



Intro to Android SDK and “Hello Android App”

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INTRO TO “ANDROID SDK”

This tutorial helps you to understand that basics that you need to know about the Android SDK to begin with. You will install Android SDK along with “eclipse” Integrated Developed Environment” IDE.

Go to the webpage

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

Download the Eclipse ADT with Android SDK

This contains the Eclipse along with Android SDK as a bundle.

Get the Android SDK

The Android SDK provides the API libraries and developer tools necessary to build, test, and debug apps for Android.

Download the ADT Bundle to quickly start developing apps. It includes the essential Android SDK components and a version of the Eclipse IDE with built-in **ADT (Android Developer Tools)** to streamline your Android app development.

Download Eclipse ADT

with the Android SDK for Windows

(for Mac users, download the Mac version form this same site)

With a single download, the Eclipse ADT bundle includes everything you need to begin developing apps:

- Eclipse + ADT plugin
- Android SDK Tools
- Android Platform-tools
- A version of the Android platform
- A version of the Android system image for the emulator

If you prefer to use an existing version of Eclipse or another IDE, you can instead download the stand-alone Android SDK Tools:

GET THE SDK FOR AN EXISTING ID

After successfully downloading the Android SDK with the Eclipse IDE. It is time to setup the working environment.

Extract the contains of the ZIP file to your Document or Program File and execute the eclipse

Create the “Work Space” folder where you want to build your Android Apps.

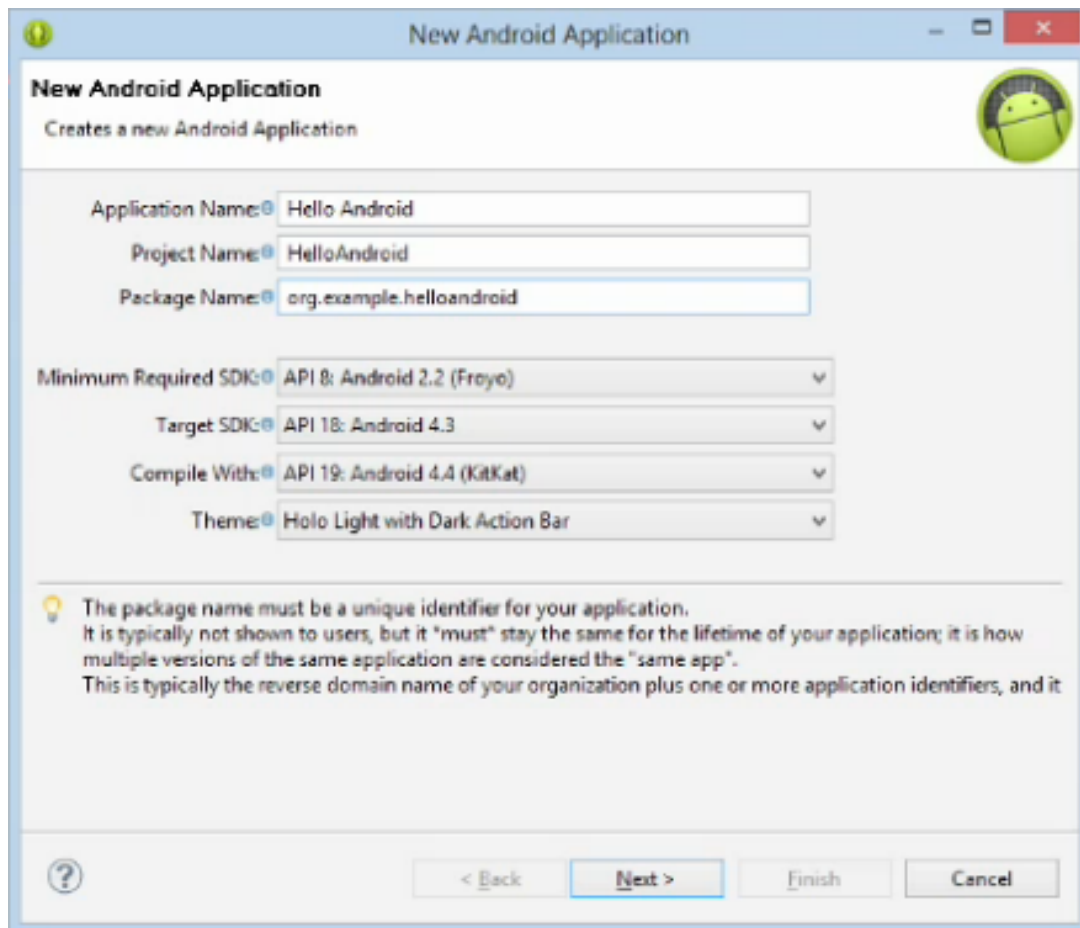
“Hello World” – “Hello Android”

