

목차

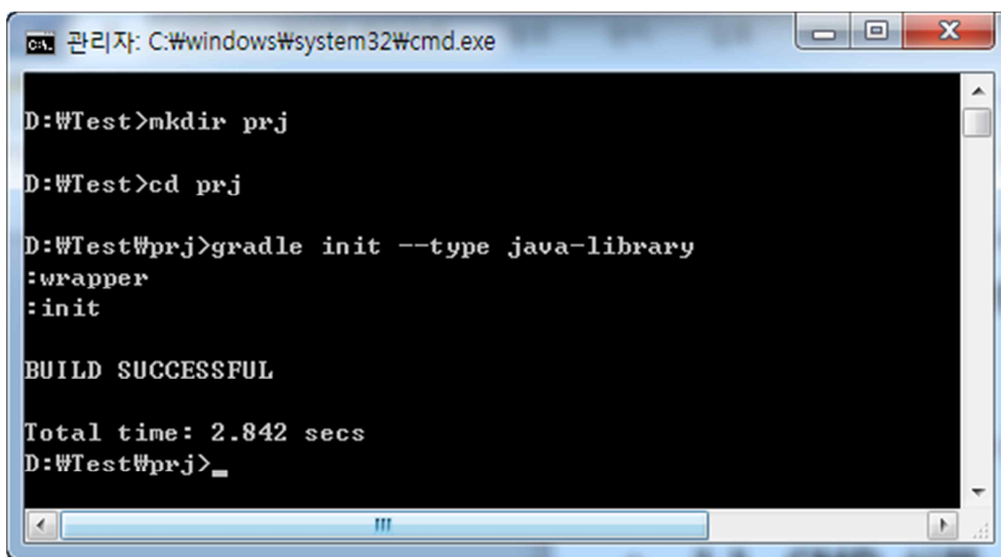
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## 1. Andriod Studio 로 자바 프로그램 개발하기

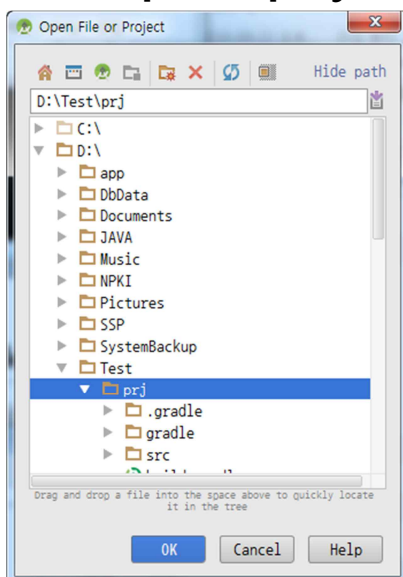
### 1.1 make a java project scaffold to use a gradle

