



UNIVERSITY OF ALBERTA
FACULTY OF SCIENCE
Department of Computing Science

SOFTWARE DESIGN AND ARCHITECTURE

ANDROID STUDIO SETUP GUIDE — WINDOWS

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This installation tutorial was completed on Windows 10, but the instructions should not differ for other versions of Windows as long as they are compatible with Android Studio.

1. **Download** Android Studio (version 2.3.3 or newer):

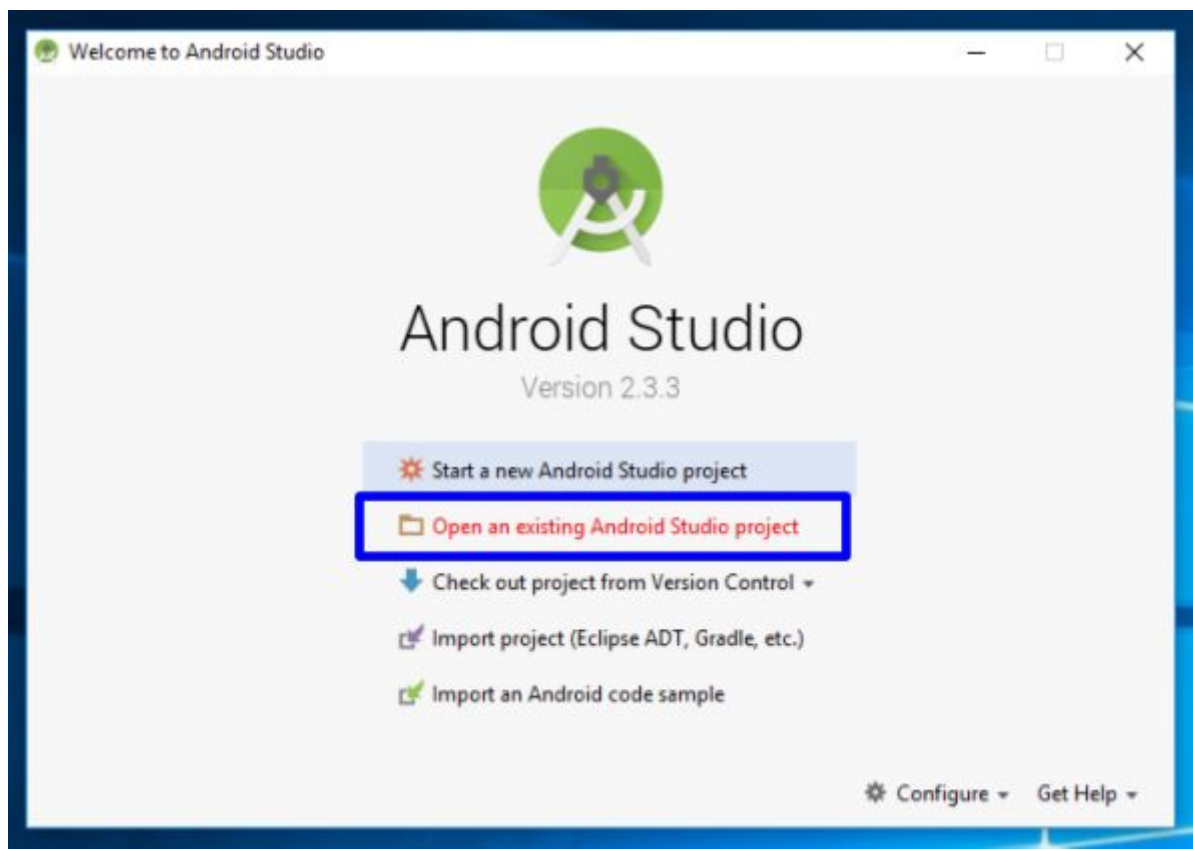
<https://developer.android.com/studio/index.html>

