

# УСТАНОВКА Android studio

# Developer.android.com/studio

developers Platform **Android Studio** Google Play Jetpack Kotlin Docs News

Результаты поиска LANGUAGE ВОЙТИ

## Android Studio

DOWNLOAD WHAT'S NEW USER GUIDE PREVIEW

# android studio

Android Studio provides the fastest tools for building apps on every type of Android device.

**DOWNLOAD ANDROID STUDIO**

3.5.2 for Windows 64-bit (718 MB)

DOWNLOAD OPTIONS RELEASE NOTES

```
AndroidStudioProject Application src main res  
AndroidManifest.xml  
Application  
1 <?xml version="1.0" encoding="utf-8"?>  
2 <android.support.constraint.ConstraintLayout
```

developer.android.com/studio

## Download Android Studio

Before downloading, you must agree to the following terms and conditions.

### 8. Using Android APIs

#### 8.1 Google Data APIs

8.1.1 If you use any API to retrieve data from Google, you acknowledge that the data may be protected by intellectual property rights which are owned by Google or those parties that provide the data (or by other persons or companies on their behalf). Your use of any such API may be subject to additional Terms of Service. You may not modify, rent, lease, loan, sell, distribute or create derivative works based on this data (either in whole or in part) unless allowed by the relevant Terms of Service.

8.1.2 If you use any API to retrieve a user's data from Google, you acknowledge and agree that you shall retrieve data only with the user's explicit consent and only when, and for the limited purposes for which, the user has given you permission to do so. If you use the Android Recognition Service API, documented at the following URL: <https://developer.android.com/reference/android/speech/RecognitionService>, as updated from time to time, you acknowledge that the use of the API is subject to the Data Processing Addendum for Products where Google is a Data Processor, which is located at the following URL: <https://privacy.google.com/businesses/gdprprocessorterms/>, as updated from time to time. By clicking to accept, you hereby agree to the terms of the Data Processing Addendum for Products where Google is a Data Processor.

### 9. Terminating this License Agreement

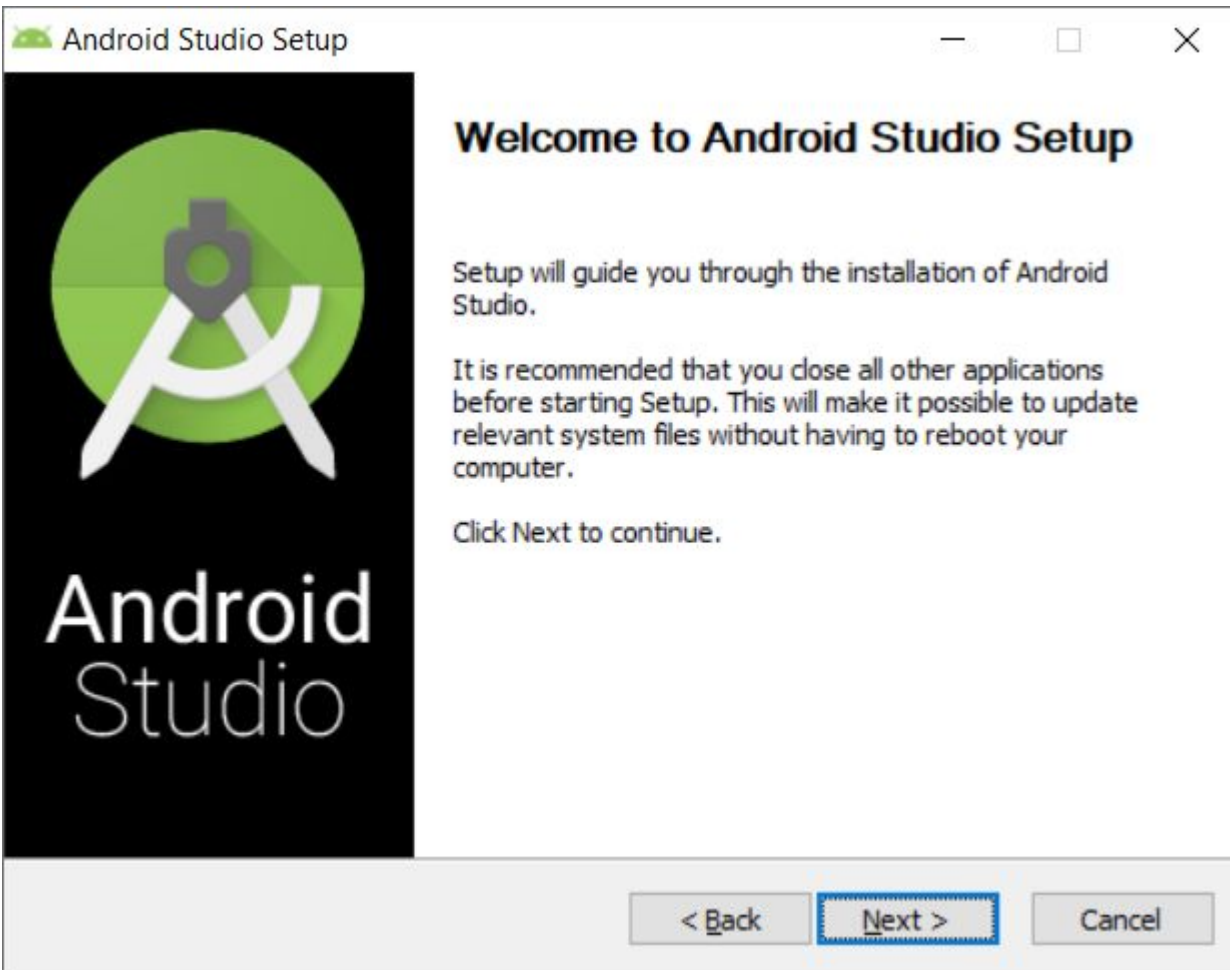
9.1 The License Agreement will continue to apply until terminated by either you or Google as set out below.

9.2 If you want to terminate the License Agreement, you may do so by ceasing your use of the SDK and any relevant developer credentials.

I have read and agree with the above terms and conditions

[DOWNLOAD ANDROID STUDIO FOR WINDOWS](#)

`android-studio-ide-191.5977832-windows.exe`



Android Studio Setup

### Choose Components

Choose which features of Android Studio you want to install.

Check the components you want to install and uncheck the components you don't want to install. Click Next to continue.

