- 1. Utworzyć w katalogu domowym katalog bin
- 2. Ściągnąć JDK w wersji 7
- 3. Rozpakować JDK do katalogu bin tar -xf jdk-7u79-linux-x64.tar.gz -C ~/bin
- 4. Ściągnąć Android Studio
- 5. Rozpakować Android Studio do katalogu bin unzip android-studio-ide-141.2288178-linux.zip -d ~/bin
- 6. Ustawić niezbędne zmienne środowiskowe w konsoli JAVA_HOME=~/bin/jdk1.7.0_79 PATH=\$JAVA_HOME/bin:\$PATH
- 7. Uruchomić Android Studio poleceniem (uruchomi się instalator rys. 1): ~/bin/android-studio/bin/studio.sh
- 8. Zainstalować niezbędne narzędzia poniżej wstawiono zrzuty ekranów pokazujące poszczególne fazy. Wybrano instalację dostosowaną do preferencji użytkownika. Kolejne etapy instalacji przedstawiają rysunki od 2 do 5.



Rysunek 1: Ekran startowy instalatora



Rysunek 2: Wybór typu instalacji

۰.	Android Studio Setup Wizard 📀 🤄	\sim
Select UI Theme		
• Intellij		
Darcula → Darcula		
GTK+		
	Previous Next Cancel Finish	1

Rysunek 3: Wybór schematu interfejsu użytkownika



Rysunek 4: Instalacja SDK i niezbędnych obrazów dla emulatora

/erify Settings	
	_
ant to review or change any of your installation settings, click Previou	JS.
Settings:	
l Download Size: ^{4B}	
Components to Download:	
oid SDK Build-tools, revision 23.0.1	37,3 MB
oid SDK Platform-tools, revision 23.0.1	2,4 MB
oid SDK Tools, revision 24.4.0	306 MB
oid Support Repository, revision 24	142 MB
gle APIs Intel x86 Atom System Image, Google Inc. API 23, revision 7	331 MB
gle APIs, Android API 23, revision 1	176 KB
gle Repository, revision 22	56,7 MB
Platform Android 6.0, API 23, revision 1	67,1 MB
ces for Android SDK, API 23, revision 1	30,3 MB
Previous	<u>N</u> ext <u>C</u> ancel Finish

Rysunek 5: Podsumowanie wybranych komponentów

9. Tworzenie nowego projektu – kolejne kroki są wykonywane z wykorzystaniem kreatora (rys. 6 – 10)

🕭 🕑	Android Studio Setup Wizard 💿 🛞						
Wel	come to Android Studio						
Recent Projects	Quick Start						
	Start a new Android Studio project						
	Open an existing Android Studio project						
No Project Open Yet	VCS Check out project from Version Control						
	Import project (Eclipse ADT, Gradle, etc.)						
	Import an Android code sample						
	K Configure	⇒					
	Docs and How-Tos	⇒					
Android Studio 1.4 Build 141.22881	78. Check for updates now.						

Rysunek 6: Okno startowe Android Studio

New Android S	Project	
Configure you	ir new project	
Application name:	Pum1	
Company Domain:	pum example.com	-1
Package name:	com.example.oum.puml	Edit
Project location:	/home/pum/AndroidStudioProjects/Pum1	
	Previous Next Cancel Finis	sh

Rysunek 7: Nazwa projektu

<	Create New Project	+ X
Target Android Devic	res	
Select the form factors your app w	/ill run on	
Different platforms may require separate SDKs		
Phone and Tablet		
Minimum SDK	API 15: Android 4.0.3 (IceCreamSandwich)	•
	Lower API levels target more devices, but have fewer features available. By targeting API and later, your app will run on approximately 94,0% of the devices that are active on the Google Play Store. <u>Help me choose</u>	15
🗌 Wear		
Minimum SDK	API 21: Android 5.0 (Lollipop)	
Minimum SDK	API 21: Android 5.0 (Lollipop)	
Android Auto		
Glass (Not Installed)	Download	
Minimum SDK		
	Previous Next	Cancel Finish

