

Download Android Studio

Before downloading, you must agree to the following terms and conditions.

Terms and Conditions

This is the Android Software Development Kit License Agreement

1. Introduction

1.1 The Android Software Development Kit (referred to in the License Agreement as the "SDK" and specifically including the Android system files, packaged APIs, and Google APIs add-ons) is licensed to you subject to the terms of the License Agreement. The License Agreement forms a legally binding contract between you and Google in relation to your use of the SDK.

1.2 "Android" means the Android software stack for devices, as made available under the Android Open Source Project, which is located at the following URL: <http://source.android.com/>, as updated from time to time.

1.3 A "compatible implementation" means any Android device that (i) complies with the Android Compatibility Definition document, which can be found at the Android compatibility website (<http://source.android.com/compatibility>) and which may be updated from time to time; and (ii) successfully passes the Android Compatibility Test Suite (CTS).

1.4 "Google" means Google LLC, a Delaware corporation with principal place of business at 1600 Amphitheatre Parkway, Mountain View, CA 94043, United States.

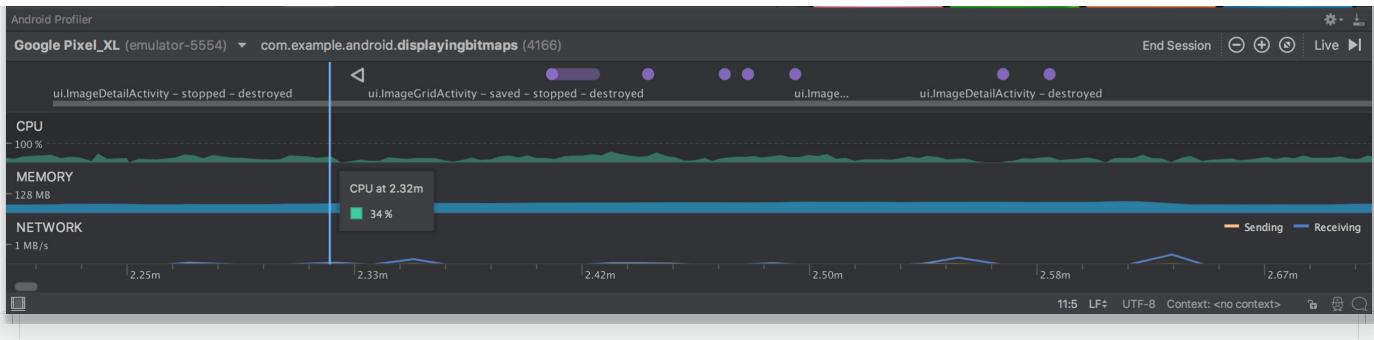
2. Accepting this License Agreement

2.1 In order to use the SDK, you must first agree to the License Agreement. You

I have read and agree with the above terms and conditions

DOWNLOAD ANDROID STUDIO FOR MAC

android-studio-ide-191.5900203-mac.dmg

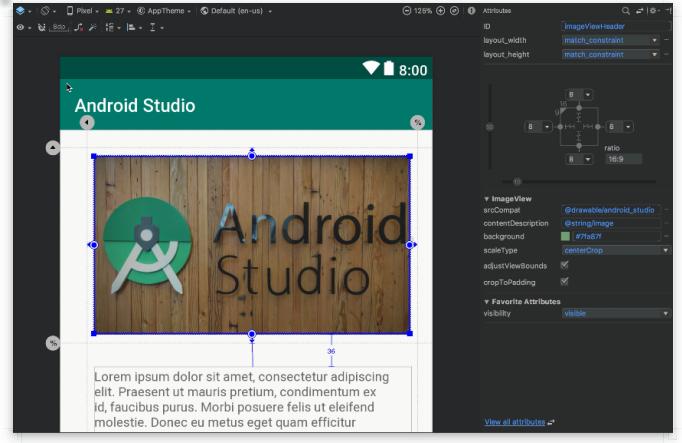


FEATURE

Visual layout editor

(/studio/write/layout-editor)

Create complex layouts with **ConstraintLayout** by adding constraints from each view to other views and guidelines. Then preview your layout on any screen size by selecting one of various device configurations or by simply resizing the preview window.