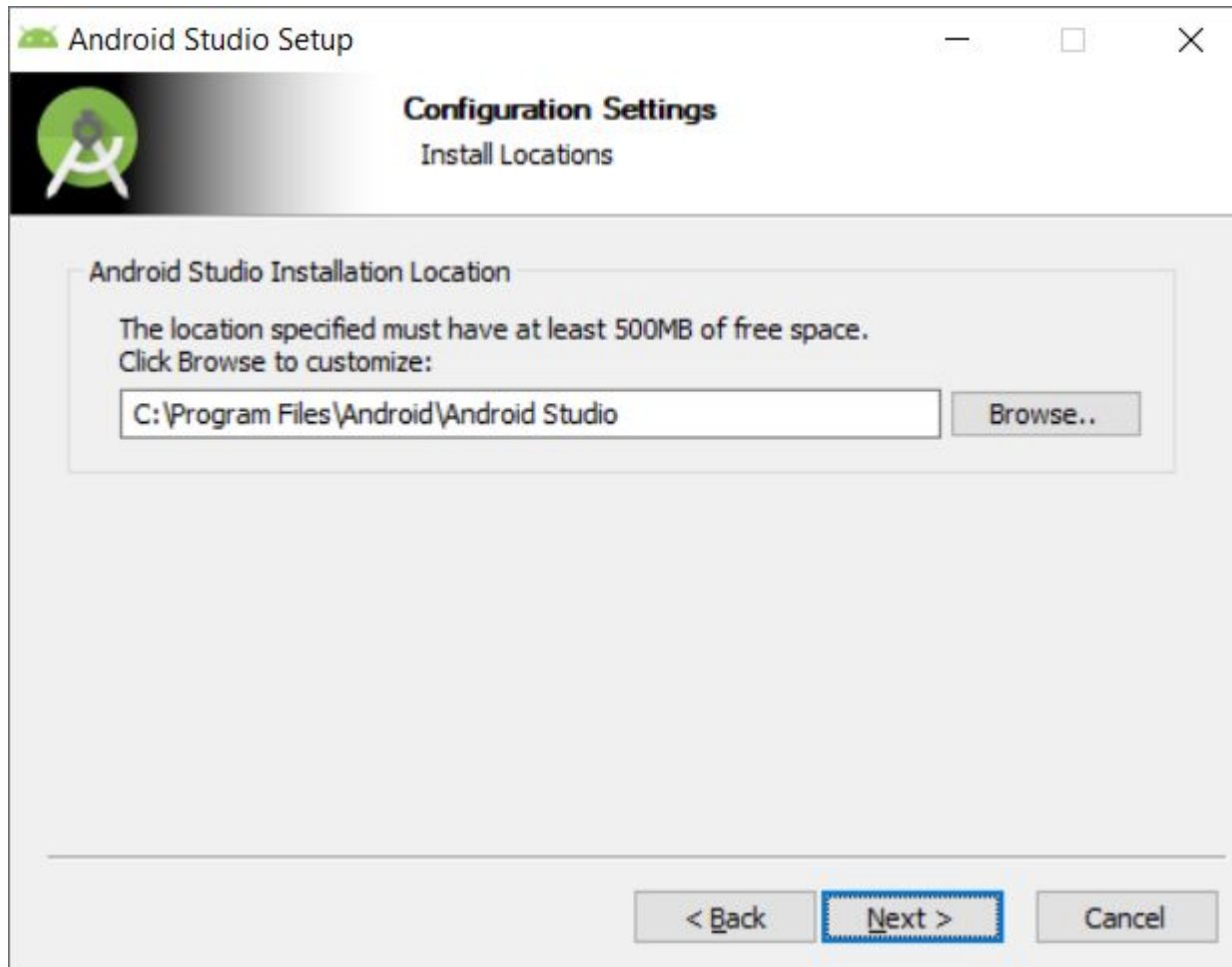
Select components to install:

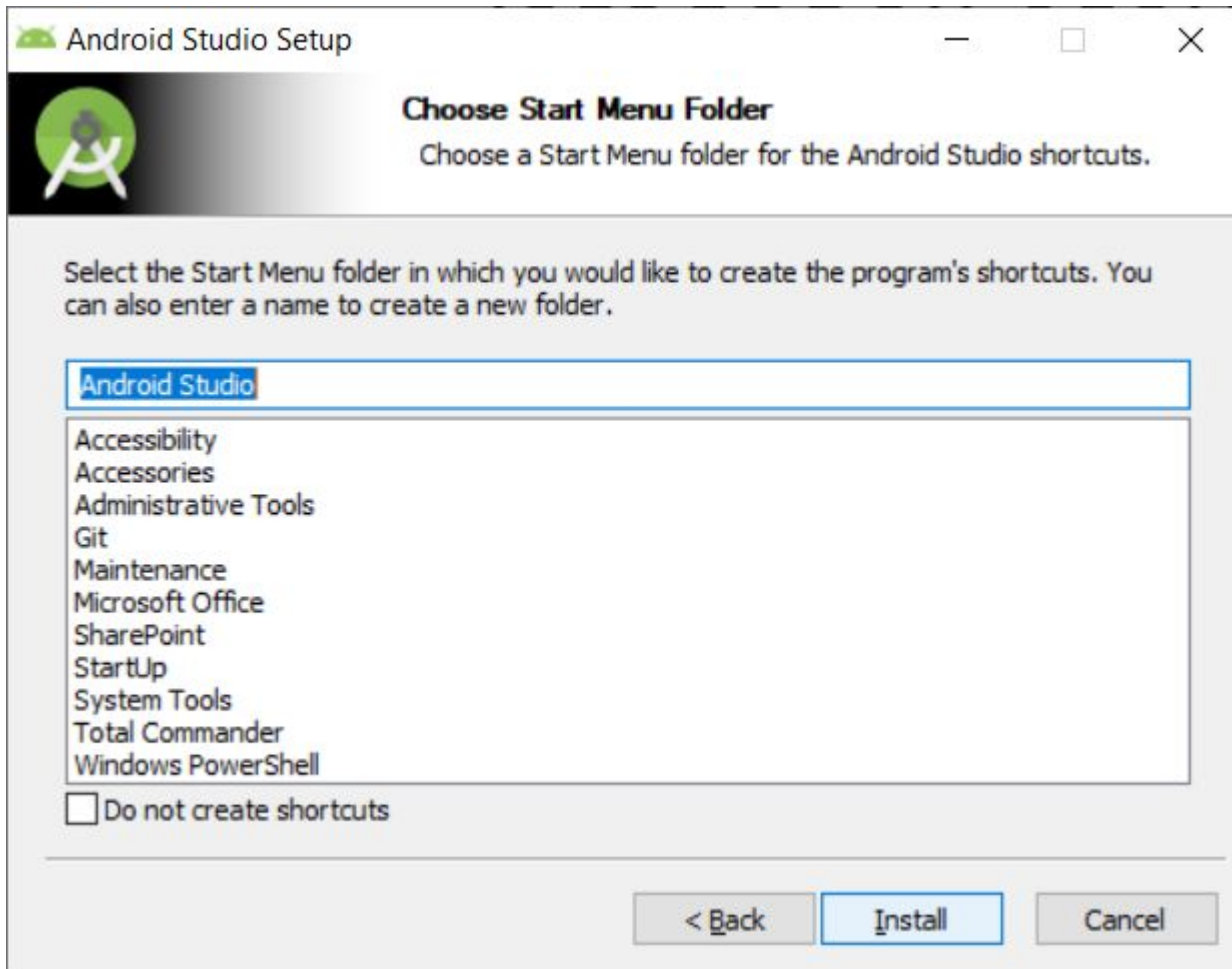
- Android Studio
- Android Virtual Device

