



Lab 1

Setting Up the Android Development Environment

CS 282

Principles of Operating Systems II
Systems Programming for Android

Installation

- See <http://developer.android.com/sdk/index.html>
- Steps
 - Java Platform SE
 - Eclipse “Classic” IDE
 - Android SDK starter package
 - Eclipse ADT plug-in
 - Add Android platform & other comps to SDK

Installing the Java Platform SE

- Download the **Java Platform, Standard Edition** Java Development Kit (JDK) & Java Runtime Environment (JRE), version 7
 - <http://www.oracle.com/technetwork/java/javase/downloads>



Install Eclipse Classic

- Eclipse is the preferred IDE, but you can use others
 - e.g., IntelliJ (<http://www.jetbrains.com/idea/>)
- Requires version 3.4 or (preferably) higher
 - <http://www.eclipse.org/downloads/>

Android SDK Starter Package

- Core tools needed to get started
 - <http://developer.android.com/sdk>
- Unpack files to a directory of your choice
 - By default: android-sdk-<machine-platform>
- Add this directory to your path to use Android tools from the command-line

Eclipse ADT Plug-in

- See
 - <http://developer.android.com/sdk/eclipse-adt.html>
- Download the ADT plug-in
 - Use the Help → Install New Software Function
 - URL for Eclipse 3.5+
<https://dl-ssl.google.com/android/eclipse/>
- Configure plug-in
 - Open preferences, click on “Android” & set the SDK location

Add Components to the SDK

- Launch the Android SDK & Android Virtual Device (AVD) Manager
 - <http://developer.android.com/tools/devices/managing-avds.html>
- Recommend selecting the latest version of Android, which is “Jelly Bean” (version 4.1.x)
- Source code is available at <http://source.android.com/>