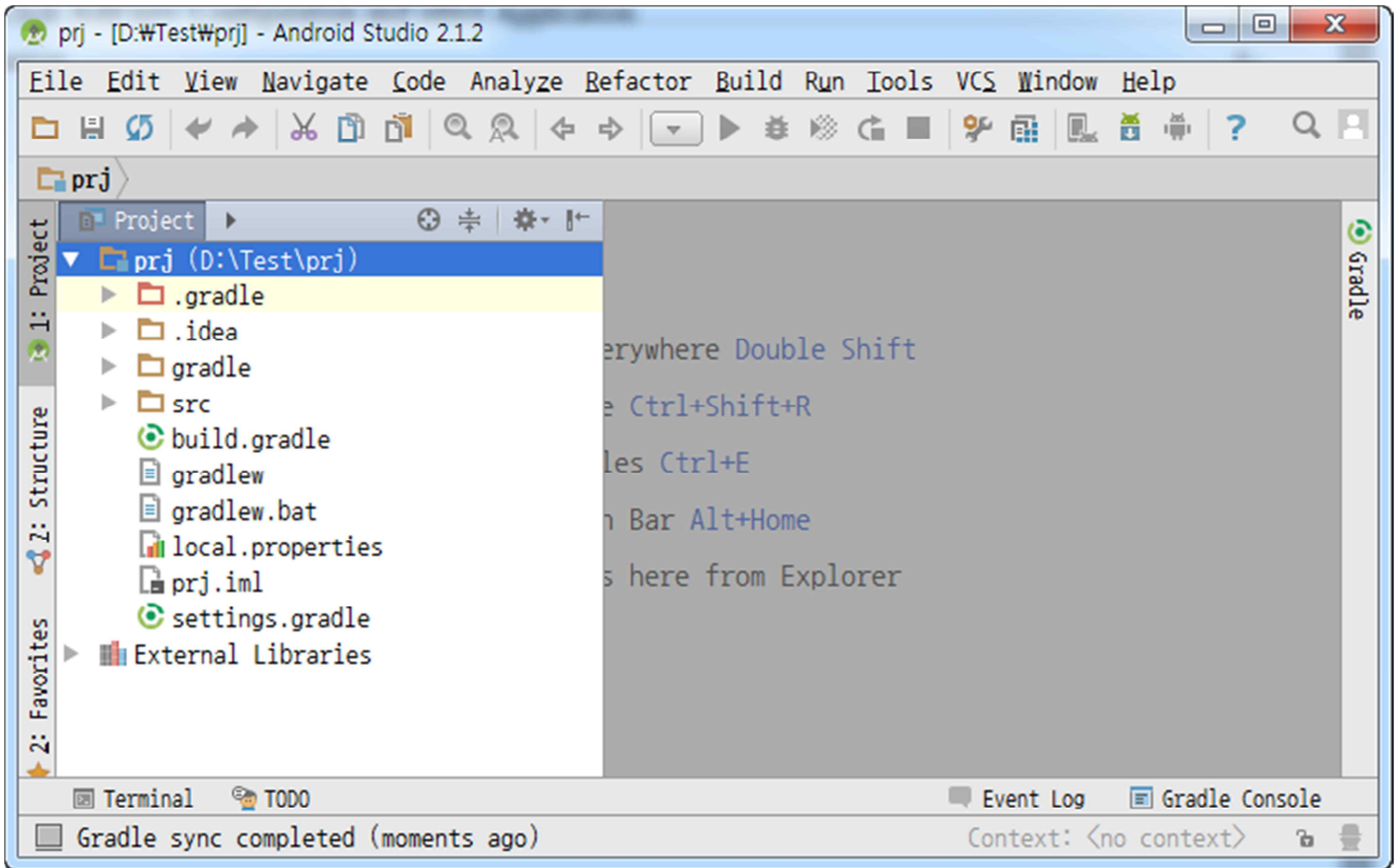
#### 1.1.1 CMD 실행

```
$> mkdir prj  
$> cd prj  
$> gradle init --type java-library
```