2. **Install it.**

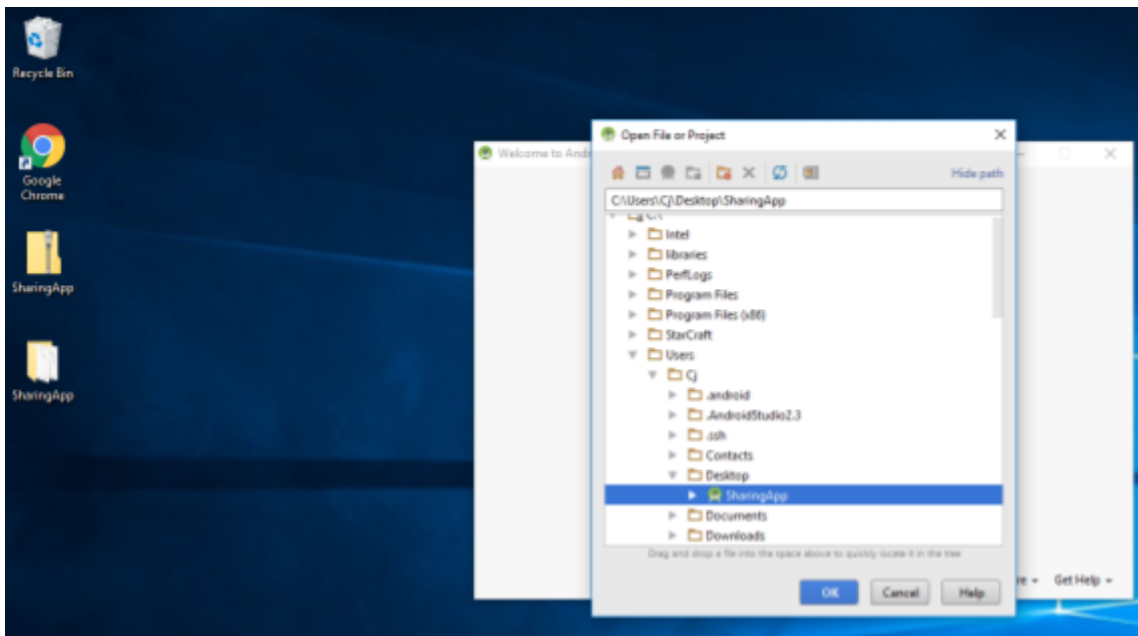
- Leave the Android SDK and Android Virtual Device boxes checked -- they are necessary.
- It may take a while for the program to install.
- If asked to import settings from a previous version/setup, ignore and continue with the setup.

3. **Open an existing Android Studio project.**

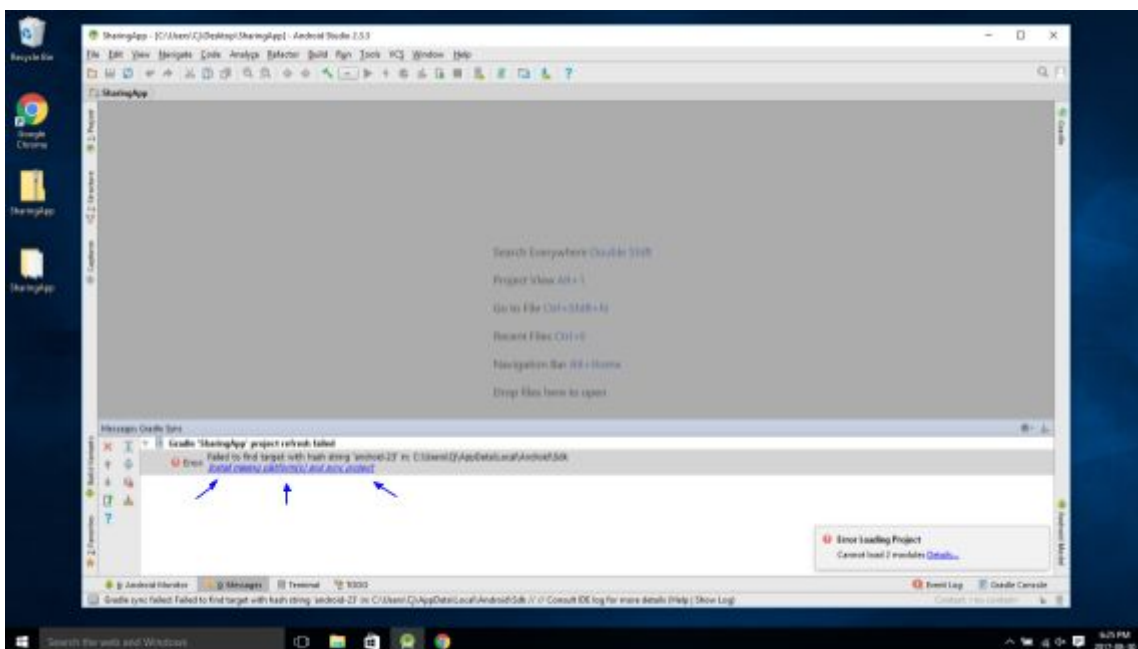
- Open Android Studio and click “**Open an existing Android Studio project**”



- Navigate to the app and select it.



