**Hardware**

To fully test your app across the devices that support Android, at some point, it's helpful to have physical hardware. This can be a smartphone, tablet or supported Chrome OS device. On a physical device, it is easier to test device-specific capabilities like connection to Bluetooth devices, using the headphone jack for accessories, or sensors for capabilities that can't be simulated in an emulator. If you continue to expand your Android development skills however, you should look into investing into physical hardware to help you test your apps in more real life situations.

It can help your testing process and make things more tangible with different hardware. Plus it's cool to see your stuff on an actual phone or tablet.



