

# Installing ADT Plug-In for Eclipse

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This software installation update is for the following books and videos:

- Android for Programmers: An App-Driven Approach, 2/e, Volume 1 (<http://www.deitel.com/books/AndroidFP2>)
- Android How to Program, 2/e (<http://www.deitel.com/books/AndroidHTP2>)
- Android Fundamentals, 2/e, LiveLessons videos

## Overview

**Android Studio** is now Google's preferred Android IDE. In the Before You Begin section of our Android books and videos we ask you to download the **SDK ADT Bundle** IDE. Google no longer makes this bundle of the Eclipse IDE and the Android SDK available from <http://developer.android.com>.

The primary instructions in our book and videos are for the **SDK ADT Bundle** with Eclipse, not for Android Studio. Many readers have told us that they've been able to figure out the differences between our instructions and performing the same tasks using Android Studio, because the steps are nearly identical. If you'd like to take this approach, be sure to read Google's migration guide for moving to Android Studio at <http://developer.android.com/sdk/installing/migrate.html>.

If you'd prefer to use the same IDE setup that we did in our books and videos, you can follow the steps below to download and configure all the pieces you'll need. For the next editions of our Android books and videos, we'll be moving to Android Studio.

## Installing Eclipse and the ADT Plug-In

If you'd prefer to use Eclipse, you can still download it from [eclipse.org](http://eclipse.org) and install the Android SDK and the ADT plug-in for Eclipse. Be sure to install Java before performing any of the steps below.

### Part 1: Installing the Android SDK

To install the Android SDK:

1. Go to <http://developer.android.com/sdk/index.html#Other>
2. From the **SDK Tools Only** section, download the **SDK Tools** package for your platform. For Windows users, there is an executable installer (which Google recommends) and a ZIP archive file. For Mac users there is a ZIP archive file and for Linux users there is a .tgz archive file.
  - a. If you're on Windows and you choose the executable file, once the file downloads double click the file to run the installer.
  - b. If you download an archive file on any platform, extract the contents of that file to your system. Typically you can do this by double clicking the file.

- c. Whether you do Step (a) or (b) above, **note the exact folder where your Android SDK is located** as you'll need it after you install Eclipse.

## Part 2: Installing the Eclipse and the ADT Plugin

1. Download the **Eclipse IDE for Java Developers** from:
  - o <http://www.eclipse.org/downloads/>
2. Once the file is downloaded, extract the archive file where you'd like Eclipse to reside on your system.
3. Open the **eclipse** folder and launch Eclipse by double clicking:
  - o **eclipse.app** on OSX
  - o **eclipse.exe** on Windows
  - o **eclipse** on Linux
4. Click OK when Eclipse asks you to select/create a workspace.
5. Select **Help > Install New Software**
6. In the **Available Software** dialog, click **Add** (located at the top-right)
7. In the **Add Repository** dialog
  - o enter **ADT Plugin** in the **Name** field
  - o enter the URL **https://dl-ssl.google.com/android/eclipse/** in the **Location** field.
  - o Click **OK**
  - o Eclipse will download some information from the site above.
8. In the **Available Software** dialog, when **Developer Tools** appears in the window, select the checkbox to its left and click **Next**.
9. The dialog displays a list of the items that will be downloaded. Click **Next**.
10. You must read and accept the license agreements to install the software. Once you do, click **Finish**. The IDE will begin downloading the tools.
  - o You'll probably receive a security warning indicating that you're installing software that contains unsigned content. This is because Google does not digitally sign the ADT plugin software. You must click **OK** to complete the installation.
11. When installation completes, you'll be prompted to restart Eclipse for the changes to take effect. Click **Yes**.

## Part 3: Ensuring that Eclipse Knows Where the SDK Is

If you receive a message indicating that you need to update the SDK tools, jump to **Part 4**.

1. When Eclipse reopens, open the Preferences dialog:
  - o OS X: In the **Eclipse** menu select **Preferences**
  - o Windows/Linux: In the **Window** menu select **Preferences**
2. In the **Preferences** dialog:
  - o Select **Android** in the left column
  - o In the right column, specify the full path of the Android SDK's folder on your system

## Part 4: Updating the Tools and Ensuring That You Have Android 4.4 and 4.3 for Use with Our Books and Videos

Perform the following steps:

1. If you receive a message indicating that you need to update the SDK tools, in the dialog that appears, click **Open SDK Manager**. Otherwise, select **Window > Android SDK Manager**.
2. In the **Android SDK Manager** window, any tools that need updating will be checked. You should also ensure that you check the entries for **Android 4.4.2 (API 19)**, **Android 4.3.1 (API 18)** and **Extras**. You do not need Android 5 for use with our books/videos, so only check this if you'd like to experiment with Android 5.
3. Click the **Install Packages** button, accept the license(s) and click **Install**.
4. Leave the **Android SDK Manager** window **open**, but close Eclipse so that the tools can be updated properly.

## Part 5: Creating AVDs

Follow the instructions we provided in the Before You Begin section of the book, or the Before You Begin video, to create AVDs. The dialog now looks a bit different, but the options are the same.

