LINK https://flutter.dev/docs/development/androidx-migration

AndroidX Migration

1. Docs
2. Development
3. AndroidX Migration

Note: You might be directed to this page if Flutter detects that your project doesn't use AndroidX.
AndroidX is a major improvement to the original Android Support Library.

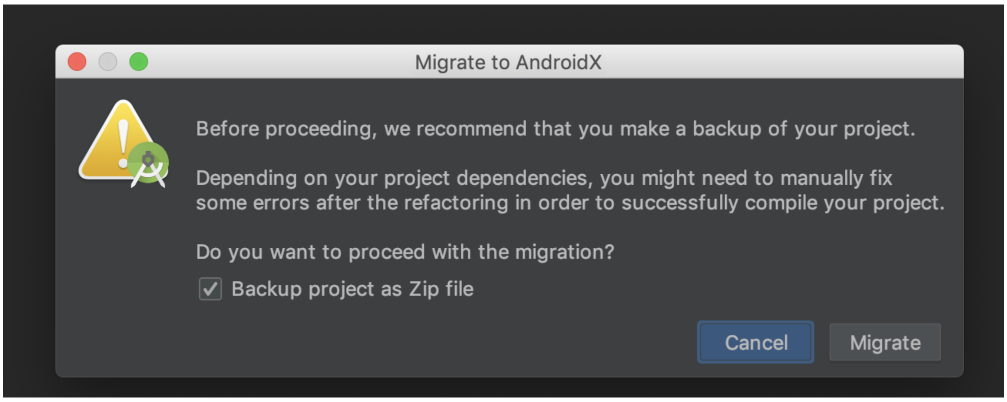
It provides the `androidx.*` package libraries, unbundled from the platform API. This means that it offers backward compatibility and is updated more frequently than the Android platform.

Common Questions

How do I migrate my existing app, plugin or host-editable module project to AndroidX?

You will need Android Studio 3.2 or higher. If you don't have it installed, you can download the latest version from developer.android.com/studio.

1. Open Android Studio.
2. Select **Open an existing Android Studio Project**.
3. Open the `android` directory within your app.
4. Wait until the project has been synced successfully. (This happens automatically once you open the project, but if it doesn't, select **Sync Project with Gradle Files** from the **File** menu).
5. Select **Migrate to AndroidX** from the Refactor menu.
6. If you are asked to backup the project before proceeding, check **Backup project as Zip file**, then click **Migrate**. Lastly, save the zip file in your location of preference.



Migrate to AndroidX

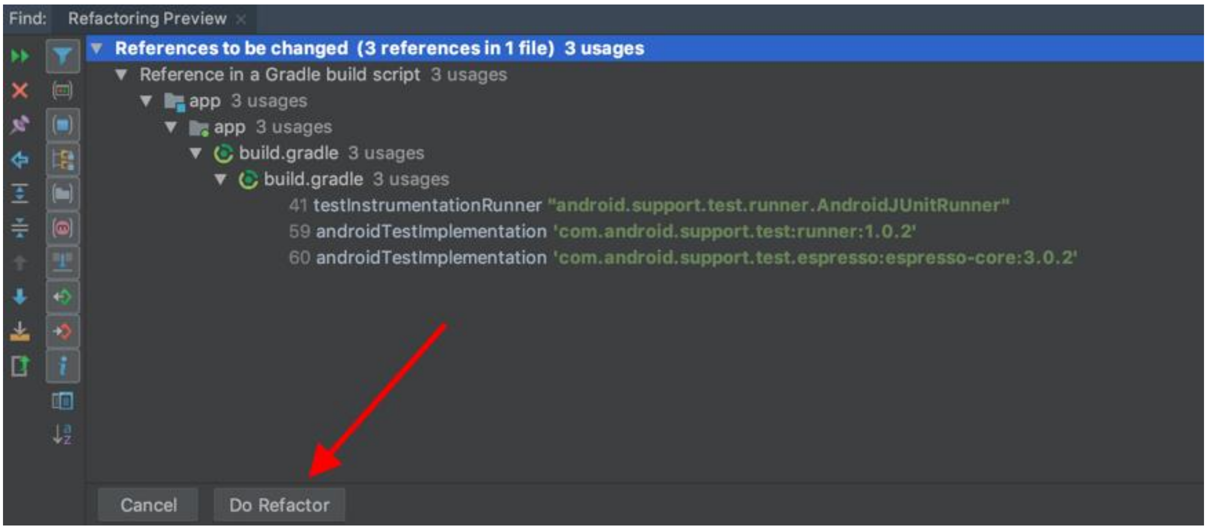
Before proceeding, we recommend that you make a backup of your project.

Depending on your project dependencies, you might need to manually fix some errors after the refactoring in order to successfully compile your project.

Do you want to proceed with the migration?

☑ Backup project as Zip file

7. The refactoring preview shows the list of changes. Finally, click **Do Refactor**:



```
▼ References to be changed (3 references in 1 file) 3 usages
  ▼ Reference in a Gradle build script 3 usages
    ▼ app 3 usages
      ▼ app 3 usages
        ▼ build.gradle 3 usages
          ▼ build.gradle 3 usages
              41 testInstrumentationRunner "android.support.test.runner.AndroidJUnitRunner"
              59 androidTestImplementation 'com.android.support.test:runner:1.0.2'
              60 androidTestImplementation 'com.android.support.test.espresso:espresso-core:3.0.2'
```

8. That is it! You successfully migrated your project to AndroidX.

Finally, if you migrated a plugin, publish the new AndroidX version to pub and update your `CHANGELOG.md` to indicate that this new version is compatible with AndroidX.

What if I can't use Android Studio?

You can create a new project using the Flutter tool and then move the Dart code and assets to the new project.

To create a new project run:

```
flutter create -t <project-type> <new-project-path>
```

Add to App

If your Flutter project is a module type for adding to an existing Android app, and contains a `.android` directory, add the following line to `pubspec.yaml`:

```
module:
  ...
   androidX: true // Add this line.
```

Finally, run `flutter clean`.

If your module contains an `android` directory instead, then follow the steps in previous section.

How do I know if my project is using AndroidX?

Starting from Flutter v1.12.13, new projects created with `flutter create -t <project-type>` use AndroidX by default.

Projects created prior to this Flutter version must not depend on any old build artifact or old Support Library class.

In an app or module project, the file `android/gradle.properties` or `.android/gradle.properties` must contain:

```
android.useAndroidX=true
android.enableJetifier=true
```

What if I don't migrate my app or module to AndroidX?

Your app may continue to work. However, combining AndroidX and Support artifacts is generally not recommended because it can result in dependency conflicts or other kind of Gradle failures. As a result, as more plugins migrate to AndroidX, plugins depending on Android core libraries are likely to cause build failures.

What if my app is migrated to AndroidX, but not all of the plugins I use?

The Flutter tool uses Jetifier to automatically migrate Flutter plugins using the Support Library to AndroidX, so you can use the same plugins even if they haven't been migrated to AndroidX yet.

I'm having issues migrating to AndroidX

Open an issue on GitHub and add `[androidx-migration]` to the title of the issue.