First Time Setup of Android Studio in Zoolab

1. Launch Android Studio and follow the steps in the Installation Wizard
   a. Choose "Do not import settings" at the first prompt
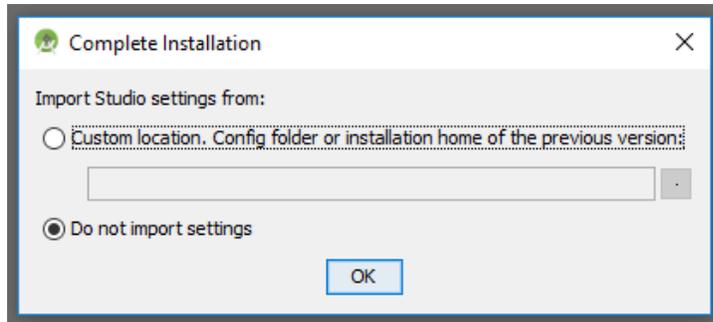
   b. Select "Standard Installation" for installation type
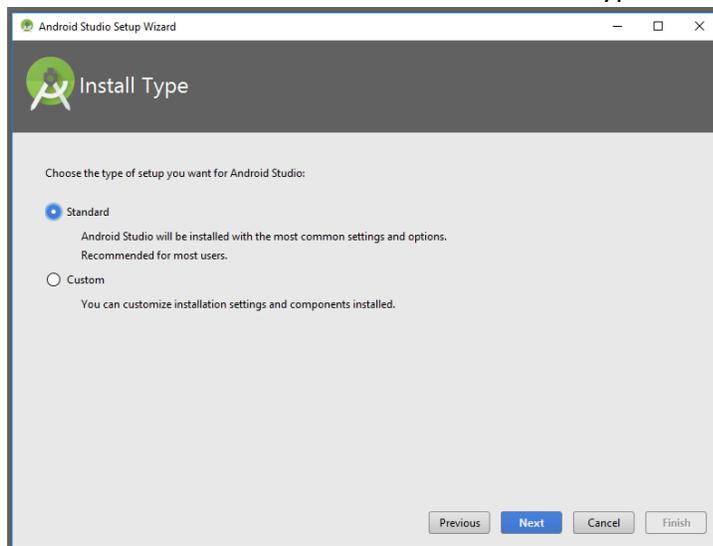
Android Studio will begin installing SDK and platform components. This will take between 5-10 minutes to complete.