MORE ABOUT THE LAYOUT EDITOR

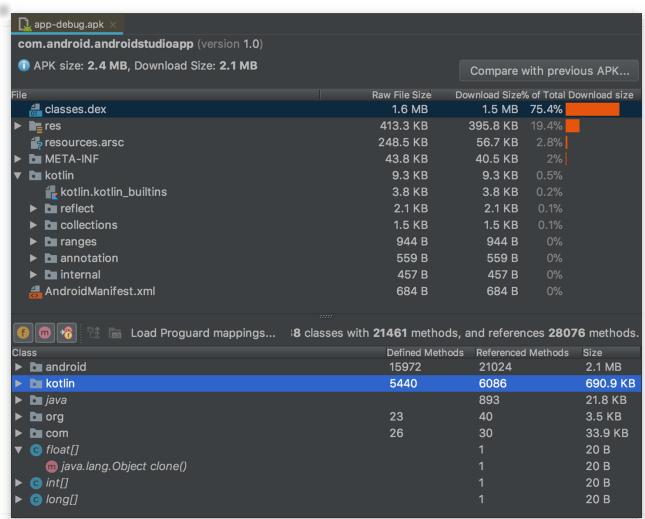
(/STUDIO/WRITE/LAYOUT-EDITOR)

FEATURE

APK Analyzer

(/studio/build/apk-analyzer)

Find opportunities to reduce your Android app size by inspecting the contents of your app APK file, even if it wasn't built with Android Studio. Inspect the manifest file, resources, and DEX files. Compare two APKs to see how your app size changed between app versions.



MORE ABOUT THE APK ANALYZER

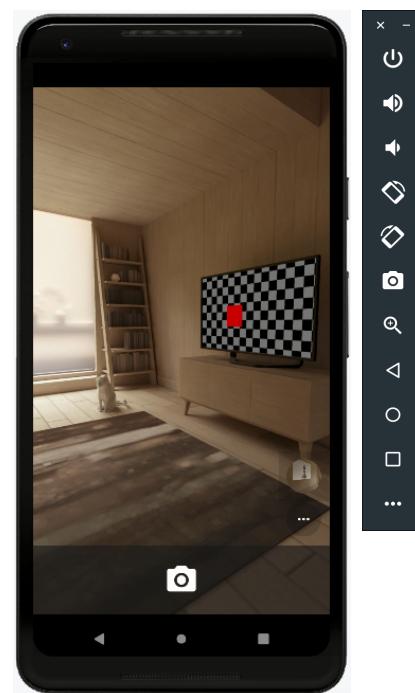
(/STUDIO/BUILD/APK-ANALYZER)

FEATURE

Fast emulator

(/studio/run/emulator)

Install and run your apps faster than with a physical device and simulate different configurations and features, including ARCore, Google's platform for building augmented reality experiences.



MORE ABOUT THE EMULATOR

(/STUDIO/RUN/EMULATOR
)

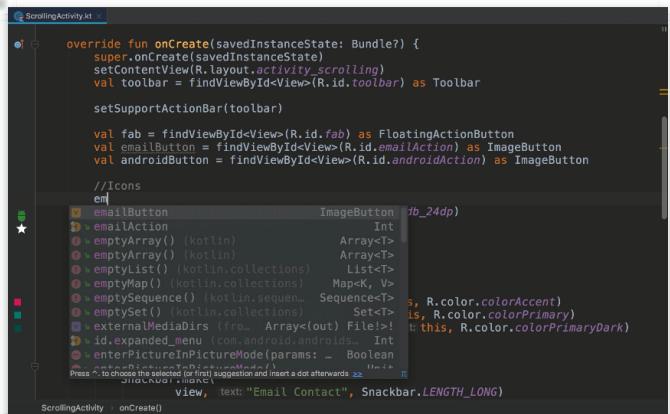
FEATURE

Intelligent code editor

(/studio/intro/)

Write better code, work faster, and be more productive with an intelligent code editor that provides code completion for Kotlin, Java, and C/C++ languages.

MORE ABOUT THE
EDITOR (/STUDIO/INTRO)

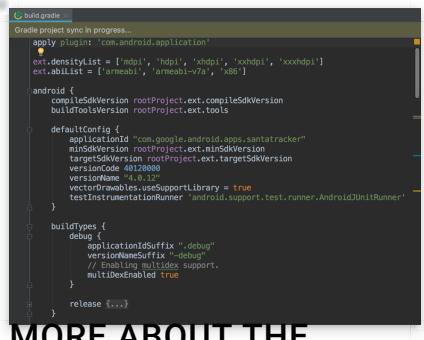


FEATURE

Flexible build system

(/studio/build/build-variants)

