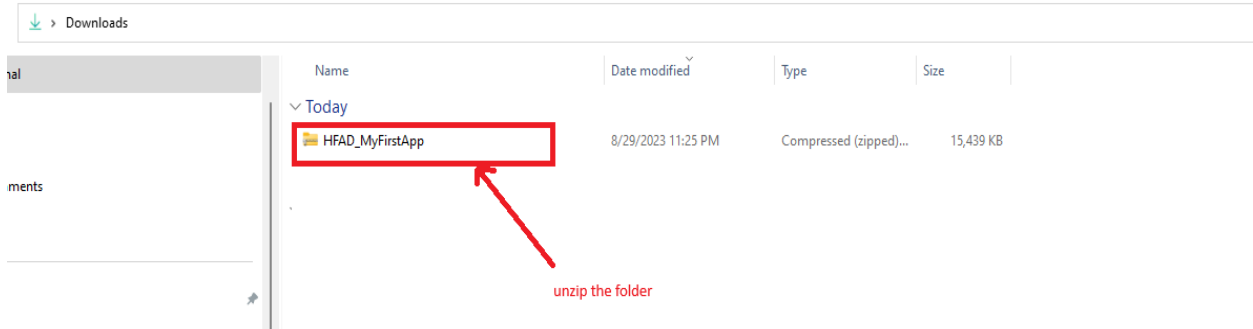
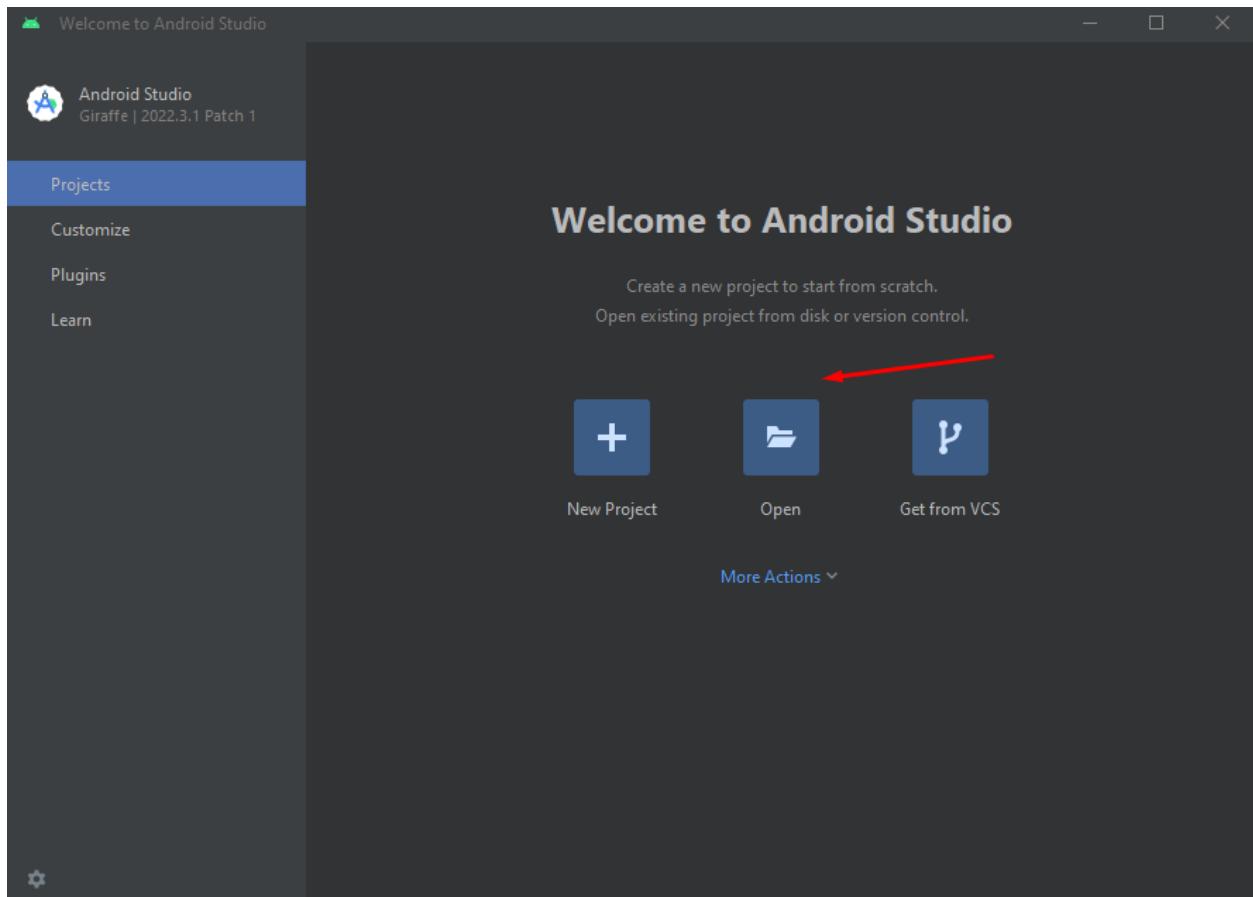


