

Software specifications

Chapter number	Software required (With version)	Free/Proprietary	If proprietary, can code testing be performed using a trial version	If proprietary, then cost of the software	Download links to the software	Hardware specifications	OS required
1. Welcome AS	AS 1.4+	Free	N/A	N/A	https://developer.android.com/sdk/	PC or Mac	OSX (or Linux or Windows)
	Genymotion	Free	N/A	N/A	www.genymotion.com		
2. Parse Backend	AS 1.4+ Parse acc	Free Free	N/A N/A	N/A N/A	https://developer.android.com/sdk/ www.parse.com	PC or Mac Optional: Android phone device	OSX (or Linux or Windows)
3. Material	AS 1.4+	Free	N/A	N/A	https://developer.android.com/sdk/	PC or Mac Optional: Android phone device	OSX (or Linux or Windows)
4. Wear	AS 1.4+	Free	N/A	N/A	https://developer.android.com/sdk/	PC or Mac Optional: Android phone device Optional: Android wear device	OSX (or Linux or Windows)
5. Size	AS 1.4+ Google Dev acc	Free Paid	N/A No	N/A E 25	https://developer.android.com/sdk/ https://developers.google.com	PC or Mac Optional: Android phone device Optional: Android	OSX (or Linux or Windows)

						tablet device	
6. Capture	AS 1.4+	Free	N/A	N/A	https://developer.android.com/sdk/	PC or Mac Optional: Android phone device	OSX (or Linux or Windows)
	FB dev acc	Free	N/A	N/A	developers.facebook.com		
7. Content providers	AS 1.4+	Free	N/A	N/A	https://developer.android.com/sdk/	PC or Mac Optional: Android phone device	OSX (or Linux or Windows)
8. Quality	AS 1.4+	Free	N/A	N/A	https://developer.android.com/sdk/	PC or Mac Optional: Android phone device	OSX (or Linux or Windows)
	Google Dev acc	Paid	No	E 25	https://developers.google.com		
9. performance	AS 1.4+	Free	N/A	N/A		PC or Mac Optional: Android phone device	OSX (or Linux or Windows)
10. distribution	AS 1.4+	Free	N/A	N/A	https://developer.android.com/sdk/	PC or Mac Optional: Android phone device	OSX (or Linux or Windows)
	Google Dev acc	Paid	No	E 25	https://developers.google.com		

Detailed installation steps (software-wise)

The steps should be listed in a way that it prepares the system environment to be able to test the codes of the book.

1. Android Studio:
 - a. See developer.android.com/sdk
 - b. See chapter 1 in addition
2. Genymotion
 - a. See [genymotion.com](https://www.genymotion.com)
 - b. See chapter 1 in addition

Other referred systems are web based services thus no installation required.