Xamarin.Android exposes three Android API level project settings:

* **Target Framework:** Specifies which framework to use in building your application. This API level is used at compile time by Xamarin.Android.
* **Minimum Android Version:** Specifies the oldest Android version that you want your app to support. This API level is used at run time by Android. – ***Meu celular é 24.81 (Android 6.0).***
* **Target Android Version:** Specifies the version of Android that your app is intended to run on. This API level is used at run time by Android. – ***Obrigatório ser 26 (Android 8.0) ou superior***.

Emulating an Android device on a computer involves the following components:

* **Google Android Emulator** – This is an emulator based on QEMU that creates a virtualized device running on the developer's workstation.
* **An Emulator Image** – An emulator image is a template or a specification of the hardware and operating system that is meant to be virtualized. For example, one emulator image would identify the hardware requirements for a Nexus 5X running Android 7.0 with Google Play Services installed. Another emulator image might specific a 10" table running Android 6.0.
* **Android Virtual Device (AVD)** – An Android Virtual Device is an emulated Android device created from an emulator image. When running and testing Android apps, Xamarin.Android will start the Android Emulator, starting a specific AVD, install the APK, and then run the app.