



河北师范大学软件学院  
Software College of Hebei Normal University

# ModuleLibrary



Android教研室



创建Library Module



导入Library Module





# 创建Library Module

## ➤ 适用场合

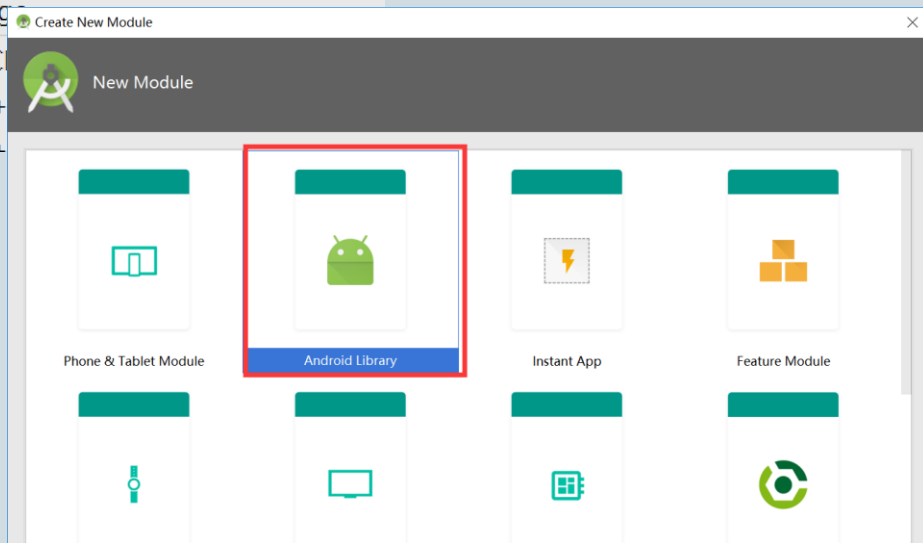
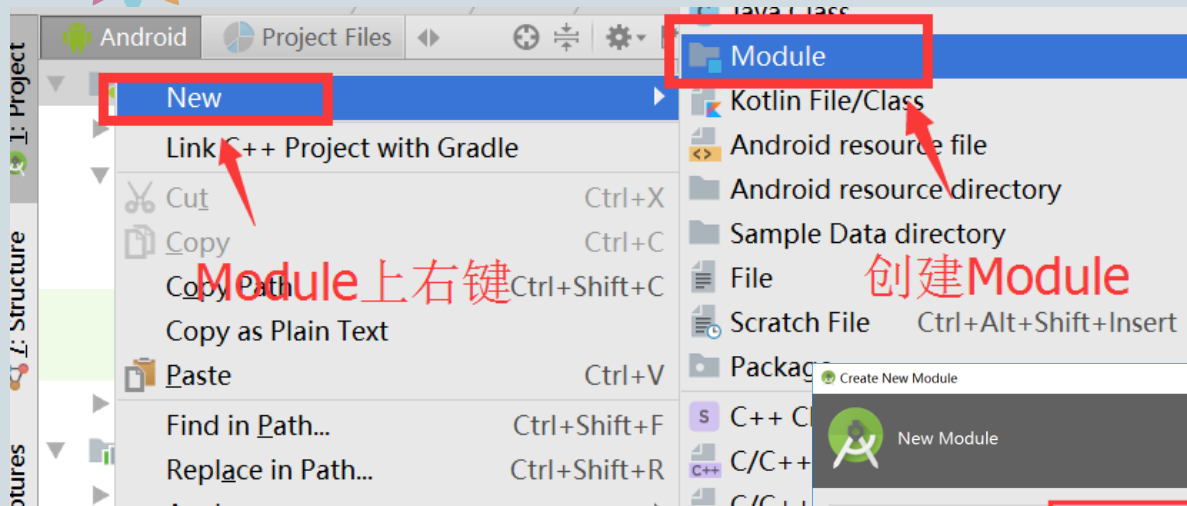
- 自有Project中的一个Module作为另一个Module的Library

## ➤ 模拟实现

- 在一个工程中创建一个Module
- 将新创建的Module设置为Library



# 创建Library Module





## 创建Library Module

- 修改目标Library Module的gradle文件
  - 将 “apply plugin: 'com.android.application' ” 修改为 “apply plugin: 'com.android.library'”
- 修改该gradle文件，去掉applicationId

```
android {  
    compileSdkVersion 26  
    defaultConfig {  
        applicationId "net.onest.ch6_libraryproject"  
        minSdkVersion 19  
        targetSdkVersion 26  
        versionCode 1
```

