

Agriculture Pest Control Application Installation Guide



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1. System Requirements

Android application development can begin in the following operating systems:

- Microsoft® Windows® 8/7 / Vista / 2003 (32 or 64 bit).
- Mac® OS X® 10.8.5 or higher
- GNOME or KDE Desktop

All the tools needed to develop Android applications are open source and can be downloaded from the Internet. The following is a list of the software before the start of Android application programming required:

- Java JDK5 and later
- Java Runtime Environment 6
- Android Studio

Other tools required to run the application on Android devices are:

- USB Cable
- Android Device

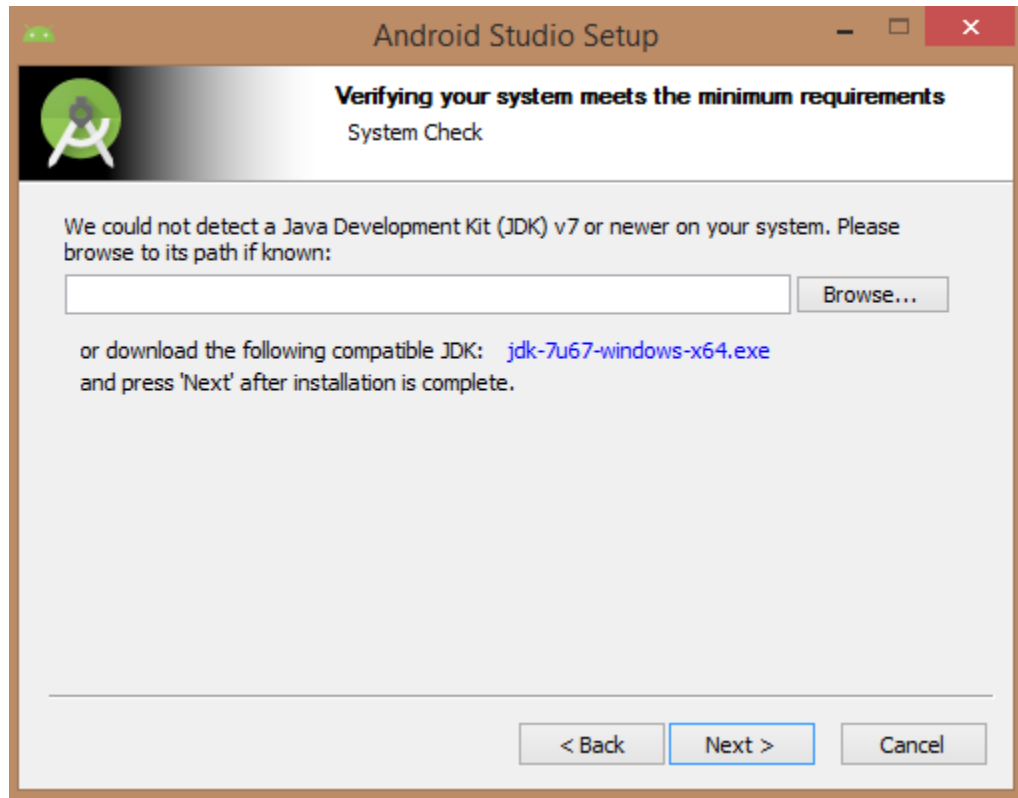
2. Install Android Studio

Android Studio is the official Android application development IDE, based IntelliJ IDEA. From the official website you can download Android Studio download the latest version of Android Studio.

