Android studio app to device

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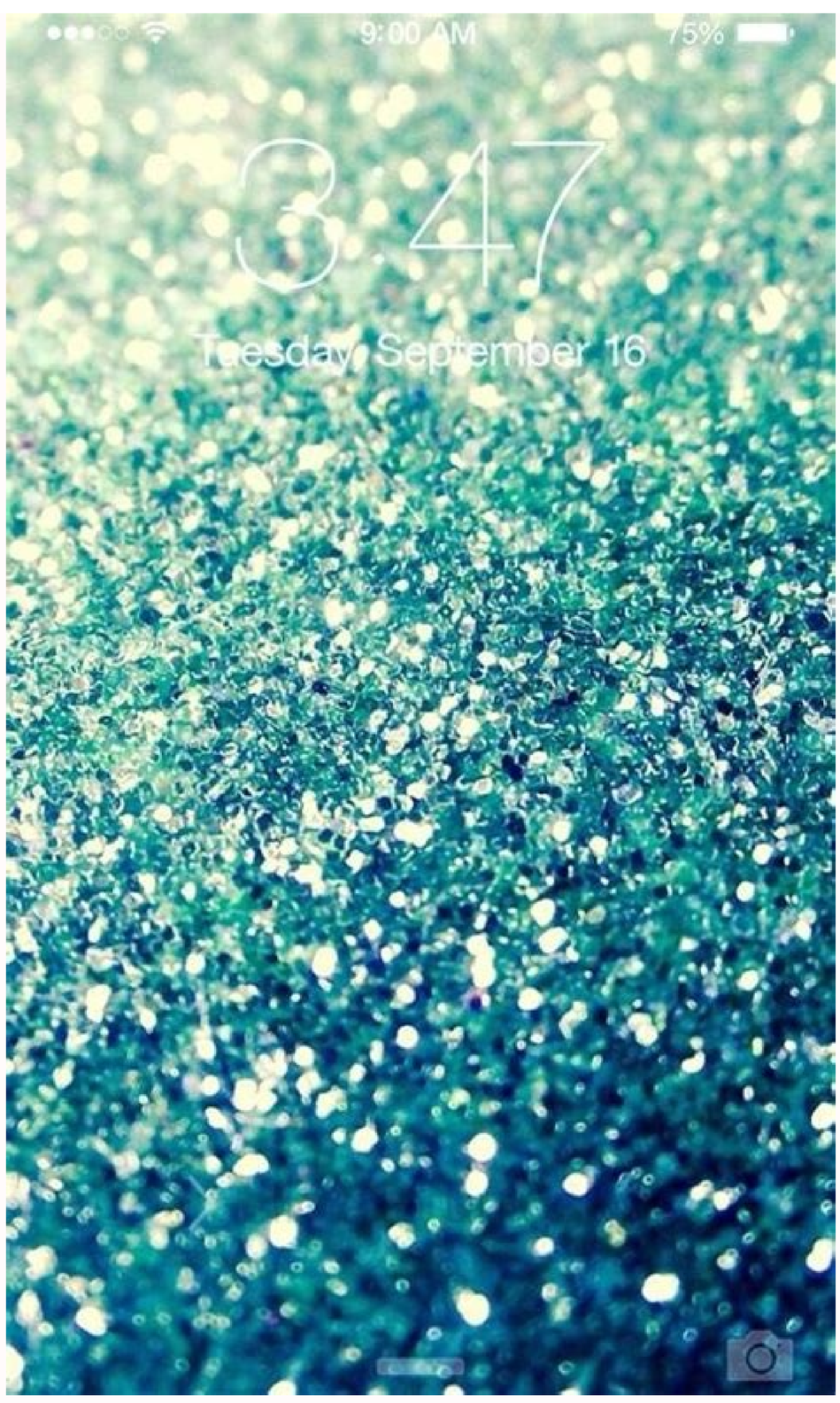
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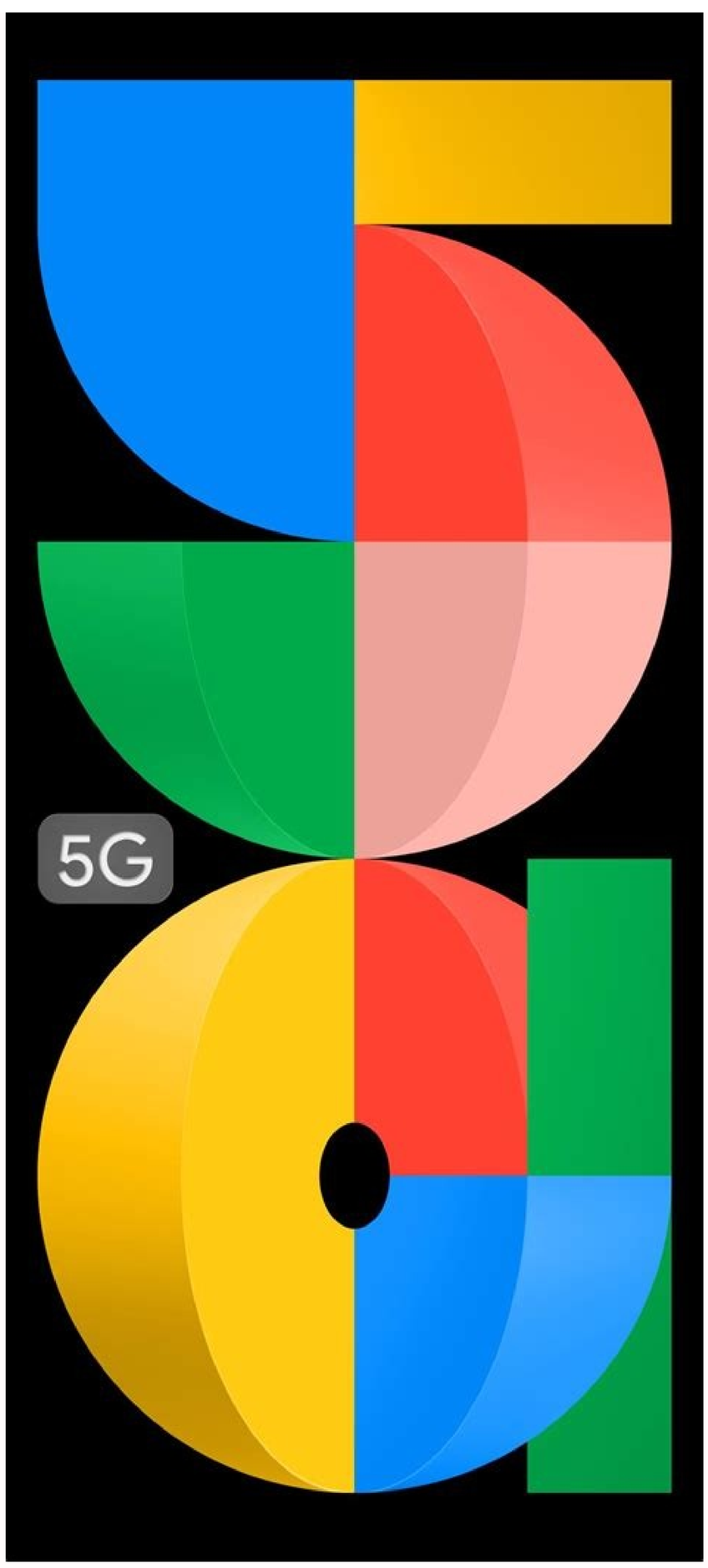

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When building an Android app, it's important that you always test your app on a real device before releasing it to users. This page describes how to set up your development environment and Android device for testing and debugging over an Android Debug Bridge (ADB) connection. Note: Use the Android emulator to test your app on different versions of the Android platform and different screen sizes. Also consider using Firebase Test Lab to run your app on a wide variety of real devices hosted in a cloud-based infrastructure. Set up a device for development Before you can start debugging on your device, decide if you want to connect the device to using a USB cable or Wi-Fi. Then do the following: On the device, open the Settings app, select Developer options, and then enable USB debugging (if applicable). Note: If you do not see Developer options, follow the instructions to enable developer options. Set up your system to detect your device. Chrome OS: No additional configuration required. macOS: No additional configuration required. Ubuntu Linux: There are two things that need to be set up correctly: each user that wants to use adb needs to be in the plugdev group, and the system needs to have udev rules installed that cover the device. plugdev group: If you see an error message that says you're not in the plugdev group, you'll need to add yourself to the plugdev group: sudo usermod -aG plugdev $LOGNAME Note that groups only get updated on login, so you'll need to log out for this change to take effect. When you log back in, you can use id to check that you're now in the plugdev group. udev rules: The android-sdk-platform-tools-common package contains a community-maintained default set of udev rules for Android devices. To install: apt-get install android-sdk-platform-tools-common Windows: Install a USB driver for ADB (if applicable). For an installation guide and links to OEM drivers, see the Install OEM USB drivers document. Connect to your device using USB When you are set up and plugged in over USB, you can click Run in Android Studio to build and run your app on the device. You can also use adb to issue commands, as follows: Verify that your device is connected by running the adb devices command from your android_sdk/platform-tools/ directory. If connected, you'll see the device listed. Issue any adb command with the -d flag to target your device. Connect to your device using Wi-Fi Android 11 (and later) supports deploying and debugging your app wirelessly from your workstation via Android Debug Bridge (adb). For example, you can deploy your debuggable app to multiple remote devices without physically connecting your device via USB and contending with common USB connection issues, such as driver installation. To use wireless debugging, you need to pair your device to your workstation using a pairing code. To begin, complete the following steps: Ensure that your workstation and device are connected to the same wireless network. Ensure that your device is running Android 11 or higher. For more informaton, see Check & update your Android version. Ensure that you have Android Studio Bumblebee Canary. You can download it here. On your workstation, update to the latest version of the SDK Platform-Tools. To connect to your device, follow these steps: Open Android