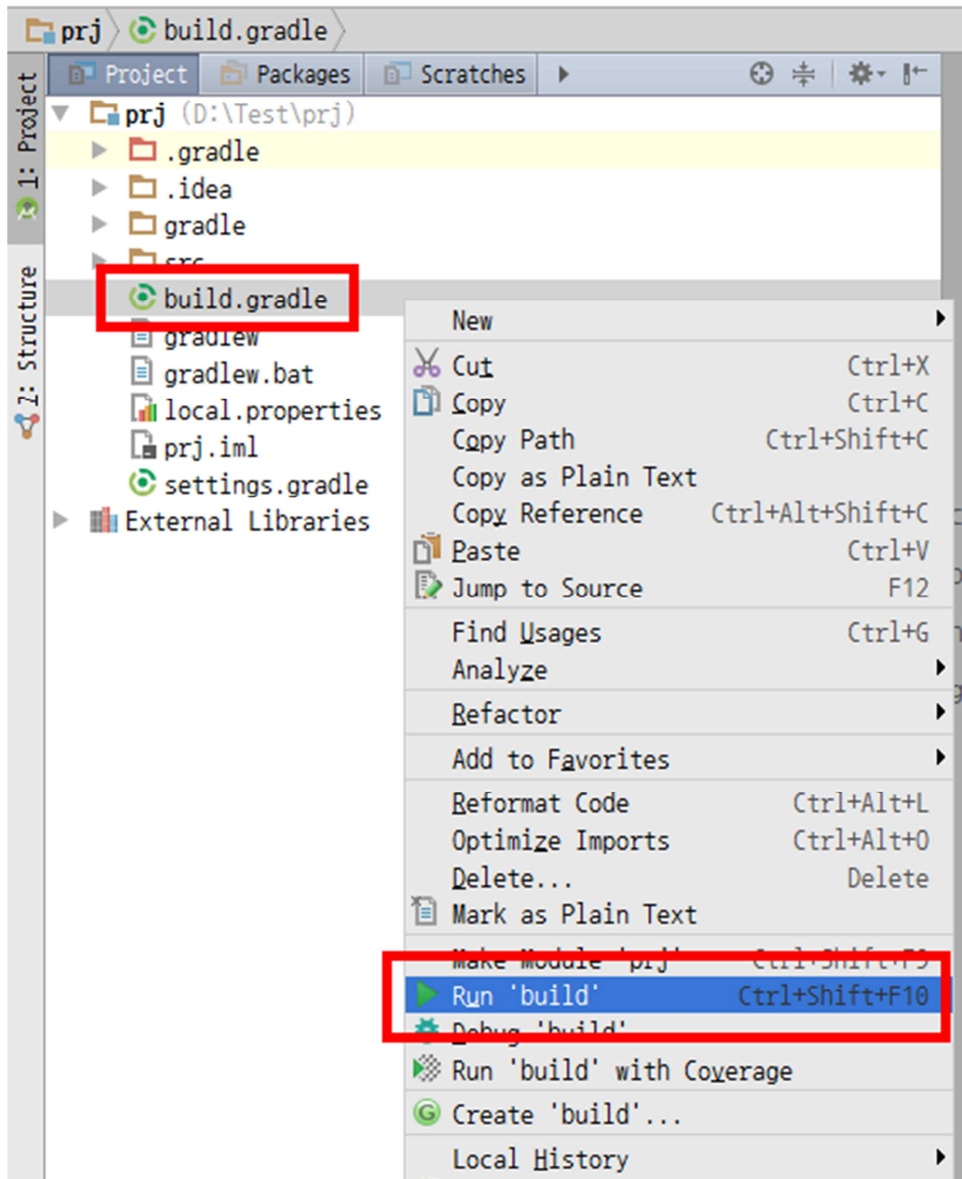
### 1.2 open a project : File->Open





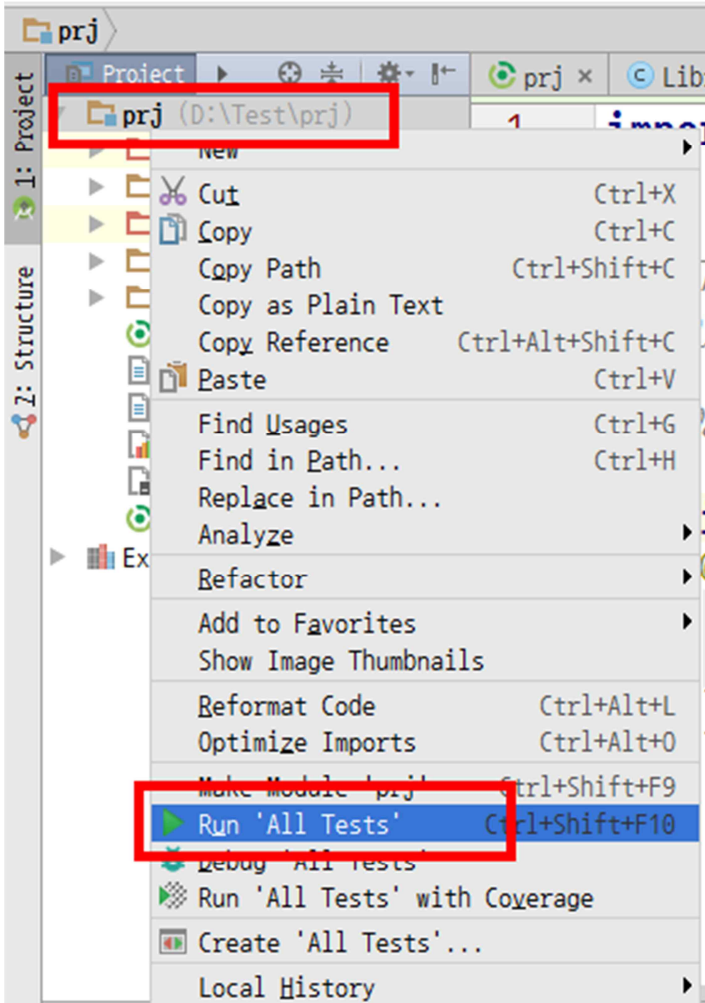
### 1.3 프로젝트 빌드

build.gradle 파일을 선택 후 오른쪽 마우스를 클릭하면 "Run 'build'"가 나오는데 이것을 클릭하면 프로젝트를 빌드하게 된다.