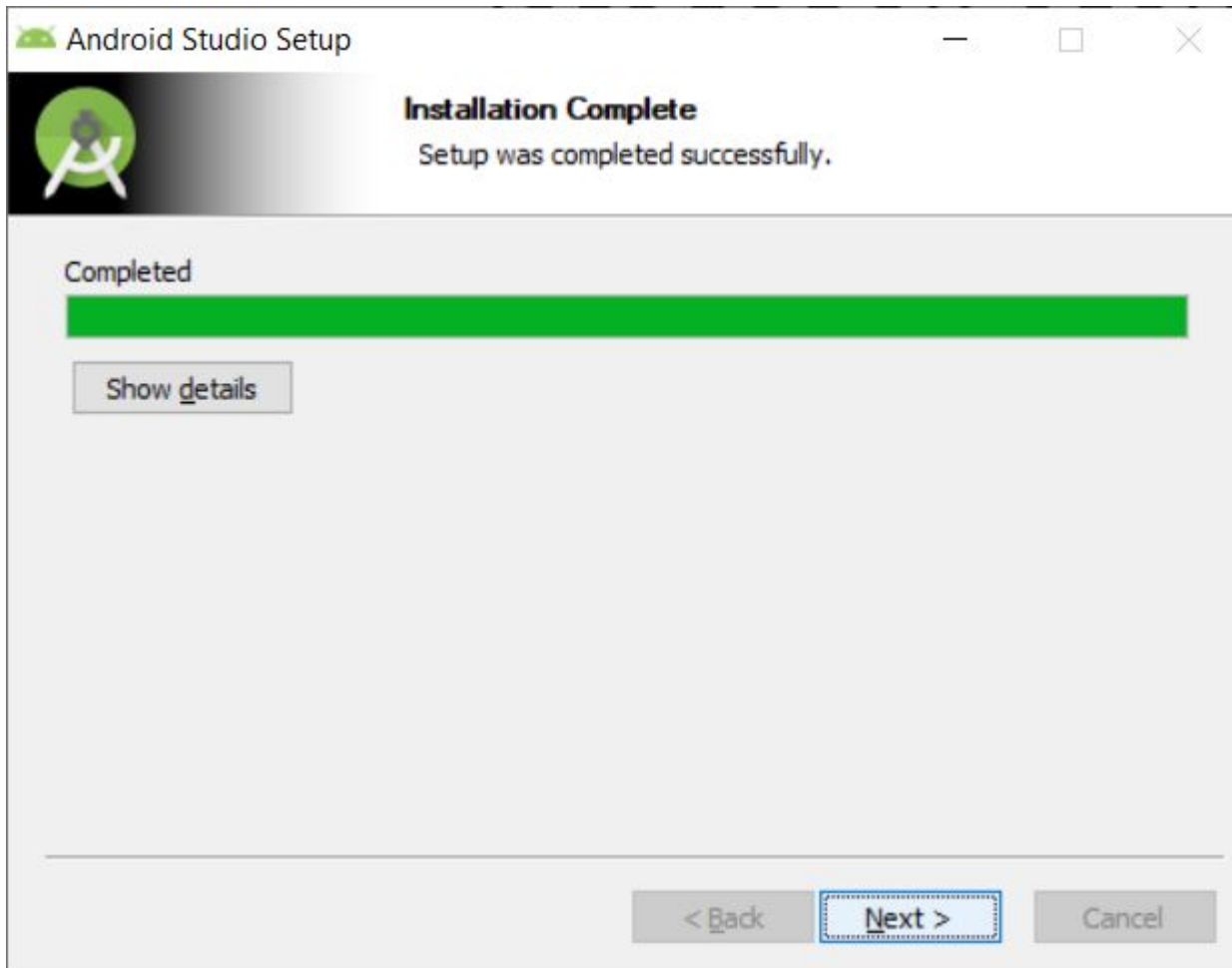
Space required: 2.3GB

**Description**  
Position your mouse over a component to see its description.

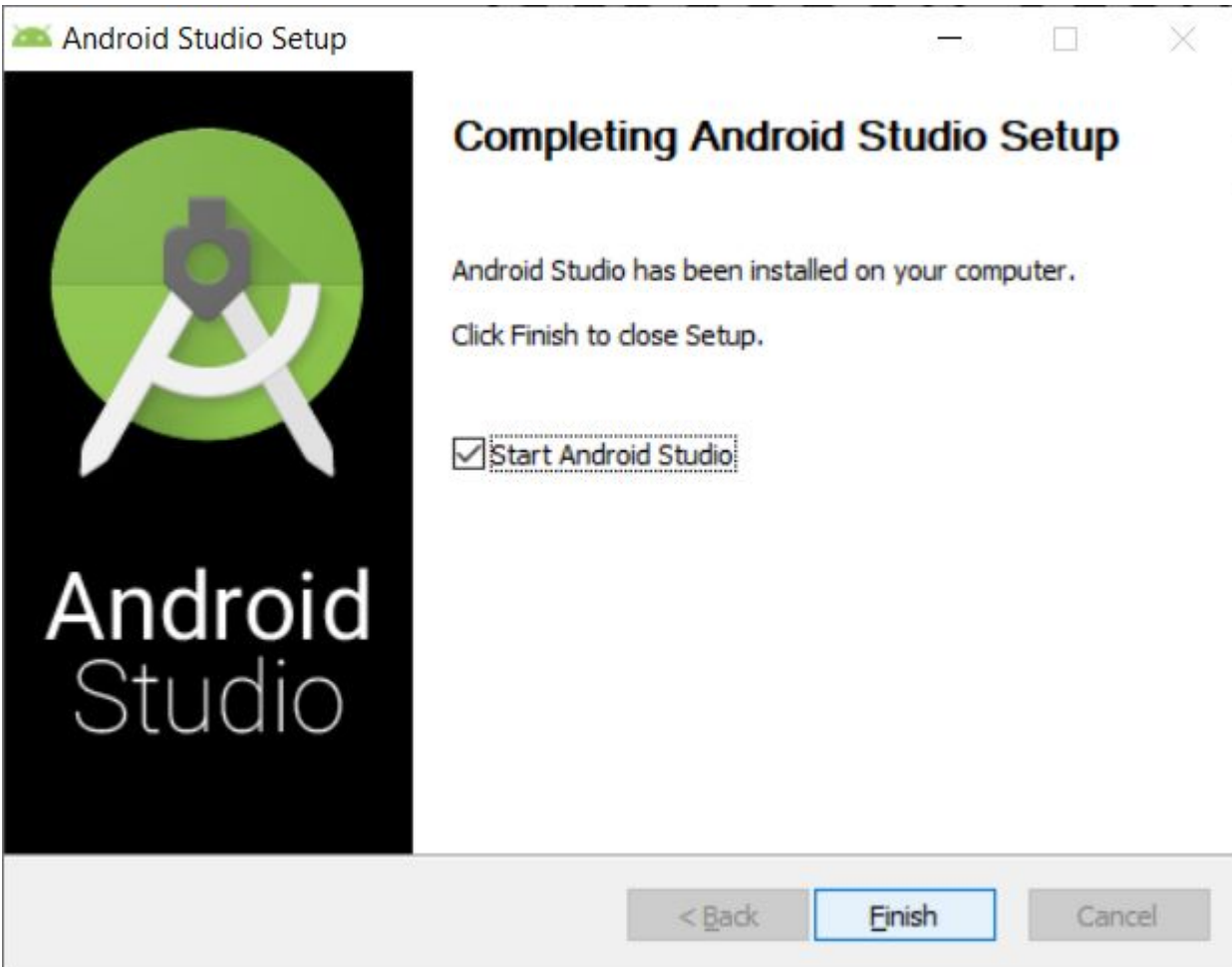
< Back   **Next >**   Cancel

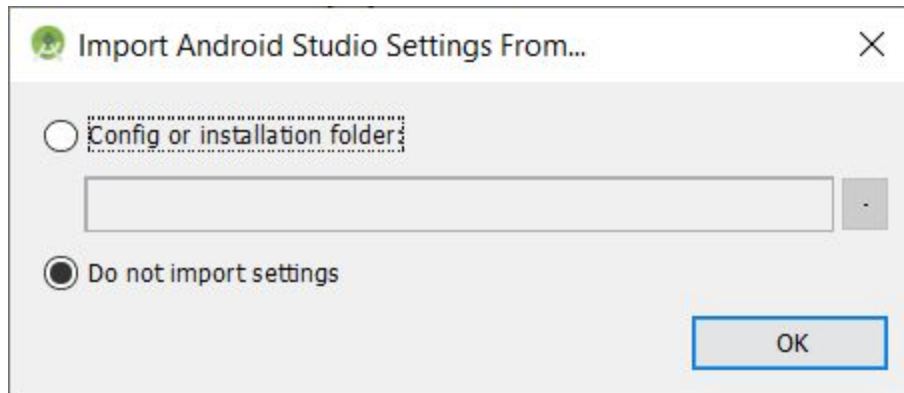


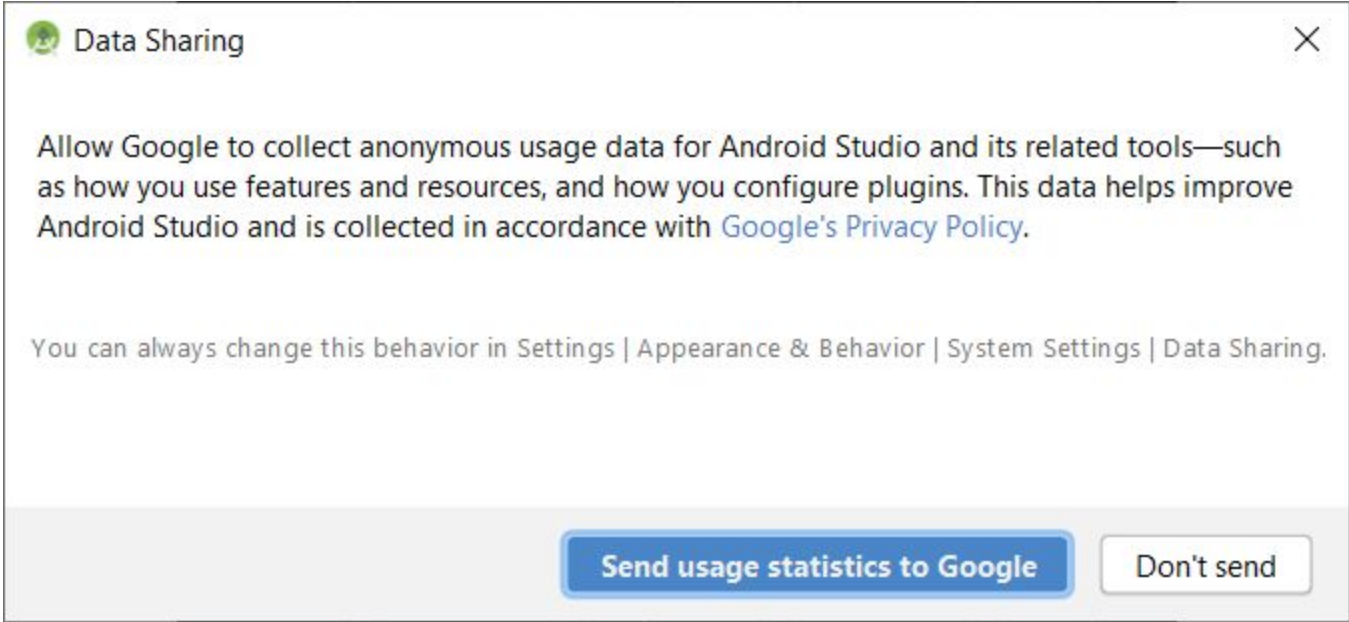











A dialog box titled "Data Sharing" with a close button in the top right corner. The text inside explains that Google collects anonymous usage data for Android Studio and its related tools to improve them, and that this data is collected in accordance with Google's Privacy Policy. It also provides a link to the settings path: Settings | Appearance & Behavior | System Settings | Data Sharing. At the bottom, there are two buttons: "Send usage statistics to Google" (highlighted in blue) and "Don't send".

