answered Jun 5, 2018 at 6:43

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Javan

183 ● 2 ● 10



1

I've noticed that Android Studio 3.1 doesn't pull in the support libraries seamlessly. Here's how to trigger it. Update the support library version to 27.x.x newer version (you can get the new version info by mouse hover over the version number next to **implementation** under *dependencies*) manually in the module's `build.gradle` file under dependencies. Then re-sync the project. Find the Visual Solution(Image) from [this](#) Link



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edited Jun 11, 2018 at 22:06

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Rishav

4,038 ● 1 ● 37 ● 50

answered Jun 11, 2018 at 17:44



Teja Kummarikuntla

373 ● 3 ● 7



This usually happens when you open any old project. Open your Build.gradle (app module) file and update the

1



dependencies to the latest version which you can find in any recently created project or create a new project and copy the dependencies. Sync and then clean your project.

EX: Older versions--> compile

'com.android.support:appcompat-v7:24' Update to latest version--> implementation

'com.android.support:appcompat-v7:28.1.1'

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answered Aug 23, 2018 at 13:50

Follow



Vivek Yadav

11 ● 2



1



If the methods via gradle file / "Invalidate caches" do not work, use this way:

1. Navigate in your project to the .idea folder

2. Just Rename the libraries folder

3. Restart Android Studio. It will recreate the libraries folder and work again.

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answered Sep 8, 2018 at 6:19

Follow



Shubham Goel

2,156 ● 20 ● 28



1

Guys I know this is gonna sound stupid but I only switched my project like I had 2 projects in my system so I opened the other project when it was completely ready I



clicked on open to open my actual project and it worked so just try to switch projects and re open it, this should sort out your issue.



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answered Sep 24, 2018 at 20:32

Follow



Manish Gidwani

11 • 1



Easy

1

- Open app level `build.gradle`
- Remove **appcompact-v7** dependency & Sync.
- Add dependency again & Sync.



Error is no more! :)

Before

```
Activity extends AppCompatActivity {
```

After

```
Activity extends AppCompatActivity {
```

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edited Jun 20, 2020 at 9:12

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Community Bot

1 • 1

answered Nov 22, 2018 at 11:36



Khemraj Sharma

58.9k ● 28 ● 213 ● 225



Close your project using FILE -> CLOSE PROJECT and then Open, worked for me fixed all the issues.

1



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Mohammad Abraha

109 ● 2 ● 5



I tried deleting the .idea folder, Clean Build, Validate Caches / Restart, changing Build Tools vers... None of them worked for me.

1



I solved this error with selecting the red underlined codes then pressing **Alt+Enter** and selecting the **Import Class** option. It changes the imports to ****androidx.core.***. If you do this to all your red underlined codes your errors should have resolved.



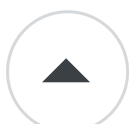
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EnesKY

21 ● 1 ● 5



I've updated `appcompat` library from version `25.0.1` to `25.1.0`

0

In gradle:



```
from: com.android.support:appcompat-v7:25.0.1
```

```
to: com.android.support:appcompat-v7:25.1.0
```



Everything works well now.

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edited Mar 7, 2017 at 10:14



Matteo Baldi

5,828 ● 11 ● 43 ● 53

answered Mar 7, 2017 at 9:45



Nicola Gallazzi

8,685 ● 6 ● 53 ● 69



When all your dependencies and SDK tools are in-line and it still is giving sync error. Add this code in your

0

`build.gradle` and sync it:

```
allprojects {
    repositories {
        jcenter()
        maven {
            url "https://maven.google.com"
        }
    }
}
```



Also like to point, before doing this I tested all tricks mentioned here. But only this worked for my Android (2.3) - Feb'17 release.

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edited Feb 15, 2018 at 8:42



piet.t

11.9k ● 21 ● 44 ● 55

answered Feb 12, 2018 at 4:22



Rohit Sharma

2,579 ● 6 ● 22 ● 40

Yes. Thanks @EnamulHaque I know, I'm yet to upgrade my version. That's Feb'17 Android Studio release version. Hope it helps someone. – [Rohit Sharma](#) Feb 12, 2018 at 5:27



0



With the new Release of android studio 3.1.3, you must put this code inside build.gradle.

```
implementation 'com.android.support:design:23.4.0'
```



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edited Jun 20, 2018 at 18:48



Fabulous

2,423 ● 2 ● 21 ● 28

answered Jun 20, 2018 at 17:44



alaa

1 ● 1



Open build.gradle file and in your dependencies and

0

Change file with



implementation 'androidx.appcompat:appcompat:1.0.0-beta01'



This worked for me..



Share Improve this answer

edited Mar 20, 2019 at 16:14

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answered Mar 20, 2019 at 15:36



Dhruv Parmar

39 ● 3

Hello and welcome! What does this answer provide that the highest voted one does not already provide?
stackoverflow.com/a/36641765/10747134 It seems like most of it was copied and pasted from there as well.
– user10747134 Mar 20, 2019 at 15:58

1

2

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