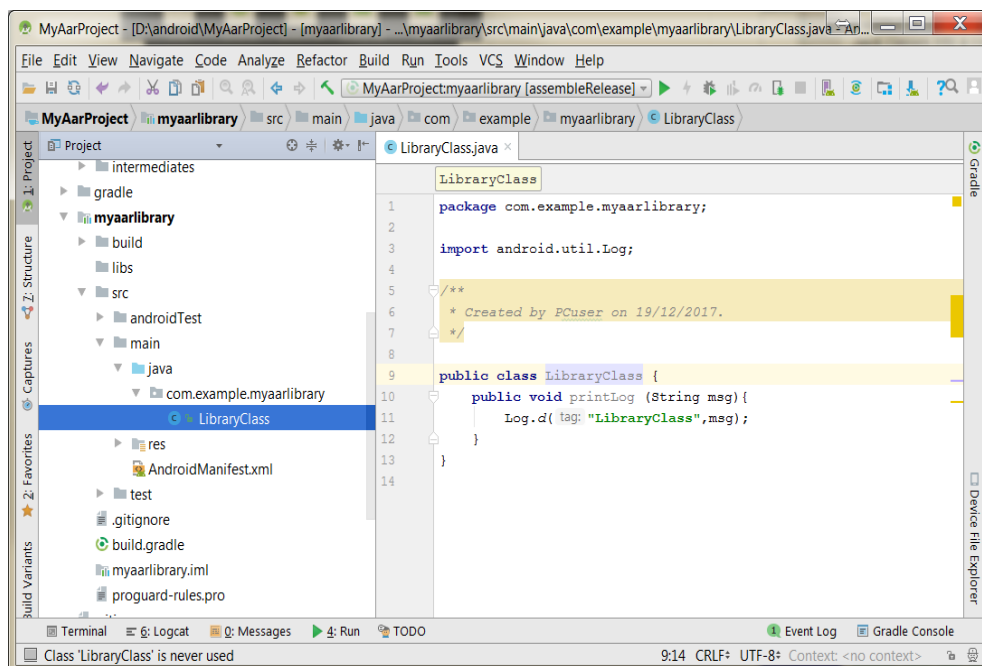


Make an .aar library and use it in Android Studio

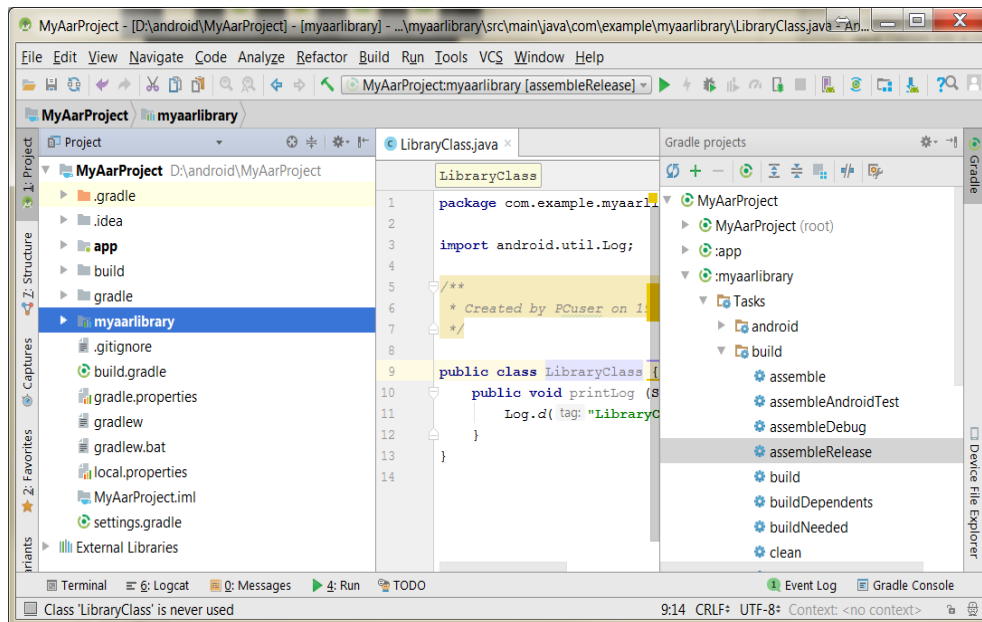
(Source: Internet)

