Run your app

In the <u>previous lesson</u> (https://developer.android.com/training/basics/firstapp/creating-project.html), you created an Android project that displays "Hello World!". You can now run the app on a real device or an emulator.

Run on a real device

Set up your device as follows:

1. Connect your device to your development machine with a USB cable. If you're developing on Windows, you might need to <u>install the appropriate USB driver</u> (/studio/run/oem-usb.html) for your device.

2. Enable **USB debugging** in the **Developer options** as follows.

   First, you must enable the developer options:

   a. Open the **Settings** app.

   b. (Only on Android 8.0 or higher) Select **System**.

   c. Scroll to the bottom and select **About phone**.

   d. Scroll to the bottom and tap **Build number** 7 times.

   e. Return to the previous screen to find **Developer options** near the bottom.

   Open **Developer options**, and then scroll down to find and enable **USB debugging**.

Run the app on your device as follows:

1. In Android Studio, click the **app** module in the **Project** window and then select **Run > Run** (or click **Run** ▶ in the toolbar).

2. In the **Select Deployment Target** window, select your device, and click **OK**.
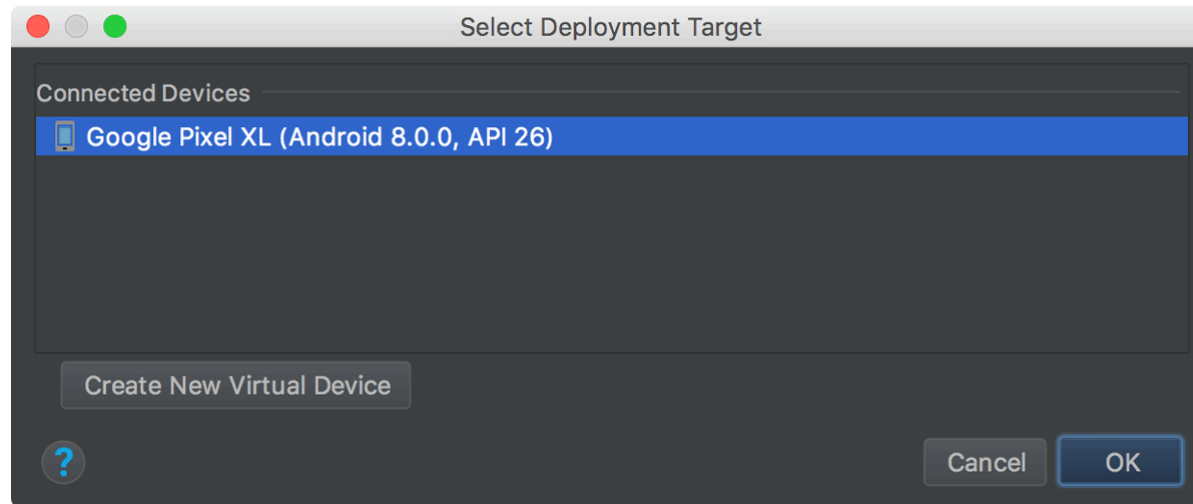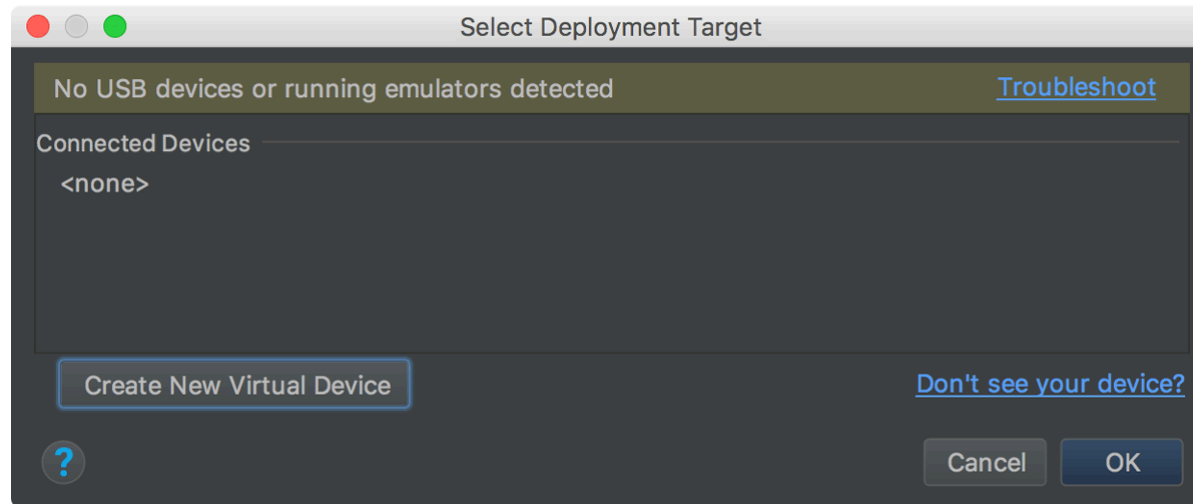

Android Studio installs the app on your connected device and starts it. You should now see "Hello World!" displayed in the app running on your device.

To start developing, continue to the next lesson (https://developer.android.com/training/basics/firstapp/building-ui.html).

Run on an emulator

Run the app on an emulator as follows:

1. In Android Studio, click the **app** module in the **Project** window and then select **Run > Run** (or click **Run** ▶ in the toolbar).

2. In the **Select Deployment Target** window, click **Create New Virtual Device**.

3. In the **Select Hardware** screen, select a phone device, such as Pixel, and then click **Next**.

4. In the **System Image** screen, select the version with the highest API level. If you don't have that version installed, a **Download** link is shown, so click that and complete the download.

5. Click **Next**.

6. On the **Android Virtual Device (AVD)** screen, leave all the settings alone and click **Finish**.

7. Back in the **Select Deployment Target** dialog, select the device you just created and click **OK**.

Android Studio installs the app on the emulator and starts it. You should now see "Hello World!" displayed in the app running on the emulator.

To start developing, continue to the next lesson (https://developer.android.com/training/basics/firstapp/building-ui.html).

Previous

← **Create an Android project** (/training/basics/firstapp/creating-project)

Next

Build a simple user interface (/training/basics/firstapp/building-ui) →