CIT 414: Assignment 1 – Orientation

Step 1:

Downloaded Android Studio for MacOS and proceeded with base installation with default setup. Was notified of emulator issues between Intel’s interface to increase AVD responsiveness and my system’s GPU. For reference, I’m running on dated machinery.

* Mid 2012 MacBook Pro
* 16 GB RAM
* 500 GB SSD
* 2.5 GHz Dual-Core Intel Core i5

Graphical user interface, text

Description automatically generated

Step 2:

After installation of Android Studio I started a basic activity templated project using Java.

Graphical user interface, application

Description automatically generated

Step 3:

After all the base project files were loaded into the IDE I ran the project using the native Google Pixel emulator for testing. Here’s where I had some issues. The build process took nearly two minutes, and the Google startup screen for the emulator was extremely sluggish. After doing some research I found a thread on stackoverflow.com stating that if Docker is currently running on MacOS, it can severely hamper the performance of Android Studio and the AVD.

A picture containing text, monitor, screenshot

Description automatically generated

Upon closing all Docker processes, restarting Android Studio, and rebuilding the project, the speed of Android Studio’s build and the AVD significantly improved. The build took around 6 seconds to complete, and the AVD while still sluggish, did not crash.

A close - up of a cell phone

Description automatically generated with medium confidence

Step 4:

After testing on the AVD, I navigated to the outputs folder of the application to locate the .apk output file.

App > build > outputs > apk > debug > {filename}.apk