

Workshop Requirements

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Requirements

- Android Studio (up to date)
- App source code
- Android device or emulator

If you can't get any of these things working:

- Don't worry, it's me, not you!
- Please make notes of whatever problems you encountered, this will help me to provide better instructions next time
- I'll try to help you get everything working at the workshop.

Android Studio

Android Studio is Google's IDE that's made for Android app development. It's built upon IntelliJ. It's also what we use to build our tests

How

Follow the instructions on the Android Studio website:

<https://developer.android.com/studio/install>

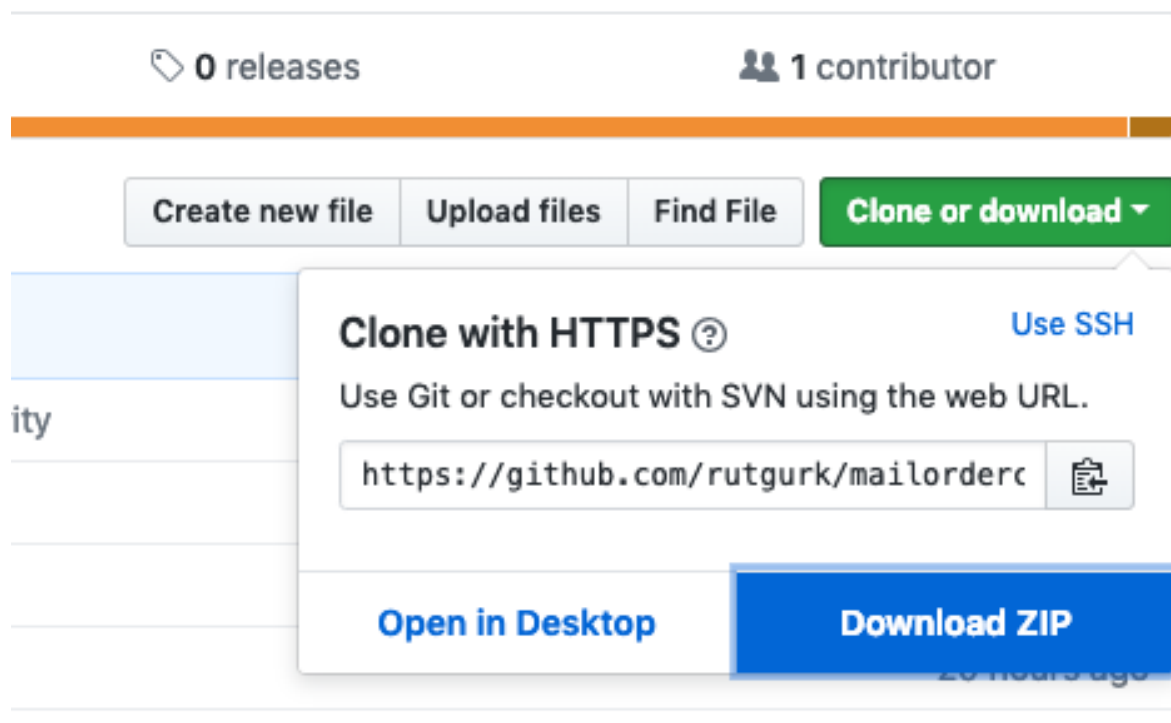
App source code - Git

The app source code can be found on GitHub at

<https://github.com/rutgurk/mailordercoffee-workshop>

If you're familiar with Git you'll know what to do.