YOUR FIRST ANDROID APP WITH SDK

On Android SDK, go to the File and go to New and select the “Android Application Project”

Application Name can be any name but, project name cannot have spaces between letters. Use CamelCase when you name your project.

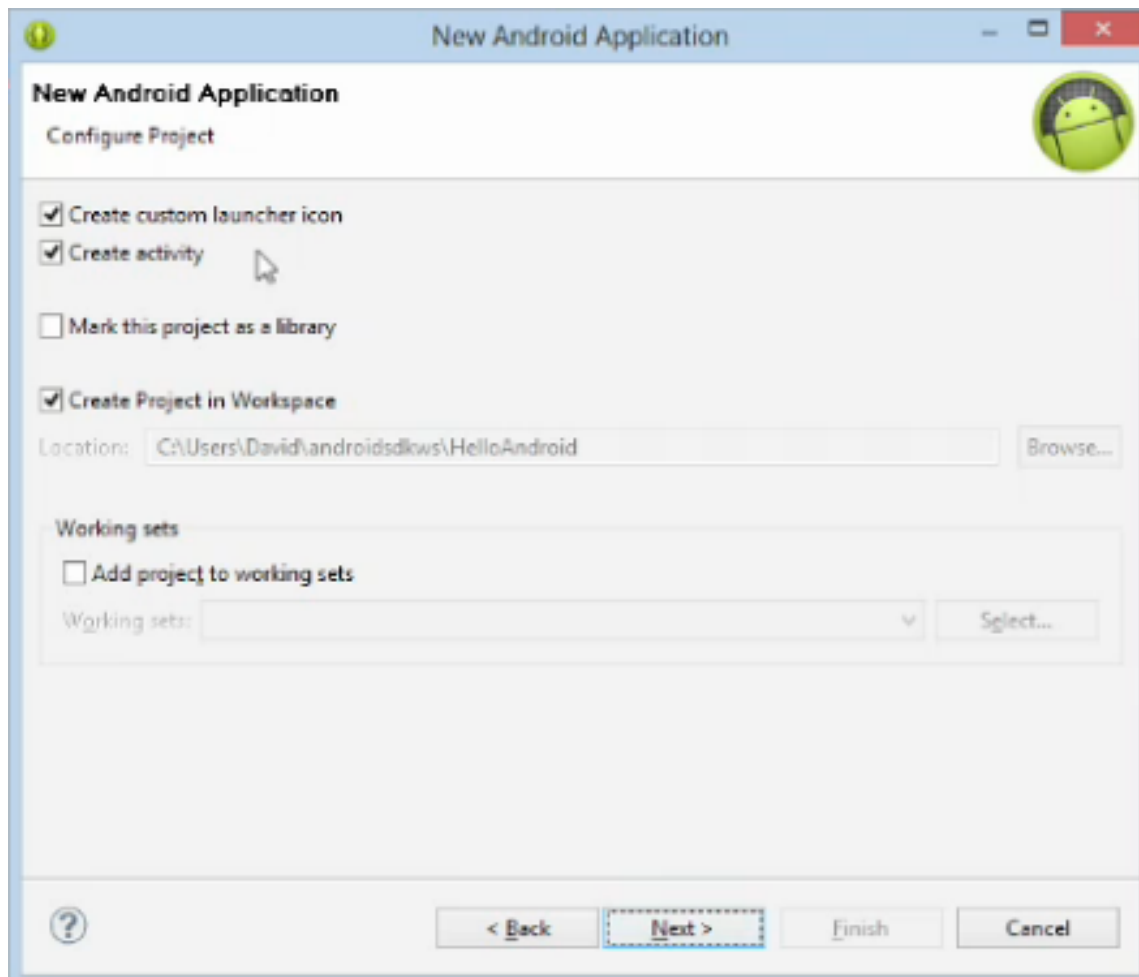
For the package name, use “org.exampleHelloAndroid”