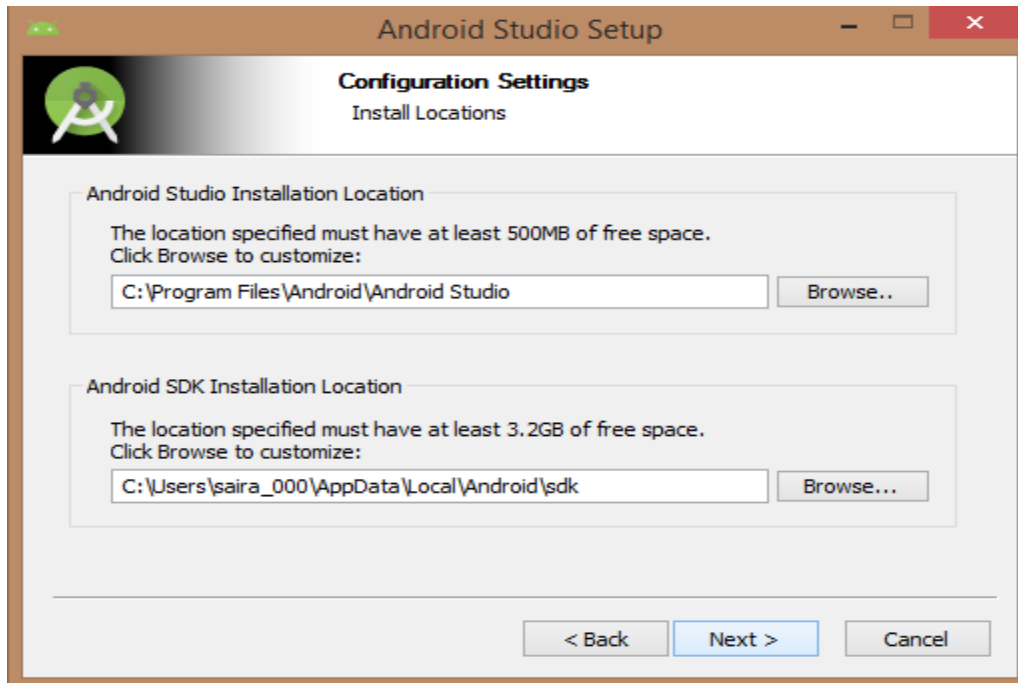
- Make sure that before you install Android Studio, already installed Java JDK. Install Java JDK, check out Android environment to build one.



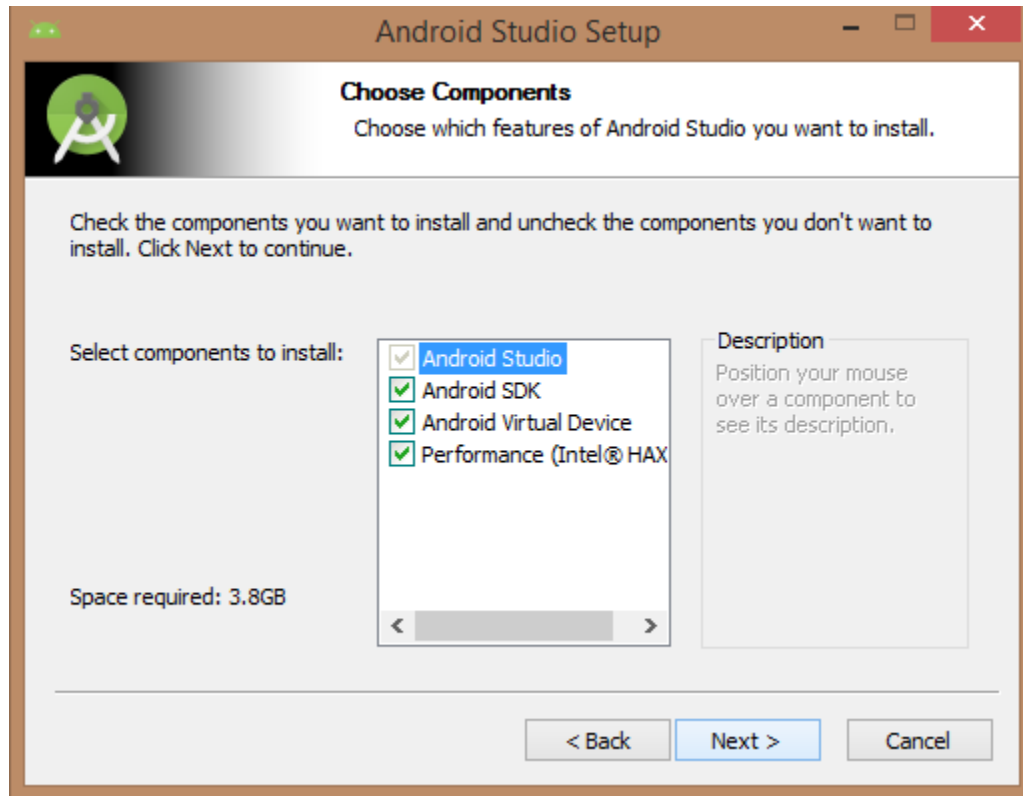
- Once you start Android Studio installation, you need to set JDK5 or later path in Android Studio installation vessel.