删除改行

- 修改Library Module为依赖Module



# 创建Library Module

## ➤ 修改Library Module为依赖Module



Project Structure

Properties Signing Flavors Build Types **Dependencies**

SDK Location  
Project  
Developer Ser... es  
Ads  
Authentication  
Notifications  
Modules  
**app**  
modulelibrary

1

2

3

4

5

Choose Modules

Select the modules the current module should depend on:

**modulelibrary**

Scope

+

1 Library dependency  
2 Jar dependency  
**3 Module dependency**

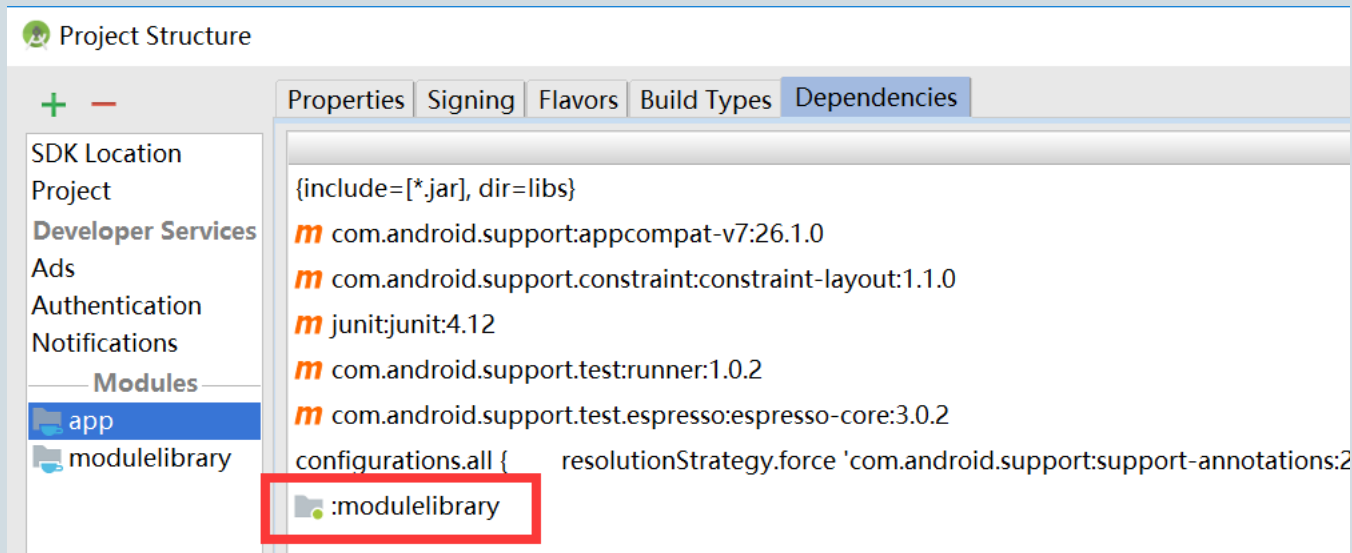
Implement...  
Implement...  
Implement...  
Unit Test i...  
Test imple...  
Test imple...

com.android.support.appcompat-v7:26.1.0  
com.android.support.constraint:constraint-layout:1.1.0  
junit:junit:4.12  
com.android.support.test.runner:1.0.2  
com.android.support.test.espresso:espresso-core:3.0.2  
configurations.all { resolutionStrategy.force 'com.android.support:support-annotations:26.1.0'



# 创建Library Module

## ➤ 修改Library Module为依赖Module





创建Library Module



导入Library Module







# 导入外部工程作为Library Module

## ➤ 修改将作为Library Module的项目中的gradle文件

The screenshot shows the Android Studio interface. On the left, the 'Gradle Scripts' tab is selected, showing the 'build.gradle (Module: app)' file. A red box highlights this file, and a red arrow points from it to the 'build.gradle' file in the 'net.onest.ch6\_libraryproject' module. The 'build.gradle' file is open in the editor, showing the following code:

```
android {  
    defaultConfig {  
        apply plugin: 'com.android.library'  
        compileSdkVersion 26  
        defaultConfig {  
            applicationId "net.onest.ch6_libraryproject"  
            minSdkVersion 19  
            targetSdkVersion 26  
            versionCode 1  
            versionName "1.0"  
        }  
    }  
}
```

Red boxes highlight the 'apply plugin: 'com.android.library'' line and the 'applicationId "net.onest.ch6\_libraryproject"' line. A red arrow points from the text '并删除此行' (and delete this line) to the 'applicationId' line.

