

★ Add build dependencies

⇒ The Gradle build system in Android Studio makes it easy to include external binaries or other library modules to your build as dependencies.

⇒ The dependencies → can be located on your machine
→ or in a remote repository
→ Any transitive dependencies they declare are automatically included as well.

⊕ Dependency types

⇒ To add a dependency to your project, specify a dependency configuration such as implementation in the dependencies block of your build.gradle file.

```
dependencies {  
    implementation project(":mylibrary")  
}
```

→ Dependency on a local library module

```
implementation fileTree(dir: 'libs', include: ['*.jar'])
```

→ Dependency on local binaries

```
implementation 'com.example.android:app-magic:12.3'
```

→ Dependency on remote binary.

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→ End of dependencies

⇒ For local library module, the name must match the library name defined with an 'include': in your Settings.gradle file.

⇒ For remote binary:

↳ It is actually a shorthand for the following

```
implementation group: 'com.example.android'
                , name: 'app-magic'
                , version: '12.3'
```

⇒ Remote dependencies requires that you declare the appropriate remote repositories where Gradle should look for the library.

⇒ If the library does not already exist locally, Gradle pulls it from the remote site when the build requires it.

⊕ Native dependencies

⇒ As of Android Gradle Plugin 4.0, native dependencies can also be imparted in the manner described.