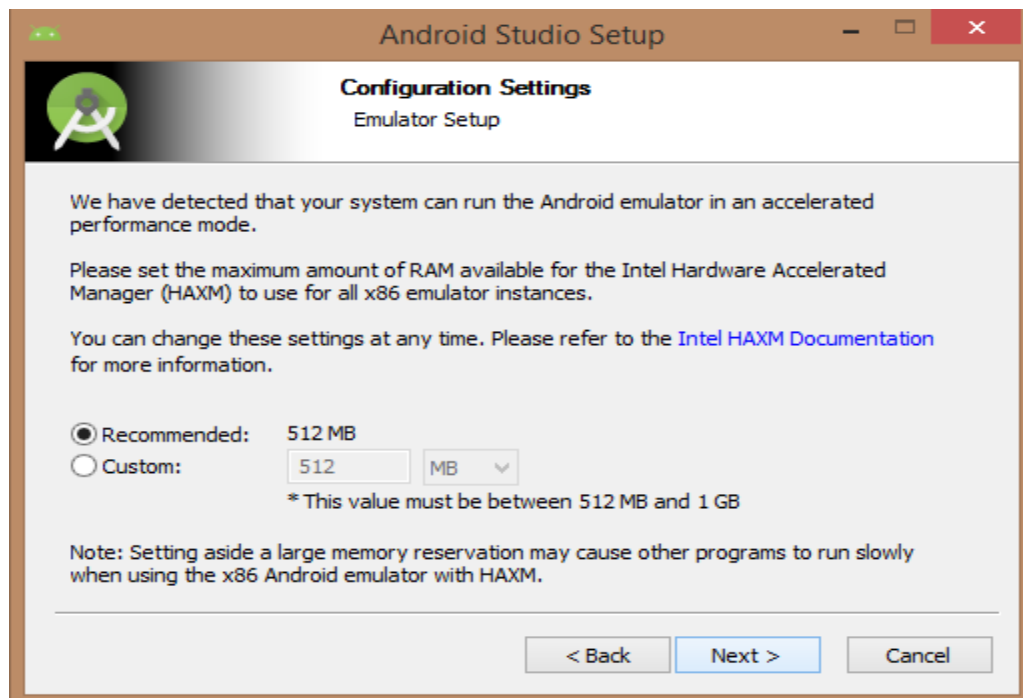
- Following picture for the Android SDK initialization JDK



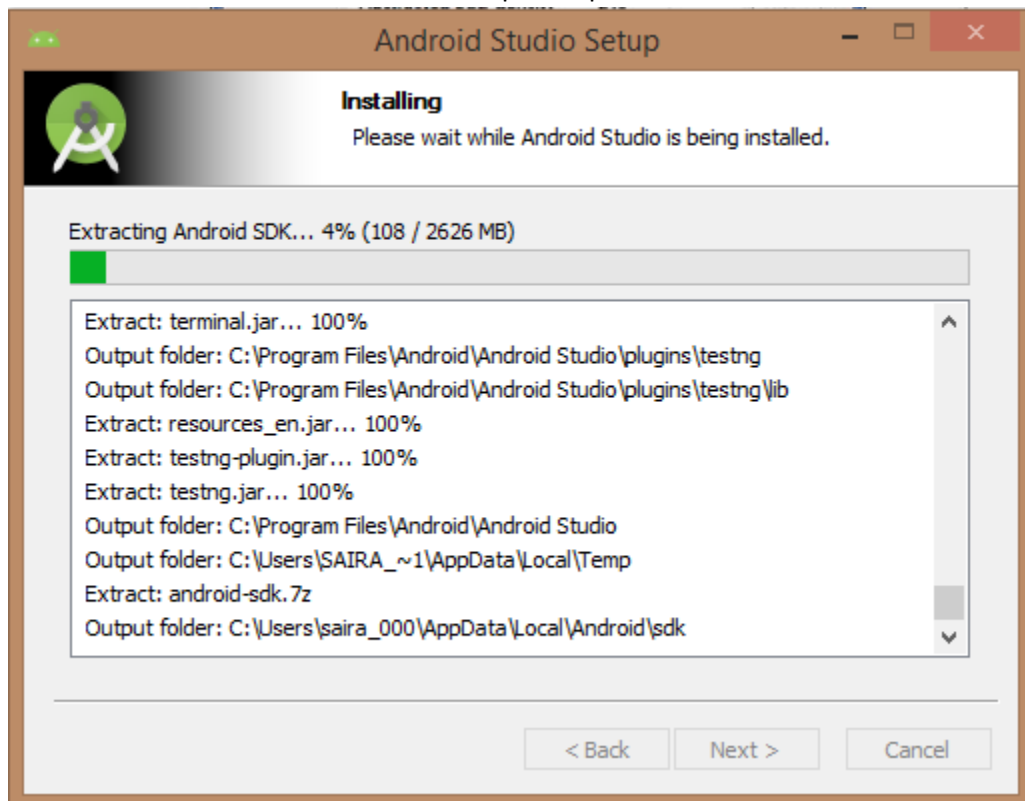
- Check the components needed to create an application, the following figure selected "Android Studio", "Android SDK", "Android virtual machine" and "appearance (Intel chip)".