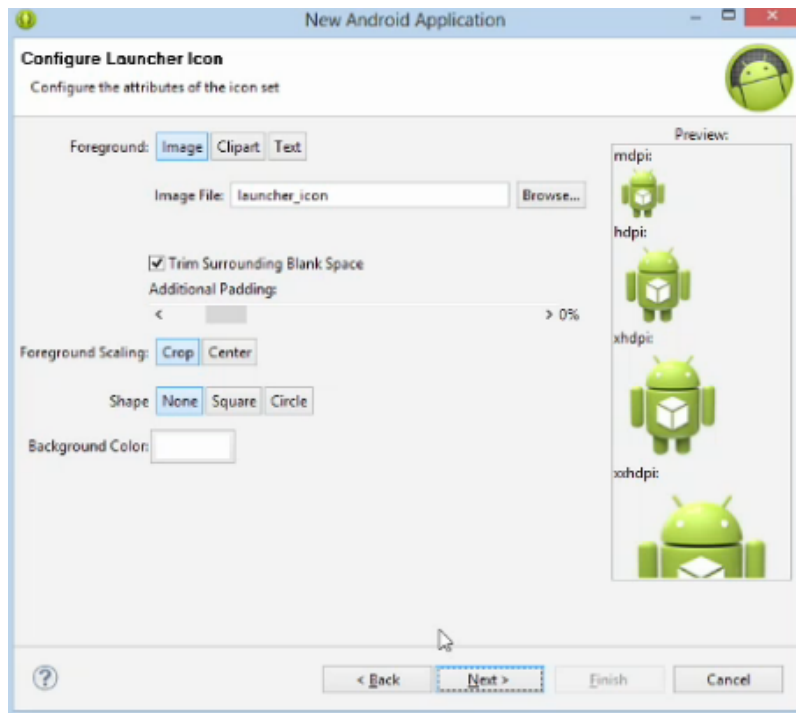
Change your Target SDK and Minimum SDK to following or most suitable one depending on your downloaded SDK version.



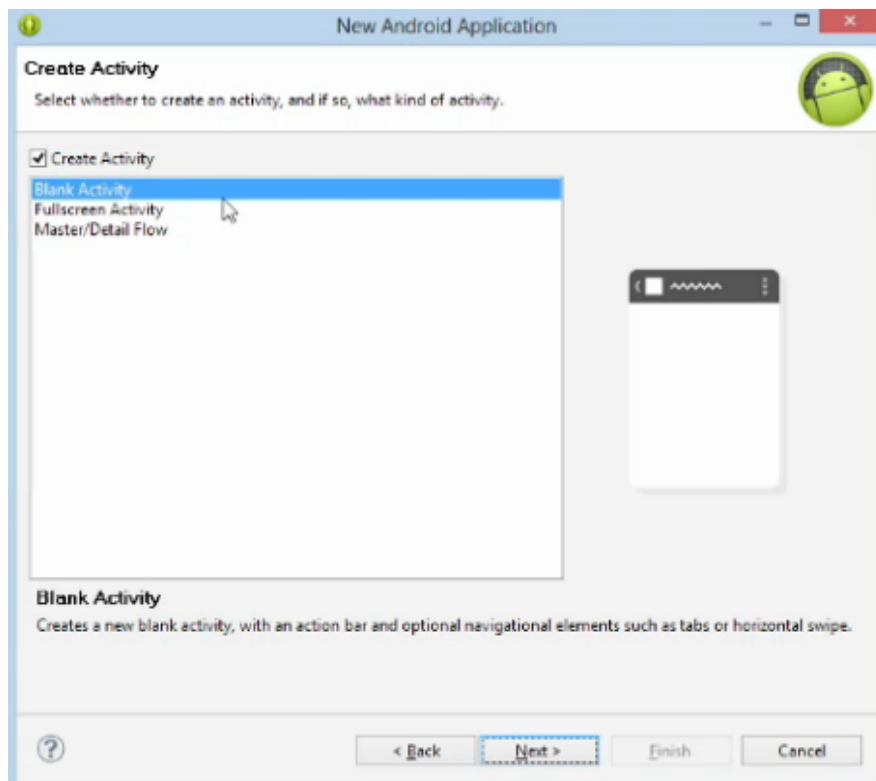
Go to Next and you will get a window similar to this