How to Run Samples from the Textbooks

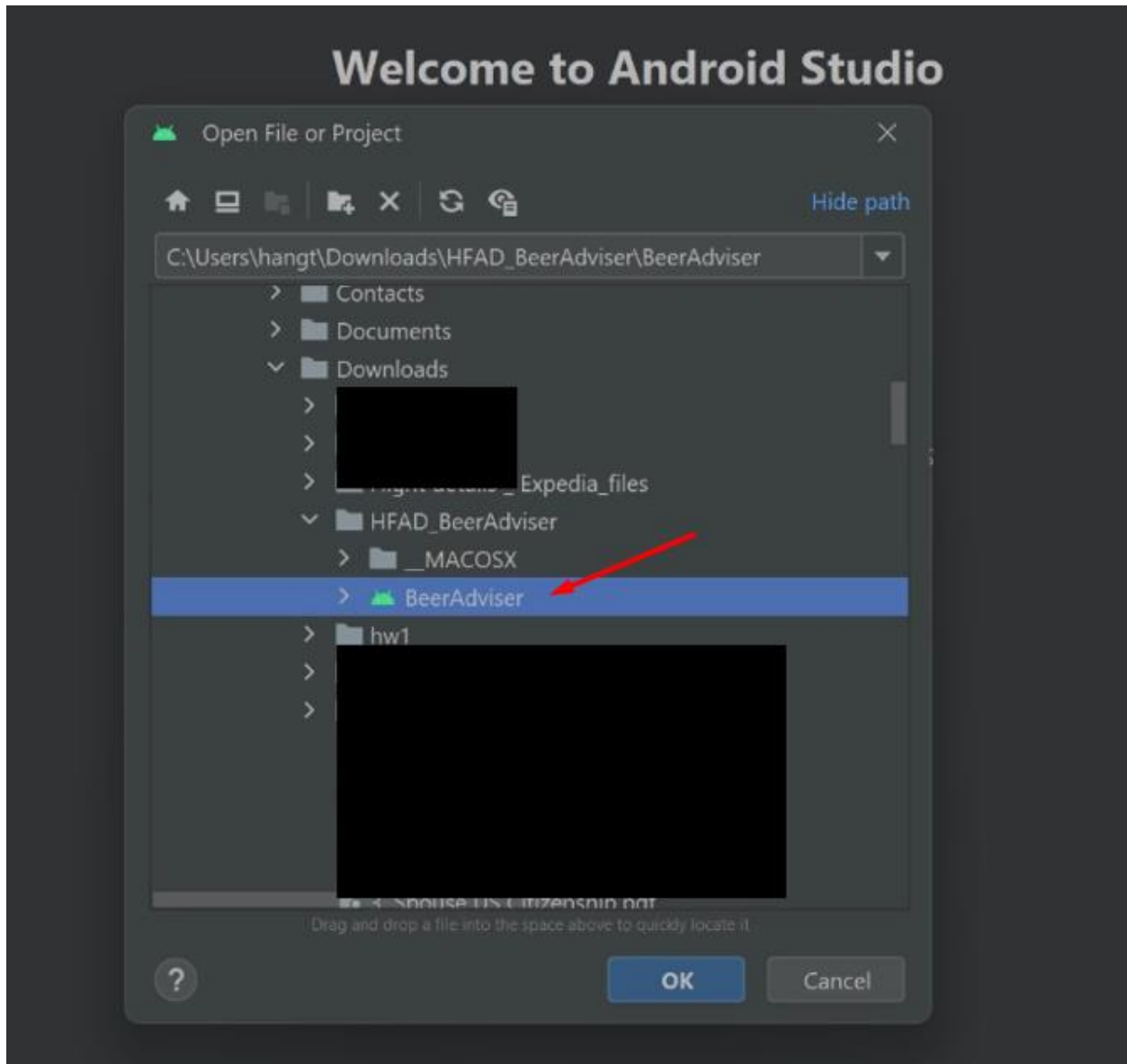
1. Download the code folder, unzip the source code folder.