- You need to specify Android Studio on the machine and the Android SDK path. The following figure shows the default installation location on windows 8.1 64-bit architecture.



- Specifies the default Android emulator ram required space for the 512M.



- Finally, extract the SDK package to the local machine, which will continue for some time and use 2626M hard disk space. Complete the above steps, you will see the end of the button, and you can open Android Studio project in the Welcome screen, as shown below:



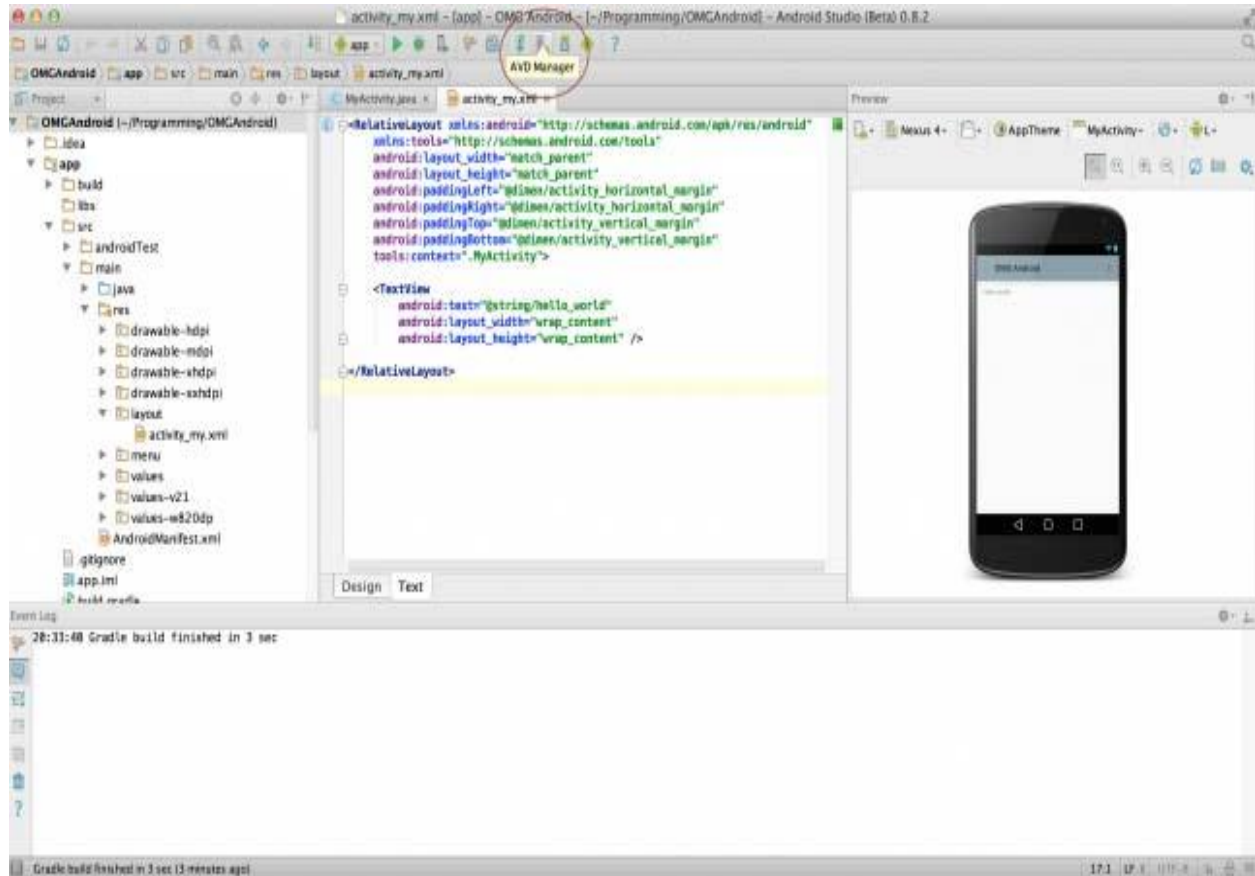
When you are adding the existing project from your local drive select “Open an Existing Android Studio Project” option in welcome screen and select the project location where your project exists.

