

Before You Begin

This section contains information and instructions you should review to ensure that your computer is set up properly for use with this book. We'll post updates (if any) to the Before You Begin section on the book's website:

www.deitel.com/books/AndroidFP/

Font and Naming Conventions

We use fonts to distinguish between on-screen components (such as menu names and menu items) and Java code or commands. Our convention is to show on-screen components in a sans-serif bold Helvetica font (for example, **Project** menu) and to show file names, Java code and commands in a sans-serif Lucida font (for example, the keyword `public` or class `Activity`).

Software and Hardware System Requirements

To develop Android apps you need a Windows®, Linux or Mac OS X system. To view the latest operating-system requirements visit:

developer.android.com/sdk/requirements.html

We developed the apps in this book using the following software:

- Java SE 6 Software Development Kit
- Eclipse 3.6.2 (Helios) IDE for Java Developers
- Android SDK versions 2.2, 2.3.3 and 3.x
- ADT (Android Development Tools) Plugin for Eclipse

We tell you where to get each of these in the next section.

Installing the Java Development Kit (JDK)

Android requires the *Java Development Kit (JDK)* version 5 or 6 (JDK 5 or JDK 6). We used JDK 6. To download the JDK for Linux or Windows, go to

www.oracle.com/technetwork/java/javase/downloads/index.html

You need only the JDK. Be sure to follow the installation instructions at

www.oracle.com/technetwork/java/javase/index-137561.html

Recent versions of Mac OS X come with Java SE 6. Be sure to get the latest version by using the Apple menu feature to check for software updates.

Installing the Eclipse IDE

Eclipse is the recommended integrated development environment (IDE) for Android development, though it's possible to use other IDEs, text editors and command-line tools. To download the *Eclipse IDE for Java Developers*, go to

www.eclipse.org/downloads/

This page will allow you to download the latest version of Eclipse—3.7.1 at the time of this writing. To use the same version we used when developing this book (3.6.2), click the **Older Versions** link above the list of downloads. Select the appropriate version for your operating system (Windows, Mac or Linux). To install Eclipse, you simply extract the archive's contents to your hard drive. On our Windows 7 system, we extracted the contents to C:\Eclipse. For more Eclipse installation information, see

bit.ly/InstallingEclipse

Important: To ensure that the book's examples compile correctly, configure Eclipse to use JDK 6 by performing the following steps:

1. Locate the Eclipse folder on your system and double click the Eclipse (🌐) icon to open Eclipse.
2. When the **Workspace Launcher** window appears, click **OK**.
3. Select **Window > Preferences** to display the **Preferences** window.
4. Expand the **Java** node and select the **Compiler** node. Under **JDK Compliance**, set **Compiler compliance level** to 1.6.
5. Close Eclipse.

Installing the Android SDK

The *Android Software Development Kit (SDK)* provides the tools you need to develop, test and debug Android apps. You can download the Android SDK from

developer.android.com/sdk/index.html

Click the link for your platform—Windows, Mac OS X or Linux—to download the SDK's archive file. Once you've downloaded the archive, simply extract its contents to a directory of your choice on your computer. The SDK *does not* include the Android platform—you'll download this separately using the tools in the Android SDK.

Installing the ADT Plugin for Eclipse

The *Android Development Tools (ADT) Plugin* for Eclipse enables you to use the Android SDK tools to develop Android applications in the Eclipse IDE. To install the ADT Plugin, go to

developer.android.com/sdk/eclipse-adt.html

and *carefully* follow the instructions for downloading and installing the ADT Plugin. If you have any trouble with the installation, be sure to read the troubleshooting tips further down the web page.

xxiv Before You Begin**Installing the Android Platform(s)**

You must now install the Android platform(s) that you wish to use for app development. In this book, we used Android 2.2, 2.3.3 and 3.x. Perform the following steps to install the Android platform(s) and additional SDK tools:

1. Open Eclipse (🌐).
2. When the **Workspace Launcher** window appears, specify where you'd like your apps to be stored, then click **OK**.
3. Select **Window > Preferences** to display the **Preferences** window. In the window, select the **Android** node, then specify the location where you placed the Android SDK on your system in the **SDK Location** field. On our Windows system, we extracted it at `c:\android-sdk-windows`. Click **OK**.
4. Select **Window > Android SDK Manager** to display the **Android SDK Manager** window (Fig. 1).