Studio and select Pair Devices Using Wi-Fi from the run configurations dropdown menu. Figure 1. Run configurations dropdown menu. The Pair devices over Wi-Fi window pops up, as shown below. Figure 2. Popup window to pair devices using QR code or pairing code. Enable developer options on your device. Enable debugging over Wi-Fi on your device. Figure 3. Screenshot of the Wireless debugging setting on a Google Pixel phone. Tap on Wireless debugging and pair your device: To pair your device with a QR code, select Pair device with QR code and scan the QR code obtained from above. To pair your device with a pairing code, select Pair device with pairing code from the Pair devices over Wi-Fi window above. On your device, select Pair using pairing code and take note of the six digit pin code. Once your device appears on the Pair devices over Wi-Fi window, you can select Pair and enter the six digit pin code shown on your device. Figure 4. Example of six digit pin code entry. After you are paired, you can attempt to deploy your app to your device. To pair a different device or to forget this device on your workstation, navigate to Wireless debugging on your device, tap on your workstation name under Paired devices, and select Forget. Troubleshoot device connection If your device is not connecting to Android Studio, try the following to resolve the issue. Troubleshoot with the Connection Assistant The Connection Assistant provides step-by-step instructions to help you set up and use a device over the ADB connection. To start the assistant, choose Tools > Troubleshoot Device Connections. The Connection Assistant provides instructions, in-context controls, and a list of connected devices in a series of pages in the Assistant panel. Use the Next and Previous buttons at the bottom of the Assistant panel to work through the pages as needed: Connect your device over USB: The Connection Assistant begins by prompting you to connect your device over USB, and it provides a Rescan USB devices button with which you can start a new scan for connected devices. Enable USB debugging: The Connection Assistant then tells you how to enable USB debugging in the on-device developer options. Restart the ADB server: Finally, if you still don't see your device on the list of available devices, you can use the Restart ADB server button on the last page of the Connection Assistant. Restarting the ADB server also causes ADB to scan for devices again. If you still don't see your device on the list of available devices, try the troubleshooting steps in the next section of this page. Resolve USB connection issues If the Connection Assistant is not detecting your device over USB, you can try the following troubleshooting steps to resolve the issue: Check that Android Studio can connect to the Android Emulator To check if the issue is being caused by a connection problem between Android Studio and the Android Emulator, follow these steps: Check the USB cable To check if the issue is being caused by a faulty USB cable, follow the steps in this section. If you have another USB cable: Connect the device using the secondary cable. Check if the Connection Assistant can now detect the device. If the device is not detected, try the primary cable again. If the device still isn't detected, assume that the problem is with the device and check if the device is set up for development. If you don't have another USB cable but you do have another Android device: Connect the secondary device to your computer. If the Connection Assistant can detect the secondary device, assume that the