2. If prompted for Administrator permission, cancel and continue with setup.
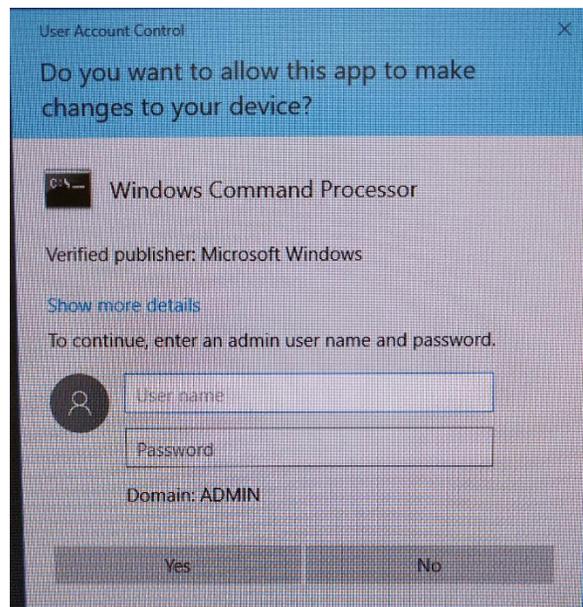
3. Once setup is complete, create a new project in the Android Studio launcher.
    a. Select Minimum SDK Level as API 21: Android 5.0 (Lollipop)
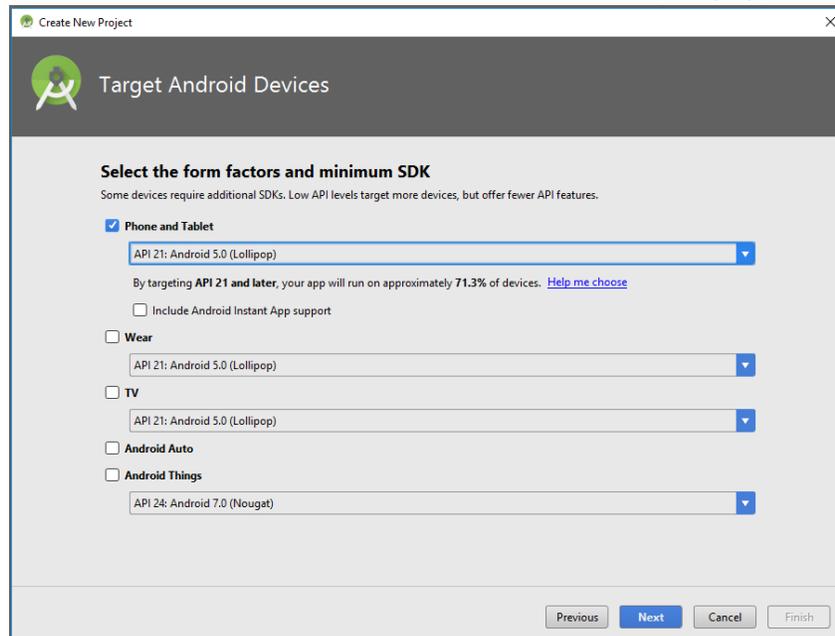
    b. Keep default settings for everything else in the project setup

4. Android Studio will begin to build the project. You will see an error in the messages window about missing platform components for API level 26. Click on the "Install
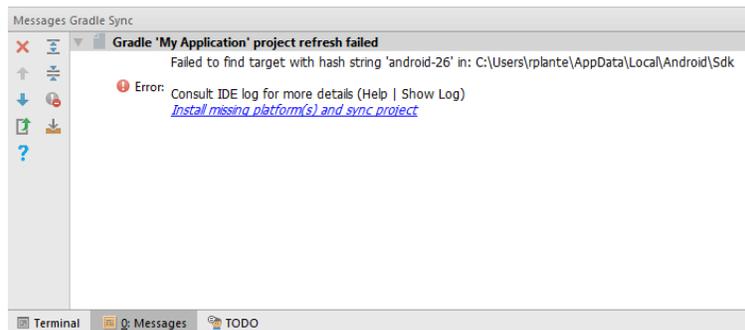
missing platform(s) and sync project" link below the error.