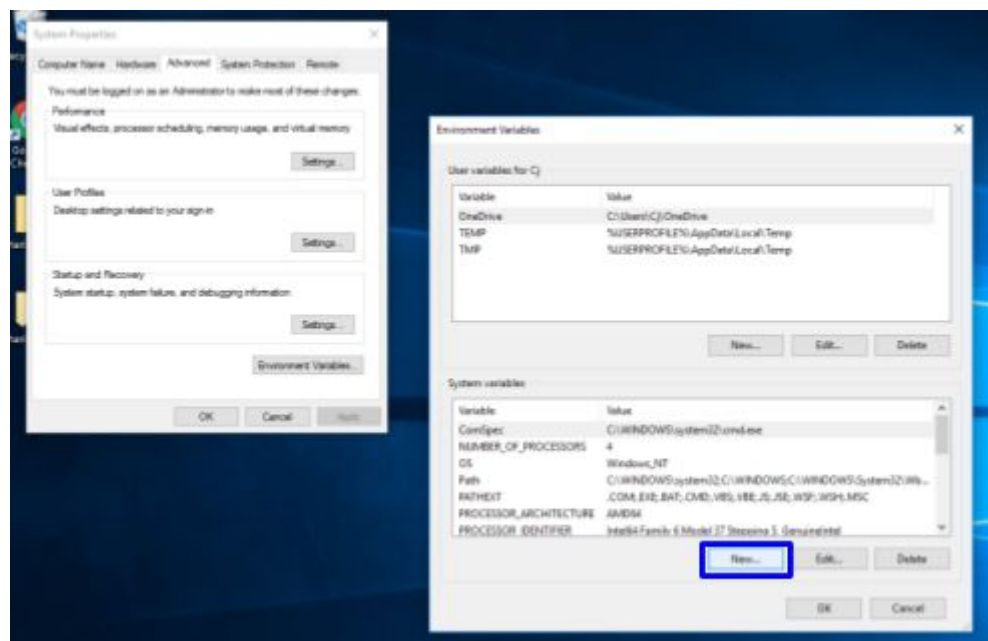
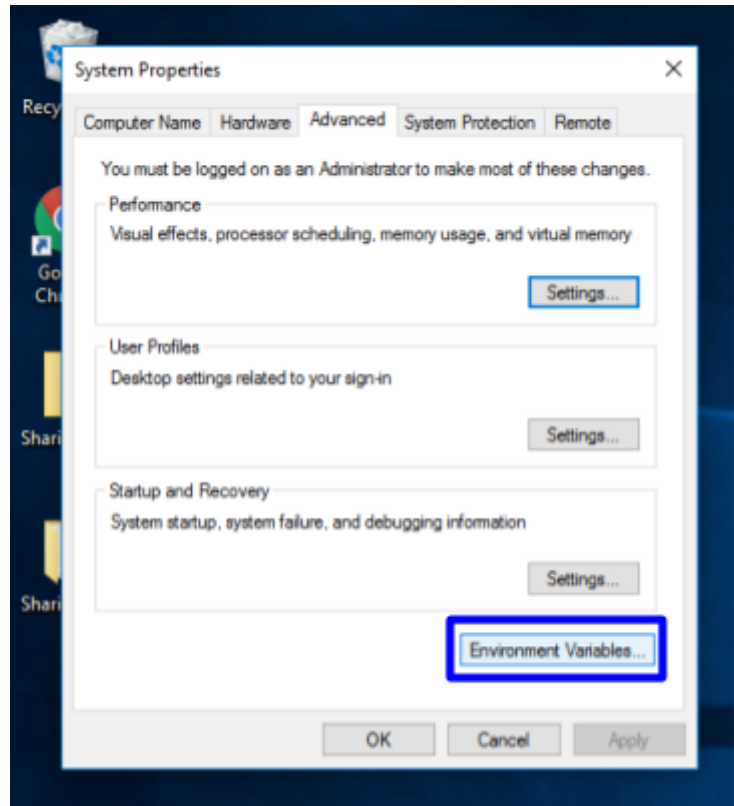
- Once you click **OK** it will start 'Building "SharingApp" Gradle project info', which may take a few minutes to complete.
- You may need to download or update Java — Android Studio will let you know when you try to build the project.