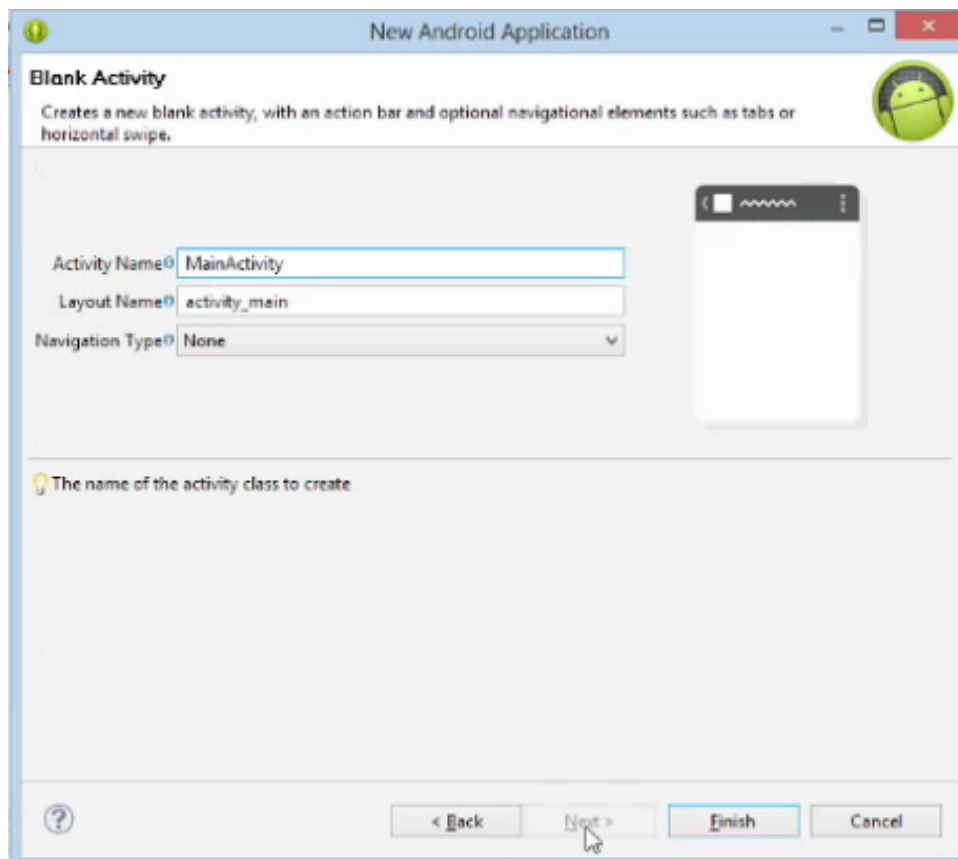
Keep all the defaults as it is on the above window. And go to Next.



