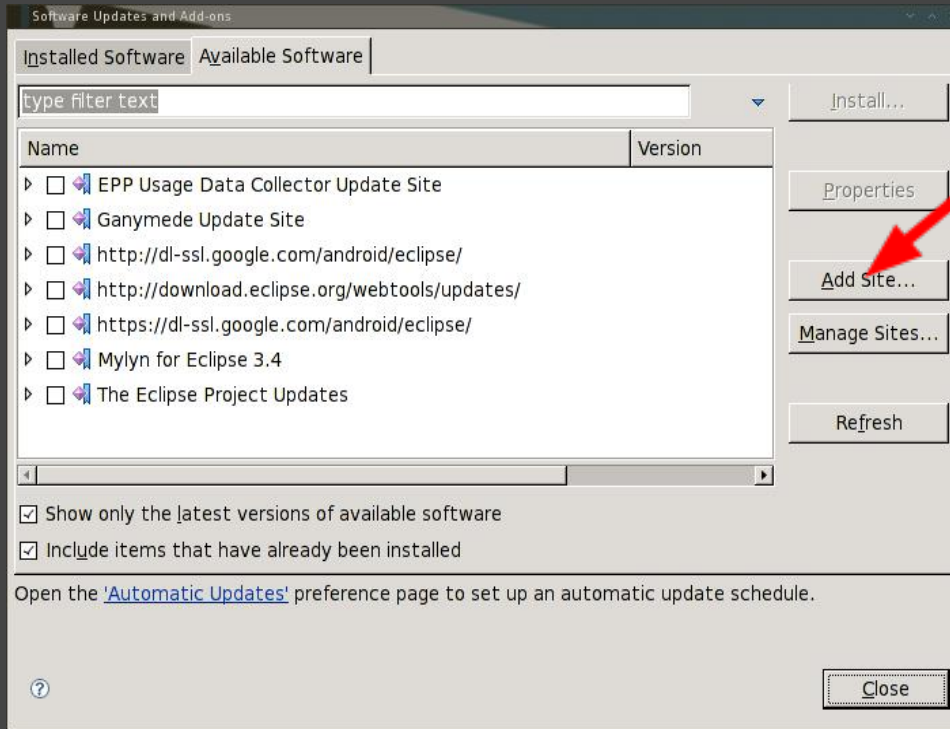


# The Android Development Tool (ADT)

Installation and hello world  
application

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FU-Berlin, 2009

# Eclipse plug-in installation

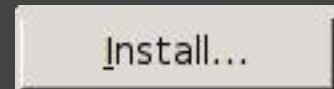


A new site is to added:

<http://dl-ssl.google.com/android/eclipse/>

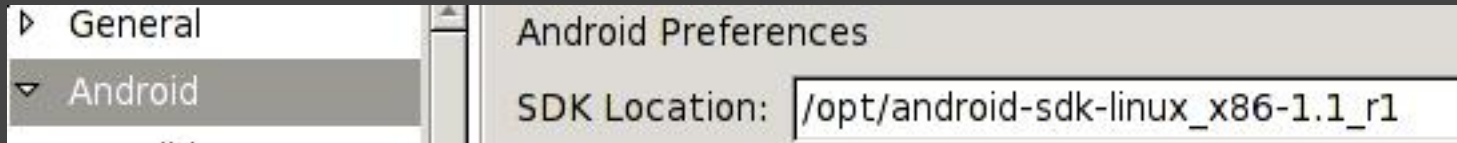
Help > Software Updates

Then select the new created Developer Tools and proceed with installation

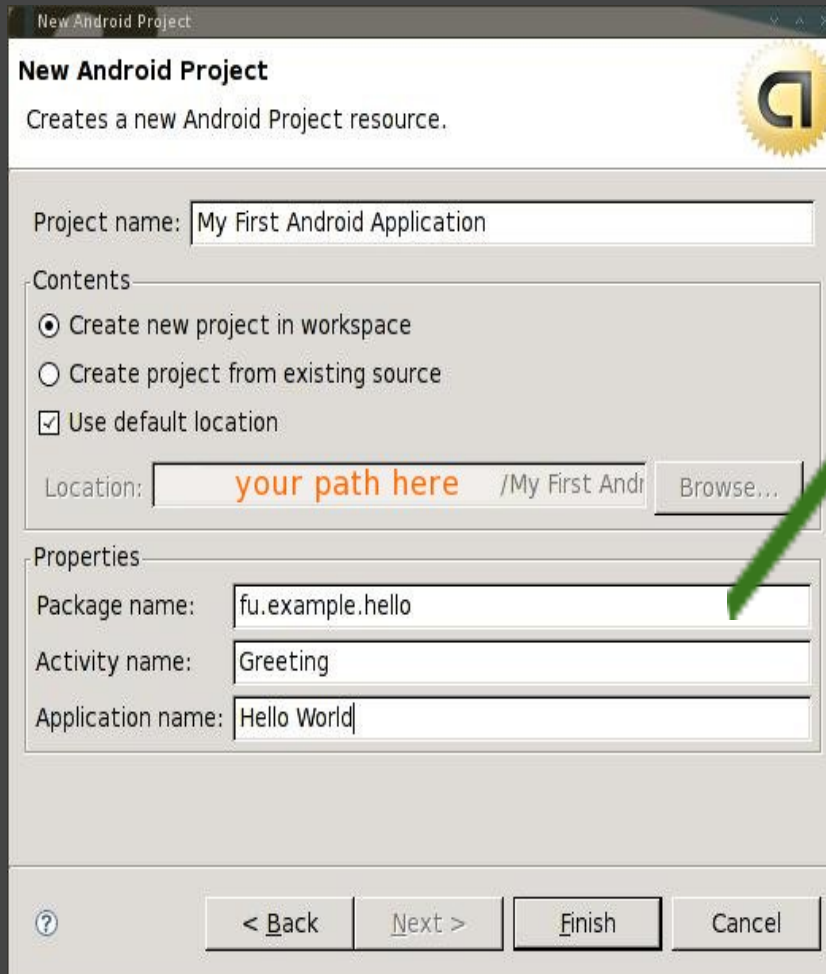


*hint: do not forget to restart eclipse and the end*

# Creating an Android project



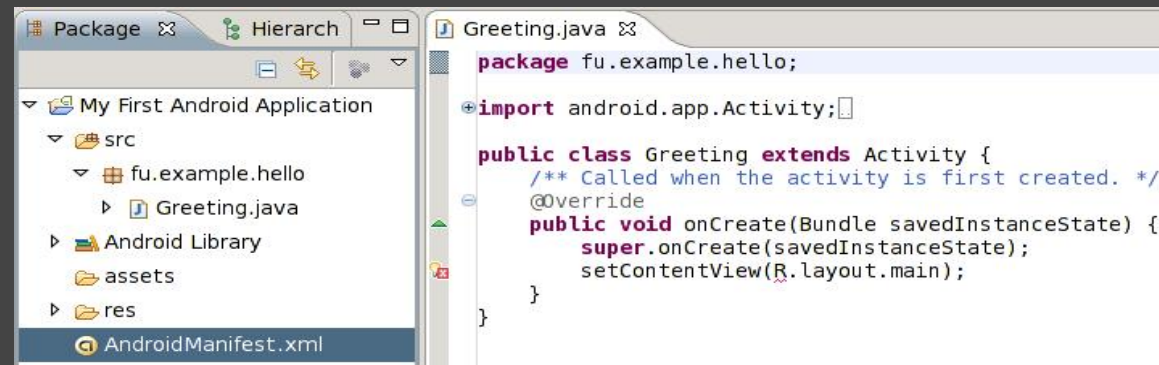
First specify the sdk path in the Android preferences on eclipse



The fields are as usual, the package name can be freely specified, here:

*fu.example.hello*

Finally the project is opened with a sample code.



As usual, create a new project, and select "Android Project".

# The "hello world" application

```
*Greeting.java ✕  
  
package fu.example.hello;  
  
import android.app.Activity;  
import android.os.Bundle;  
import android.widget.TextView;  
  
public class Greeting extends Activity {  
    /** Called when the activity is first created. */  
    @Override  
    public void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        TextView tv = new TextView(this);  
        tv.setText("Hello World !");  
        setContentView(tv);  
    }  
}
```

Elements to note:

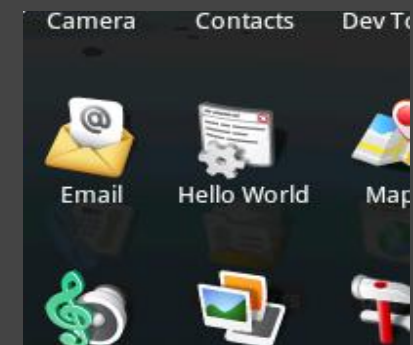
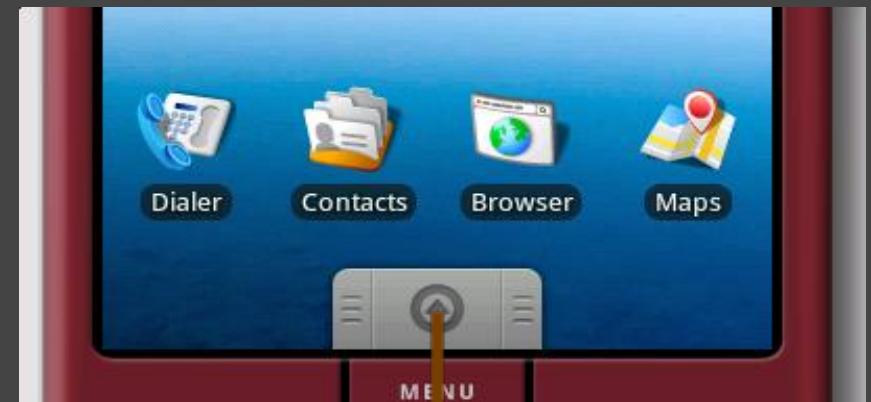
- Activities and Activity class
- View and TextView
- onCreate method