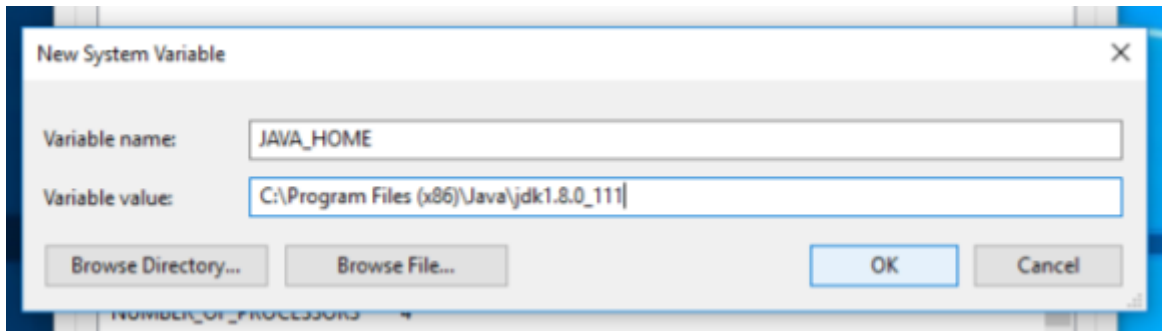


- Update everything it prompts you to update by clicking on the blue link.
- When it is done updating, it will still show the previous prompt and clicking on it will do nothing. Restart Android Studio to fix this and no prompts should pop up.
- At some point, if you've downloaded/updated to the correct version of Java, you must complete the extra step below or you will continue getting errors.

4. EXTRA STEP FOR WINDOWS USERS

- Go to System Properties > Advanced > Environment Variables. You can find System Properties under the advanced system settings in the Control Panel.
- Create a New System Variable called JAVA_HOME. Android Studio will use JAVA_HOME to find the version of java that you require and is saved in Program Files by default.

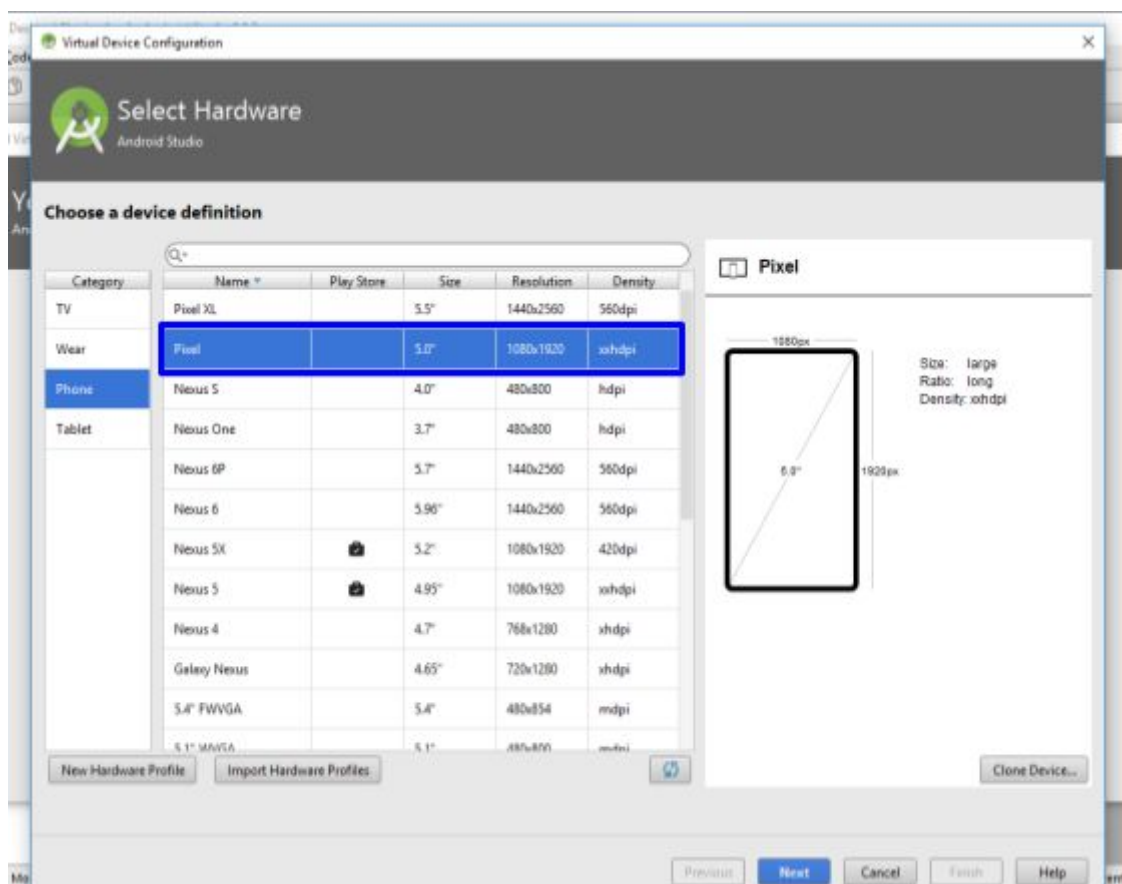
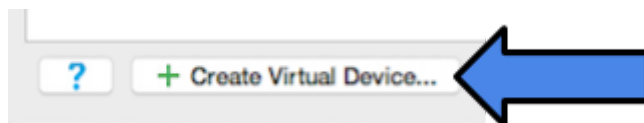




