

Android-SDK

Installation des Software Development-Kits

Android: Installation (Übersicht)

- Grundlage von allem ist ein JDK (Java Development Kit). Das ist in der Regel vorhanden. Falls nicht: Download:
(<http://www.oracle.com/technetwork/java/javase/downloads/index.html>)
Nur entpacken und Pfad setzen!
- Das *Android SDK* kann als PlugIn für *Eclipse IDE* verwendet werden. Download / Installation von *Eclipse Classic* [3.4 oder neuer]
(<http://www.eclipse.org>)
- Download / Installation des *Android SDK* (Software Development Kit) Starter Package (<http://developer.android.com/sdk/index.html>). Das ist nur die Grundlage für weitere Installationen aus *Eclipse* heraus. Unbedingt nach der Anleitung (<http://developer.android.com/sdk/installing.html>) vorgehen.
- Installation des *Android ADT* (Android Development Tools) als PlugIn für *Eclipse IDE* aus *Eclipse* heraus. Eine genaue Anleitung gibt:
(<http://developer.android.com/sdk/eclipse-adt.html#installing>)
Neustart nicht vergessen!
- Hinzufügen von Updates und Android-Plattformen über den *Android SKD Manager* (Menü *Window*).
- Einrichten von virtuellen Smartphones mit dem *AVD Manager* (Menü *Window*).

Download JDK

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Nach dem Download nur entpacken (z.B. C:\Programme\Java\) und in den Umgebungsvariablen (erweiterte Systemeigenschaften) Pfad setzen!
Ab Version 7 geht das automatisch ...

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[Java Platform \(JDK\) 7u4](#)
[JavaFX 2.1](#)
[JDK 7u4 + NetBeans](#)
[JDK 7u3 + Java EE](#)

Here are the Java SE downloads in detail:

Java Platform, Standard Edition		
<p>Java SE 7u4</p> <p>This release includes the first Oracle JDK release for Mac OS X. JavaFX 2.1 is now bundled with the JDK on Windows and Mac. We also include bug fixes and performance improvements. Learn more</p> <p>"What Java Do I Need?" You must have a copy of the JRE (Java Runtime Environment) on your system to run Java applications and applets. To</p>	<p>JDK</p> <p>DOWNLOAD</p> <p>JDK 7 Docs</p> <ul style="list-style-type: none"> Installation Instructions ReadMe 	<p>JRE</p> <p>DOWNLOAD</p> <p>JRE 7 Docs</p> <ul style="list-style-type: none"> Installation Instructions ReadMe

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<http://www.oracle.com/technetwork/java/javase/downloads/index.html>

Download Eclipse

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Compare Packages Older Versions **Eclipse** <http://www.eclipse.org/downloads/>

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You will need a **Java run environment (JRE)** to use Eclipse. Java SE 5 or greater is recommended. Downloads are provided under the terms and conditions of the [Eclipse Software User Agreement](#) unless otherwise specified.

Den entpackten Ordner z.B. nach C:\Programme\java\eclipse\ kopieren. Nach dem Neustart Eclipse starten und einen Workspace angeben.

Installing Eclipse

- Install Guide
- Known Issues
- Updating Eclipse

Related Links

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ANDROID™**

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Adding SDK Packages

- ▶ Android 4.0.x Platform
- ▶ Android 3.2 Platform
- ▶ Android 3.1 Platform
- ▶ Android 3.0 Platform
- ▶ Android 2.3.4 Platform
- ▶ Android 2.3.3 Platform
- ▶ Android 2.2 Platform
- ▶ Android 2.1 Platform
- ▶ Other Platforms

SDK Tools, r19
Google USB Driver, r4
Support Package, r8

ADT Plugin for Eclipse

ADT 18.0.0

Native Development Tools

Android NDK, r8
What is the NDK?

More Information

OEM USB Drivers
SDK System Requirements
SDK Archives

<http://developer.android.com/sdk/index.html>

Download the Android SDK

Welcome Developers! If you are new to the Android SDK, please read the steps below, for an overview of how to set up the SDK.

If you're already using the Android SDK, you should update to the latest tools or platform using the *Android SDK and AVD Manager* package. See [Adding SDK Components](#).

