

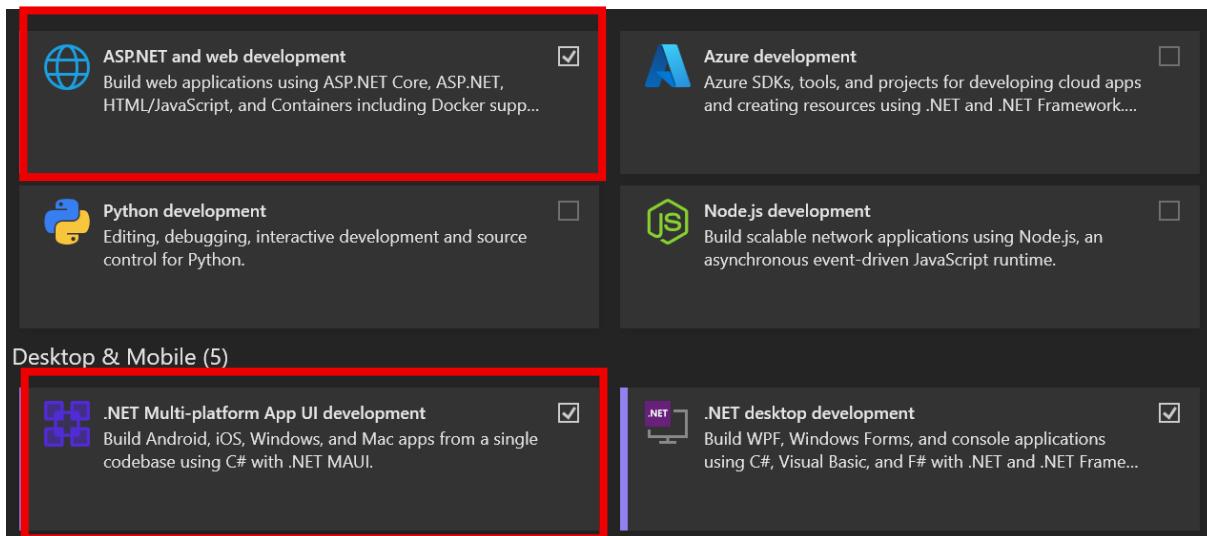
# **Installing Visual Studio and MAUI.NET**

**STEP BY STEP INSTRUCTIONS**

## 1. Installing the latest version of Visual Studio

Follow these steps to install the latest version of Visual Studio\*:

1. Go to the official Visual Studio download page:  
<https://visualstudio.microsoft.com/downloads/>
2. Download the installer for Visual Studio (Community edition).
3. Run the installer and select the following workloads:
  - .NET Multi-platform App UI development (for MAUI)
  - ASP.NET and web development



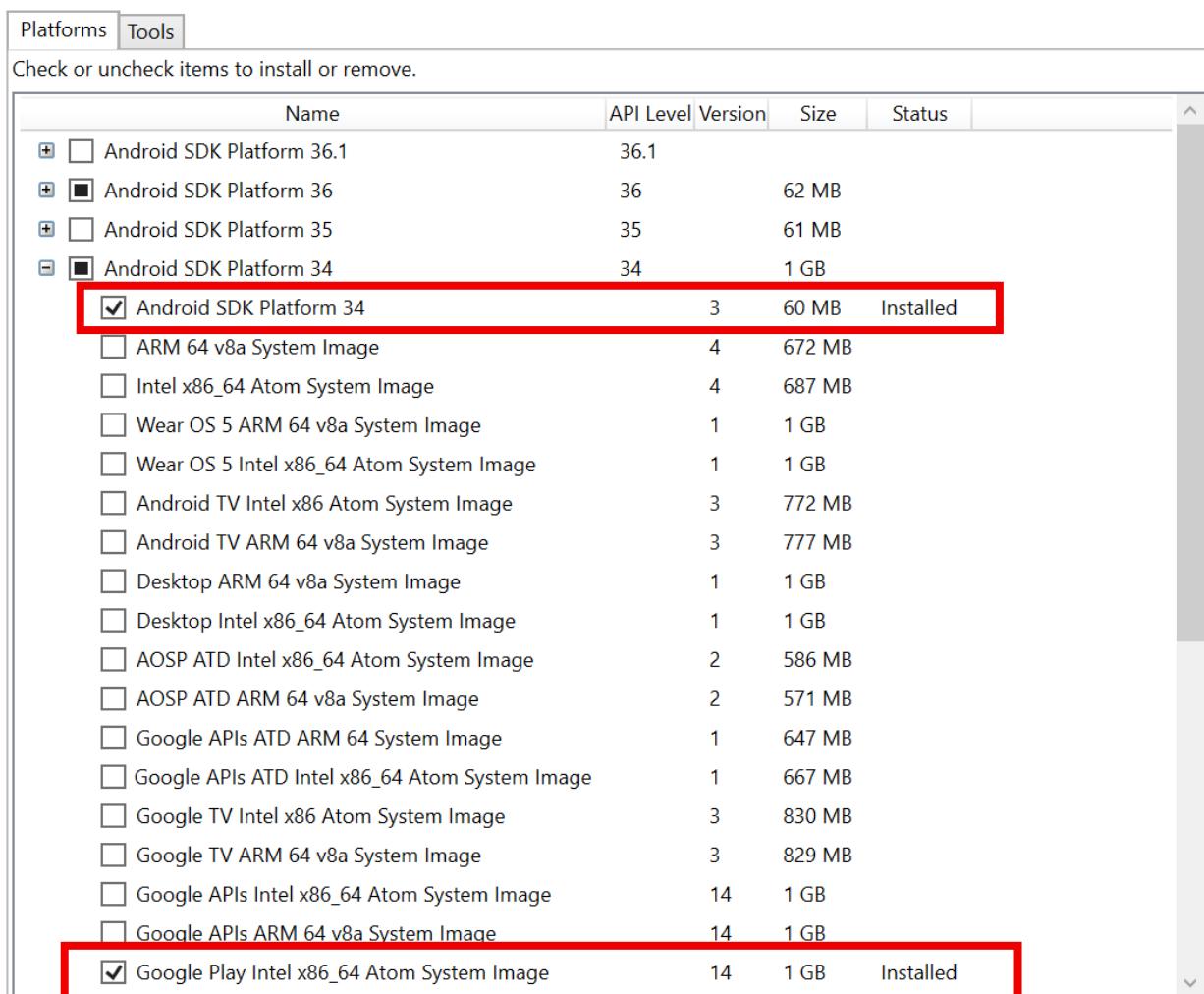
4. Click "Install" and wait for the installation to be completed.
5. Restart your computer if prompted.