This will prompt you to accept a license agreement. Click accept to begin the installation.
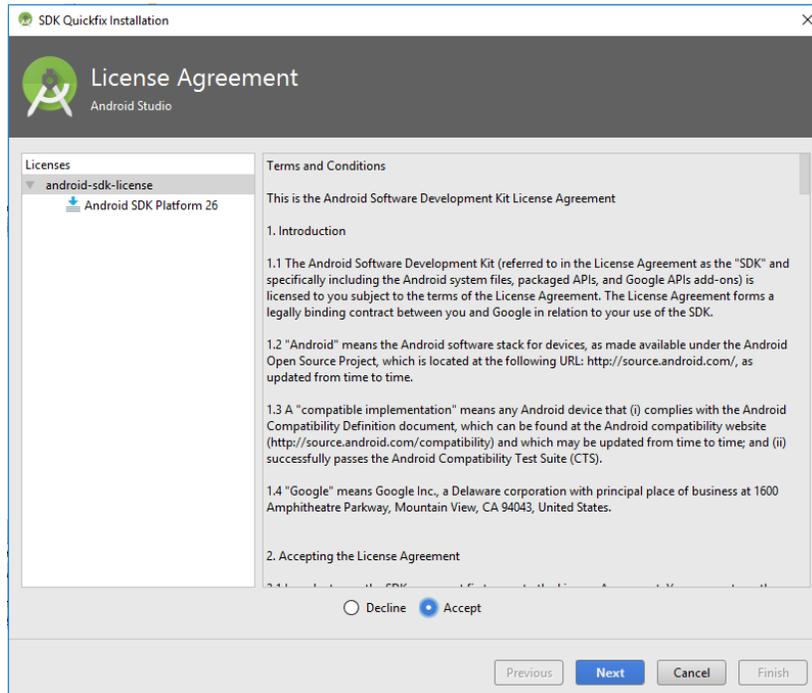
5. Android Studio will rebuild the project after you install the missing platforms. You will see another error in the log window, this time about missing build tool components for API level 26. Click on the "Install Build Tools 26.0.2 and sync project" link below the error.
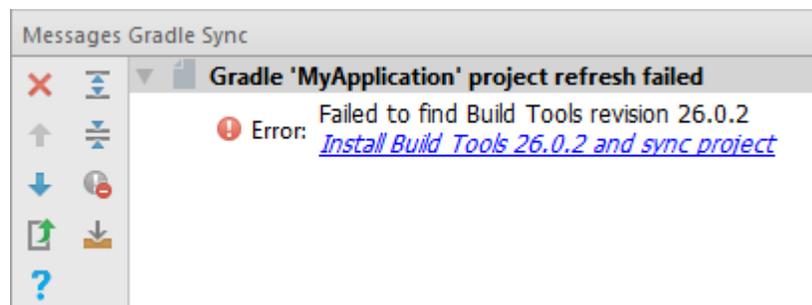
6. Android Studio will rebuild the project for a third time. During this build, you might see that the code is marked as having errors. These errors will resolve when the gradle build has completed. The gradle build will take between 1-3 minutes to complete.
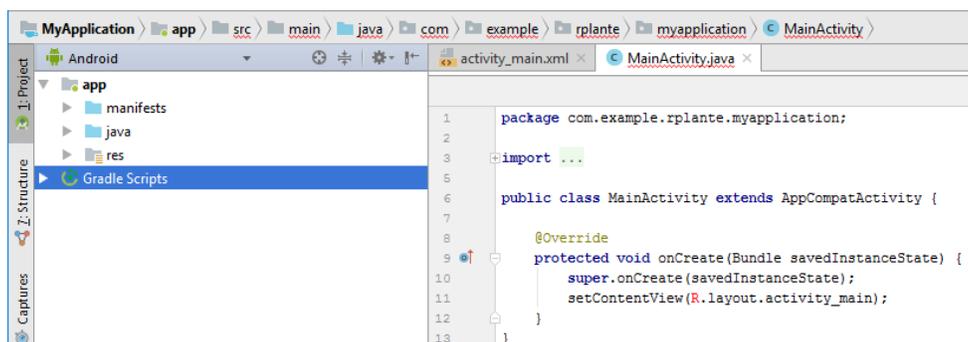
Errors with Importing Projects into Android Studio
For the most part, you should not encounter any errors when importing outside projects into Android Studio. However, there are some errors you might encounter in the Zoolab.

More Common
"Cannot load 2 modules"
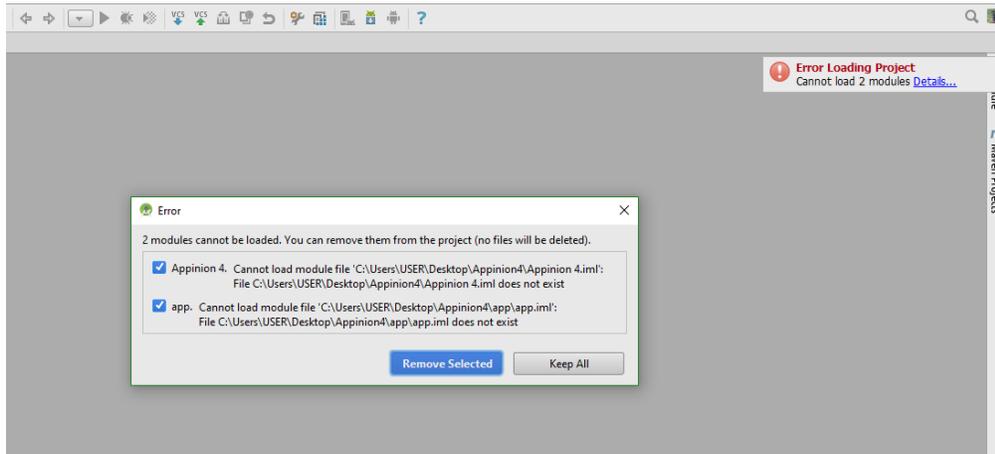
Ignore this error. The app should work if you run it on an emulator or Android device.