Change the options the way you want to have your “App icon” and how it should be appeared on your phone. Then go to Next



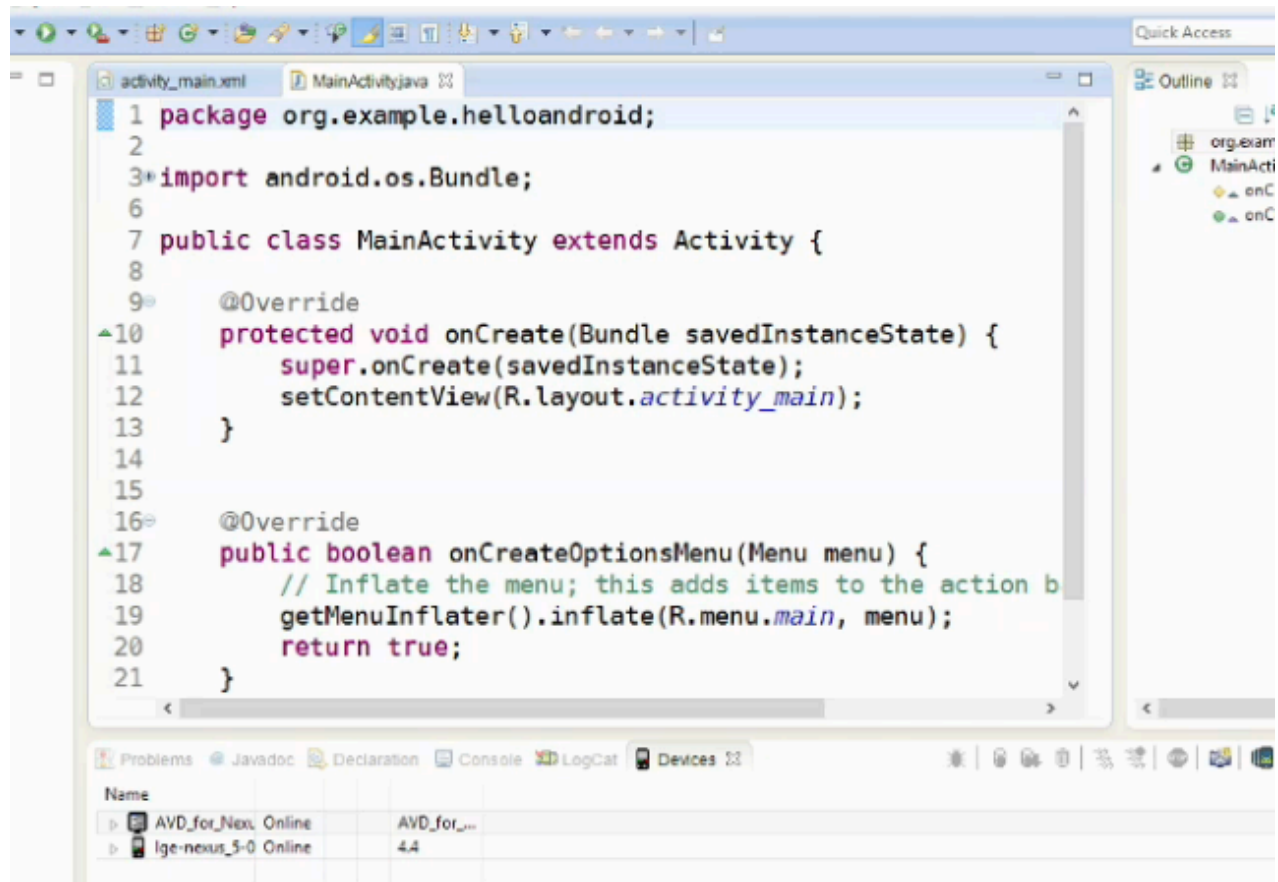
Select a “Blank Activity” and click Next .



It will create “MainActivity” as default and leave the default as it is and click Finish. This will create your application. Now you will see some auto-generated code on your screen.

