# WICS - Android Dev Session 1

*January 30th 2014*

# Android Tutorial Sessions

- 5 weeks

- Participants will receive swag at the very last meeting

- Tutorials are aimed at beginners
  - Those with experience may work on their own project

# Join the Facebook Group

https://www.facebook.com/groups/wics.project.android2014/

# Agenda

- Form Groups

- Download and install Android SDK Bundle:
  - http://developer.android.com/sdk/index.html

- Create new android app project in Eclipse (if time permits)

# Form Groups!

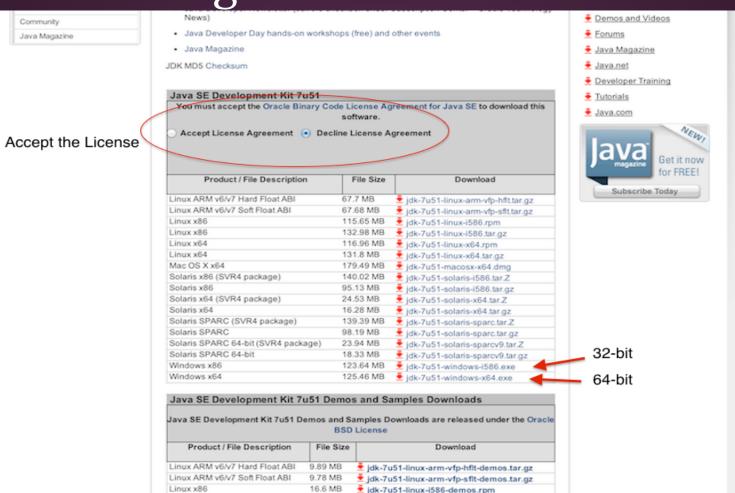- Groups with experience can work on anything they like.

- Beginners will work on the drawing app presented by WICS.

# Let's Get to work! :)

1. **If you're on windows, check if you have JDK**

   - Open program files -> Java
   - After you open the Java folder, check if you have a folder called jdk (there may be some numbers attached and that's okay)
   - If you don't have jdk, then you'll have to download it here: http://www.oracle.com/technetwork/java/javase/downloads/jdk7-downloads-1880260.html
   - See next slide on downloading the jdk.

# Downloading JDK for windows

# Downloading the SDK bundle

1. Search on Google for "android sdk", it should be the first link that shows up

   - or click here: http://developer.android.com/sdk/index.html


2. Download the SDK bundle, see next slides

Training     API Guides     Reference     Tools     Google Services     Samples

Developer Tools

Download

Setting Up the ADT Bundle

Setting Up an Existing IDE

Android Studio

Exploring the SDK

Download the NDK

Workflow

Support Library

Tools Help

Revisions

Samples

ADK

# Get the Android SDK

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

If you're a new Android developer, we recommend you 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.

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

- Eclipse + ADT plugin
- Android SDK Tools
- Android Platform-tools
- The latest Android platform
- The latest Android system image for the emulator
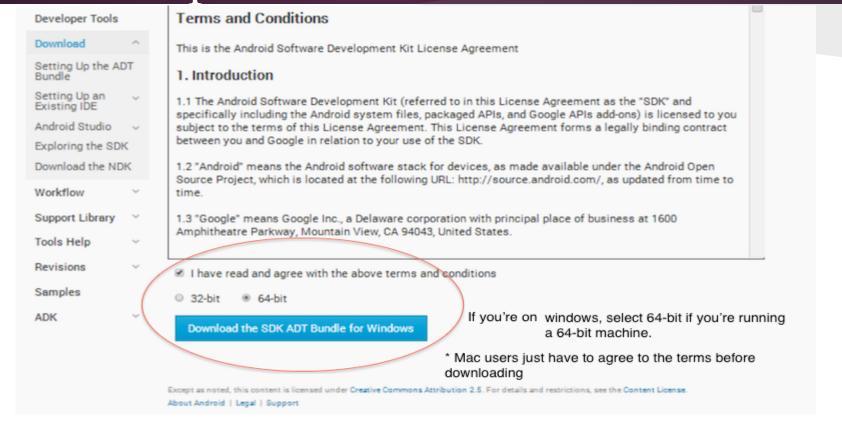
**Android Studio Early Access Preview**

A new Android development environment called Android Studio, based on IntelliJ IDEA, is now available as an **early access preview**. For more information, see Getting Started with Android Studio.

Download for Mac or Windows

Download the SDK
ADT Bundle for Mac

# After you clicked the download button from the previous screen..

Developer Tools

**Download** ⌄

Setting Up the ADT Bundle

Setting Up an Existing IDE ⌄

Android Studio ⌄

Exploring the SDK

Download the NDK

Workflow ⌄

Support Library ⌄

Tools Help ⌄

Revisions ⌄

Samples

ADK ⌄

## Terms and Conditions

This is the Android Software Development Kit License Agreement

### 1. Introduction

1.1 The Android Software Development Kit (referred to in this License Agreement as the "SDK" and specifically including the Android system files, packaged APIs, and Google APIs add-ons) is licensed to you subject to the terms of this License Agreement. This License Agreement forms a legally binding contract between you and Google in relation to your use of the SDK.

1.2 "Android" means the Android software stack for devices, as made available under the Android Open Source Project, which is located at the following URL: http://source.android.com/, as updated from time to time.

1.3 "Google" means Google Inc., a Delaware corporation with principal place of business at 1600 Amphitheatre Parkway, Mountain View, CA 94043, United States.

☑ I have read and agree with the above terms and conditions

○ 32-bit    ● 64-bit

**Download the SDK ADT Bundle for Windows**

If you're on windows, select 64-bit if you're running a 64-bit machine.

\* Mac users just have to agree to the terms before downloading

# After the SDK bundle is done downloading...

1. Unzip the folder that you just downloaded

2. Open the folder and inside should be two folders: eclipse, and sdk
   a. Open the eclipse folder and run eclipse and everything should be working