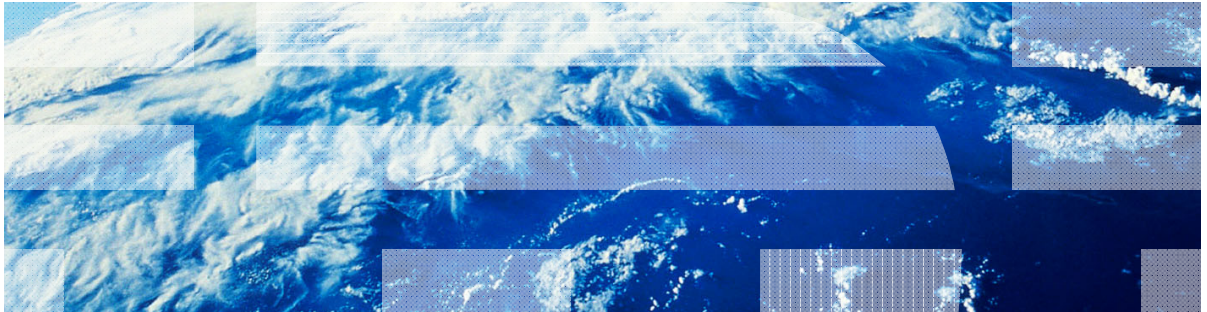


IBM Worklight V5.0.5 Getting Started

Module 2.2 – Setting Up Your Android Development Environment



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Agenda

- Setup your Android development environment
 - Install the Android SDK
 - Install the Android Development Tools plug-in for Eclipse
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 - Setting up a device for development
- Publishing your applications
 - Setting up an account in the Google Play
 - Publish your application in the Google Play

Install the Android SDK

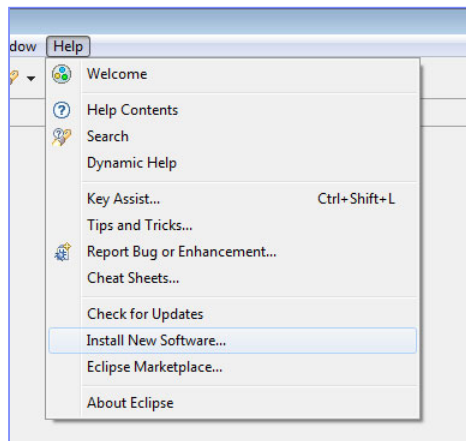
- The Android SDK provides the tools and APIs that are required to develop applications on the Android platform by using the Java™ programming language.
 - Download the Android SDK package from <http://developer.android.com/sdk/>
 - Install it on your system
 - Android SDK might have issues when you run it on 64-bit Linux systems.
 - For more information, see <http://developer.android.com/sdk/installing.html>

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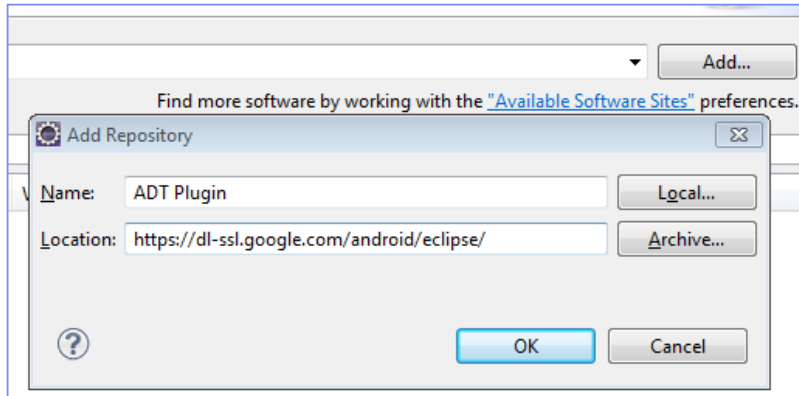
Install the ADT Plug-in for Eclipse

- The Android Development Tools (ADT) plug-in for Eclipse is an integrated environment in which you can build rich Android apps.
- To install ADT in Eclipse, click **Help > Install New Software**



Install the ADT Plug-in for Eclipse

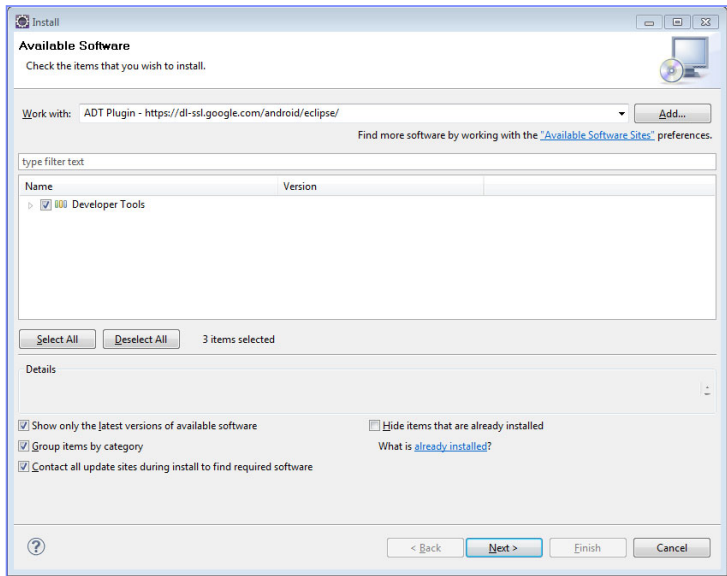
- Click **Add** and enter the name and location of the ADT plug-in.