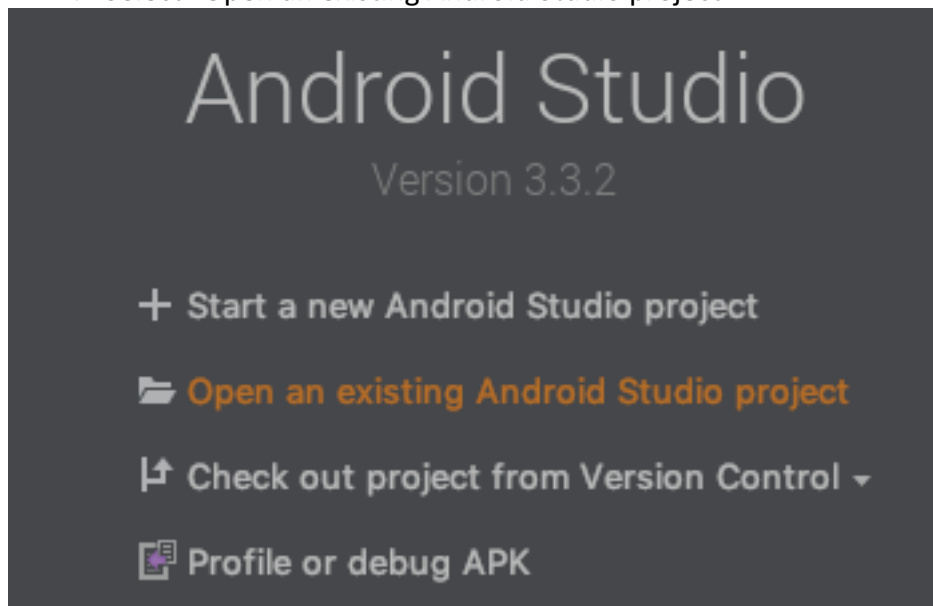
If you aren't familiar with Git you should use the 'Download Zip' option:



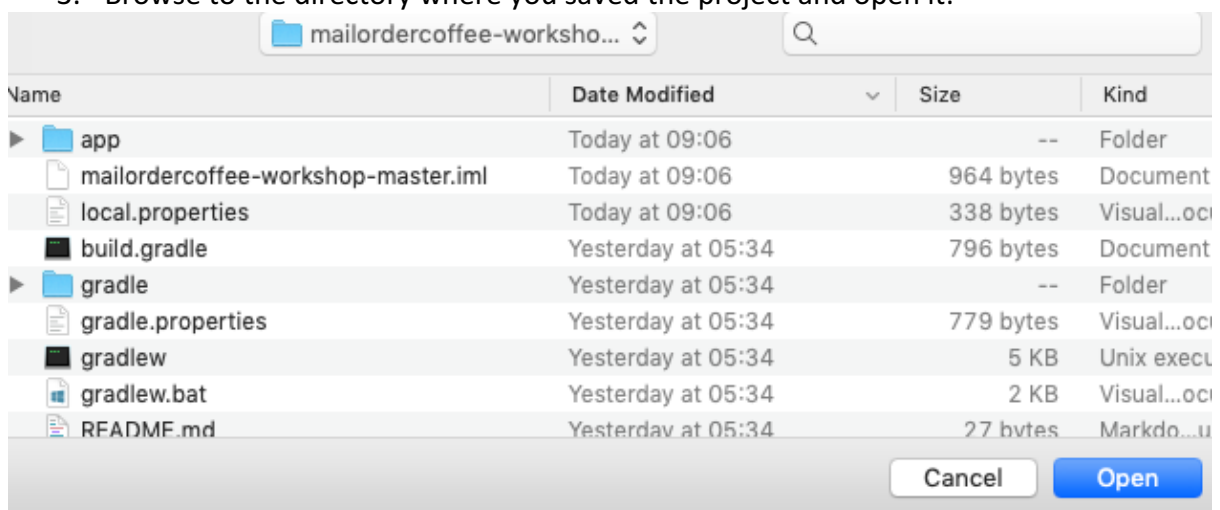
When the download is finished you should decompress the Zip to a folder of your own choosing, and then you're all set to open the project.