Rysunek 8: Docelowe urządzenie

▼		Create New Project		+ X
Add an activit	ty to Mobile			
Add No Activity	÷ : ٦	¢		
¢ E	Blank Activity	Empty Activity	Fullscreen Activity	Google AdMob Ads Activity
Google Maps Activity	Login Activity	Master/Detail Flow	Navigation Drawer Activity	Scrolling Activity
		T.T.1./ 1	Previous	Lext Cancel Finish

Rysunek 9: Wybór schematu aktywności

Customize t	the Activity		
÷	Creates a new r	empty activity	
	Activity Name:	MainActivity	
		Generate Layout File	
	Layout Name:	activity_main	
Empty Activity			
	The name of th	e activity class to create	
			Previous Next Cancel Finish

Rysunek 10: Wybór nazwy aktywności

10. Konfiguracja AVD – konieczne jest jeszcze skonfigurowanie AVD. Na rysunku 11 w wypełnionym na seledynowo obszarze znajdują się dwie ikony. Pierwsza z nich uruchamia menadżera AVD, zaś druga menadżera SDK.

Menadżer SDK (rys. 12, 13) służy do instalacji dodatkowego oprogramowania, w naszym przypadku posłuży do instalacji obrazów systemu(ARM EABIv7a) i API 15.

Menadżer AVD (rys. 14) służy do zarządzania urządzeniami wirtualnymi – uruchamiania, tworzenia i usuwania. Nowe urządzenie wirtualne tworzy się z wykorzystaniem kreatora (rys. 15 – 18).



Rysunek 11: Android Studio z zaznaczonymi ikonami menadżerów AVD i SDK

<					
Q	Appearance & Behavior	> System Settings	Android SDK		
Appearance & Behavior	Manager for the Android S	DK and Tools used by	Android Studio		
Appearance	Android SDK Location: /h	nome/andre/Android/So	lk		Edit
Menus and Toolbars	SDK Platforms SDK Tool	s SDK Undate Sites			
System Settings Resewords	Each Android SDK Platfor	m nackago includos ti	o Android platform a	nd courses portai	aing to
HTTP Proxy	an API level by default. 0	nce installed, Android	Studio will automatica	ally check for upda	tes.
Updates	Check "show package de	tails" to display individ	ual SDK components.		
Usage Statistics	Nan	ne l	API Level	Revision	Status
Android SDK	Android 6.0	23	1		Installed Not installed
Notifications	Android 5.0.1	21	2		Not installed
Quick Lists	Android 4.4W	/.2 20	2		Not installed
Keymap	Android 4.4.2	2 19	4		Not installed
▶ Editor	Android 4.3.	. 18	3		Not installed
Plugins	Android 4.2.2	2 17	3		Not installed
Flughts Flu	Android 4.1.2	2 16	5		Not installed
Build, Execution, Deproyment	Android 4.0.3	15	5		Installed
▶ Iools	Android 2.3.3	10	2		Not installed
		8	3		Not installed
					Show Package Details
	Launch Standalone SDK M	lanager	Preview package	s available! <u>Switch</u>	to Preview Channel to see them
				UK	ancei Appiy Help

Rysunek 12: Menadżer SDK

Packages Tools				
SDK Path: /home/andre/Android/Sdk				
Packages				
🚔 Name	API	Rev.	Status	
Android 4.1.2 (API 16)				
🔻 🗌 🔂 Android 4.0.3 (API 15)				
🗆 🖷 SDK Platform	15	5	👼 Installed	
Samples for SDK	15	2	Not installed	
III ARM EABI v7a System Image	15	3	👼 Installed	
🔲 🌆 Intel x86 Atom System Image	15	2	👼 Installed	1
Image MIPS System Image	15	1	Not installed	
🗆 🫱 Google APIs	15	3	👼 Installed	l
Sources for Android SDK	15	2	👼 Installed	
Android 2.3.3 (API 10)				
• • • • • • • • • • • • • • • • • • •				
Show: 🗹 Updates/New 🗹 Installed Select <u>New</u>	or <u>Updates</u>		Install packages	
Obsolete Deselect All				

