



Introduction to Android Studio

Android is Freedom

- Android is open source
- Free SDK(Software Development kit),IDE and emulator
- No Restriction; access anything*
- Faster Access (Update)
- Distribute your app anywhere(PlayStore)

System requirement

- Minimum 4GB RAM
(recommended 8GB)
- 2-3 GB of Available disk space
minimum
(500 MB for IDE + 1.5 GB for
SDK)


Install Android Studio

- 1) Install JDK
- 2) Set Path for JDK
- 3) install SDK

Installation

- Need to install Java Development Kit (JDK) to write Java (and Android) programs
- Can download the JDK for your OS at <http://java.oracle.com>
- Alternatively, for OS X, Linux:
 - OS X:
 - Open /Applications/Utilities/Terminal.app
 - Type javac at command line
 - Install Java when prompt appears

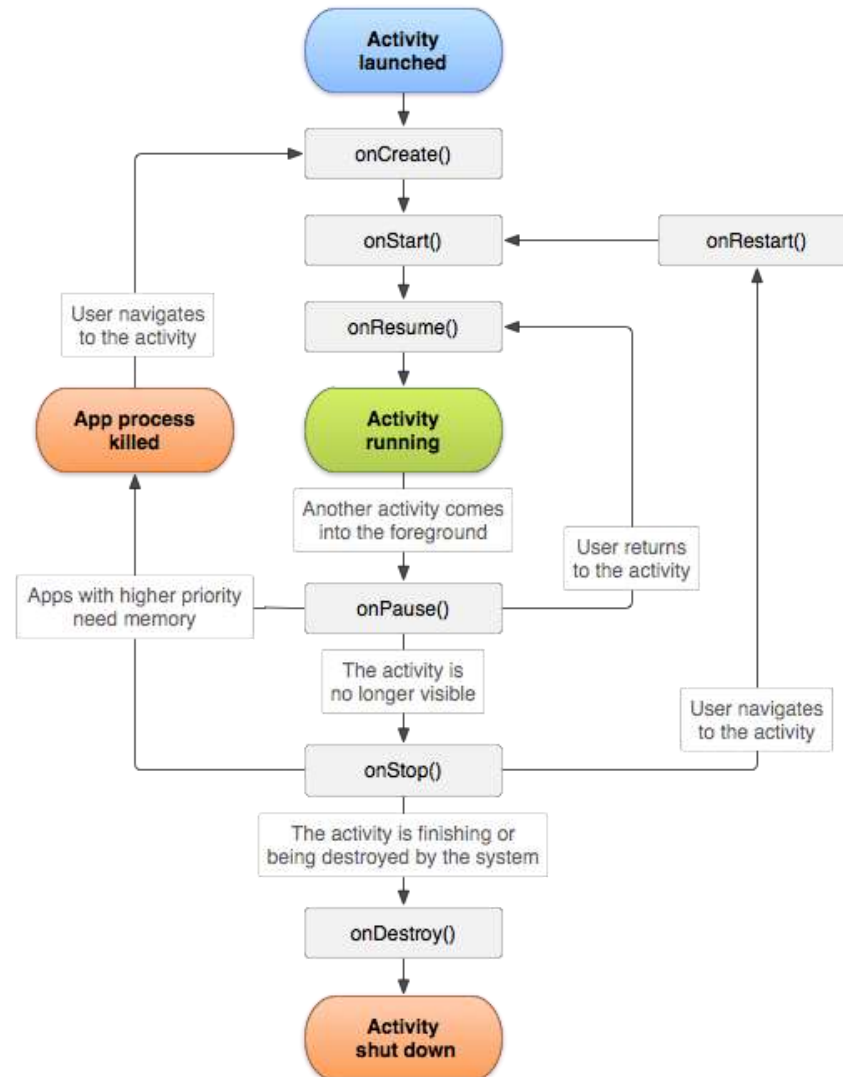
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- After installing JDK, download Android SDK from <http://developer.android.com>
 - Simplest: download and install Android Studio bundle (including Android SDK) for your OS
 - We'll use Android Studio with SDK included (easy)

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- Strongly recommend testing with real Android device
 - Android emulator: *very slow*
 - Faster emulator
 - Easy to access

Testing

- Open the **Developer Options** screen on your Android. See [Configure On-Device Developer Options](#).
- Select **Enable USB Debugging**.
- On your development machine, open Chrome.
- Go to `chrome://inspect#devices`.
- Make sure that the **Discover USB devices** checkbox is enabled.

Activity Lifecycle



Files

- `mainActivity.xml`
- `mainActivity.java`
- App Manifest

App Manifest

- Every Android app must include an `AndroidManifest.xml` file describing functionality
- The manifest specifies:
 - App's Activities, Services, etc.
 - Permissions requested by app
 - Minimum API required
 - Hardware features required, e.g., camera with autofocus



Thank You