Opening the app project for the first time

1. Open android studio
2. Select "Open an existing Android Studio project"



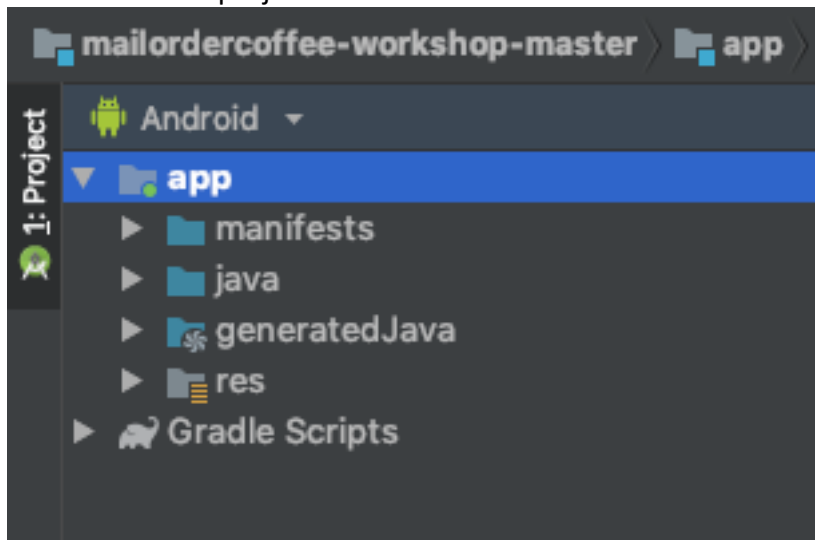
3. Browse to the directory where you saved the project and open it:



4. This is the point where Android Studio may ask you a few questions about the setup of your IDE and/or a few project related questions. If you don't know what to do, most of the time accepting the (default) suggestions is fine.

5. Time to see if everything works:

This is what the project structure should look like in Android Studio:

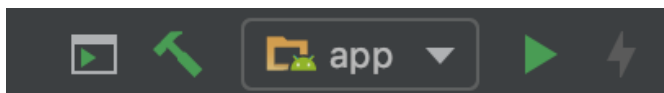


If it doesn't, there are a few things you can do.

- Check in the bottom bar of Android Studio if Gradle is still syncing, downloading dependencies etc. If it is, wait a few minutes.
- Make sure the project pane is open (click the "1: Project" button on the left side).
- Make sure the 'Android' view is selected in the drop down menu at the top.
- If all else fails: try to restart Android Studio (this worked for me while checking the project in a Windows environment).

Run the app to test if everything was downloaded and imported correctly:

Press the 'play' icon in the top right corner of Android Studio, make sure "app" is selected in the drop-down menu.



If the icon next to 'app' has a red cross, try rebooting android studio.

Android device

Developer options on your device should be enabled so we can use usb debug mode and disable animations. Debug mode allows Android Studio to recognize the device, and turning animations off is a recommended practice for mobile test automation. If turned on, animation may cause unexpected delays and test failures.