I. Make an .aar library

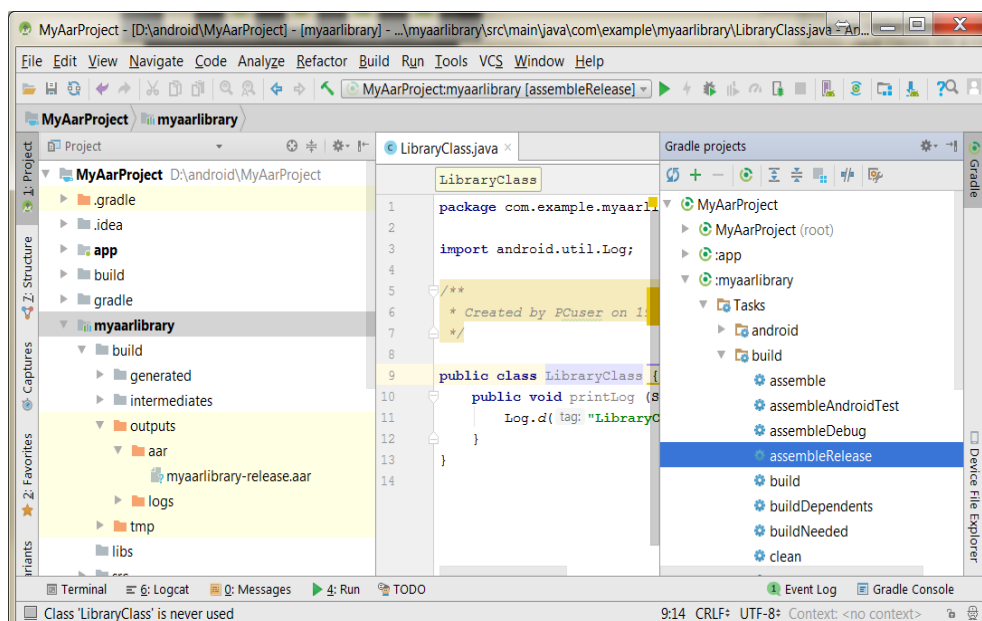
1. Run Android Studio and start with a new project
2. In the pop up window, type Application Name (for example, “MyAarProject”) and Company Domain (for example, “com.example.pcuser”) and click next
3. Add an empty Activity and click Finish
4. Select “File > New > New Module” and then choose “Android library”
5. In the pop up window, type Application/Library Name ((for example, “MyAarLibrary”) and Module Name (for example, “myaarlibrary”), and then click next
6. In the created “myaarlibrary” module node, create a class (for example, “LibraryClass”) as follows.



7. In the Project tree view, select the “myaarlibrary” module and click on “Gradle” panel on the right hand side of the window (it is about to open Grandle project)