Powered by Gradle, Android Studio's build system allows you to customize your build to generate multiple build variants for different devices from a single project.



```
build.gradle
Gradle project sync in progress...
All projects are up-to-date

apply plugin: 'com.android.application'

ext {
    densityList = ['mdpi', 'hdpi', 'xhdpi', 'xxhdpi']
    extAbiList = ['armeabi', 'armeabi-v7a', 'x86']

    android {
        compileSdkVersion rootProject.ext.compileSdkVersion
        buildToolsVersion rootProject.ext.tools
        defaultConfig {
            applicationId "com.google.android.apps.santatracker"
            minSdkVersion rootProject.ext.minSdkVersion
            targetSdkVersion rootProject.ext.targetSdkVersion
            versionCode 1
            versionName "0.0.12"
            vectorDrawables.useSupportLibrary = true
            testInstrumentationRunner "android.support.test.runner.AndroidJUnitRunner"
        }
        buildTypes {
            debug {
                applicationIdSuffix ".debug"
                versionNameSuffix "-debug"
                // Enabling multidex support.
                multiDexEnabled true
            }
            release {
            }
        }
    }
}
```

MORE ABOUT THE BUILD TOOLS

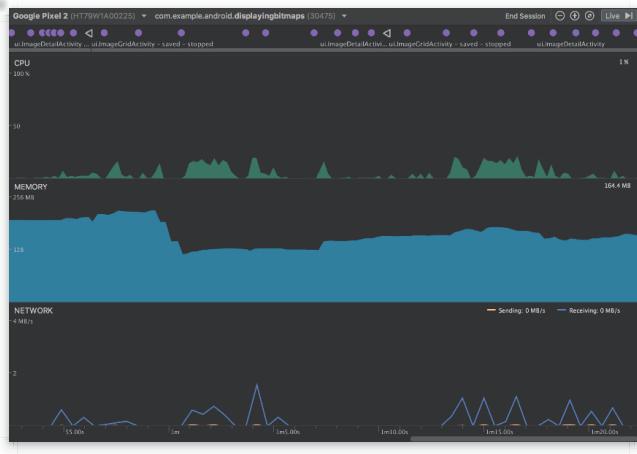
(/STUDIO/BUILD)

FEATURE

Realtime profilers

(/studio/profile/android-profiler)

The built-in profiling tools provide realtime statistics for your app's CPU, memory, and network activity. Identify performance bottlenecks by recording method traces, inspecting the heap and allocations, and see incoming and outgoing network payloads.



MORE ABOUT THE PROFILERS

(/STUDIO/PROFILE/ANDROID-PROFILER)

Latest [MORE VIDEOS](https://www.youtube.com/user/AndroidDevelopers/) (HTTPS://WWW.YOUTUBE.COM/USER/ANDROIDDEVELOPERS/)

videos

(<https://www.youtube.com/watch?v=rEuwVWpYBOY>)

New Tools to Optimize Your App's Size and Boost Installs on Google Play (Google I/O'19)

(<https://www.youtube.com/watch?v=rEuwVWpYBOY>)

Learn about the issues affecting the app install conversion funn...

(<https://www.youtube.com/watch?v=oWTG5g5rT4s>)

What's New in Android Studio UI Design and Debugging Tools (Google I/O'19)

(<https://www.youtube.com/watch?v=oWTG5g5rT4s>)

In 2019, the Android team is refining the developer journ...

(<https://www.youtube.com/watch?v=8rfvfojtRss>)

What's New in Android Development Tools (Google I/O'19)

(<https://www.youtube.com/watch?v=8rfvfojtRss>)

Get an overview of what's new in Android Studio for Android app...

Android Developers

May 9, 2019

Android Developers

May 8, 2019

Android Developers

May 8, 2019

Latest news

[MORE NEWS](https://androidstudio.googleblog.com) (HTTPS://ANDROIDSTUDIO.GOOGLEBLOG.COM)

STUDIO BLOG

Android Studio 3.6 Beta 1 available

(<https://androidstudio.googleblog.com/2019/10/android-studio-36-beta-1-available.html>)

Android Studio 3.6 Beta 1 is now available in the Beta channel. If...

STUDIO BLOG

Emulator 29.2.3 Canary

(<https://androidstudio.googleblog.com/2019/10/emulator-2923-canary.html>)

Emulator 29.2.3 is now available in the Canary and Dev channels....

STUDIO BLOG

Android Studio 3.5.1 available

(<https://androidstudio.googleblog.com/2019/10/android-studio-351-available.html>)

Android Studio 3.5.1 is now available in the Stable channel. ...