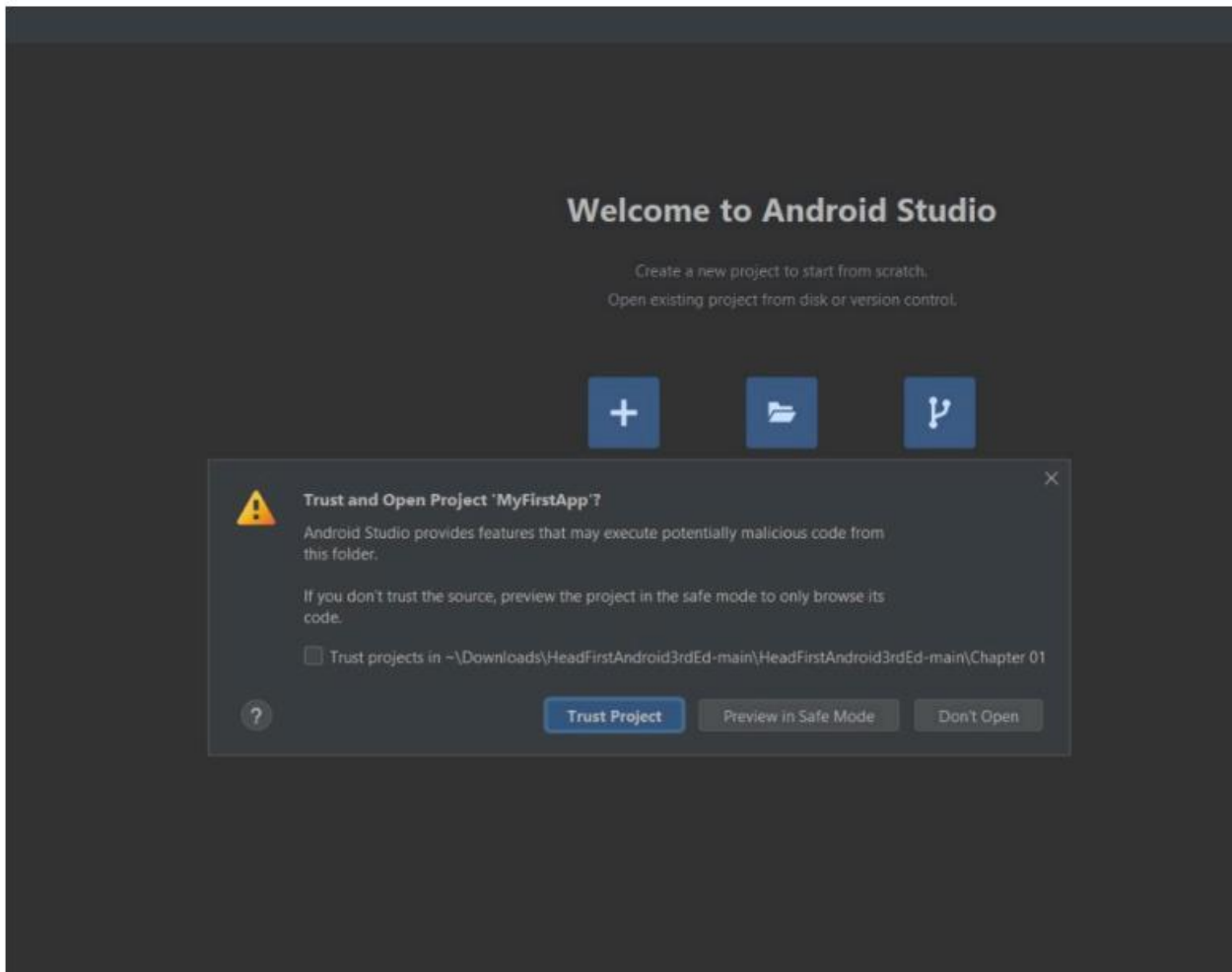
2. Open Android Studio and click "Open"