3. Connect device to Android Studio

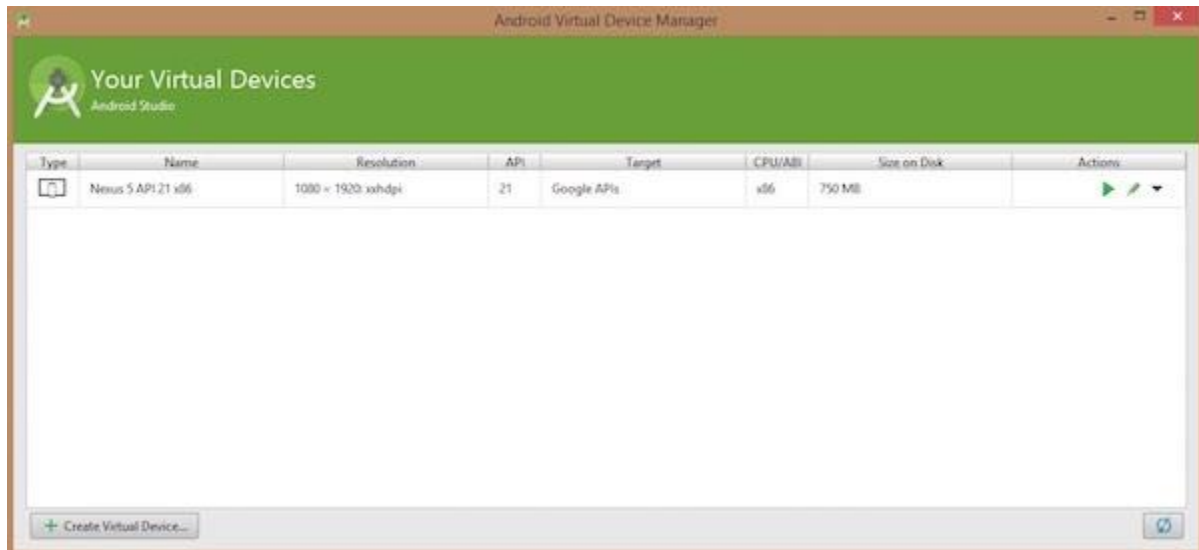
3.1 Connect using Android Virtual Device (Emulator)

- Creating Android Virtual Device

To test Android application requires Android Virtual Device. So, before you start writing the code to create a virtual Android device. Click below the AVD Manager icon to launch Android AVD Manager.



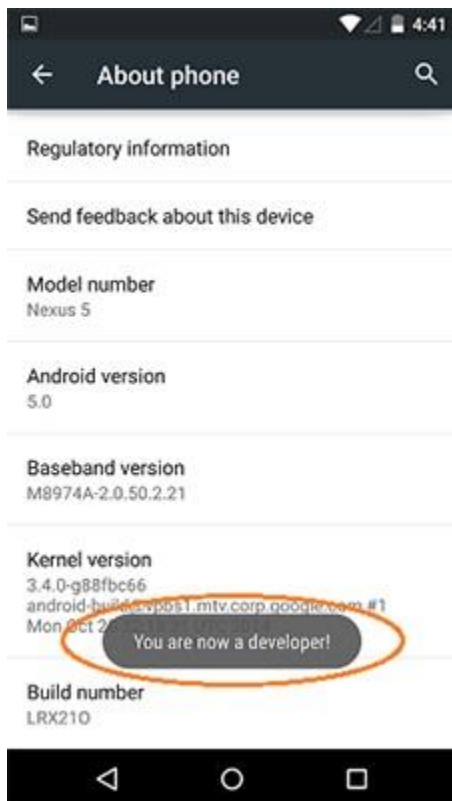
- After clicking the virtual device icon will appear in the SDK existing default virtual device. Click on "Create new Virtual device" button to create a virtual device.



