Hands-on Session on Android App Development
18th January 2018
Download and Install Android SDK

Ahoy!

Android has over TWO BILLION monthly global users.
People have Android phones in the most remote places on the planet. Places where people don't have Money or water, they still have Android phones.
(Check this out to know more...)
Imagine the audience that you could tap via Android Apps.
Desktop computers aren't used as much as they were five years ago.
(Wanna know more about why apps are better than websites, check this out.)
In fact, 94% of you guys filled up the registration form via your smartphones.
(Trust me, I got the stats :D)

So let's start. Shall we?

First of all, let's ensure you have **JAVA** on your PC.
Whatever your OS, click here to see if you already have JAVA and here to install JAVA on your PC.
However, Linux users may execute the commands directly in the terminal as described here.
For Windows users, follow the steps as mentioned on this link to set environment variables

Once you have Java good and running, try some basic Java commands to understand the language.
Suggestion: Study up from turorialPoint and learn all about the language.
Key required features are datatypes(Strings and Lists), functions(pass by reference or value? || recursion and calling a function), anonymous functions, OOP concepts (Basics: Classes and objects) etc

Now, let's get down to business. For Android Studio, make sure your PC's system requirements are met as per the table at the end***.

To download the studio, follow the following steps:
Step 1: Go to this link.
Step 2: Search for (Use Ctrl+ F) "Android Studio 2.3.2"
Step 3: As per your operating system, click on the respective hypertext.
Step 4: Select the checkbox: I have read and agree with the above terms and conditions.
Step 5: Click on Download

This will take a while now. Make sure you have a stable internet connection throughout the download.

Lil Heads Up: We are going for a lil older Version for the two following reasons:
1. It's a stable version

2. Has plenty of support online
3. Allows Java (So no complications or confusion regarding Kotlin)

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Once the download is complete, get yourself a cup of coffee, you need to focus now!
Windows users: refer this
Mac Users: refer this
Linux Users: refer this
(If accent turns to be an issue, perhaps turn the Caption on for the video)

In case you face any issues, the first step is to google it. The following three websites will be really useful.
developer.android.com
stackoverflow.com
android.stackexchange.com

#Now if you encounter any difficulties, kindly message me on WhatsApp in the group or you may contact me via email.

Once you got Android Studio Working without any errors... PARTY!
You are now a step closer to becoming an Android App Developer.

-Dimpy Chhabra
(Department of IT)
Junior Year @ IGDTU

You may find all emails and presentations archived here.

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System Requirements

Windows

- Microsoft® Windows® 7/8/10 (32- or 64-bit)
- 3 GB RAM minimum, 8 GB RAM recommended; plus 1 GB for the Android Emulator
- 2 GB of available disk space minimum,
- 4 GB Recommended (500 MB for IDE + 1.5 GB for Android SDK and emulator system image)
- 1280 x 800 minimum screen resolution

Mac

- Mac® OS X® 10.10 (Yosemite) or higher, up to 10.13 (macOS High Sierra)
- 3 GB RAM minimum, 8 GB RAM recommended; plus 1 GB for the Android Emulator
- 2 GB of available disk space minimum,
- 4 GB Recommended (500 MB for IDE + 1.5 GB for Android SDK and emulator system image)
- 1280 x 800 minimum screen resolution

Linux

- GNOME or KDE desktop
- *Tested on Ubuntu® 14.04 LTS, Trusty Tahr (64-bit distribution capable of running 32-bit applications)*
- 64-bit distribution capable of running 32-bit applications
- GNU C Library (glibc) 2.19 or later
- 3 GB RAM minimum, 8 GB RAM recommended; plus 1 GB for the Android Emulator
- 2 GB of available disk space minimum,
- 4 GB Recommended (500 MB for IDE + 1.5 GB for Android SDK and emulator system image)
- 1280 x 800 minimum screen resolution