# Running the application

If the Android SDK is correctly installed the phone emulator will run and open the application:



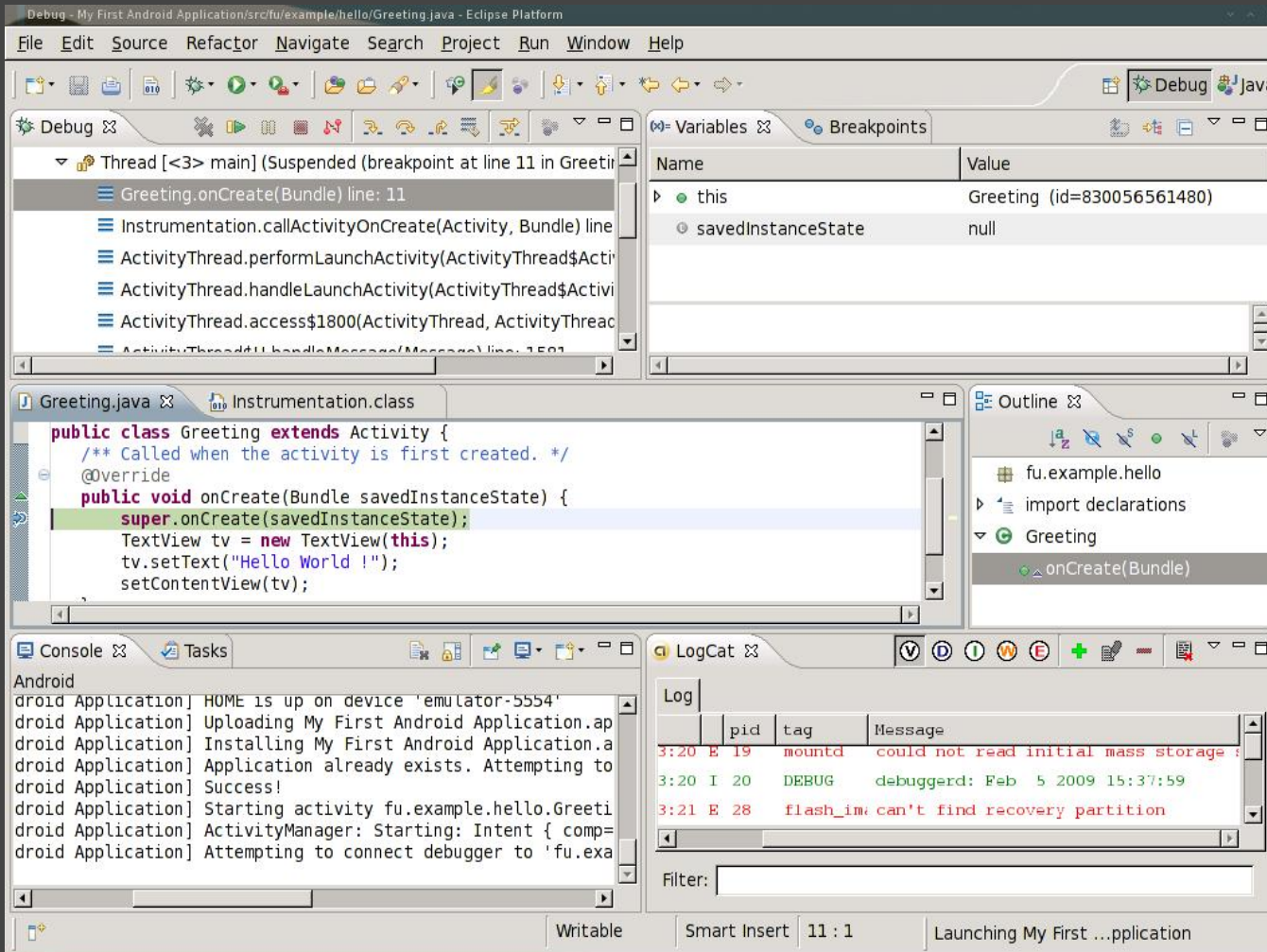
Applications are installed and can be reached later by the phone's expand button on the main screen:





# Debug session

As running the application, debugging is made from eclipse itself which is connected to the emulator which runs in the meantime:



Debugging is as usual with eclipse.

- Watch variables
- Step over / into
- Breakpoint management
- ...

*end !*



*thanks for listenning !*