If the AVD creation is successful, it means ready to Android application development. Top right, click the Close button to close the window. After completing the last step, the final restart your machine.

3.2 Connect using Android Physical Device

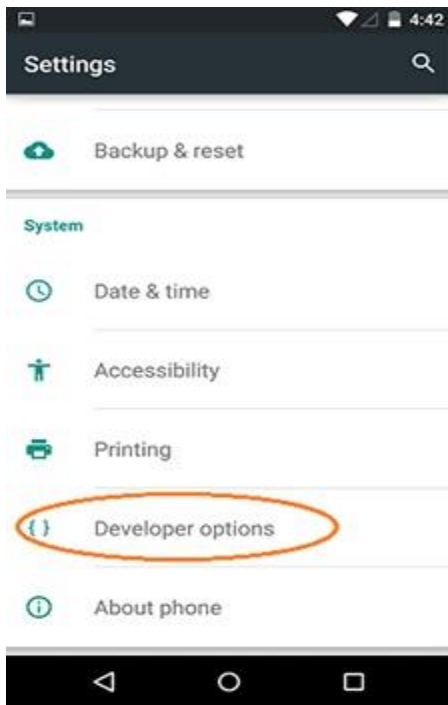
- Enable USB debugging



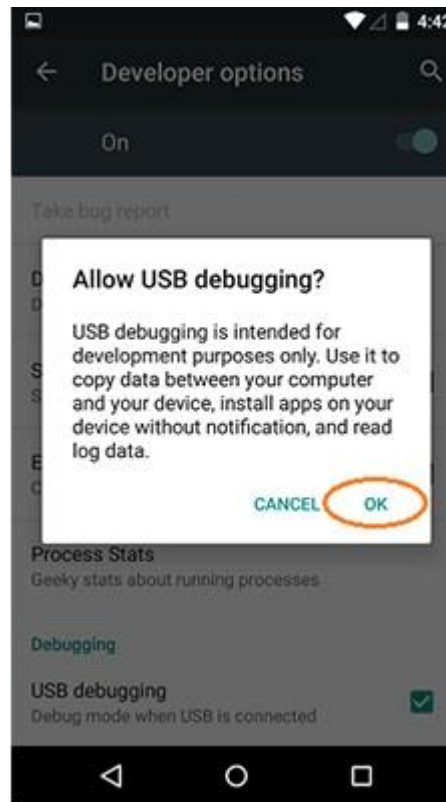
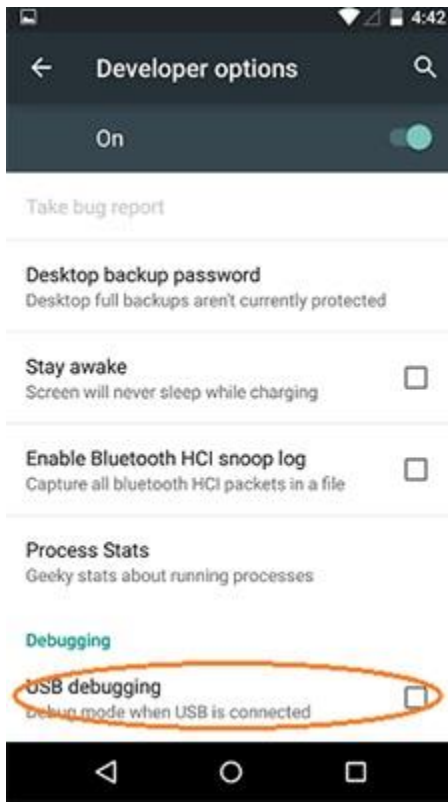
The very first step is to enable USB debugging on your Android device. To do this follow these steps

- On your phone (or tablet) go to Settings=> About Phone
- Tap Build Number 7 times, after 7th time it will say You are now a developer.

- You will notice Developer's Options are now available.