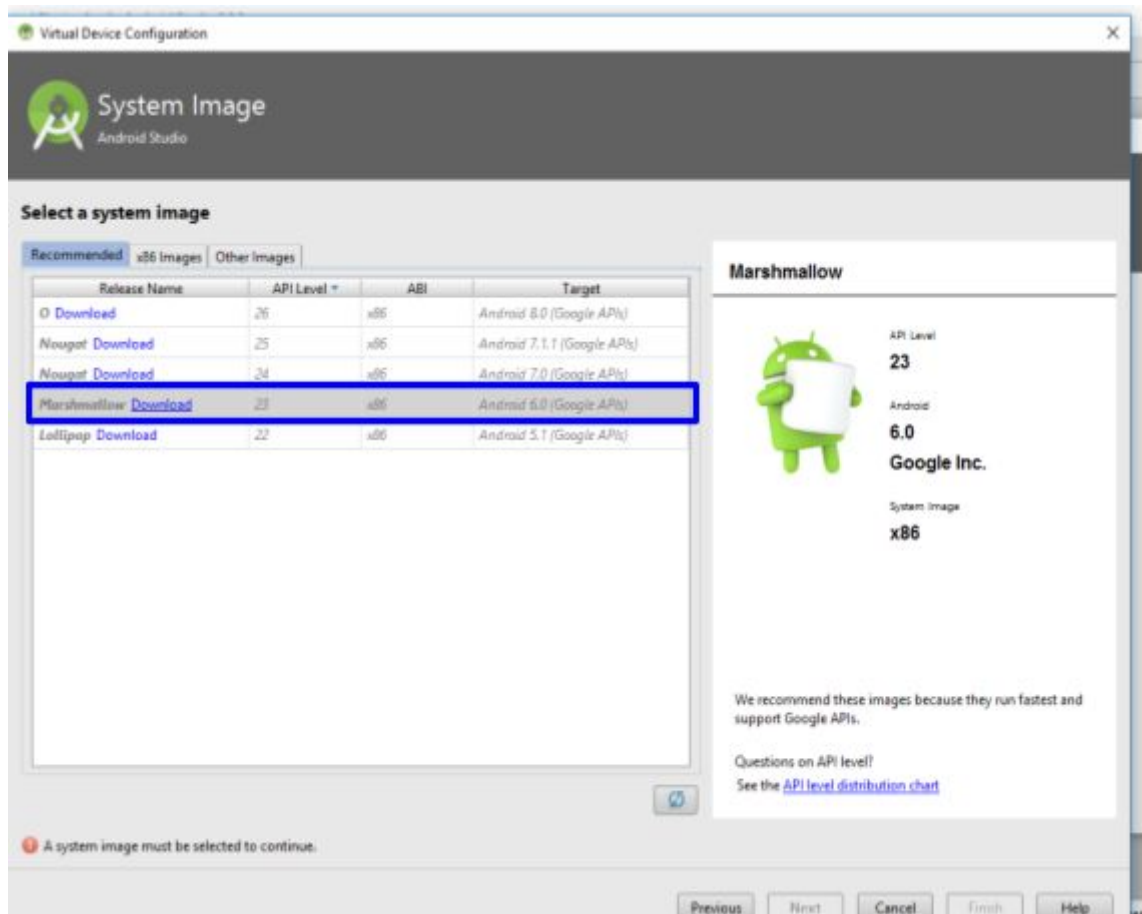
- After accepting the new System Variable, you can close these windows. No other variables need to be made, nor do you have to delete any others.

