

Mobile cloud - Android

Eclipse 3.7 and ADT plugin configuration

Most people are familiar with Eclipse as an integrated development environment (IDE) for Java. It was created by an open source community and is used in various sectors with the ability to be extended with additional software components (plugins). With these components, in fact, you can use this IDE to program on other environments / frameworks.

In this case it will be installed and configured the Android Development Tools (ADT) plugin to add some basic automation and some features for programming in Android platform. Using Eclipse with the ADT plugin is definitely recommended as it allows to quickly write code, debug and deploy the application.

Requirements

In order to proceed with the configuration of the plugin, you must have:

- Eclipse 3.7.2 (Indigo) download at: <u>http://www.eclipse.org/downloads/</u> "Eclipse Classic" version is the recommended;
- Java SE Development Kit (JDK) download at: <u>http://www.oracle.com/technetwork/javase/downloads/index.html</u>.

First Eclipse start

During the first launch of Eclipse, you will be prompted for your *workbench* where you will save your projects. If you like you can create new folder. After configuration, select **Workbench** icon.

ADT plugin installation

Enter the installation page of the plugin via **Help > Install new software...**

Select **Add** in the upper right corner to add the Google repository, where the ADT plugin is published. Enter the following fields:

- Name: Android ADT (or whatever you like);
- Location: https://dl-ssl.google.com/android/eclipse/

Continue with the installation making sure to select the **Developer tools** in order to fully install the plugin as shown below (NDK Plugins is not necessary):

Available Software Check the items that you wish to install.					
Work with: Android ADT - https://dl-ssl.google.cor	n/android/eclipse/		~	Add	
Find mor	e software by worki	ng with the <mark>"Ava</mark>	ilable Software S	<u>ites"</u> preferences.	
type filter text				4	
Name		Version		<u>^</u>	
▼ 🗹 💷 Developer Tools					
🗹 🖗 Android DDMS		20.0.0.v201206242043-391819			
🗹 ጭ Android Development Tools		20.0.0.v201206242043-391819			
🗹 🏇 Android Hierarchy Viewer		20.0.0.v201206242043-391819			
🗹 🏇 Android Traceview		20.0.0.v201206242043-391819			
🗹 称 Tracer for OpenGL ES		20.0.0.v201206242043-391819			
D III NDK Plugins				~	
Select All Deselect All 5 items selected	d				
Details					
Features that add Android support to Eclipse for appl	ication developers.			8	
				More	
Show only the latest versions of available software 🛛 Hide items that are already installed					
✓ Group items by category	roup items by category What is <u>already installed</u> ?				
Show only software applicable to target environm	ent				
Contact all update sites during install to find requi	red software				
?	< Back	Next >	Cancel	Finish	

Note: During the installation you will be notified by a warning about installing Eclipse content is not digitally signed. In this case, ignore the warning and continue with the installation by restarting Eclipse after it.

Installing the Android SDK and the API

In order to develop under the Android platform, you need the Android SDK and at least one version of the Android API. For this, the next time you start Eclipse, you will be prompted to install everything necessary to proceed with the development of your first Android project.

Select to install a **new SDK** (unless you have not already downloaded) and choose to either install the **latest version** of the Android API and the **2.1 version** used for this workshop as shown below:

Java – Eclipse SDK				
Welcome to Android	l Development	0		
To develop for Androi APIs to compile agains	d, you need an Android SDK, and at least one version of st. You may also want additional versions of Android to te	the Android est with.		
Install new SDK				
✓ Install the late	st available version of Android APIs (supports all the late	est features)		
🗹 Install Android	2.1, a version which is supported by ~97% phones and t	ablets		
(You can add ad	dditional platforms using the SDK Manager.)			
Target Location:	/home/palazzem/android-sdks	Browse		
 Use existing SDKs Existing Location: 		Browse		
?	< Back Next > Cancel	Finish		

Continue with the installation by choosing whether to send data to Google about your installation.

Note: You can install multiple versions of the Android APIs based on which devices you want to target. The installation of additional APIs can be done through the SDK Manager in the menu **Window > Android SDK Manager**