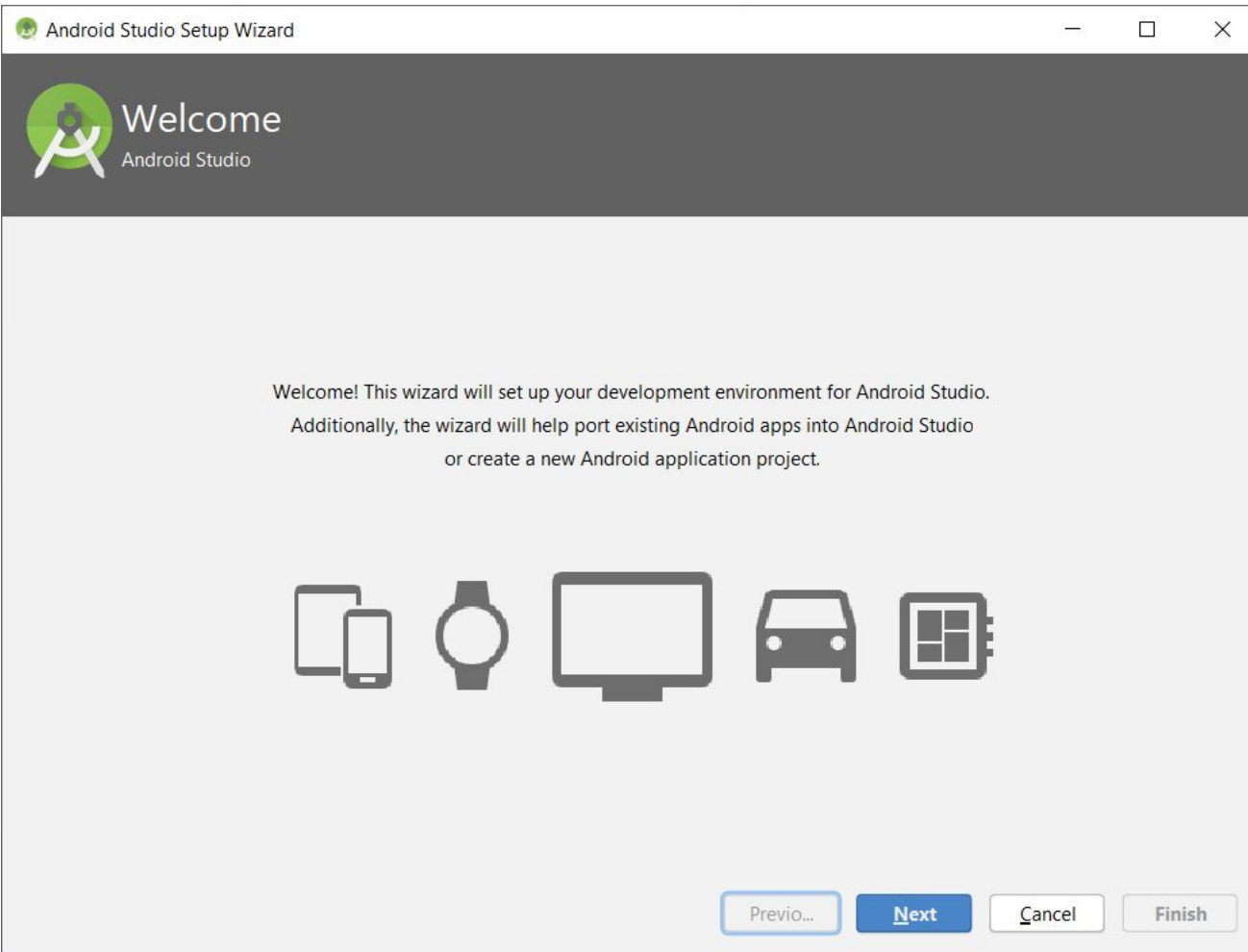
 Data Sharing ✕

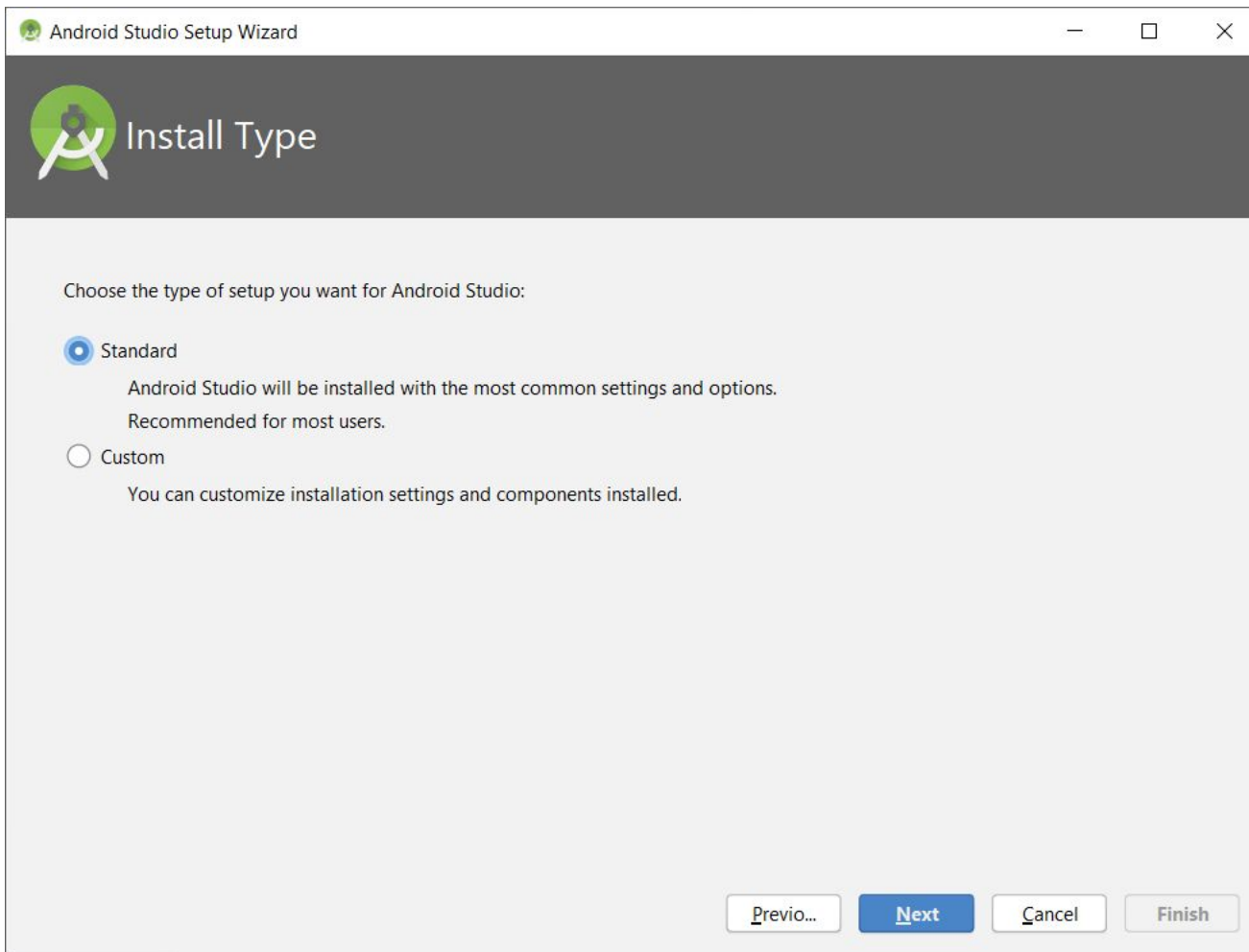
Allow Google to collect anonymous usage data for Android Studio and its related tools—such as how you use features and resources, and how you configure plugins. This data helps improve Android Studio and is collected in accordance with [Google's Privacy Policy](#).

