

# Exercises: Getting Started

If you can do the first four problems, you are in good shape. But the last two problems are good things to know how to do for the future.

- 1.** Install Java 6, Eclipse, the Android SDK, and the Eclipse ADT plugin. Set the SDK location in the Eclipse preferences (Window, Preferences, Android, SDK Location).
- 2.** Start Eclipse, open the Android SDK and AVD Manager (from “Window” menu), click on “Available Packages”, check “Android Repository”, and update the components.
- 3.** Download the HelloAndroid Eclipse project from the course Web site (<http://www.coreservlets.com/android-tutorial/>) and import it into Eclipse (File, Import, General, Existing Projects into Workspace). Run it on the emulator.
- 4.** Make a new Eclipse project (File, New, Android, Android Project). Run it on the emulator.
- 5.** Find the source code of the new Eclipse project you made in the previous problem. Add a print statement to the bottom of the onCreate method. Rerun the app. Open DDMS (Window, Open Perspective, DDMS) and see if you can find the output of the print statement.
- 6.** If you have an Android phone or another physical Android device, connect it to the PC, deploy the app to the phone, and run it on the phone.