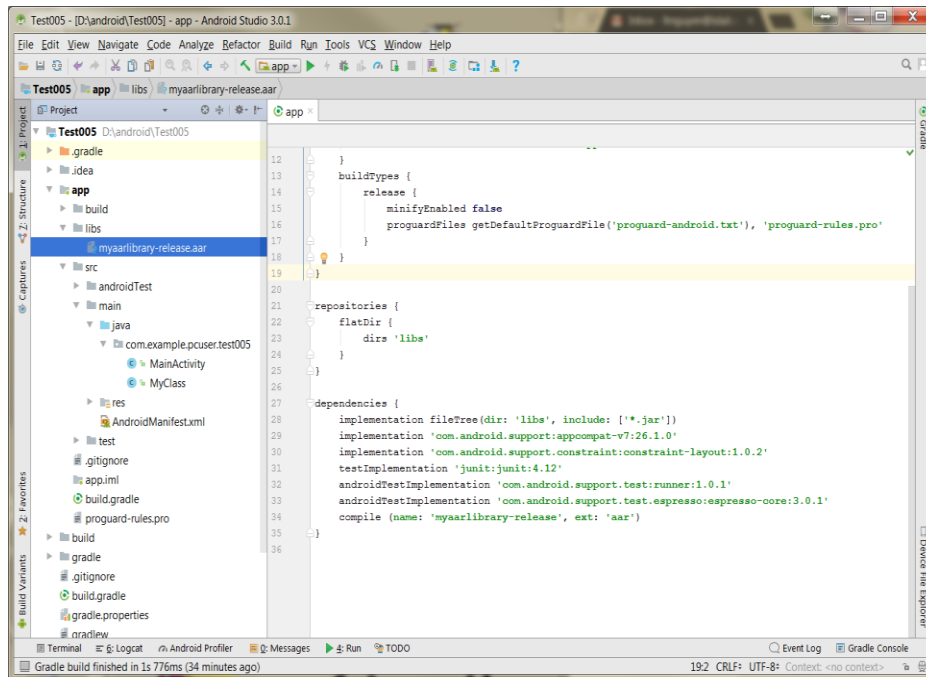


8. In the “myaarlibrary” node, click “Tasks > build” and then double click on “assembleRelease”
9. After that, check the results (the file named “myaarlibrary-release.aar” in the “myaarlibrary > build > outputs > aar” folder as the following figure



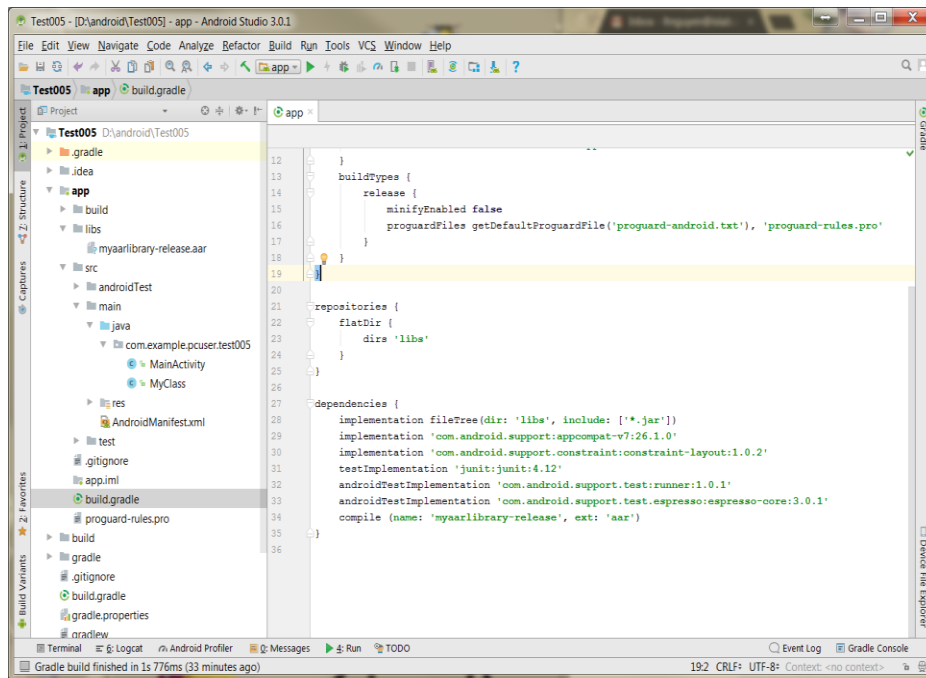
II. Use the .aar library

1. Create a new project in Android Studio (for example, “Test005”)
2. Copy the file “myaarlibrary-release.aar” we just created from the previous section to the folder called “libs”



3. Modify the file called “build.gradle”, adding the following lines

```
repositories {  
    flatDir {  
        dirs 'libs'  
    }  
}  
  
dependencies {  
    compile (name: 'myaarlibrary-release', ext: 'aar')  
}
```