You can always change this behavior in [Settings | Appearance & Behavior | System Settings | Data Sharing](#).

**Send usage statistics to Google**

Don't send







## Select UI Theme

Darcula

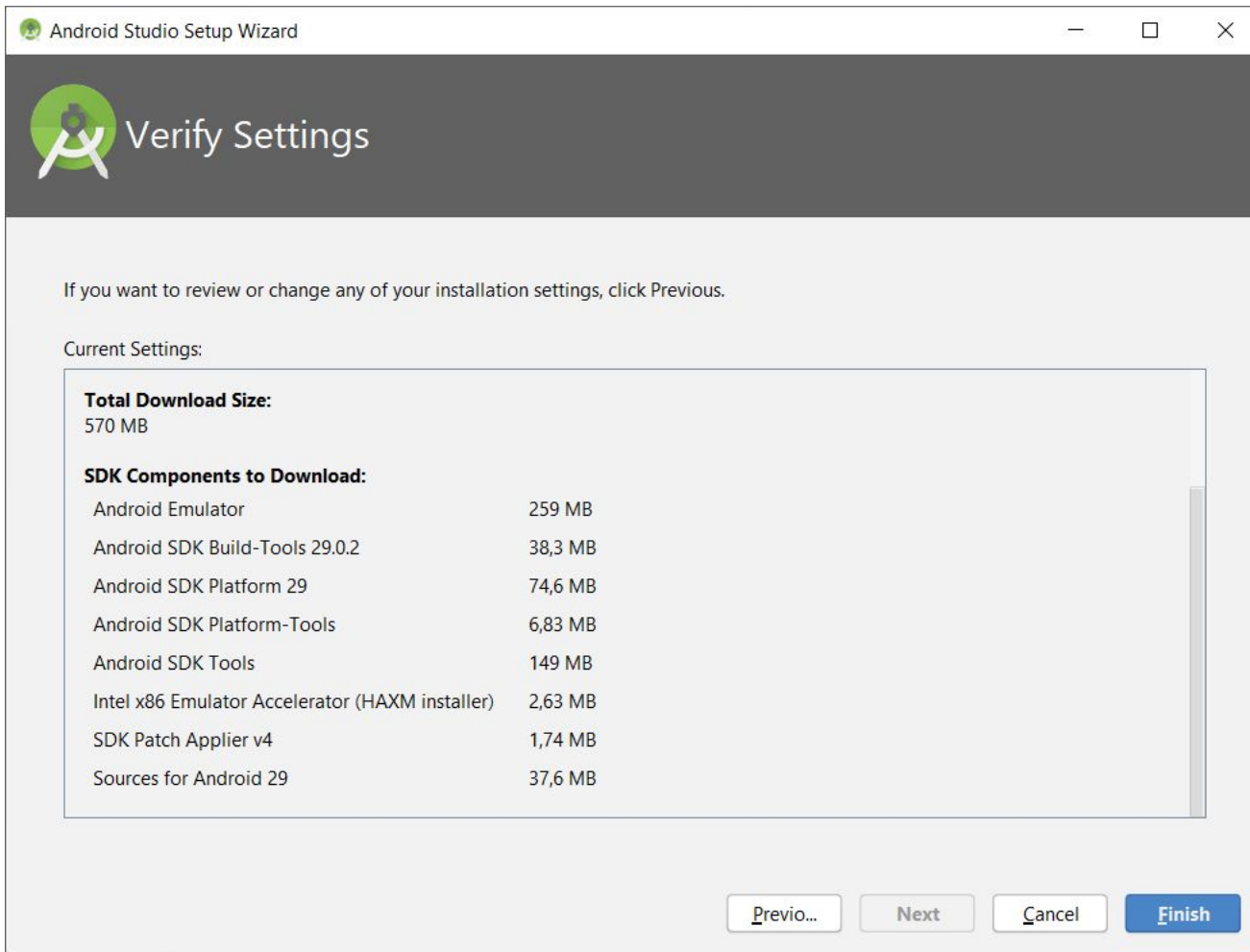
```
module > src > HelloWorld
HelloWorld.java x
import javax.swing.*;
import javax.awt.*;

public class HelloWorld {
    public HelloWorld() {
        JFrame frame = new JFrame ("Hello w
        JLabel label = new JLabel();
        label.setFont(new Font("Serif", Font
        label.
        frame
        frame
        frame
        frame
        frame
        frame
        frame
```

Light

```
module > src > HelloWorld
HelloWorld.java x
import javax.swing.*;
import javax.awt.*;

public class HelloWorld {
    public HelloWorld() {
        JFrame frame = new JFrame ("Hello w
        JLabel label = new JLabel();
        label.setFont(new Font("Serif", Font
        label.
        frame
        frame
        frame
        frame
        frame
        frame
        frame
```





## Downloading Components

```
"Install Android SDK Build-Tools 29.0.2 (revision: 29.0.2)" complete.  
"Install Android SDK Build-Tools 29.0.2 (revision: 29.0.2)" finished.  
Preparing "Install Android SDK Platform 29 (revision: 3)".  
Downloading https://dl.google.com/android/repository/platform-29_r03.zip  
"Install Android SDK Platform 29 (revision: 3)" ready.  
Installing Android SDK Platform 29 in C:\Users\udjal\AppData\Local\Android\Sdk\platforms\android-29  
"Install Android SDK Platform 29 (revision: 3)" complete.  
"Install Android SDK Platform 29 (revision: 3)" finished.  
Preparing "Install Sources for Android 29 (revision: 1)".  
Downloading https://dl.google.com/android/repository/sources-29_r01.zip  
"Install Sources for Android 29 (revision: 1)" ready.  
Installing Sources for Android 29 in C:\Users\udjal\AppData\Local\Android\Sdk\sources\android-29  
"Install Sources for Android 29 (revision: 1)" complete.  
"Install Sources for Android 29 (revision: 1)" finished.  
Parsing C:\Users\udjal\AppData\Local\Android\Sdk\build-tools\29.0.2\package.xml  
Parsing C:\Users\udjal\AppData\Local\Android\Sdk\extras\intel  
  \Hardware_Accelerated_Execution_Manager\package.xml  
Parsing C:\Users\udjal\AppData\Local\Android\Sdk\patcher\v4\package.xml  
Parsing C:\Users\udjal\AppData\Local\Android\Sdk\platform-tools\package.xml
```

Previo...