Platform	Package	Size	MD5 Checksum
Windows	android-sdk_r18-windows.zip	37448775 bytes	bfbfd8b2d0fdecc2a621544d706fa98
	installer_r18-windows.exe (Recommended)	37456234 bytes	48b1fe7b431afe6b9c8a992b7f5dd898
Mac OS X (intel)	android-sdk_r18-macosx.zip	33903758 bytes	8328e8a5531c9d6f6f1a0261cb97af36
Linux (i386)	android-sdk_r18-linux.tgz	29731463 bytes	6cd716d0e04624b865ffed3c25b3485c

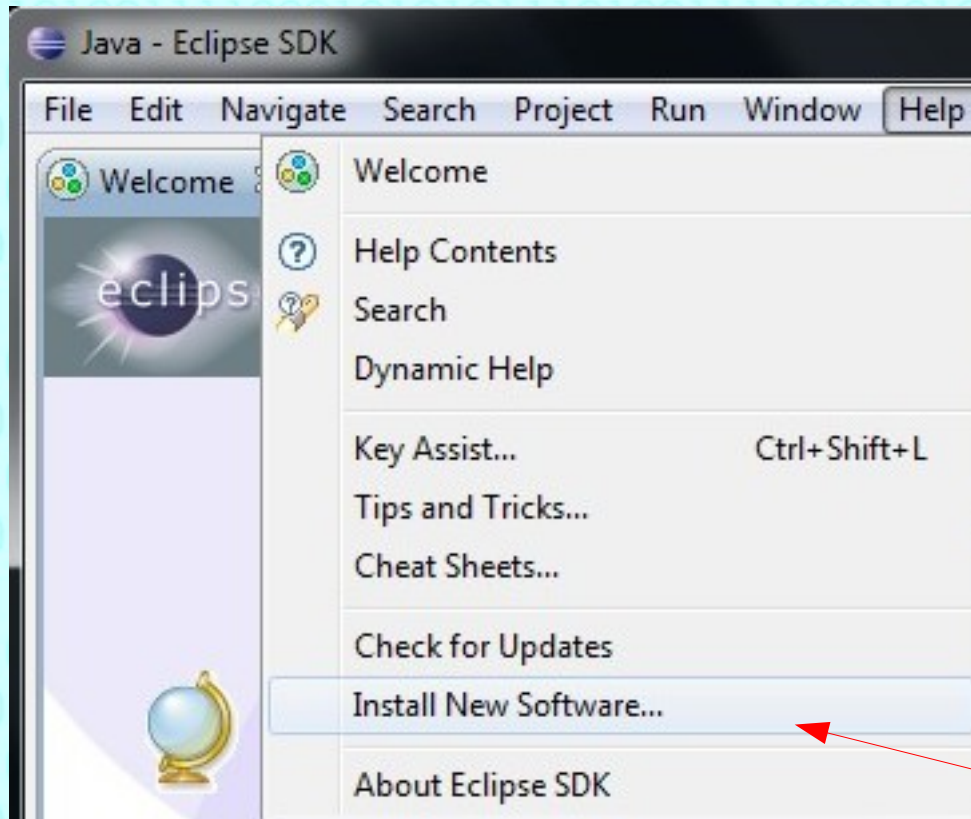
Here's an overview of the steps you must follow to set up the Android SDK:

1. Prepare your development computer and ensure it meets the system requirements.
2. Install the SDK starter package from the table above. (If you're on Windows, download the installer for help with the initial set up.)
3. Install the ADT Plugin for Eclipse (if you'll be developing in Eclipse).
4. Add Android platforms and other packages to your SDK.
5. Explore the contents of the Android SDK (optional).

To get started, download the appropriate package from the table above, then read the guide to [Installing the SDK](#).

