

Android Material Design Codelab Setup

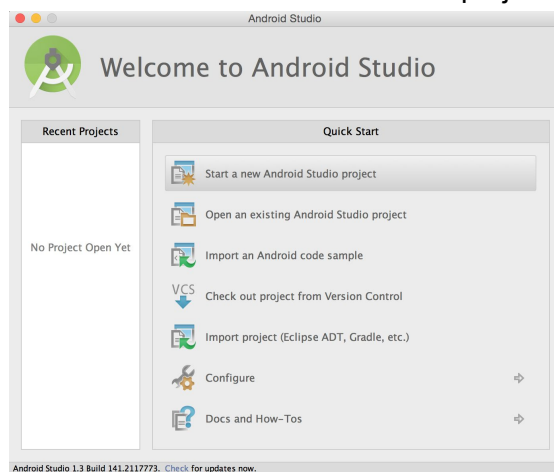
Duration: 0:45

Environment: Web

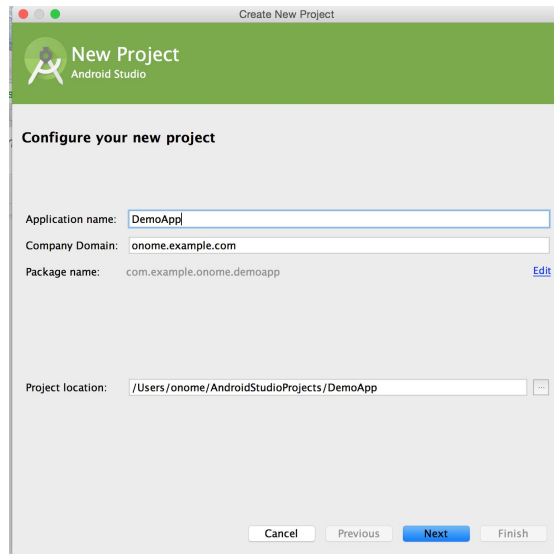
Published Version:

<https://docs.google.com/a/google.com/document/d/1xPJErFPcgcpWOHk2S3UzSP8518aa6t1GuW-H4Pv2o0c/pub>

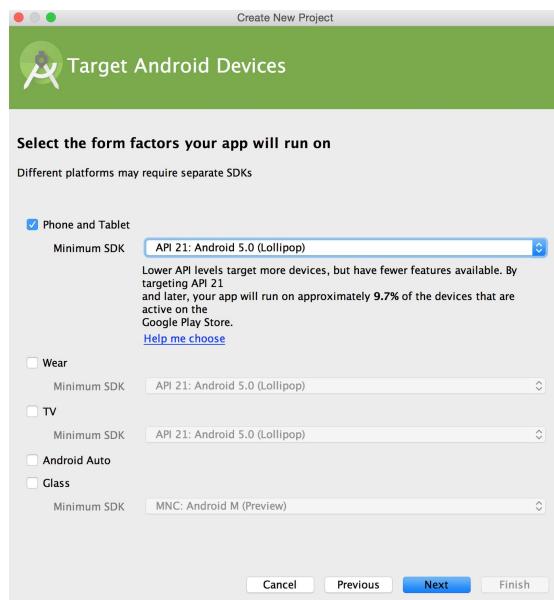
1. Download [Android Studio](#).
2. Install [SDK packages](#).
3. Create a new Project in Android Studio
 - a. Open Android Studio.
 - b. Select “Start a new Android Studio project”.



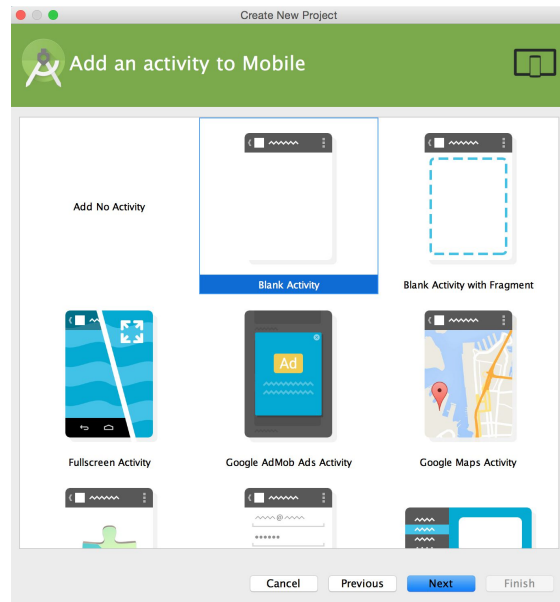
- c. Fill out the “Configure your new project” form and click “Next”.




- d. Select the form factors your app will run
 - i. Select the “Phone and Tablet” checkbox.
 - ii. Set Minimum SDK to API 21: Android 5.0 (Lollipop) or higher.
 - iii. Click “Next”



- e. Add “Blank Activity” to mobile and customize the names as needed after clicking “Next”.



- f. Click “Finish”.
- g. Resolve any build errors in the IntelliJ IDE that opens up.
- h. Update [build.gradle](#) file to use v22 SDK and Android Design Support Library.
- i. Sync and run your project:
 - i. Click **Run**  from the toolbar.
 - ii. In the “Choose Device” menu, select “Launch emulator” and set “Android virtual device” to “Nexus 5 API 22 x86” (the one installed in step #2).
 - iii. Click “OK” to run.
 - iv. Ensure that emulator starts up correctly and that there are no error in the IDE log.
- j. Congrats! You’re done with the setup and now ready to begin the codelab.