\* Visual Studio is an IDE available for Windows only. On MacOS, you may consider alternatives like Jetbrains Rider or VS Code with C# Dev Kit and .NET MAUI extensions.

## 2. Updating and testing Android SDK

With the .NET Multi-platform App UI workload, you will have automatically installed the Android SDK. Ensure it is up to date:

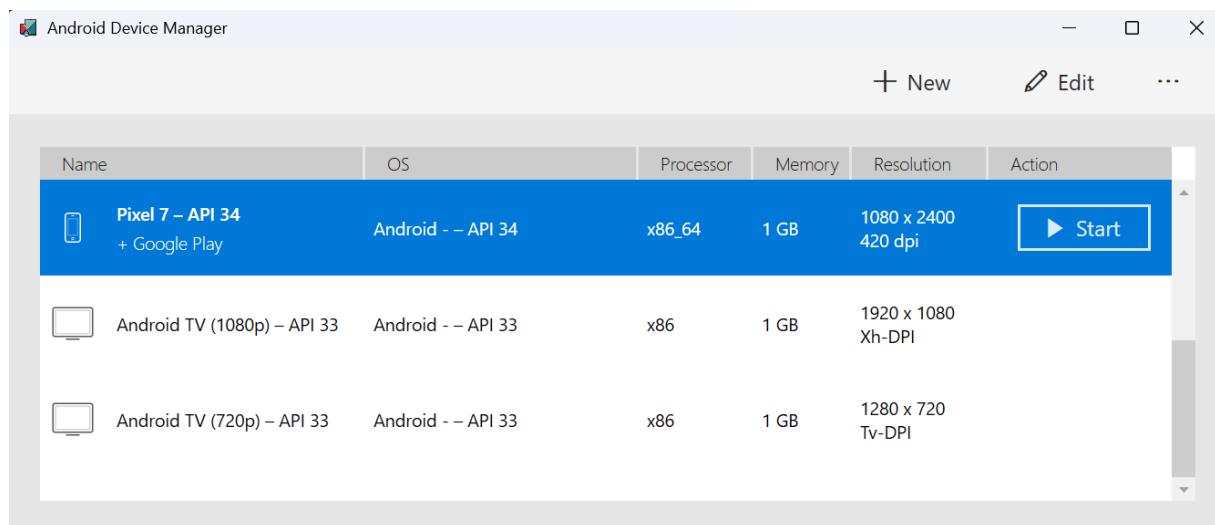
1. Start Visual Studio and choose “continue without code”
2. Open the Android SDK Manager using Tools → Android → SDK Manager  
Select the following under “Android SDK Platform 34”
  - Android SDK Platform 34
  - Google Play Intel x86\_64 Atom System Image
    - or
    - Google Play Intel ARM v8a Atom System Image (if your CPU is ARM)
3. In the Tools tab, ensure “Android Emulator” is selected.
4. Click “Apply changes” to update.
5. Close the Android SDK Manager.



## 3. Running the Android Emulator

With the .NET Multi-platform App UI workload, you will have automatically installed the Android SDK. Ensure it is up to date:

1. Open the Android Device Manager using Tools → Android → Android Device Manager.
2. Click “New” and configure your Virtual Device as follows:
  - Base Device: **Pixel 7 (+ Store)**
  - Processor: **x86\_64** (or arm64-v8a depending on your CPU)
  - OS: **Android 14.0 – API 34**
  - Check **Google APIs and Google Play Store**
3. Click “Create”
4. Select “Start” to start the Android Emulator and explore!



## 4. Using a real Android Device (optional)

You can use a real Android device for better performance by unlocking “Developer Mode”. To do this, look up how to do this on your device model.

Ensure you have a compatible USB cable for data transfer to connect it to your developer machine.