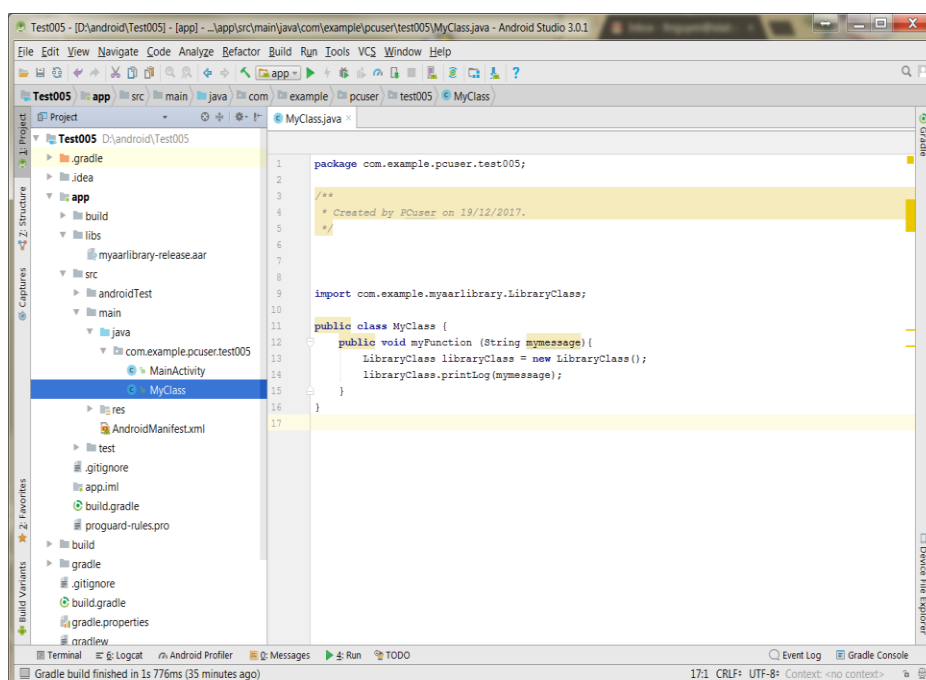
4. Create a java class (for example, “MyClass” in the “app > main > java” folder) with the following content

```

package com.example.puser.test005;
import com.example.myaarlibrary.LibraryClass;

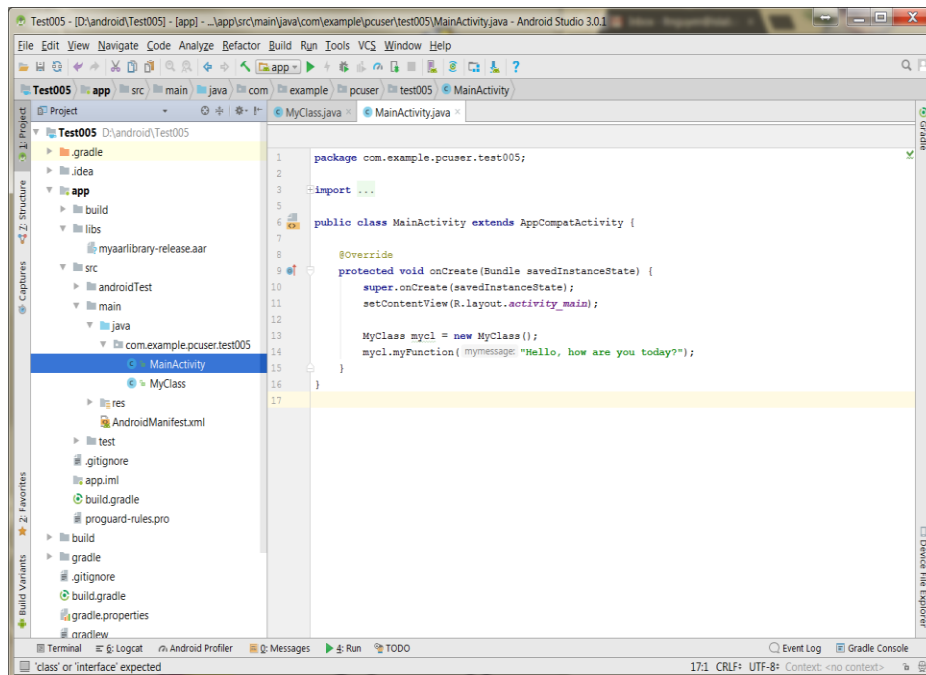
public class MyClass {
    public void myFunction (String mymessage){
        LibraryClass libraryClass = new LibraryClass();
        libraryClass.printLog(mymessage);
    }
}

```



5. In the MainActivity, add the following code to the “onCreate” function

```
MyClass mycl = new MyClass();  
mycl.myFunction("Hello, how are you today?");
```



6. Now run the project and click on “6: Logcat” in lowest pane (choose “Debug”) to see the result

