How to Run Samples from the Textbooks

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

↓ > Downloads				
ıal	Name	Date modified	Туре	Size
	✓ Today ➡ HFAD_MyFirstApp	8/29/2023 11:25 PM	Compressed (zipped)	15,439 KB
ments				
*	unzip th	e folder		

2. Open Android Studio and click "Open"

🛎 🛛 Welcome to Android Studio				×
Android Studio Giraffe 2022.3.1 Patch 1				
Customize	Welcome to Android Stu	ıdio		
Plugins	Create a new project to start from scratch.			
Learn	Open existing project from disk or version contri			
	+ = ;	,		
	New Project Open Get from	m VCS		
	More Actions ~			
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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.







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"

Build: Sync \times Build Output \times Build Analyzer \times		
C ✓ ✓ BeartAddeer Toobled At 8/20/203 1218 AM	7 ISC GTT > Task :prepareKotlinBuildScriptModel UP-TD-DATE Deprecated Gradie features were used in this build, making it incompatible with Gradle 8.0. You can use 'warning-mode all' to show the individual deprecation warnings and determine if they come from your own scripts of See https://docs.gradie.org/7.7/userguide/command_line_interface.html#sec:command_line_warnings BUILD SUCCESFUL in os	or plugins.
		Project update recommended Android Gradile plugin version 7.0.0 has an upgrade available. Start the AGP Upgrade Start AGP Upgrade Assistant More

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

To install and run the app on an emulator:

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			Available devices							*	Gradle
			☐ Pixel_3a_API_34_ext ☐ Select Multiple Devi	:86_64					🗗 Device Ma		
Choose the virtual device			ITroubleshoot Devic	e Connections							anager
that you have created.											锋 Notifications

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!