Next

Cancel

Finish





# Android Studio

Version 3.5.2

+ Start a new Android Studio project

📁 Open an existing Android Studio project

↶ Check out project from Version Control ▼

🔍 Profile or debug APK

📄 Import project (Gradle, Eclipse ADT, etc.)

📄 Import an Android code sample

# Choose your project

Phone and Tablet   Wear OS   TV   Android Auto   Android Things

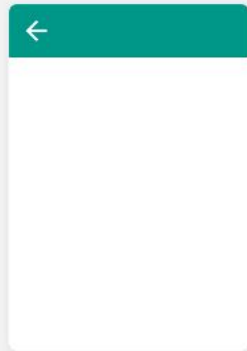
The grid contains the following templates:

- Add No Activity**: A blank white screen with a teal header bar containing a back arrow and a three-dot menu icon.
- Basic Activity**: A white screen with a teal header bar (back arrow and menu icon) and a yellow plus button in the bottom right corner.
- Empty Activity**: A white screen with a teal header bar (back arrow and menu icon). This template is highlighted with a blue border and a blue bar at the bottom.
- Bottom Navigation Activity**: A white screen with a teal header bar (back arrow and menu icon) and a bottom navigation bar with three colored segments (teal, yellow, teal).
- Fragment + ViewModel**: A white screen with a teal header bar (back arrow).
- Fullscreen Activity**: A teal screen with a back arrow in the top left and a square-in-square icon in the top right.
- Master/Detail Flow**: A teal screen showing a master-detail layout with a list on the left and a detail view on the right.
- Navigation Drawer Activity**: A teal screen with a navigation drawer on the left, a list of items, and a yellow plus button in the bottom right corner.

## Empty Activity

Creates a new empty activity

## Configure your project



Empty Activity

Creates a new empty activity

Name

My Application

Package name

com.example.myapplication

Save location

C:\Users\udjal\AndroidStudioProjects\MyApplication

Language

Kotlin

Minimum API level API 15: Android 4.0.3 (IceCreamSandwich)

**i** Your app will run on approximately **100%** of devices.

[Help me choose](#)

This project will support instant apps

Use androidx.\* artifacts

Previous

Next

Cancel

Finish

Project: Android

- MyApplication [My Application] C:\Users\udjal\AndroidStudioProjects\My...
- Gradle Scripts

Resource Manager

Build Variants

Search Everywhere Double Shift

Go to File Ctrl+Shift+N

Recent Files Ctrl+E

Navigation Bar Alt+Home

Drop files here to open

Assistant What's New

## What's New in 3.5

This panel describes some of the new features included in this update.

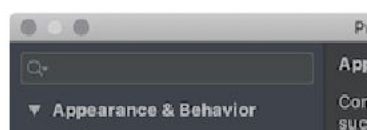
To open this panel again later, select **Help** **Studio** from the main menu.

[Read in a browser](#)

## Quality and Stability improvements

As part of [Project Marble](#), this update focuses on fixing bugs, reducing crashes, leaks, and hangs, and improvements to code quality. The following improvements are described below.

### Memory management settings



Build: Sync x

My Application: syncing...  
Download https://services.gradle.org/distributions/gradle-5.4.1-all.zip

Structure

Favorites

**Kotlin**  
A new version 1.3.61 of the Kotlin plugin is available.

My Application [C:\Users\udjal\AndroidStudioProjects\MyApplication] - ...\app\src\main\java\com\example\myapplication\MainActivity.kt [app] - Android Studio

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

MyApplication > app > src > main > java > com > example > myapplication > MainActivity

Assistant What's New

Android > app > manifests > java > com.example.myapplication > MainActivity

```
1 package com.example.myapplication
2
3 import ...
4
5
6 class MainActivity : AppCompatActivity() {
7
8     override fun onCreate(savedInstanceState: Bundle?) {
9         super.onCreate(savedInstanceState)
10        setContentView(R.layout.activity_main)
11    }
12 }
13
```

### What's New in 3.5

This panel describes some of the new features and behavior changes included in this update.

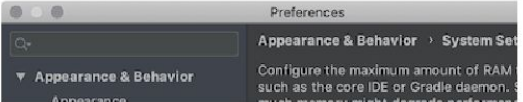
To open this panel again later, select **Help > What's New in Android Studio** from the main menu.

[Read in a browser](#)

### Quality and Stability improvements

As part of [Project Marble](#), this update focuses on improving stability, memc leaks, and hangs, and improvements to core user features. Some of these improvements are described below.

### Memory management settings



Build: Build Output x Sync x

- Build: completed successfully at 04.12.2019 13:53
  - Run build C:\Users\udjal\AndroidStudioProjects\MyApplication
    - Load build 1 s 727 ms
    - Configure build 1 s 611 ms
    - Calculate task graph 8 ms
    - Run tasks 808 ms

2: Favorites

Layout Captures

Device File Explorer

Event Log

\* daemon started successfully (7 minutes ago)

1:1 CRLF UTF-8 4 spaces

**Kotlin**

A new version 1.3.61-release-Studio3.5-1 of the Kotlin plugin is available. [Install](#)



# Your Virtual Devices

Android Studio



Virtual devices allow you to test your application without having to own the physical devices.

[+ Create Virtual Device...](#)

To prioritize which devices to test your application on, visit the [Android Dashboards](#), where you can get up-to-date information on which devices are active in the Android and Google Play ecosystem.



## Select Hardware

Android Studio

## Choose a device definition

Q-

Category	Name	Play Store	Size	Resolution	Density
TV	Pixel XL		5,5"	1440x2560	560dpi
Phone	Pixel 3a XL		6,0"	1080x2160	400dpi
Wear OS	Pixel 3a	▶	5,6"	1080x2220	440dpi
Tablet	Pixel 3 XL		6,3"	1440x2960	560dpi
	Pixel 3	▶	5,46"	1080x2160	440dpi
	Pixel 2 XL		5,99"	1440x2880	560dpi
	Pixel 2	▶	5,0"	1080x1920	420dpi
	Pixel	▶	5,0"	1080x1920	420dpi
	Nexus S		4,0"	480x800	hdpi

New Hardware Profile

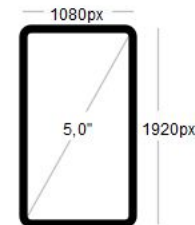
Import Hardware Profiles



Clone Device...