Rename Module

Enter new module name

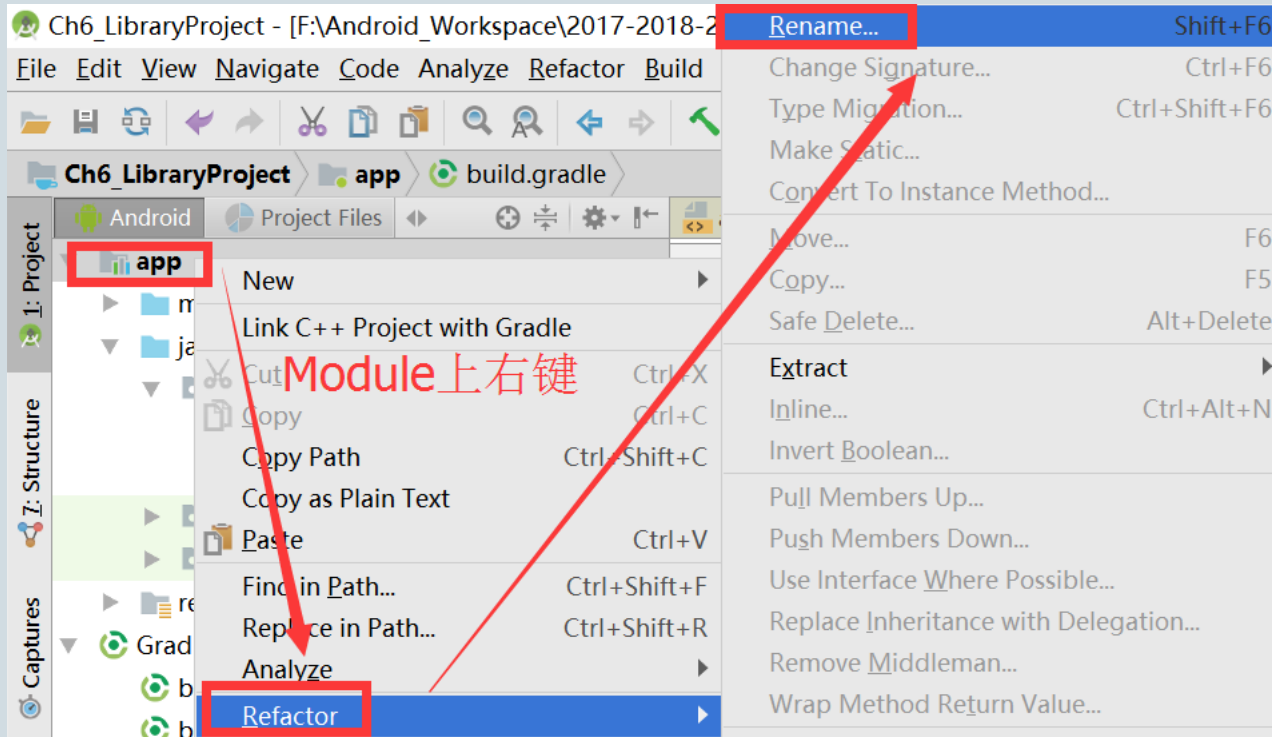
library

OK Cancel



## 导入外部工程作为Library Module

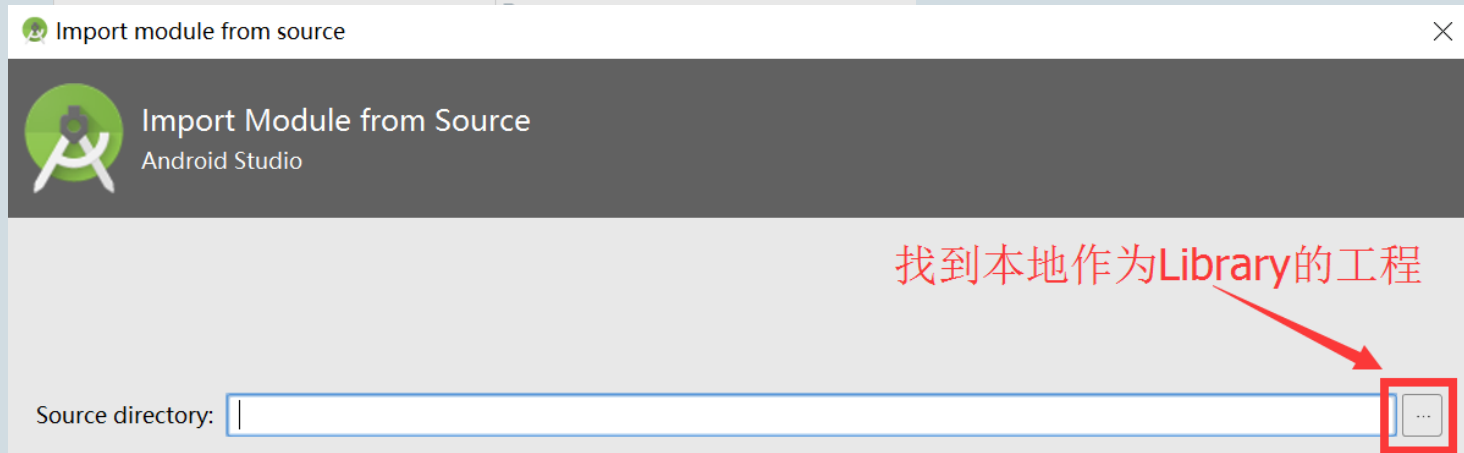
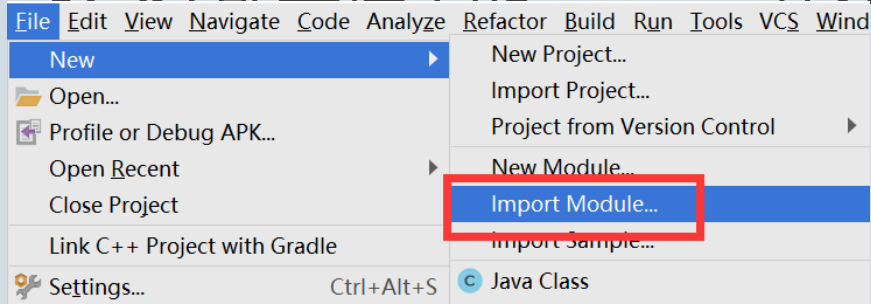
➤ 将重命名作为Library Module的项目中的Module重命名





# 导入外部工程作为Library Module

## ➤ 导入外部工程中的Module作为Library Module

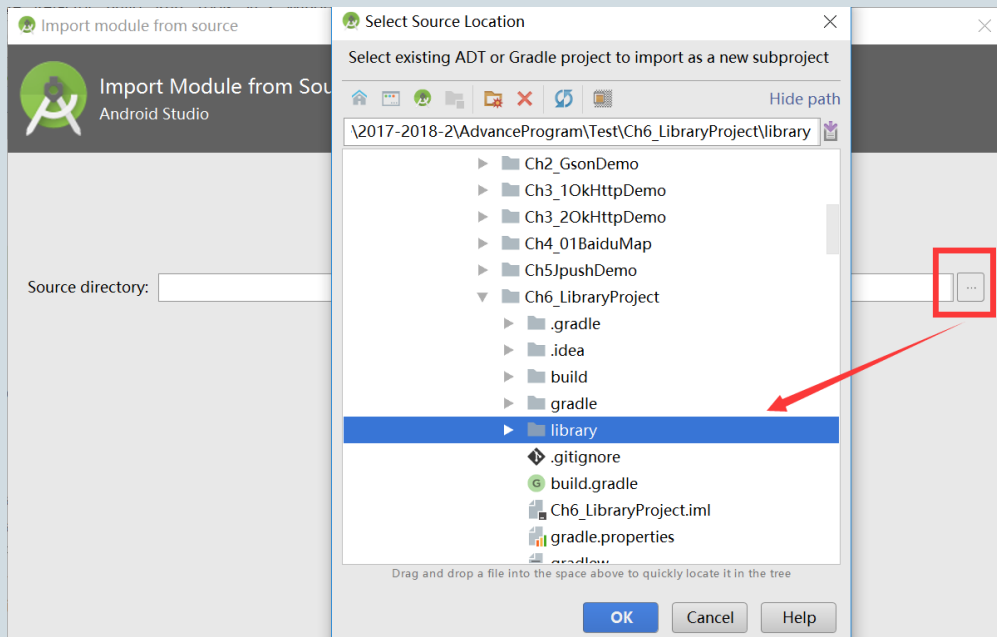


找到本地作为Library的工程



# 导入外部工程作为Library Module

## ➤ 找到待导入的Module



Source directory: F:\Android\_Workspace\2017-2018-2\AdvanceProgram\Test\Ch6\_LibraryProject\library

Module name: :library



## 导入外部工程作为Library Module

- 将导入的Module添加依赖
- 注意：如果导入Module后出现包冲突错误
  - 在非Library的Module的gradle中通过transitive配置依赖避免冲突



## 导入外部工程作为Library Module

### ➤ 解决包冲突

- 修改 `compile project( ':library ')`为：

```
dependencies {  
    ...  
    compile(project(':library')){  
        transitive=false;  
    }  
    ...  
}
```

- 若不存在，则添加。其中library为导入后作为Library Module的Module名称



**Thank You!**