Installation Android ADT

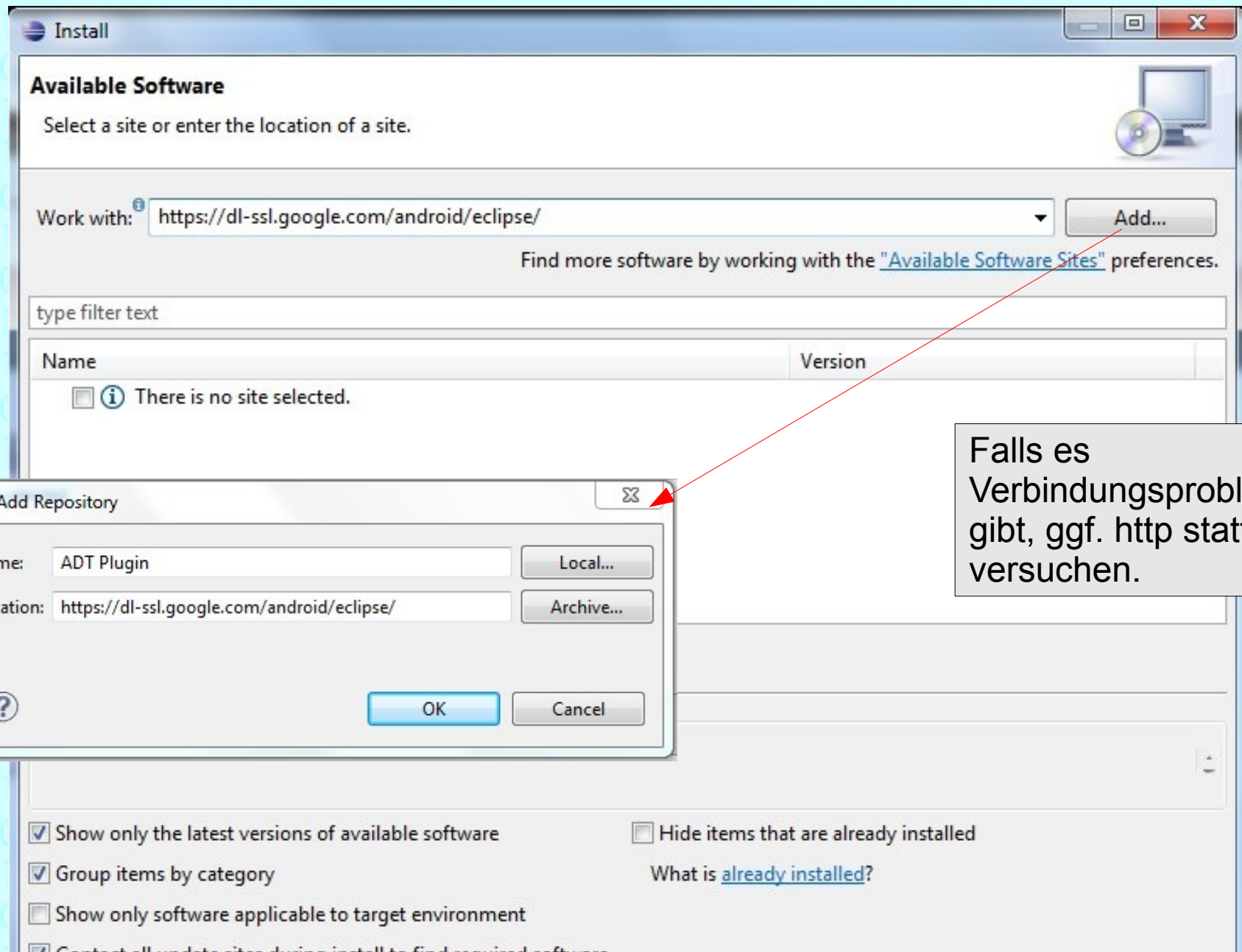
<http://developer.android.com/sdk/eclipse-adt.html#installing>



Wichtig:
Unter Windows 7
Eclipse mit
Administrator-Rechten
starten!

