

8 Chapter 1 Test-Driving the Doodlz App from Android Studio

1. *Configuring the project to run on a device.* In Android Studio, select **Run > Edit Configurations...** to display the **Run/Debug Configurations** dialog. Under **Android Application** and select **Doodlz**. On the **General** tab, under **Target Device**, select **Show chooser dialog**. When you run the app, this will display the **Choose Device** dialog (Fig. 1.8) so you can select from any running AVDs and any attached, debugging-enabled Android devices. You can also use the bottom half of the dialog to launch AVDs.
2. *Running Doodlz on the Android device.* In Android Studio, select **Run > Run 'Doodlz'**, then select your connected device from the **Choose Device** dialog. If you do not have any AVDs open, but do have an Android device connected, the IDE will automatically install the app on your device and execute it.