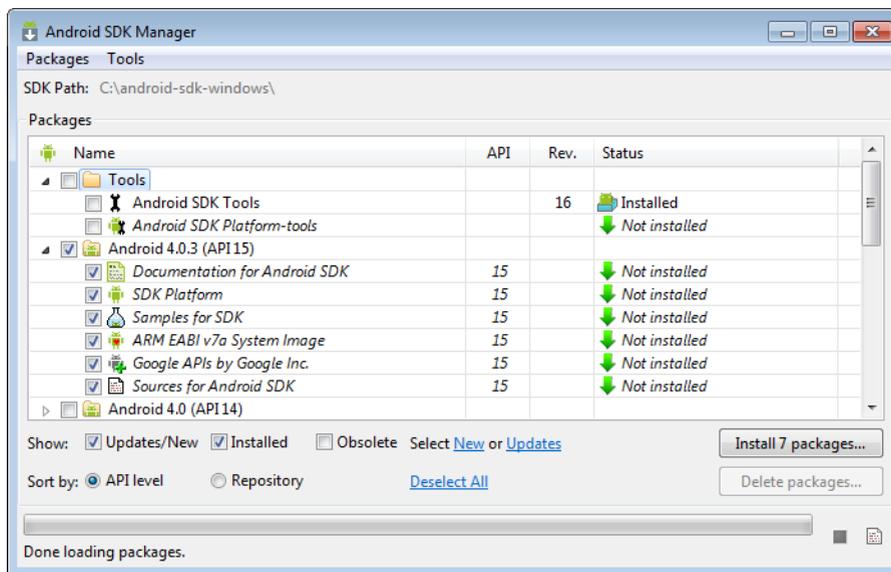


Fig. 1 | Android SDK Manager window.

5. The **Name** column of the window shows all of the tools, Android platform versions and extras that you can install. For use with this book, you need the items that are checked in Fig. 2. [Note: Most items in the **Extras** node are optional. The **Google USB Driver package** is necessary only for testing Android apps on actual devices using Windows. The **Google Market Licensing package** is necessary only if you intend to develop apps that query the Android Market to determine if a user has a proper license for an app before allowing the app to be used. The **Google Market Billing package** is necessary only if you intend to sell digital content through your app.]

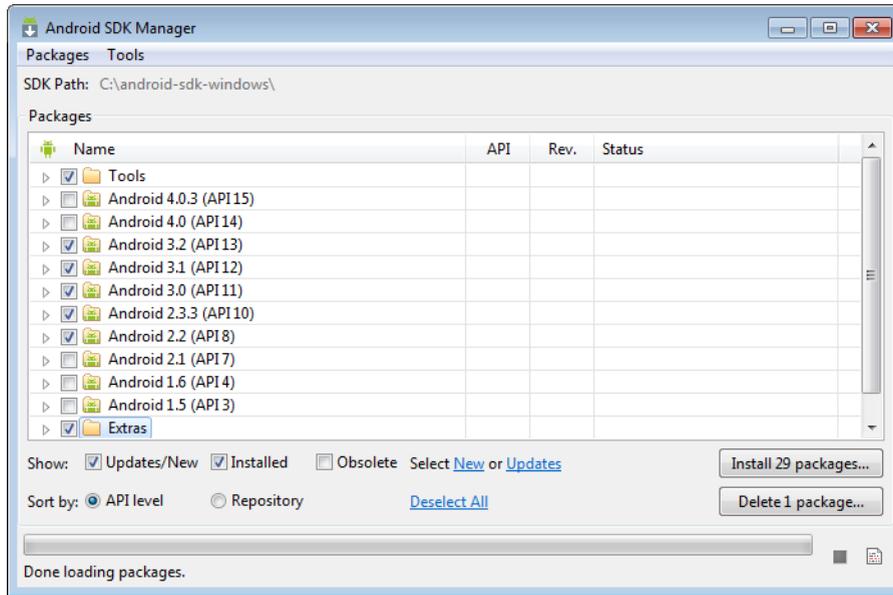


Fig. 2 | Selecting items to install.

- Click the **Install** button to display the **Choose Packages to Install** window (Fig. 3). In this window, you can read the license agreements for each item. When you're done, click the **Accept All** radio button, then click the **Install** button. The status of the installation process will be displayed in the **Android SDK Manager** window. When the installation is complete, you should close and reopen Eclipse.

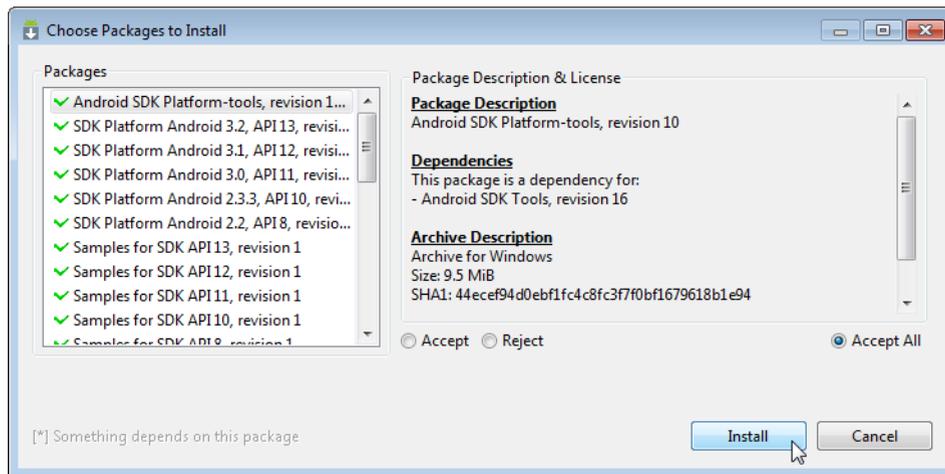


Fig. 3 | Choose Packages to Install window.