- Go to the Developer option and enable USB debugging and Click OK

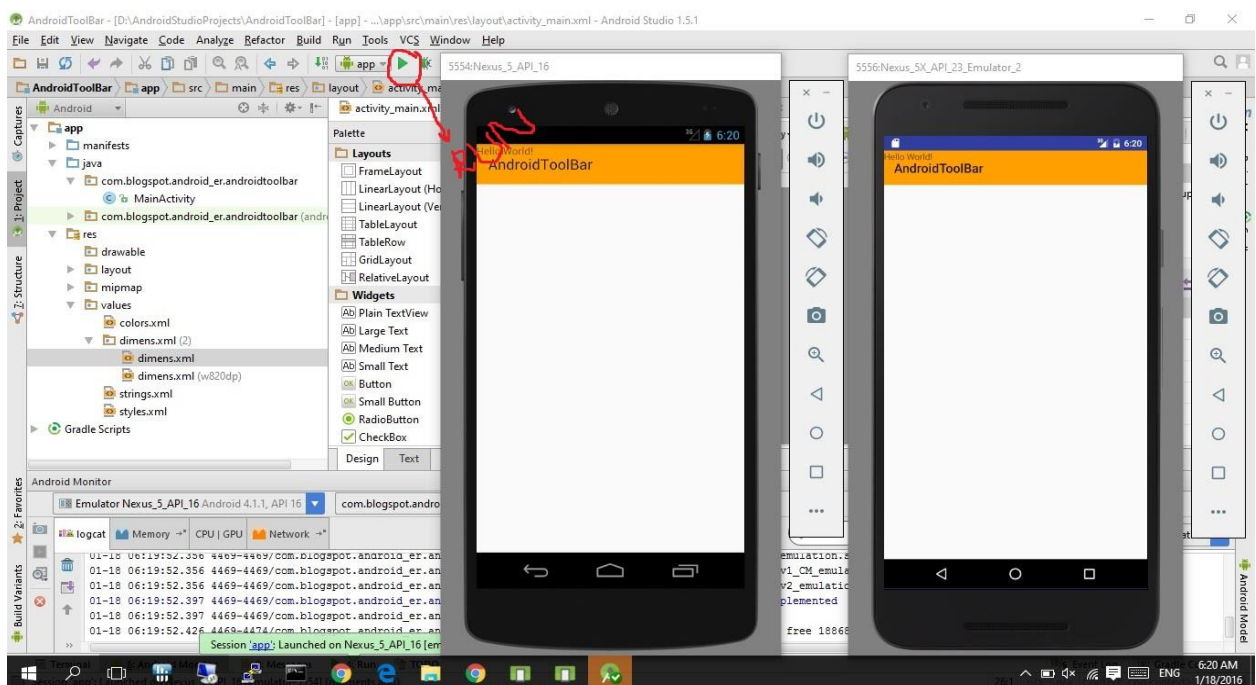


- Install USB Driver

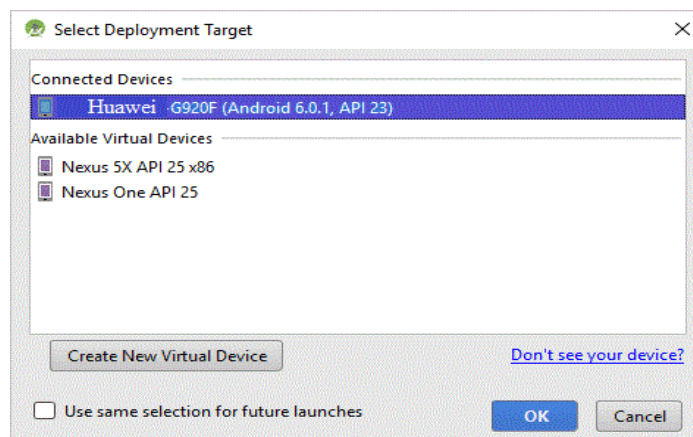
Next step is to install USB driver for your Android device. For this follow instructions from your device manufacturer. For example, I am using Android smartphone of Huawei, so I just downloaded Huawei USB driver from their official website. If your device uses Google USB driver you can download from this link <http://developer.android.com/sdk/win-usb.html>. After installation you need to update it. Make sure your device is connected through a USB cable. Go to the Control Panel => Device Manager then locate and right click your Android device and click Update driver software.

- Run the Application

Now you can run your Android app. Right click on the app and click Run. Or simply select run option from the tool bar menu shown below.