Android Studio

October 10, 2019

Android Studio

October 4, 2019

Android Studio

October 2, 2019

Android Studio downloads

Platform	Android Studio package	Size	SHA-256 checksum
Windows (64-bit)	android-studio-ide-191.5900203-windows.exe Recommended	718 MB	8fecf0ba58699ba9de473653885505dd0
	android-studio-ide-191.5900203-windows.zip No .exe installer	732 MB	0d38e90518f14541d0f8ad6b79fa511a6
Windows (32-bit)	android-studio-ide-191.5900203-windows32.zip No .exe installer	732 MB	7b1c5b57bada0f0628d6c2ad21f132fc1
Mac (64-bit)	android-studio-ide-191.5900203-mac.dmg	733 MB	fdbf79636691b2b20d9541061435d8ee1
Linux (64-bit)	android-studio-ide-191.5900203-linux.tar.gz	738 MB	94fc392a148480a67299d83c1faaabc56
Chrome OS	android-studio-ide-191.5900203-cros.deb	620 MB	aca0eed65a7becf4eb639ac0ecd802330

See the [Android Studio release notes](#) (/studio/releases/).

Offline components

Download the latest versions of the Android Gradle plugin and Google Maven dependencies to [build your project offline](#) (/r/studio-offline/instructions).

Channel	Component	Size	SHA-256 checksum
Preview	Android Gradle Plugin	126 MB	a3f278a8162aa65f103bf51f8e664cf5179de0047c93111e21
Stable	Google Maven dependencies	2724 MB	f632eed0d7c2e540665242d7e44156efff1e10ddf878cffa4d

Command line tools only

If you do not need Android Studio, you can download the basic Android command line tools below. You can use the included [sdkmanager](#) (/studio/command-line/sdkmanager) to download other SDK packages.

These tools are included in Android Studio.

Platform	SDK tools package	Size	SHA-256 checksum
Windows	sdk-tools-windows-4333796.zip	148 MB	7e81d69c303e47a4f0e748a6352d85cd0c8fd90a5a95ae
Mac	sdk-tools-darwin-4333796.zip	98 MB	ecb29358bc0f13d7c2fa0f9290135a5b608e38434aad9t
Linux	sdk-tools-linux-4333796.zip	147 MB	92ffee5a1d98d856634e8b71132e8a95d96c83a63fde1C

See the [SDK tools release notes](#) (/studio/releases/sdk-tools).

System requirements

Wi...

- Microsoft® Windows® 7/8/10 (32- or 64-bit) *The Android Emulator only supports 64-bit Windows ([learn more](#) (/studio/run/emulator#emulator#win-32-support)).*
- 4 GB RAM minimum, 8 GB RAM recommended
- 2 GB of available

M...

- Mac® OS X® 10.10 (Yosemite) or higher, up to 10.14 (macOS Mojave)
- 4 GB RAM minimum, 8 GB RAM recommended
- 2 GB of available disk space minimum, 4 GB Recommended (500 MB for IDE + 1.5 GB for

Li...

- GNOME or KDE desktop *Tested on Ubuntu® 14.04 LTS, Trusty Tahr (64-bit distribution capable of running 32-bit applications)*
- 64-bit distribution capable of running 32-bit applications
- GNU C Library (glibc)

C...

OS

- 8 GB RAM or more recommended
- 4 GB of available disk space minimum
- 1280 x 800 minimum screen resolution
- Intel i5 or higher (U series or higher) recommended

Recommended devices:

disk space minimum, 4 GB Recommended (500 MB for IDE + 1.5 GB for Android SDK and emulator system image)	Android SDK and emulator system image)	2.19 or later	<ul style="list-style-type: none"> • Acer:
	• 1280 x 800 minimum screen resolution	• 4 GB RAM minimum, 8 GB RAM recommended	Chromebook 13/Spin 13, Chromebox CXI3
• 1280 x 800 minimum screen resolution		• 2 GB of available disk space minimum, 4 GB Recommended (500 MB for IDE + 1.5 GB for Android SDK and emulator system image)	<ul style="list-style-type: none"> • Lenovo:
		• 1280 x 800 minimum screen resolution	Yoga C630 Chromebook
			<ul style="list-style-type: none"> • HP:
			Chromebook x360 14, Chromebox G2
			<ul style="list-style-type: none"> • Dell:
			Inspiron Chromebook 14
			<ul style="list-style-type: none"> • ASUS:
			Chromebox 3
			<ul style="list-style-type: none"> • ViewSonic:
			NMP660 Chromebox
			<ul style="list-style-type: none"> • CTL:
			Chromebox CBx1