problem is with the primary device and check if the device is set up for development. If the secondary device is not detected, the problem might be with the USB cable. Check if the device is set up for development To check if the issue is being caused by settings on the device, follow these steps: Follow the steps in the Set up a device for development section. If this does not resolve the problem, contact the device OEM's customer support for help. Tell the customer support representative that the device won't connect to Android Studio using ADB. Resolve wireless connection issues If you are having issues connecting to your device wirelessly, you can try the following troubleshooting steps to resolve the issue. Check if your workstation and device meet the prerequisites To meet the prerequisites for wireless debugging, ensure that: Your workstation and device are connected to the same wireless network. Your device is running Android 11 or higher. For more information, see Check & update your Android version. You have Android Studio Bumblebee. You can download it here. You have the latest version of the SDK Platform Tools on your workstation. Check for other known issues The following is a list of current known issues with wireless debugging in Android Studio and how to resolve them. Wi-Fi is not connecting: Some Wi-Fi networks, such as corporate Wi-Fi networks, may block p2p connections and not allow you to connect over Wi-Fi. Try connecting with a cable or another Wi-Fi network. ADB over Wi-Fi sometimes turns off automatically: This can happen if the device either switches Wi-Fi networks or disconnects from the network. RSA security key When you connect a device running Android 4.2.2 (API level 17) or higher to your computer, the system shows a dialog asking whether to accept an RSA key that allows debugging through this computer. This security mechanism protects user devices because it ensures that USB debugging and other adb commands cannot be executed unless you're able to unlock the device and acknowledge the dialog. From TechotopiaeBookFrenzy.comYou are reading a sample chapter from the Android Studio 1.x / Android 6 Edition book.Purchase the fully updated Android Studio Chipmunk Edition of this publication in eBook ($29.99) or Print ($46.99) formatAndroid Studio Chipmunk Essentials - Java Edition Print and eBook (PDF) editions contain 94 chapters and over 800 pages Whilst much can be achieved by testing applications using an Android Virtual Device (AVD), there is no substitute for performing real world application testing on a physical Android device and there are a number of Android features that are only available on physical Android devices.Communication with both AVD instances and connected Android devices is handled by the Android Debug Bridge (ADB). In this chapter we will work through the steps to configure the adb environment to enable application testing on a physical Android device with Mac OS X, Windows and Linux based systems.ContentsThe primary purpose of the ADB is to facilitate interaction between a development system, in this case Android Studio, and both AVD emulators and physical Android devices for the purposes of running and debugging applications.The ADB consists of a client, a server process running in the background on the development system and a daemon background process running in either AVDs or real Android devices such as phones and tablets.The ADB client can take a variety of forms. For example, a client is provided in the form of a command-line tool named adb located in the Android SDK