A window **Select Deployment Target** will appear, and a list of available devices will appear. Choose your device and click OK. Android Studio will run your application in your Android device.



4. Stop the Application

There is a "Run" Tool Window located near the bottom left that you can bring up. This will have a "Close" button to disconnect.

5. Installation using APK file

5.1 Open an APK file on Android

Opening an APK file on your Android device just requires that you download it like you would any file, and then open it when asked. However, APK files installed outside of the Google Play store might not install right away because of a security block put into place. To bypass this download restriction and install APK files from unknown sources, navigate to one of these menus, depending on your Android version:

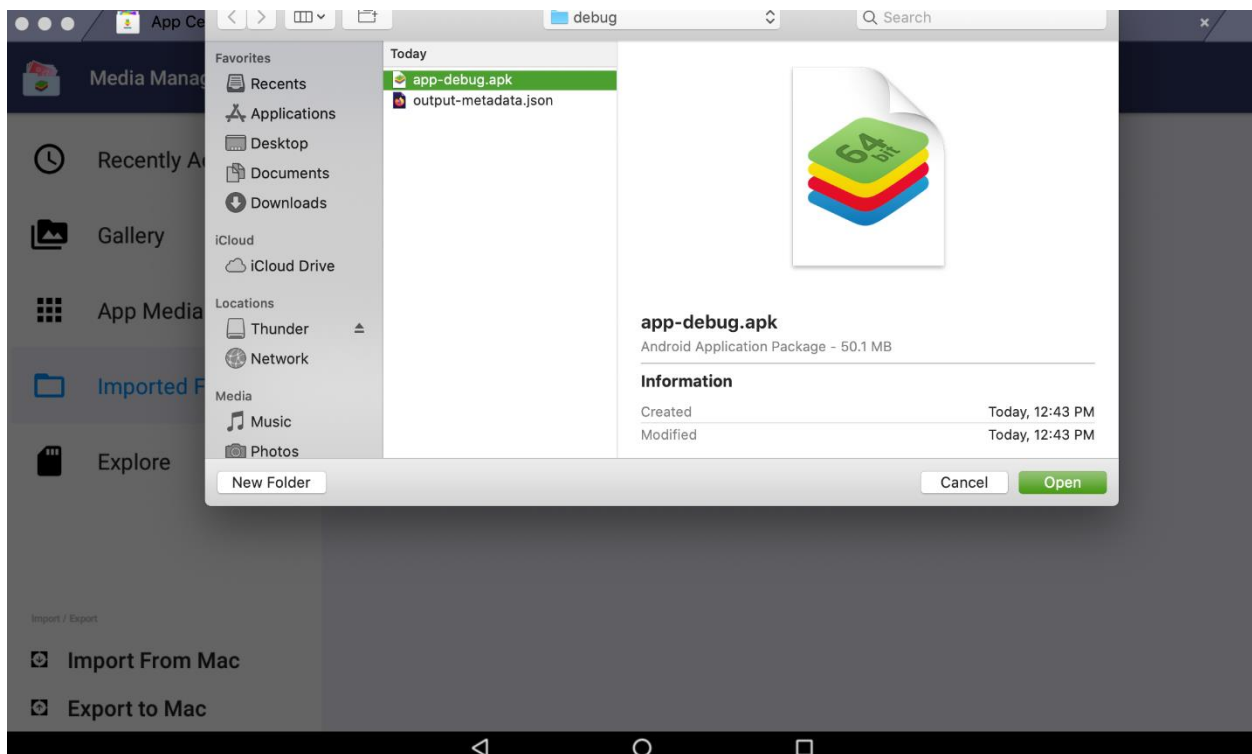
- Settings > Apps & notifications > Advanced > Special app access > Install unknown apps
- Settings > Apps and notifications
- Settings > Security

Depending on your device, you might need to give a specific app, such as Chrome, permission to install unofficial APK files. Or, if you see it, enable Install Unknown Apps or Unknown sources.

5.2 Open an APK file on Windows/Mac

You can open an APK file on a PC using an Android emulator like BlueStacks. In that program, go into the My Apps tab and then choose Install apk from the corner of the window.

BlueStacks will ask you to browse the .apk file on your PC. Select the file and click on Open to install it.



Once the installation is complete, the app is displayed on the BlueStacks home screen, as shown below.