Less Common
"Build Cache Error"

This may occur for several reasons, but happens when a previous version of the build that failed causes future corrected versions to also fail. To fix this, click on View > Tool Windows > Terminal at the top of the Android Studio window.
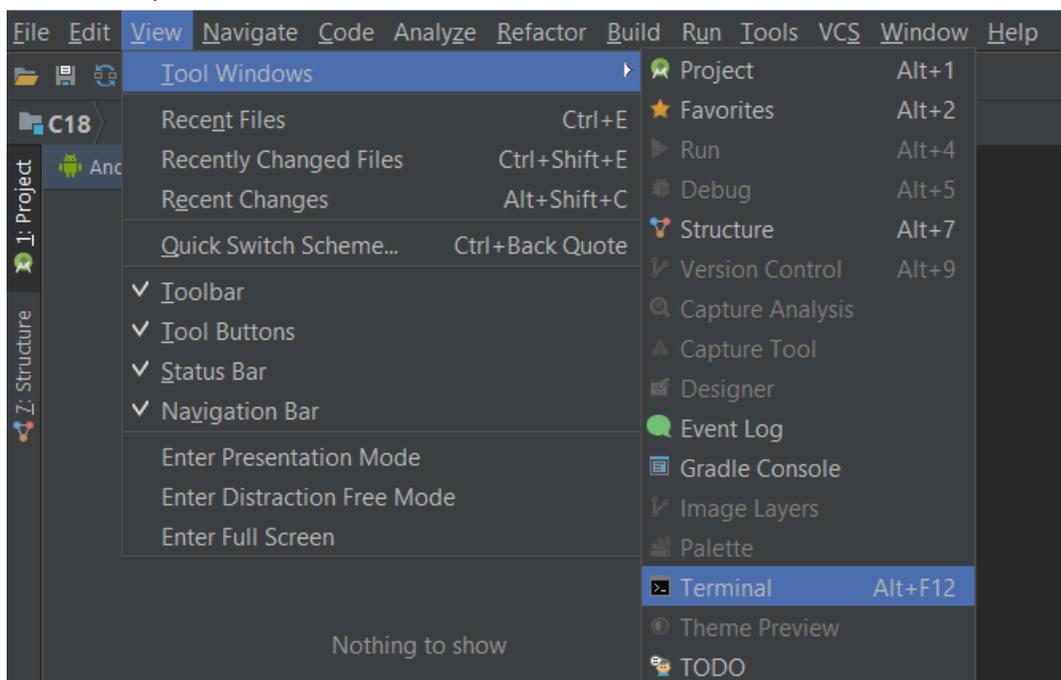
In the terminal window, enter the following command:

On Windows: `gradlew cleanBuildCache`
On Mac/Linux: `./gradlew cleanBuildCache`

Let the command finish executing and then rebuild the project. The project should build correctly this time.

This error is less common but may happen if Android Studio is accessing cached project data instead of the most recently saved files. I encountered this error by first loading the project from a mounted drive*, closing the mounted project, copying the project to the computer's own drive, and opening the project from the new local location.

*You can open, edit, and save projects that are located on a mounted drive (like a mapped network drive such as the WPI storage drive), but you will not be able to run the project in an emulator from this location. The project must exist locally on your computer to run on the emulator.