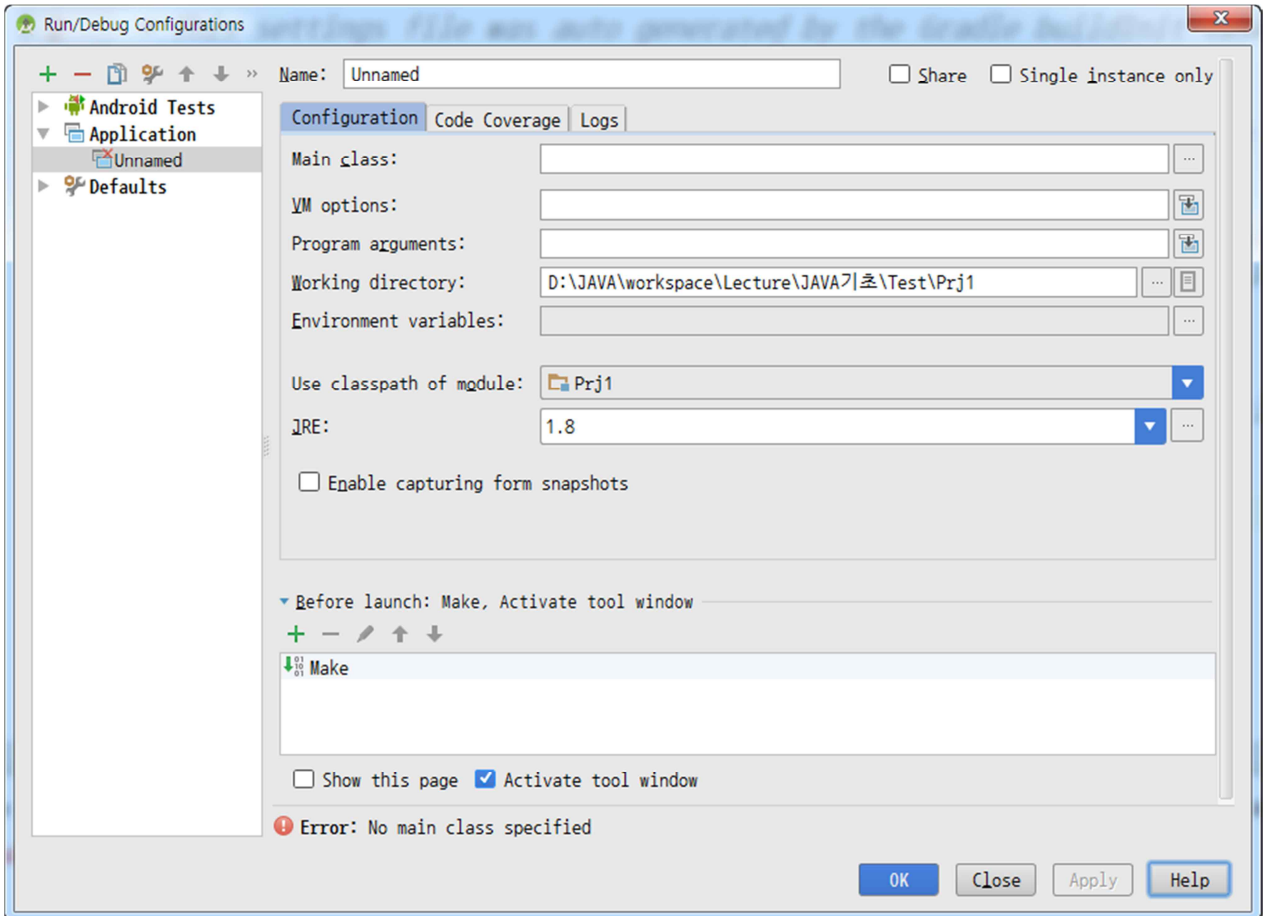
## 1.4 프로젝트 실행

프로젝트를 선택 후 오른쪽 마우스를 클릭하면 "Run " 메뉴가 나오는데 이것을 클릭하면 프로젝트를 실행 할 수 있다.



## 1.5 Edit Configuration where normally you start project

## 1.6 Click Add new Configuration and select Application



## 1.7 Replace build.gradle

```
apply plugin: 'java'

// JDK 버전 설정
compileJava {
    sourceCompatibility = 1.8
    targetCompatibility = 1.8
}

compileTestJava {
    sourceCompatibility = 1.8
    targetCompatibility = 1.8
}

// 소스 인코딩 UTF-8 로 지정
[compileJava, compileTestJava]*.options*.encoding = 'UTF-8'

// In this section you declare where to find the dependencies of your project
repositories {
    mavenCentral()
}

// 의존성 설정
dependencies {

    // The production code uses the SLF4J logging API at compile time
    compile 'org.slf4j:slf4j-api:1.7.12'

    // TDD 를 위한 JUnit 라이브러리.
    testCompile 'junit:junit:4.12'
}

// main java 소스셋의 디렉토리 추가
sourceSets {
    main {
        java.srcDirs = ['src/main/java' ]
        resources.srcDirs = ['src/main/resources']
    }
}

// TEST 설정
test {
    jvmArgs = ['-ea', '-Xmx256m']
    logging.captureStandardOutput(LogLevel.INFO)

    systemProperties 'property': 'value'
```

```
testLogging {  
    events 'started', 'passed'  
}  
}  
  
task clean(type: Delete) {  
    delete rootProject.buildDir  
}
```

## 2. Reference

<https://www.youtube.com/watch?v=wkQoSKm3HWA>

<http://stackoverflow.com/questions/28957283/android-studio-create-java-project-with-no-android-dependencies>

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