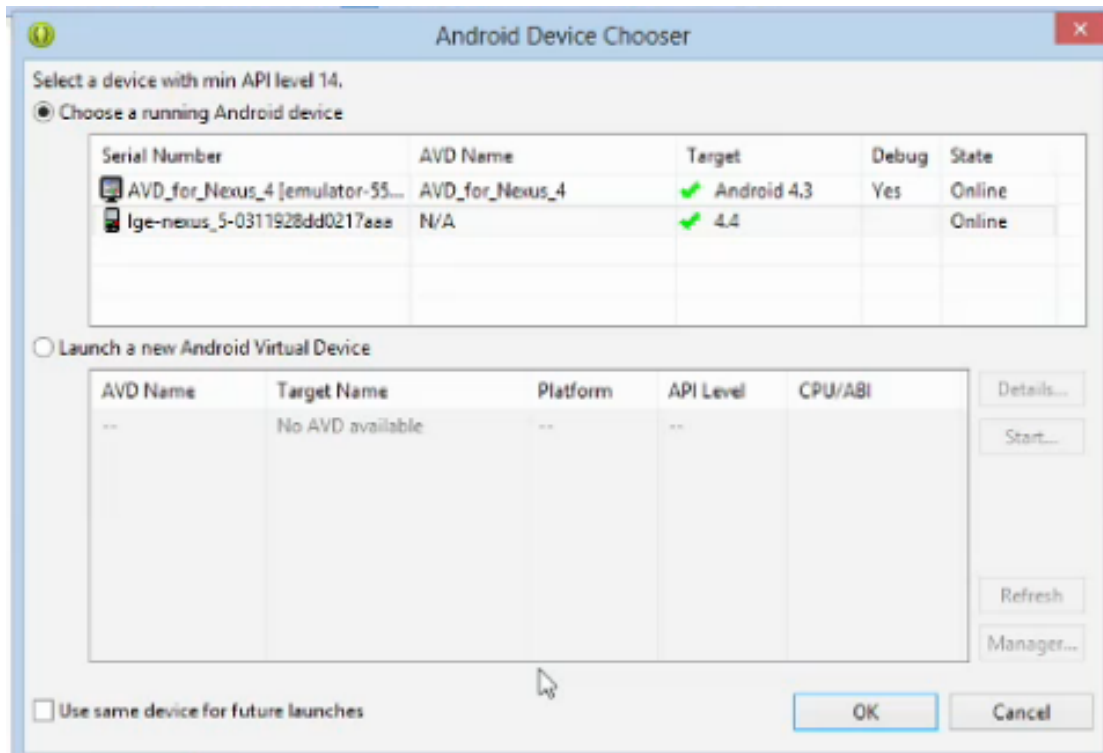
Congratulations !!!

This is your foundation to start coding and make Amazing Apps.

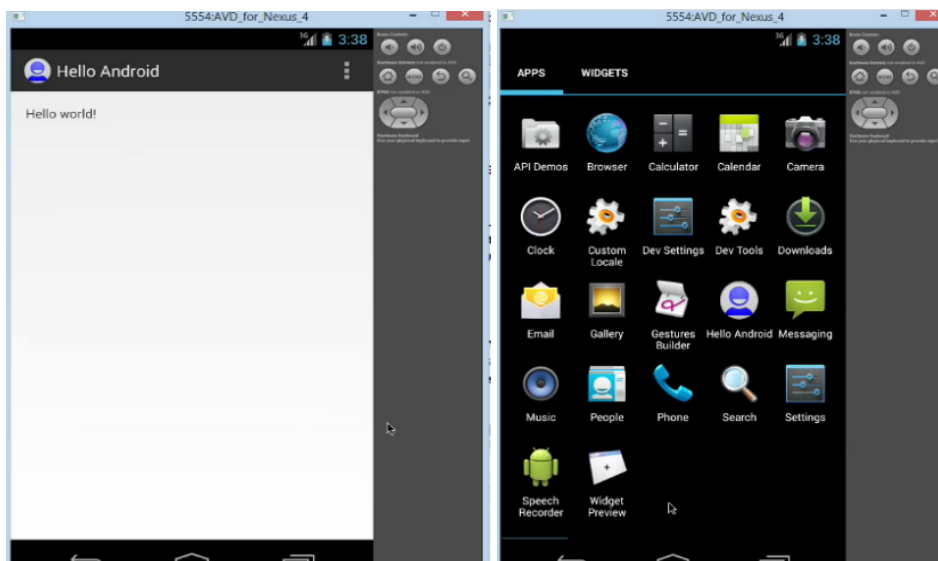


Now go to the Menu and select “Run” and under the “Run As” choose the launch configuration to “Android Application” click OK.