Creating Android Virtual Devices (AVDs) for Use in the Android Emulator

The *Android emulator*, included in the Android SDK, allows you to run Android apps in a simulated environment on your computer rather than on an actual Android device. Before running an app in the emulator, you must create an *Android Virtual Device (AVD)* which defines the characteristics of the device on which you want to test, including the screen size in pixels, the pixel density, the physical size of the screen, size of the SD card for data storage and more. If you want to test your apps for multiple Android devices, you can create separate AVDs that emulate each unique device. To do so, perform the following steps:

1. Open Eclipse.
2. Select **Window > AVD Manager** to display the **Android Virtual Device Manager** window (Fig. 4).

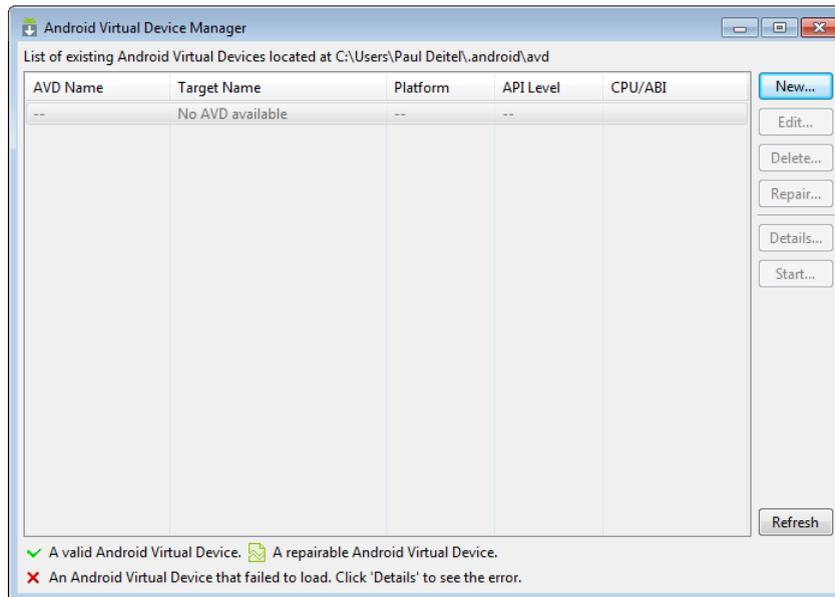


Fig. 4 | Android AVD Manager window.

3. Click **New...** to display the **Create new Android Virtual Device (AVD)** window (Fig. 5), then configure the options as shown and click **Create AVD**. These settings simulate the primary Android phone that we used for testing—the original Samsung Nexus S, which was running Android 2.3.3 at the time of this writing. Each AVD you create has many other options specified in its `config.ini`. You can modify this file as described at

[developer.android.com/guide/developing/devices/
managing-avds.html](http://developer.android.com/guide/developing/devices/managing-avds.html)

to more precisely match the hardware configuration of your device.

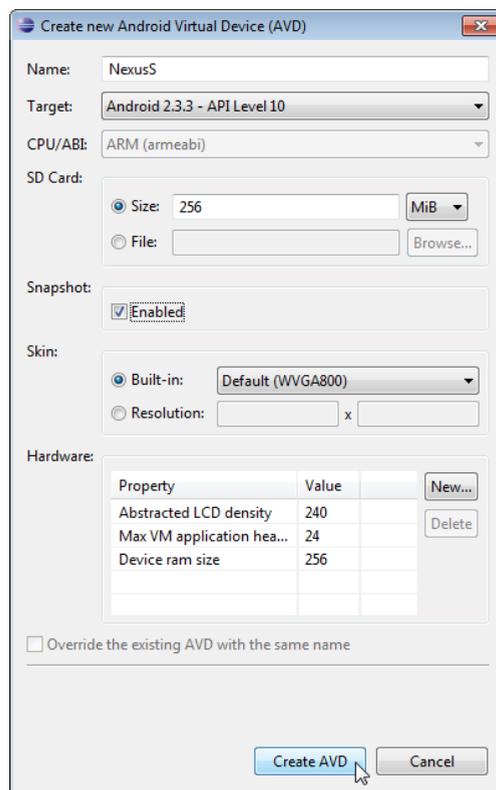


Fig. 5 | Create new Android Virtual Device (AVD) window.

