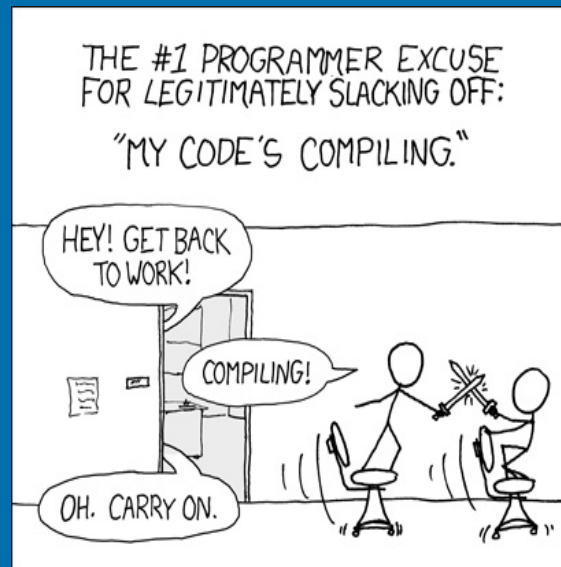


# Let Gradle Build your Android app

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- xkcd

# Motivation

Avoid these..

```
make: *** [android] Error 2
```

# Why something else? (1)

- Current way is complex & error prone
- Avoid make all, mm dependencies
- Should be easier to run tests
- Time to first commit should go faster
- Faster

# Why? (2)

- Integration with IntelliJ/Android Studio
- Linting
- Tests
- Easy to use
- More control
- No need to build dependencies (make, mm)
- Automation
- Flavours and build variants

# Gradle structure

conversation application/

- └─ build.gradle     *# Contains build script*
- └─ gradlew         *# Downloads gradle*
- └─ **local.properties**   *# sdk.dir= (Path to sdk)*
- └─ wrapper
  - └─ gradle-wrapper.jar
  - └─ gradle-wrapper.properties

# Simple buildscript

```
buildscript {  
    repositories {  
        mavenCentral()  
    }  
  
    dependencies {  
        classpath 'com.android.tools.build:gradle:0.8.+'  
    }  
}  
apply plugin: 'android'  
  
dependencies {  
    compile fileTree(dir: 'libs', include: '*.jar')  
}  
  
android {  
    compileSdkVersion 19  
    buildToolsVersion "19.0.0"
```

# Specify sourcesets

*#file build.gradle*

```
android {  
  
    sourceSets {  
        main {  
            manifest.srcFile 'AndroidManifest.xml'  
            java.srcDirs = ['src/main/java']  
            resources.srcDirs = ['src']  
            aidl.srcDirs = ['src']  
            renderscript.srcDirs = ['src']  
            res.srcDirs = ['res']  
            assets.srcDirs = ['assets']  
        }  
    }  
}
```

# Get started - Demo

```
$ ./gradlew tasks # Lists all tasks available  
  
$ ./gradlew fetchDependencies # Fetch static dependencies from jenkins  
  
$ ./gradlew installKeystore # creates java keystore needed to sign apk  
  
$ ./gradlew build  
  
$ ./gradlew installDebug  
  
$ ./gradlew lint
```



# IntelliJ or Android studio

Would go for Android studio as its updated more frequently.

Altough it might give some more bugs.

# How to setup?

Import project as gradle project.  
Structure is already defined in gradle.

*“I’ve known people who have not mastered their tools who are good programmers, but not a tool master who remained a mediocre programmer.” – Kent Beck*

# Questions?