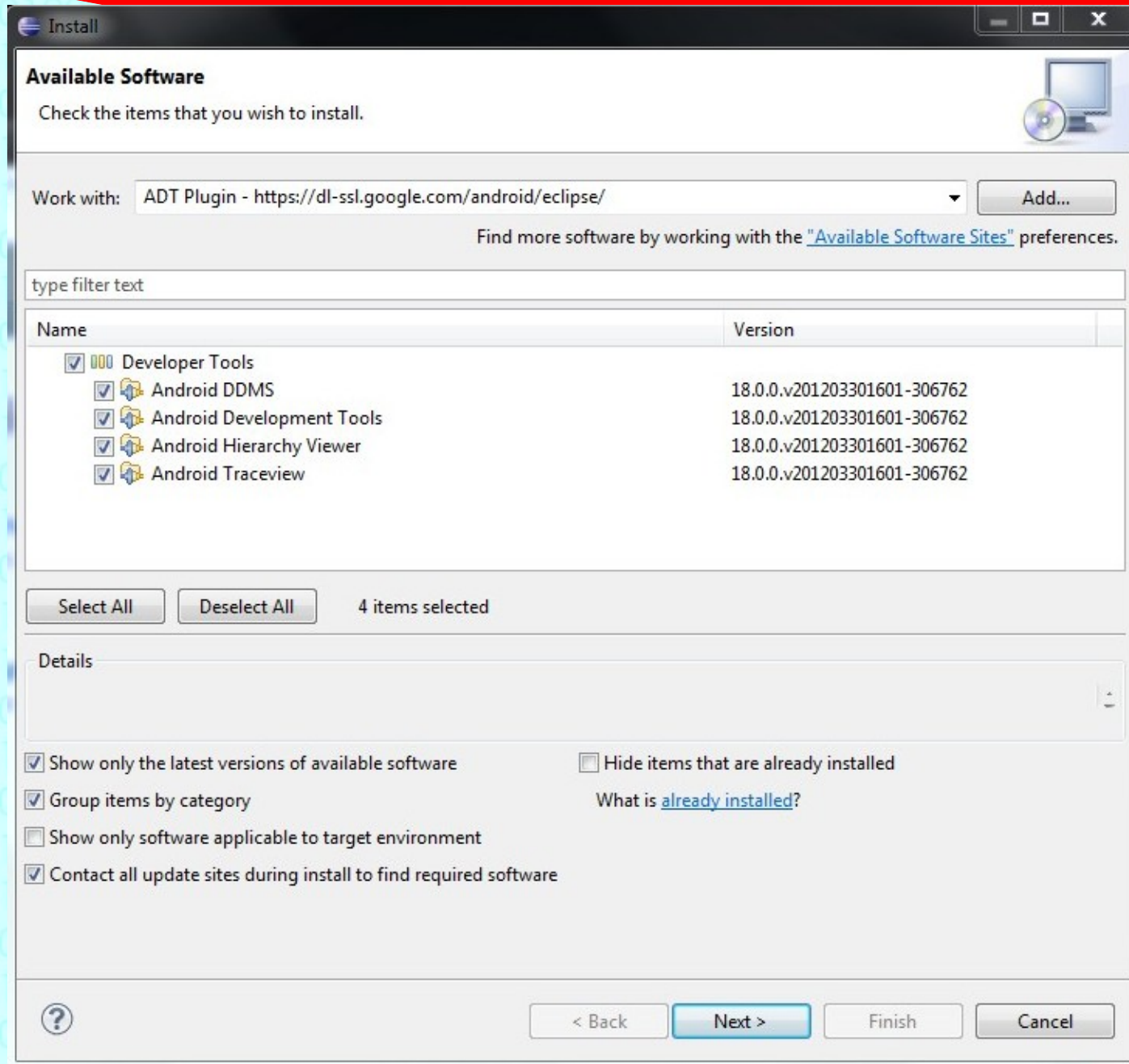
Installation Android ADT

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Falls es Verbindungsprobleme gibt, ggf. http statt https versuchen.

Installation Android ADT



Anschließend die gewünschte(n) Plattform(en) auswählen (2.1 ist heute Minimum-Standard)

Nach dem Abschluss Eclipse neu starten

Plattformen und AVD installieren

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The screenshot shows the Eclipse IDE interface. The 'Window' menu is open, and the 'AVD Manager' option is highlighted. The 'AVD Manager' window is also visible, showing a table of existing Android Virtual Devices. The table is empty, with the text 'No AVD available' in the center. A red arrow points to the 'New...' button in the AVD Manager window, and a tooltip indicates 'Creates a new AVD.' Another red arrow points to the 'AVD Manager' option in the 'Window' menu.

Android Virtual Device Manager

List of existing Android Virtual Devices located at C:\Users\eh\.android\avd

AVD Name	Target Name	Platform	API Level	CPU/ABI
--	No AVD available	--	--	--

New... Edit... Delete... Repair... Details... Start... Refresh

Creates a new AVD.

Java - Eclipse SDK

File Edit Run Navigate Search Project Refactor Window

Package Explorer

New Window
New Editor
Open Perspective
Show View
Customize Perspective...
Save Perspective As...
Reset Perspective...
Close Perspective
Close All Perspectives
Navigation
Android SDK Manager
AVD Manager
Run Android Lint
Preferences

Click 'Details' to see the error.

Plattformen und AVD installieren

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Create new Android Virtual Device (AVD)

Name: my_avd

Target: Android 2.1 - API Level 7

CPU/ABI: ARM (armeabi)

SD Card:

Size: [] MiB

File: [] Browse...

Snapshot:

Enabled

Skin:

Built-in: Default (WVGA800)

Resolution: [] x []

Hardware:

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

Override the existing AVD with the same name

Create AVD Cancel

An das
eigene
Smartphone
anpassen,

oder

Wenn die
Apps auf
möglichst
vielen
Smartphones
laufen sollen,
dann 2.1
wählen.