Rysunek 13: Zewnętrzny menadżer SDK

~				Virtual Device Manager			- + ×
×	Your Virtual	Devices					
Тур	e Name	Resolution	API	Target	CPU/ABI	Size on Disk	Actions
	Nexus 5 API 23 x86	1080 × 1920: xxhdpi		Google APIs		750 MB	▶ Ø ▼
			1				
+	Create Virtual Device						2

Rysunek 14: Menadżer AVD

~			Virtual Device	Configuration	+ ×
Sel Choose	ect Hardware	e			
	Q.				5.4" FWVGA
Category	Name 🔻	Size	Resolution	Density	
Phone	Nexus 5X	5,2"	1080×1920	420dpi	480p×
Tablet	Nexus 5	4,95"	1080x1920	xxhdpi	Size: large Ratio: long
Wear	Nexus 4	4,7"	768×1280	xhdpi	Density: mapi
TV	Galaxy Nexus	4,65"	720×1280	xhdpi	5,4" 854p×
	5.4" FWVGA	5,4"	480x854	mdpi	
	5.1" WVGA	5,1"	480×800	mdpi	
	4.7" WXGA	4,7"	720×1280	xhdpi	
	4.65" 720p (Gal	4,65"	720×1280	xhdpi	
	4" WVGA (Nexus	4,0"	480×800	hdpi	
	3.7" WVGA (Nex	3,4"	480x800	hdpi	
	3.7" FWVGA slider	3,7"	480x854	hdpi	
			0.40.400		
New Hardwar	re Profile Import Ha	ardware Profiles		Ø	Clone Device
					Previous <u>N</u> ext Cancel Finish

Rysunek 15: Wybór sprzętu

System Ima Select a system image	ge			
Release Name	API Level 🔻	ABI	Target	7
Marshmallow	23	armeabi-v7a	Android 6.0 (with Google APIs)	IceCreamSandwich
Marshmallow	23	x86	Android 6.0 (with Google APIs)	
1arshmallow	23	armeabi-v7a	Android 6.0	API Level
larshmallow	23	x86	Android 6.0	15
Aarshmallow	23	x86_64	Android 6.0	Android
ceCreamSandwich	15	armeabi-v7a	Android 4.0.3	4.0.3
IceCreamSandwich	15	x86	Android 4.0.3	Google Inc.
IceCreamSandwich	15	armeabi-v7a	Android 4.0.3	
				Recommendation Consider using an x86 system image for b emulation performance. Consider using a system image with Goog ABIC to conclude to the using the Social Plays.
Show downloadable system i	images		۵	Questions on API level? See the <u>API level distribution chart</u>

Rysunek 16: Wybór obrazu systemu

~		
Android Vin Verify Configuration	rtual Device (AVD)	
AVD Name	Telefon	AVD Name
5.4" FWVGA	5,4" 480x854 mdpi Change	The name of this AVD.
💓 IceCreamSandwich	Android 4.0.3 armeabi-v7a Change	
Startup size and orientation	Scale:	
	Orientation: Portrait Landscape	
Emulated Performance	 Use Host GPU (Requires API > 15) Store a snapshot for faster startup You can either use Host GPU or Snapshots 	
Device Frame	Enable Device Frame	Recommendation Consider using an x86 system image for better emulation performance. Consider using a system image with Google APIs to enable testing with Google Play
Show Advanced Settings		Previous Next Cancel Einish

Rysunek 17: Podstawowe ustawienia wirtualnego urządzenia

~		Virtual Device Configuration	÷X
Andro Verify Con	oid Virtual De	vice (AVD)	
	Orientation:	Portrait Landscape AVD Name	
Camera	Front: Back:	None The name of this AVD.	
Network	Speed: Latency:	Full None	
Emulated Performance		Use Host GPU (Requires API > 15) Store a snapshot for faster startup You can either use Host GPU or Snapshots	
Memory RAM: and Storage VM h Inter	RAM: VM heap: Internal Storage: SD card:	512 MB ▼ 16 MB ▼ 200 MB ▼ Consider using an x86 system image for	or better
		Studio-managed 100 MB emulation performance. Consider using a system image with Go APIs to enable testing with Google Play	ogle /
Device Frame Hide Advanced So	ettings	Enable Device Frame	Einish

Rysunek 18: Ustawienia zaawansowane wirtualnego urządzenia