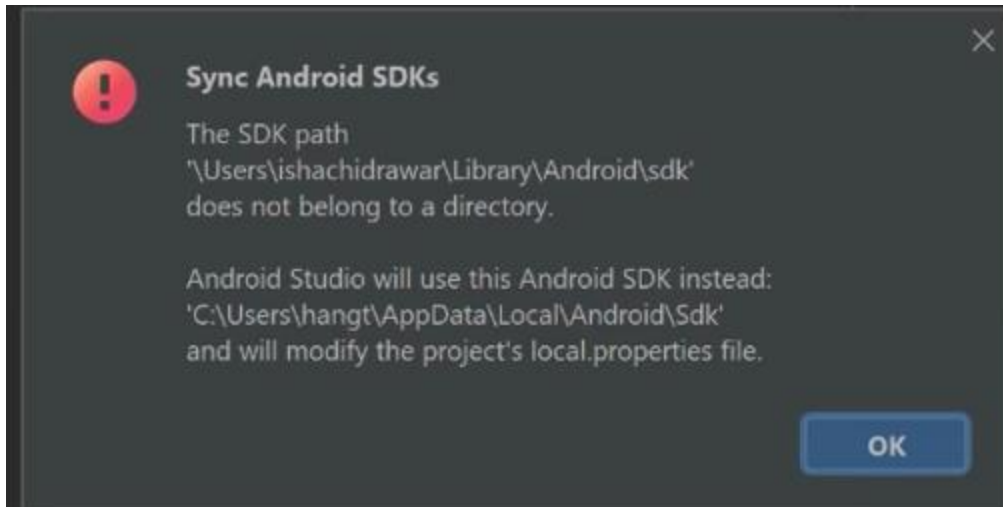
3. Find the location of the extracted source code folder. Be careful, DO NOT choose the sample folder. Choose the folder under it, with an “Android Studio” icon as demonstrated in the screenshot below.



