# Connecting an Android Device to Test in Android Studio

Complete the following steps to setup your Android device to use as a test platform for your projects:

1. Go into **Settings** on your Android device.
2. Go to **Security**.
3. Enable the option for **Unknown Sources** to allow the .apk file to install to the device.
4. Then in Settings, go to **Developer Options**
   NOTE: If you do not have Developer Options listed in Settings, go into the **About Device** option, then tap on the **Build Number** listing 10 times. This will enable the Developer Options.
5. In Developer Options, enable the option for **USB Debugging**. Click **OK** to the warning message if prompted. (The device might need to be disconnected from the USB to enable the option)
6. Connect your Android device to the PC. You might need to give it a few minutes for Windows to install the correct drivers to communicate with the device.
7. Next, you'll need to make sure the device is picked up correctly in Windows. Open the **Start** menu, then do a search for **Device Manager**, then click it to open.
8. If you see your device listed as **Unknown**(or with an exclaimation mark), you may need to go to your manufactures website to obtain the drivers for your model**. Disconnect your device, install the drivers, reboot if prompted**.
9. Connect the device, go back into **Device Manager** and make sure it is not listed as Unknown.
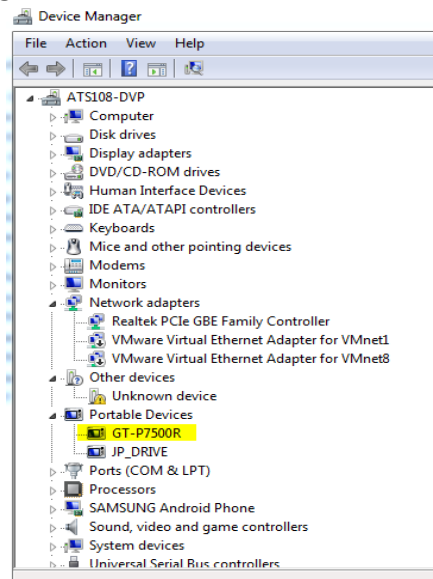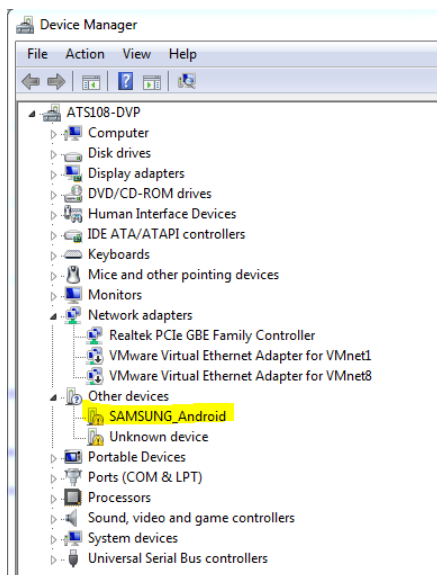
10. In Android Studio, click the **Play** button to **Run** the app.
11. Once the Gradle build completes, you should see your connected device as an option to select from in the **Choose a Running Device** window.
12. Select your device, then click **OK**.
13. This will push the .apk over to the device which will now be available as a standard app. The name of the app will be the name of the project you gave it when setting it up.

NOTE: The app will now be on the device even after you disconnect it. You can then just hold your finger on the app to the Delete it if you want. It will get replaced if you push any changes through the Android Studio.