5. Create an Android Virtual Device (AVD), i.e. an Android emulator.

- Open the AVD Manager: **Tools** → **Android** → **AVD Manager**
- Click Create Virtual Device
- Select the **Pixel** and click Next



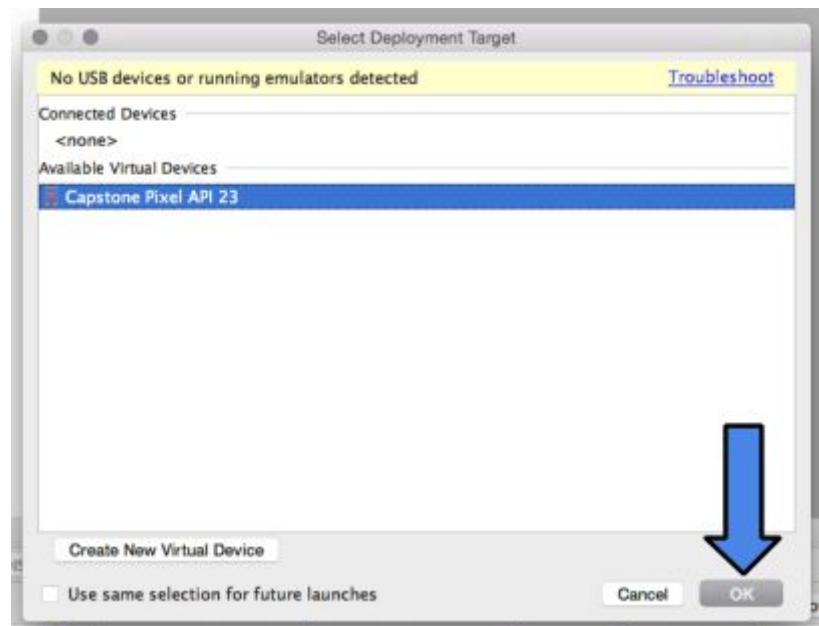
- Select **Marshmallow** (API 23). You may have to download this first and this may take a while.



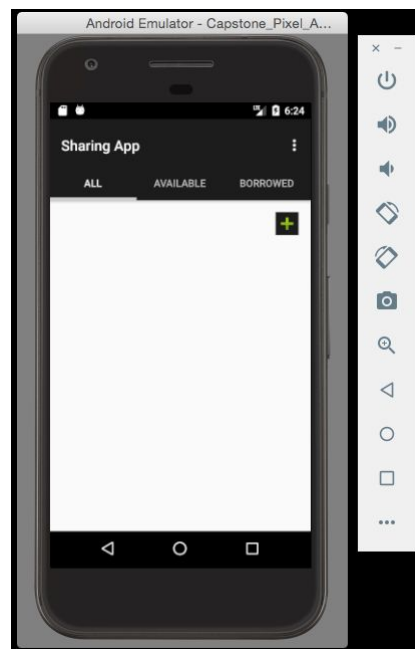
- It will prompt you to give it a name to identify it. The name will have no effect on how the program runs, as long as you know which one you need to run the app.
- Click **Finish** when this is complete.

6. Run the App

- Click the **Run** button.
- Select your virtual device and press OK. Sometimes the emulator takes a while to load, install and run your app. Be patient!



- Eventually your emulator will finish loading and the app will start:



Congrats, you can now start programming in Android Studio! Play around with the app to see how it works!