platform-tools sub-directory. Similarly, Android Studio also has a built-in client.A variety of tasks may be performed using the adb command-line tool. For example, a listing of currently active virtual or physical devices may be obtained using the devices command-line argument. The following command output indicates the presence of an AVD on the system but no physical devices:$ adb devices List of devices attached emulator-5554 device report this adEnabling ADB on Android 6.0 based DevicesBefore ADB can connect to an Android device, that device must first be configured to allow the connection. On phone and tablet devices running Android 6.0 or later, the steps to achieve this are as follows:1. Open the Settings app on the device and select the About tablet or About phone option.2. On the About screen, scroll down to the Build number field (Figure 6-1) and tap on it seven times until a message appears indicating that developer mode has been enabled.Figure 6-13. Return to the main Settings screen and note the appearance of a new option titled Developer options. Select this option and locate the setting on the developer screen entitled USB debugging. Enable the switch next to this item as illustrated in Figure 6-2:Figure 6-2eBookFrenzy.comYou are reading a sample chapter from the Android Studio 1.x / Android 6 Edition book.Purchase the fully updated Android Studio Chipmunk Edition of this publication in eBook ($29.99) or Print ($46.99) formatAndroid Studio Chipmunk Essentials - Java Edition Print and eBook (PDF) editions contain 94 chapters and over 800 pages 4. Swipe downward from the top of the screen to display the notifications panel (Figure 6 3) and note that the device is currently connected for debugging.Figure 6-3At this point, the device is now configured to accept debugging connections from adb on the development system. All that remains is to configure the development system to detect the device when it is attached. While this is a relatively straightforward process, the steps involved differ depending on whether the development system is running Windows, Mac OS X or Linux. Note that the following steps assume that the Android SDK platform-tools directory is included in the operating system PATH environment variable as described in the chapter entitled Setting up an Android Studio Development Environment.In order to configure the ADB environment on a Mac OS X system, connect the device to the computer system using a USB cable, open a terminal window and execute the following command:android update adb Next, restart the adb server by issuing the following commands in the terminal window:$ adb kill-server $ adb start-server * daemon not running. starting it now on port 5037 * * daemon started successfully * Once the server is successfully running, execute the following command to verify that the device has been detected:$ adb devices List of devices attached 74CE000600000001 offline If the device is listed as offline, go to the Android device and check for the presence of the dialog shown in Figure 6 4 seeking permission to Allow USB debugging. Enable the checkbox next to the option that reads Always allow from this computer, before clicking on OK. Repeating the adb devices command should now list the device as being available:List of devices attached 015d41d4454bf80c device In the event that the device is not listed, try logging out and then back in to the Mac OS X desktop and, if the problem persists, rebooting the system.Windows ADB ConfigurationThe first step in configuring a Windows based development system to connect