- Plug-in location is <https://dl-ssl.google.com/android/eclipse/>
- If you cannot install the plug-in, use “http” instead of “https”.

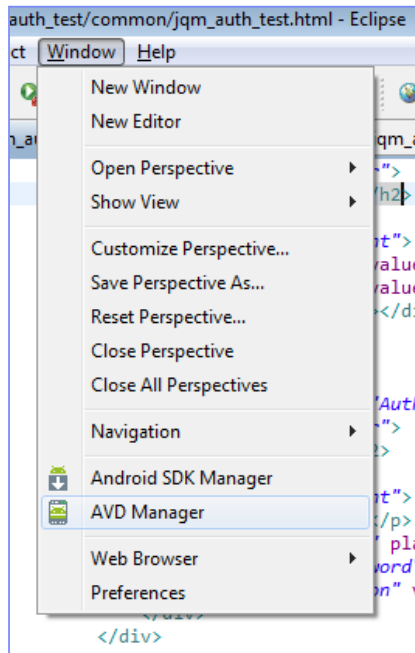
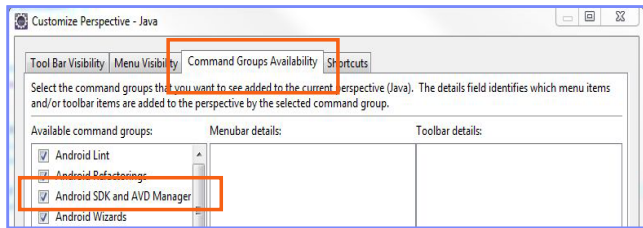
Install the ADT Plug-in for Eclipse

- Check **Developer Tools** and click **Next** to proceed.
- Proceed with the ADT installation sequence.



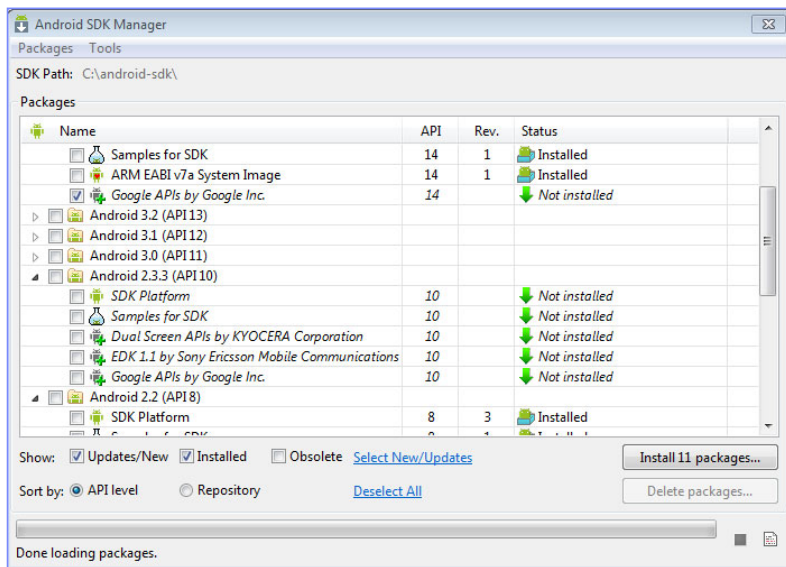
Add SDK Platform and Virtual Devices to SDK

- After the ADT plug-in installation is complete and Eclipse restarted, click **Window > Android SDK Manager**
- If the Android SDK Manager / AVD Manager is not visible in the Window menu, click **Window > Customize Perspective > Command Groups Availability**, and check the Android SDK and AVD Manager.



Add SDK Platform and Virtual Devices to SDK

- In Available Packages, select the required SDK Platforms and their documentation, and then click **Install**.



Add SDK Platform and Virtual Devices to SDK

- To create virtual device (emulator), go to **Window > AVD Manager**, click **New**, and create an Android Virtual Device (AVD) according to your needs.

Create new Android Virtual Device (AVD)

Name: 2.2

Target: Android 2.2 - API Level 8

CPU/ABI: ARM (armeabi)

SD Card:

Size: MiB

File: Browse...

Snapshot:

Enabled

Skin:

Built-in: Default (WVGA800)

Resolution: x

Hardware:

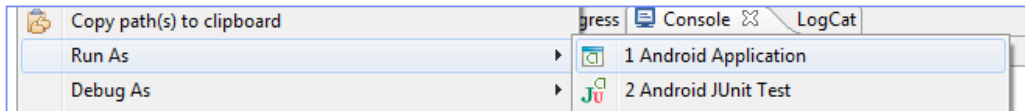
Property	Value		New...
Abstracted LCD density	240		
Max VM application hea...	24		Delete

Override the existing AVD with the same name

Create AVD Cancel

Develop

- As you later learn in Module 3.2, building a Worklight® application generates a separate Android application that is automatically displayed in Eclipse.
- You are then able to run the Android application on the Android simulator by right-clicking the Android project and selecting **Run As > Android Application**.



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Setting Up a Device For Development

- The following resource describes how to set up your development environment and Android-powered device for on-device testing and debugging.
 - For information about installation and usage on different platforms, see <http://developer.android.com/guide/developing/device.html>.

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Setting Up an Account in the Google Play

- Google Play is a hosted service that simplifies the download and installation process of applications to Android-powered devices, and makes it easy for developers to publish their applications for Android users.

- To create an account, go to <https://play.google.com/>.

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Publish Your Application in the Google Play

- For more information, see <http://developer.android.com/guide/publishing/publishing.html>.

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