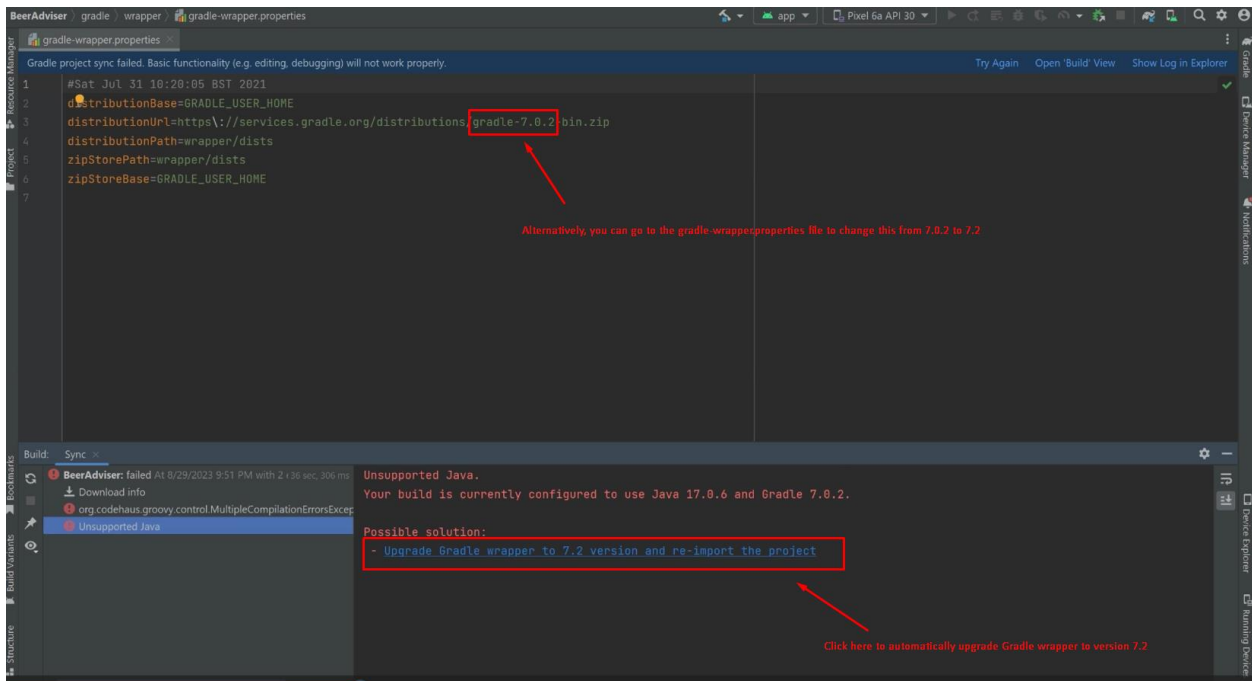
4. Ignore the warning (if any) and click “Trust Project”



5. If a message pops up to ask you to sync Android SDKs, click “OK” to sync the SDK location in the project with the SDK location on your machine.