4. We also configured an AVD that represents the Motorola Xoom tablet running Android 3.1 so we could test our tablet apps. Its settings are shown in Fig. 6.

AVD Performance

At the time of this writing, AVD performance was quite slow. To improve AVD load time, ensure that the **Enabled** checkbox in the Snapshot section is checked.

(Optional) Setting Up an Android Device for Development

Eventually, you might want to execute your apps on actual Android devices. To do so, follow the instructions at

developer.android.com/guide/developing/device.html

If you're developing on Microsoft Windows, you'll also need the Windows USB driver for Android devices, which we included as one of the checked items in Fig. 2. In some cases, you may also need device-specific USB drivers. For a list of USB driver sites for various device brands, visit:

developer.android.com/sdk/oem-usb.html

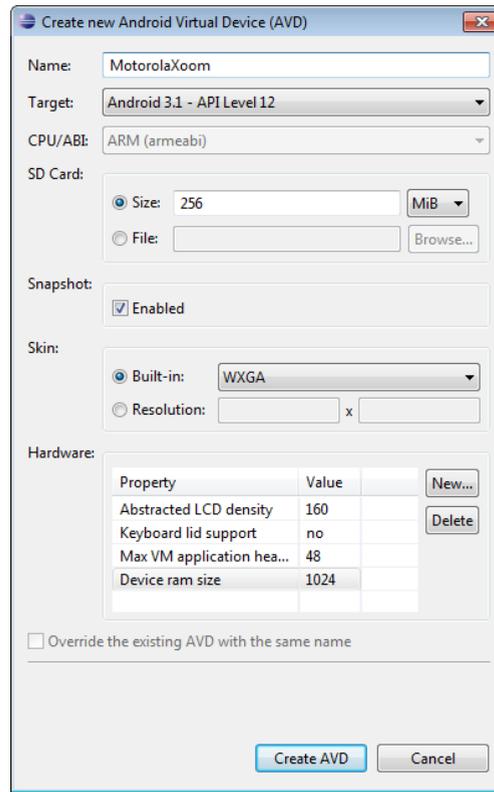


Fig. 6 | Create new Android Virtual Device (AVD) window.

(Optional) Other IDEs for Developing Android Apps

We developed all the apps in this book using the Eclipse IDE. Though this is the most popular IDE for Android development, there are other IDEs and tools available. Many early Android developers preferred to work with the command-line tools and some phone vendors (such as Motorola) provide their own Android development tools. The site

developer.android.com/guide/developing/projects/projects-cmdline.html

includes information you'd need to develop Android apps using the command-line tools. Some of the tools for command-line development are summarized in (Fig. 7).

Tool	URL	Description
android	developer.android.com/guide/developing/tools/index.html	Used to create, view and delete AVDs; create and update Android projects; and update your Android SDK.

Fig. 7 | Tools for developing Android apps in IDEs other than Eclipse.

Tool	URL	Description
Android Emulator	developer.android.com/guide/developing/tools/emulator.html	Allows you to develop and test Android apps on a computer.
Android Debug Bridge (adb)	developer.android.com/guide/developing/tools/adb.html	Allows you to manage the state of a device or the emulator.
Apache Ant	ant.apache.org/	Application build tool.
Keytool and Jarsigner (or similar signing tool)	developer.android.com/guide/publishing/app-signing.html	Included in the JDK. Keytool generates a private key for digitally signing your Android apps. Jarsigner is used to sign the apps.

Fig. 7 | Tools for developing Android apps in IDEs other than Eclipse.

Obtaining the Code Examples

The examples for *Android for Programmers* are available for download at

www.deitel.com/books/androidFP/

If you're not already registered at our website, go to www.deitel.com and click the **Register** link below our logo in the upper-left corner of the page. Fill in your information. There's no charge to register, and we do not share your information with anyone. We send you only account-management e-mails unless you register separately for our free, double-opt-in *Deitel® Buzz Online* e-mail newsletter at

www.deitel.com/newsletter/subscribe.html

After registering for our website, you'll receive a confirmation e-mail with your verification code—please verify that you entered your email address correctly. *You'll need to click the verification link in the email to sign in at www.deitel.com for the first time.* Configure your e-mail client to allow e-mails from deitel.com to ensure that the verification e-mail is not filtered as junk mail.

Next, visit www.deitel.com and sign in using the **Login** link below our logo in the upper-left corner of the page. Go to www.deitel.com/books/androidFP/. Click the **Examples** link to download the `Examples.zip` file to your computer. Double click `Examples.zip` to unzip the archive.

You're now ready to begin developing Android apps with *Android for Programmers: An App-Driven Approach*. Enjoy!

