목차

1.	An	driod Studio 로 자바 프로그램 개발하기	. 2
		make a java project scaffold to use a gradle	
1.1.	1	CMD 실행	. 2
1.2		open a project : File->Open	
1.3		Replace build gradle	
1.4		프로젝트 빌드	. 4
1.5		프로젝트 실행	. 5
1.6		Edit Configuration where normally you start project	. 6
1.7		Click Add new Configuration and select Application	. 6
2.	Ref	ference	. 8

1. Andriod Studio 로 자바 프로그램 개발하기

1.1 make a java project scaffold to use a gradle

1.1.1 CMD 실행

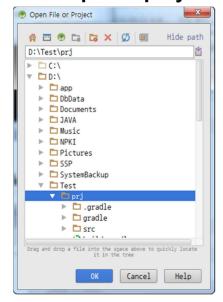
```
$> mkdir prj

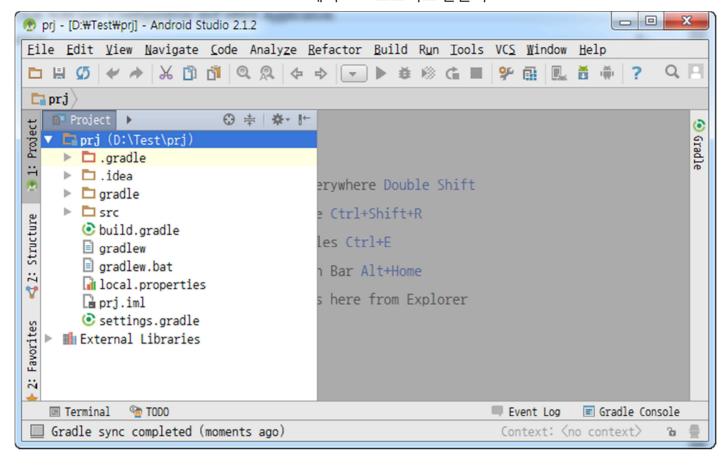
$> cd prj

$> gradle init --type java-library
```

```
D:\WTest\mkdir prj
D:\WTest\cd prj
D:\WTest\cd prj
D:\WTest\prj\gradle init --type java-library
:wrapper
:init
BUILD SUCCESSFUL
Total time: 2.842 secs
D:\WTest\prj>______
```

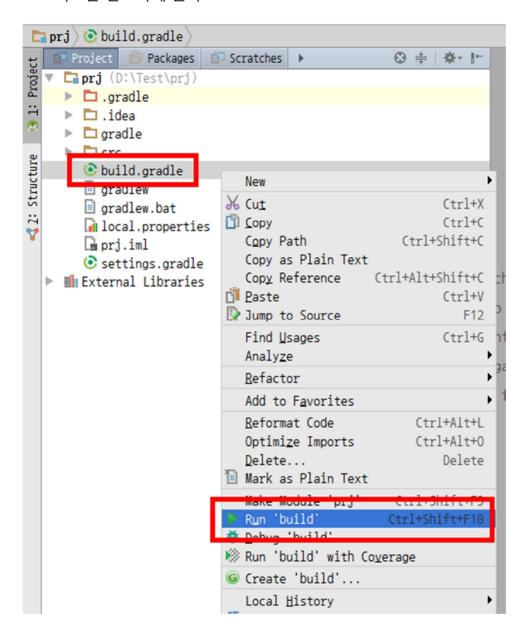
1.2 open a project : File->Open





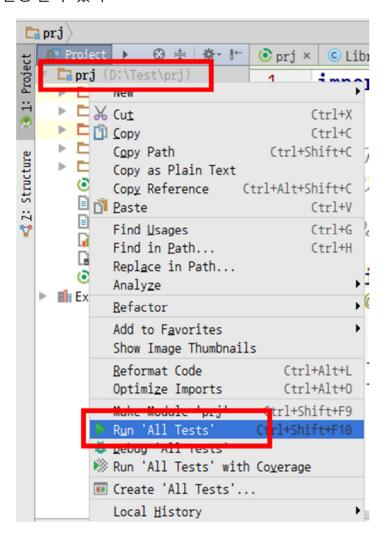
1.3 프로젝트 빌드

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



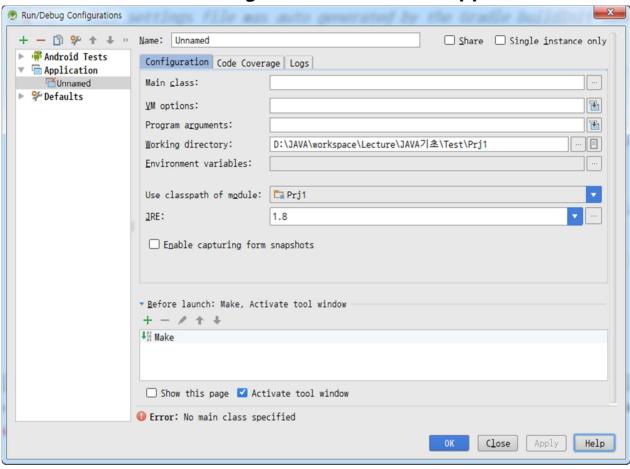
1.4 프로젝트 실행

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-8로 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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