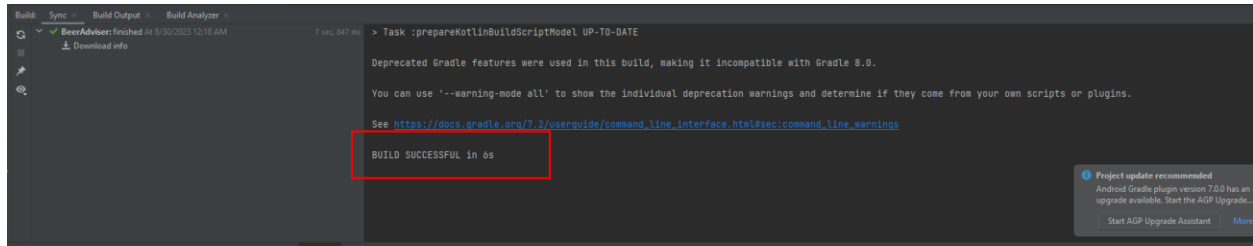


5. If you bump into an error saying “Unsupported Java” and incorrect gradle version as below:



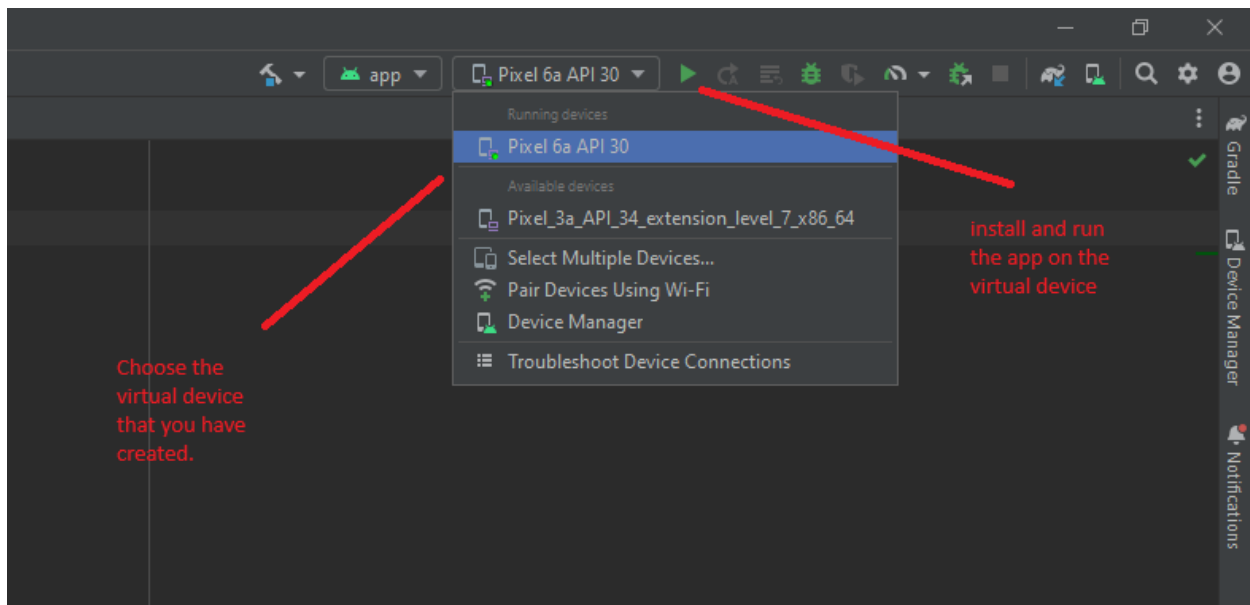
Upgrade the gradle wrapper version to 7.2 as in the suggested solution provided by Android Studio. And build again.

6. Wait for the project to sync. You can track the progress by opening the build tab at the bottom. Once it finishes syncing, final statement will say “BUILD SUCCESSFUL”



7. Choose emulator or the device you have enabled “USB debugging mode.”

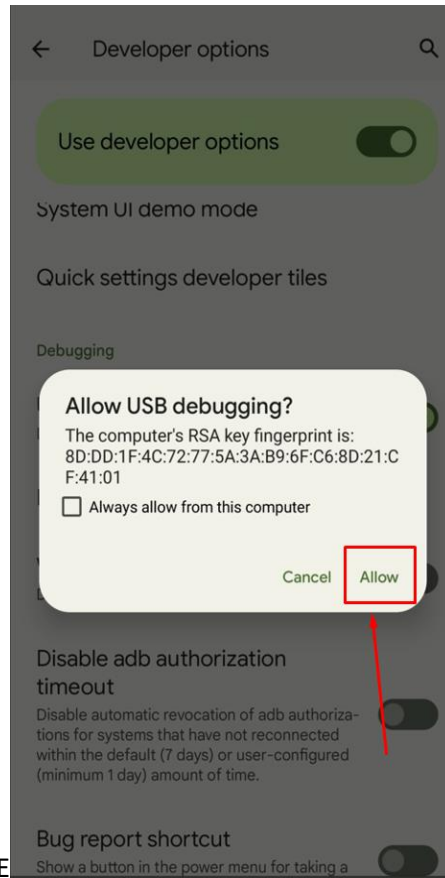
To install and run the app on an emulator:



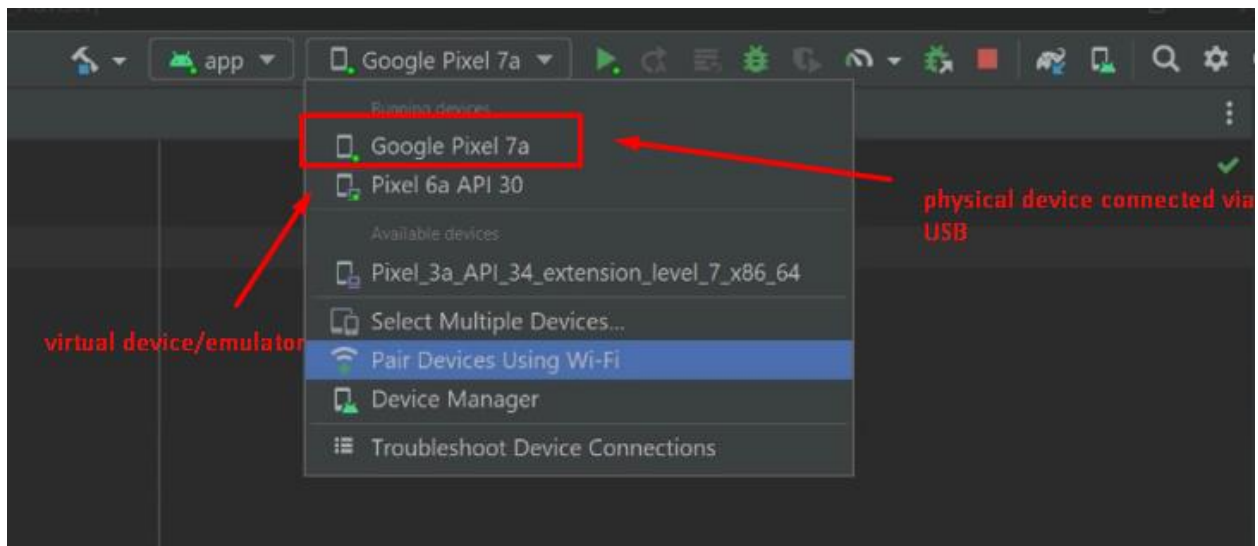
To install and run the app on a physical Android device:

- Enable developer mode on your phone: Go to **Settings > About Phone** and click on “**Build Number**” seven times. Note: every phone is different on the “trick” to enable developer mode.
- Enable USB debugging option by going to “**System > Developer Options**” and enable “**USB Debugging**”.

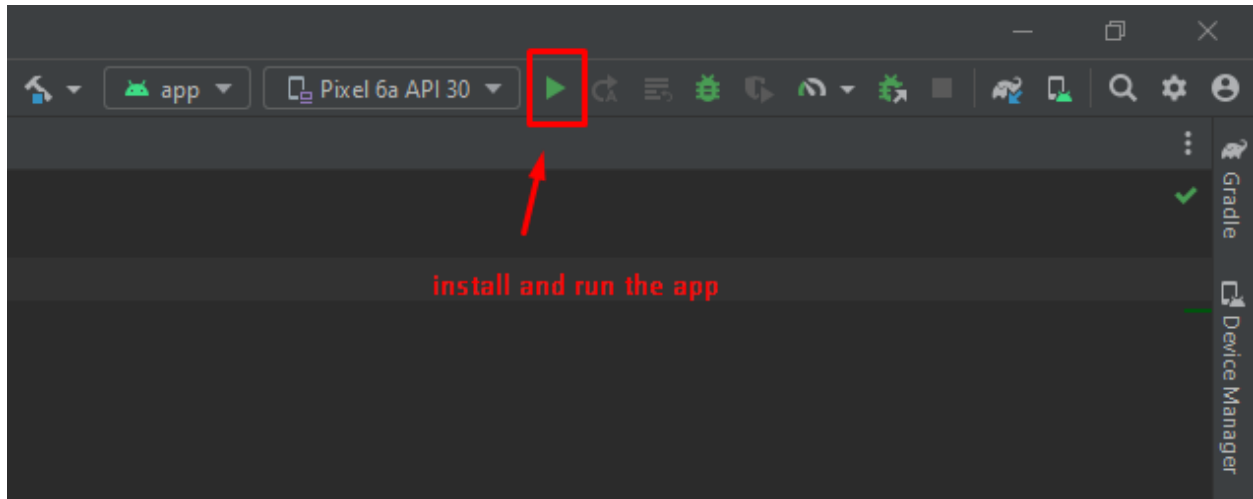
- Connect the device and the computer via a USB cable and click on “Allow” at the pop-up message.



- You will then see the physical device listed in the device manager of Android Studio as in the screenshot below:



8. Finally run the project by clicking the green play button in the upper right corner.



9. Rock and roll!