to an Android device using ADB is to install the appropriate USB drivers on the system. The USB drivers to install will depend on the model of Android Device. If you have a Google Nexus device, then it will be necessary to install and configure the Google USB Driver package on your Windows system. Detailed steps to achieve this are outlined on the following web page: Android devices not supported by the Google USB driver, it will be necessary to download the drivers provided by the device manufacturer. A listing of drivers together with download and installation information can be obtained online at: are reading a sample chapter from the Android Studio 1.x / Android 6 Edition book.Purchase the fully updated Android Studio Chipmunk Edition of this publication in eBook ($29.99) or Print ($46.99) formatAndroid Studio Chipmunk Essentials - Java Edition Print and eBook (PDF) editions contain 94 chapters and over 800 pages With the drivers installed and the device now being recognized as the correct device type, open a Command Prompt window and execute the following command:adb devices This command should output information about the connected device similar to the following:List of devices attached HT4CTJT01906 offline If the device is listed as offline or unauthorized, go to the device display and check for the dialog shown in Figure 6 4 seeking permission to Allow USB debugging.Figure 6-4Enable the checkbox next to the option that reads Always allow from this computer, before clicking on OK. Repeating the adb devices command should now list the device as being ready:List of devices attached HT4CTJT01906 device In the event that the device is not listed, execute the following commands to restart the ADB server:adb kill-server adb start-server If the device is still not listed, try executing the following command:android update adb Note that it may also be necessary to reboot the system.Linux adb ConfigurationFor the purposes of this chapter, we will once again use Ubuntu Linux as a reference example in terms of configuring adb on Linux to connect to a physical Android device for application testing.Begin by attaching the Android device to a USB port on the Ubuntu Linux system. Once connected, open a Terminal window and execute the Linux lsusb command to list currently available USB devices:~$ lsusb Bus 001 Device 003: ID 18d1:4e44 asus Nexus 7 [9999] Bus 001 Device 001: ID 1d6b:0001 Linux Foundation 1.1 root hub Each USB device detected on the system will be listed along with a vendor ID and product ID. A list of vendor IDs can be found online at . The above output shows that a Google Nexus 7 device has been detected. Make a note of the vendor and product ID numbers displayed for your particular device (in the above case these are 18D1 and 4E44 respectively).Use the sudo command to edit the 51-android.rules file located in the /etc/udev/rules.d directory. For example:sudo gedit /etc/udev/rules.d/51-android.rules Within the editor, add the appropriate entry for the Android device, replacing and with the vendor and product IDs returned previously by the lsusb command:SUBSYSTEM=="usb", ATTR{idVendor}=="", ATTRS{idProduct}=="", MODE="0660", OWNER="root", GROUP="androidadb", SYMLINK+="android%n" Once the entry has been added, save the file and exit from the editor.Next, use an editor to modify (or create if it does not yet exist) the adb_usb.ini file:gedit ~/.android/adb_usb.ini Once the file is loaded into the editor, add the following lines (once again replacing and with the vendor and product IDs returned previously by the lsusb