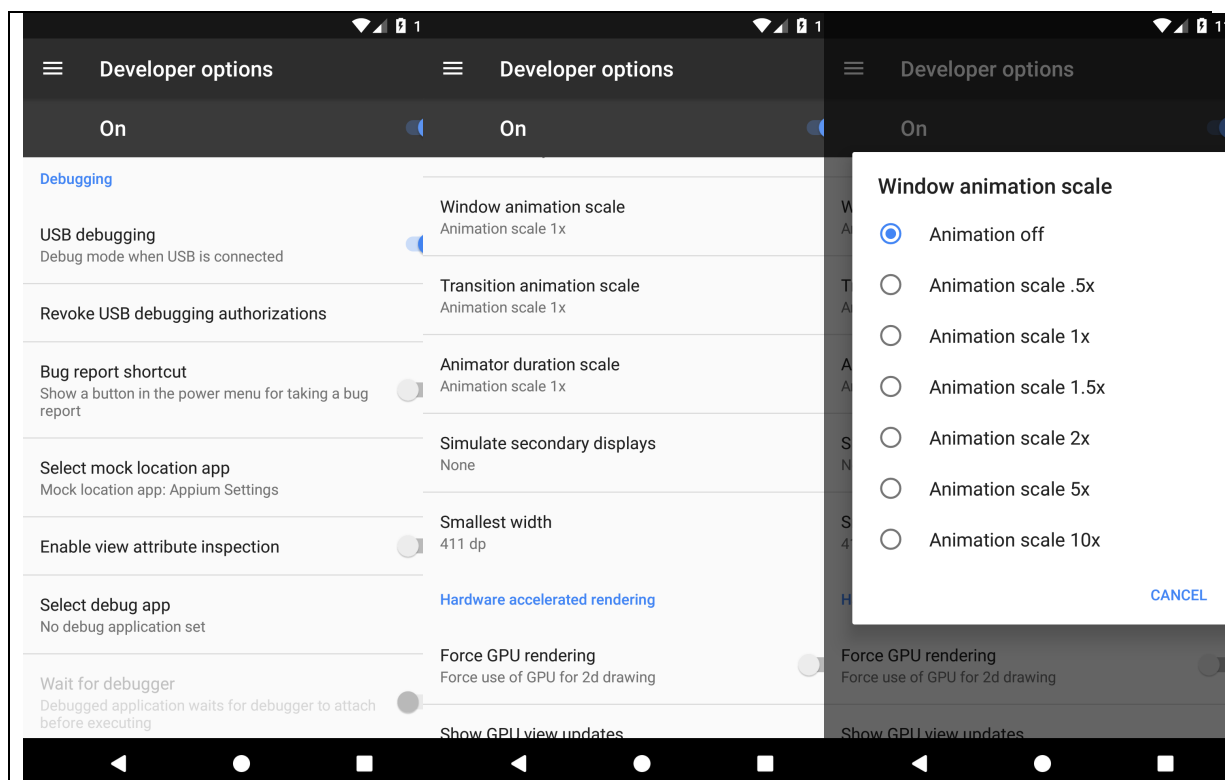
How

Instructions may differ for different manufacturers. In general, this works*:

1. Open de Settings app;
2. (Android 8.0 or higher) Select system;
3. Scroll to the bottom and select About Phone;
4. Scroll to the bottom and tap Build Number 7 times;
5. Return to the previous screen to find Developer options near the bottom.

*If you're on a different Android version, or your device manufacturer has decided to implement the settings differently, you'll have to Google how to enable the Developer options for your specific device.

Source: <https://developer.android.com/studio/debug/dev-options>

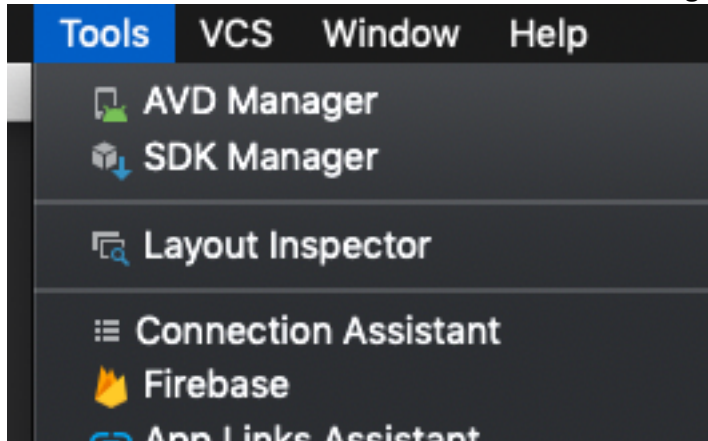


Emulator

If you haven't got an Android device, you can use an emulator. If you haven't got one already, you'll need to create one.

Note: downloading the files for the emulator may take a while.

1. In Android Studio select 'Tools' and then 'AVD Manager'.



2. Click the '+ Create Virtual Device' button.
3. Select a device from the list, for example Nexus 5X, and click 'Next'
4. Select a system image. I'd go with one of the recommended images (Pie, API 28) and click 'Next'
5. Give the virtual device a name and click 'Finish'