## How to quick start with Android.

“Android application developer” Sounds interesting, isn’t it? Android is latest fad among the mobile developers community long after Qt and iOS. What makes Android development so interesting: Open Source, Developed by Google, Cheap Devices and more of the above- A steep learning curve. Believe me you can develop (and get it running on your phone) your first Android application within hours after you download Android SDK and install it on your computer. The development on the platform is so easy and interesting that you won’t be able to stop exploring new features of SDK and adding them to your application.

So what are you waiting for? Am I still supposed to provide you a link where you can download the SDK? Anyways... you can download it from this link and remember I compensated your time reading the paragraph above.

<http://developer.android.com/sdk/index.html>

Here is a step by step guide to install the SDK on your computer and setting up the environment.

<http://developer.android.com/sdk/installing.html>

If you are here it means that you have installed SDK successfully on your computer. You might be confused with so many versions of Platforms available for Android. Each platform corresponds to an API Level. But ultimate question still remains same: Which platform to develop for? There is no direct answer. But the good news is all Android platforms are forward compatible. It means if you simply develop for the lowest level, it will be compatible with all future versions of Android. But wait, there is a bad news too (not so bad) that if you develop for lower API levels you will be missing new features of Android which might be available in newer versions of Platform. Confused again? OK let’s wrap it up, visit this link and I am sure you will be feeling happy.

<http://developer.android.com/resources/dashboard/platform-versions.html>

Here is another link which includes in-depths of different Platform versions and their compatibility.

<http://developer.android.com/guide/appendix/api-levels.html>

Still not reached to any conclusion? Fine, cut it short, follow one simple rule. If you do not need any special API function which is defined in Android 2.1, try to stick with Android 1.5. It will cover almost all the devices available in current market.

So, now it’s time to get some real action. How about starting with a traditional “Hello World” app? It might sound boring but actually isn’t that bad.

<http://developer.android.com/resources/tutorials/hello-world.html>

Whenever you have some extra time you can use this link to understand Android UI.

<http://developer.android.com/resources/tutorials/views/index.html>

That’s all. Keep visiting [http://developer.android.com](http://developer.android.com/) for additional information whenever you need it and never forget <http://www.google.com/> whenever you get stuck in between.

At last some links for your reference:

What is Android? Overview.

<http://developer.android.com/guide/basics/what-is-android.html>

Developer’s Guide.

<http://developer.android.com/guide/index.html>

Reference.

<http://developer.android.com/reference/packages.html>

Few more samples.

<http://developer.android.com/resources/browser.html?tag=sample>

FAQs.

<http://developer.android.com/guide/appendix/faq/index.html>

All the best guys. Hope you will enjoy developing apps.