command) before saving the file and exiting:0x 0x Using the above syntax, the entries for the Nexus 7 would, for example, read:0x18d1 0x4e44 The final task is to create the androidadb user group and add your user account to it. To achieve this, execute the following commands making sure to replace with your Ubuntu user account name:sudo addgroup --system androidadb sudo adduser androidadb Once the above changes have been made, reboot the Ubuntu system. Once the system has restarted, open a Terminal window, start the adb server and check the list of attached devices:$ adb start-server * daemon not running. starting it now on port 5037 * * daemon started successfully * $ adb devices List of devices attached 015d41d4454bf80c offline eBookFrenzy.comYou are reading a sample chapter from the Android Studio 1.x / Android 6 Edition book.Purchase the fully updated Android Studio Chipmunk Edition of this publication in eBook ($29.99) or Print ($46.99) formatAndroid Studio Chipmunk Essentials - Java Edition Print and eBook (PDF) editions contain 94 chapters and over 800 pages If the device is listed as offline or unauthorized, go to the Android device and check for the dialog shown in Figure 6-4 seeking permission to Allow USB debugging.Testing the adb ConnectionAssuming that the adb configuration has been successful on your chosen development platform, the next step is to try running the test application created in the chapter entitled Creating an Example Android 6 App in Android Studio on the device.Launch Android Studio, open the AndroidSample project and, once the project has loaded, click on the run button located in the Android Studio toolbar (Figure 6-5).Figure 6-5Assuming that the project has not previously been configured to run automatically in an emulator environment, the Choose Device dialog will appear with the connected Android device listed as a currently running device. Figure 6-6, for example, lists a Nexus 9 device as a suitable target for installing and executing the application.Figure 6-6To make this the default device for testing, enable the Use same device for future launches option. With the device selected, click on the OK button to install and run the application on the device. As with the emulator environment, diagnostic output relating to the installation and launch of the application on the device will be logged in the Run tool window.SummaryWhile the Android Virtual Device emulator provides an excellent testing environment, it is important to keep in mind that there is no real substitute for making sure an application functions correctly on a physical Android device. This, after all, is where the application will be used in the real world.By default, however, the Android Studio environment is not configured to detect Android devices as a target testing device. It is necessary, therefore, to perform some steps in order to be able to load applications directly onto an Android device from within the Android Studio development environment. The exact steps to achieve this goal differ depending on the development platform being used. In this chapter, we have covered those steps for Linux, Mac OS X and Windows based platforms.eBookFrenzy.comYou are reading a sample chapter from the Android Studio 1.x / Android 6 Edition book.Purchase the fully updated Android Studio Chipmunk Edition of this publication in eBook ($29.99) or Print ($46.99) formatAndroid Studio Chipmunk Essentials - Java Edition Print and eBook (PDF) editions contain 94 chapters and over 800 pages

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