Depending on your AVD that you have set up previously, you will get to choose your Android Device. It will be something similar to this window.

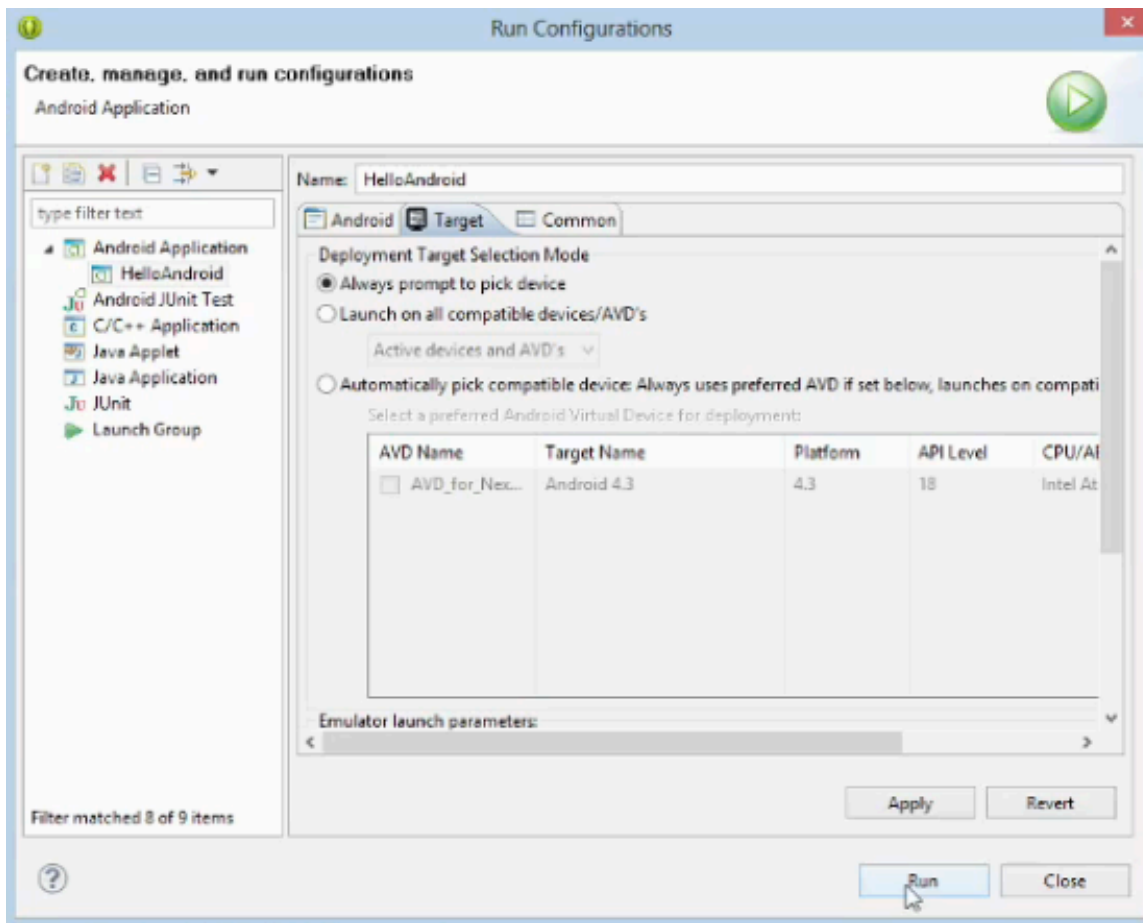


Choose your AVD and click OK. This will run your emulator (AVD). Unlock your AVD phone. This will show your Hello World App similar to this



Screenshot on the right hand side, shows the your “Hello Android” App on your phone menu.

Now go back to “Run” menu and choose “Run Configurations” to edit, on Run Configurations, select “Target” and chose the option “Always prompt to pick a device.



Exit the window and rerun the program and select a different device (different AVD) or your own Android phone that has connected to computer via USB cable.