## Pixel 2



Size: large  
Ratio: long  
Density: 420dpi

Previous

Next

Cancel

Finish

Help



## System Image

Android Studio

## Select a system image

Recommended x86 Images Other Images

Release Name	API Level ▼	ABI	Target
<a href="#">Q Download</a>	29	x86_64	Android 10.0 (Google Play)
<a href="#">Q Download</a>	29	x86_64	Android 10.0 (Google APIs)
<a href="#">Q Download</a>	29	x86	Android 10.0 (Google APIs)
<a href="#">Q Download</a>	29	x86_64	Android 10.0
<a href="#">Q Download</a>	29	x86	Android 10.0
<a href="#">Pie Download</a>	28	x86_64	Android 9.0 (Google Play)
<a href="#">Pie Download</a>	28	x86	Android 9.0 (Google APIs)
<a href="#">Pie Download</a>	28	x86_64	Android 9.0 (Google APIs)
<a href="#">Pie Download</a>	28	x86	Android 9.0
<a href="#">Pie Download</a>	28	x86_64	Android 9.0
<a href="#">Oreo Download</a>	27	x86	Android 8.1 (Google APIs)
<a href="#">Oreo Download</a>	27	x86_64	Android 8.1



! A system image must be selected to continue.

Q



API Level

**29**

Android

**10.0****Google Inc.**

System Image

**x86**

Recommendation

No emulator installed

[Install Emulator](#)

Questions on API level?

[See the API level distribution chart](#)

Previous

Next


Cancel

Finish

Help



SDK Quickfix Installation



# Component Installer

Android Studio

## Installing Requested Components

SDK Path: C:\Users\udjal\AppData\Local\Android\Sdk

```
Packages to install:  
- Intel x86 Atom System Image (system-images;android-26;default;x86)  
  
Preparing "Install Intel x86 Atom System Image (revision: 1)".  
Downloading https://dl.google.com/android/repository/sys-img/android/x86-26_r01.zip
```

Downloading (7%): 23.4 / 334,0 MB ...

[https://dl.google.com/android/repository/sys-img/android/x86-26\\_r01.zip](https://dl.google.com/android/repository/sys-img/android/x86-26_r01.zip)

**i** Please wait until the installation finishes

Previous Next **Cancel** Finish



# Component Installer

Android Studio

## Installing Requested Components

SDK Path: C:\Users\udjal\AppData\Local\Android\Sdk

Packages to install:

- Intel x86 Atom System Image (system-images;android-26;default;x86)

Preparing "Install Intel x86 Atom System Image (revision: 1)".

Downloading [https://dl.google.com/android/repository/sys-img/android/x86-26\\_r01.zip](https://dl.google.com/android/repository/sys-img/android/x86-26_r01.zip)

"Install Intel x86 Atom System Image (revision: 1)" ready.

Installing Intel x86 Atom System Image in

C:\Users\udjal\AppData\Local\Android\Sdk\system-images\android-26\default\x86

"Install Intel x86 Atom System Image (revision: 1)" complete.

"Install Intel x86 Atom System Image (revision: 1)" finished.

Done

Previous

Next

Cancel

Finish



# Android Virtual Device (AVD)

Android Studio

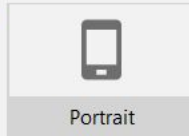
## Verify Configuration

AVD Name

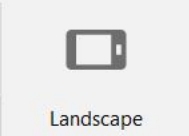
Pixel 2      5.0 1080x1920 xxhdpi     

Oreo      Android 8.0 x86     

Startup orientation



Portrait



Landscape

Emulated Performance

Graphics:

Device Frame  Enable Device Frame

## AVD Name

The name of this AVD.

### Recommendation

**No emulator installed**

Consider using a system image with Google APIs to enable testing with Google Play Services.

[Install Emulator](#)

Android Virtual Device Manager



Your Virtual Devices  
Android Studio

No emulator installed

[Install Emulator](#)

Type	Name	Play Store	Resolution	API	Target	CPU/ABI	Size on Disk	Actions
	Pixel 2 API 26		1080 × 1920: 420dpi	26	Android 8.0	x86	1,0 GB	

+ Create Virtual Device...



SDK Quickfix Installation



## Component Installer

Android Studio

### Installing Requested Components

SDK Path: C:\Users\udjal\AppData\Local\Android\Sdk

Packages to install:


- Android Emulator (emulator)

Preparing "Install Android Emulator (revision: 29.2.11)".

Downloading <https://dl.google.com/android/repository/emulator-windows-6031357.zip>

Downloading (5%): 13.0 / 259,3 MB ...

<https://dl.google.com/android/repository/emulator-windows-6031357.zip>

 Please wait until the installation finishes

Previous

Next

Cancel

Finish



# Component Installer

Android Studio

## Installing Requested Components

SDK Path: C:\Users\udjal\AppData\Local\Android\Sdk

Packages to install:

- Android Emulator (emulator)

Preparing "Install Android Emulator (revision: 29.2.11)".

Downloading <https://dl.google.com/android/repository/emulator-windows-6031357.zip>

"Install Android Emulator (revision: 29.2.11)" ready.

Installing Android Emulator in C:\Users\udjal\AppData\Local\Android\Sdk\emulator

"Install Android Emulator (revision: 29.2.11)" complete.

"Install Android Emulator (revision: 29.2.11)" finished.

Done

Previous

Next

Cancel

Finish

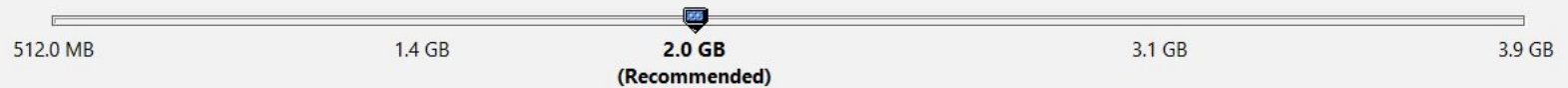


## Emulator Settings

We have detected that your system can run the Android emulator in an accelerated performance mode.

Set the maximum amount of RAM available for the Intel® Hardware Accelerated Execution Manager (HAXM) to use for all x86 emulator instances. You can change these settings at any time by running the Intel® HAXM installer.

Refer to the [Intel® HAXM Documentation](#) for more information.



RAM allocation:  MiB

Previous

Next

Cancel

Finish