

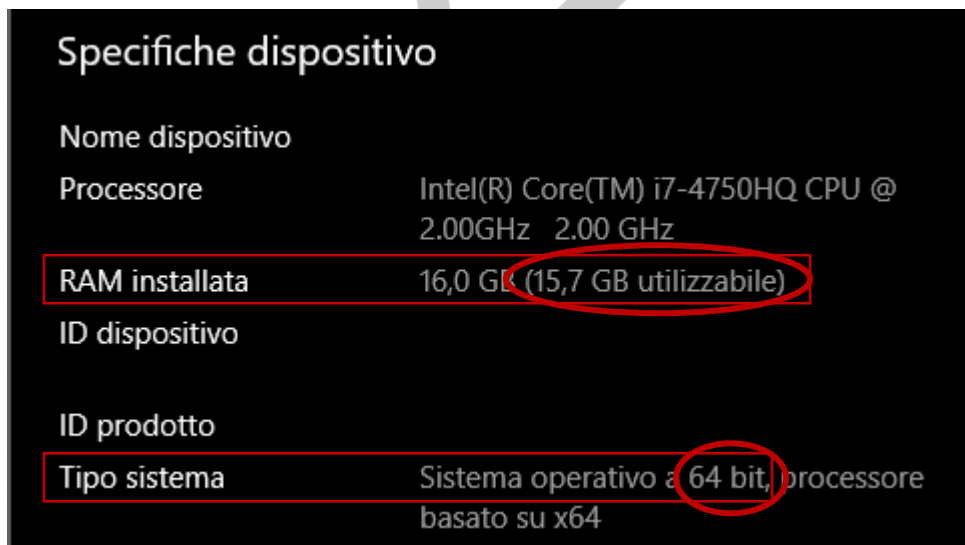
COME INSTALLARE E CONFIGURARE ANDROID STUDIO

GUIDA PER WINDOWS 10 64 bit (FUNZIONA ANCHE PER WINDOWS 7/8/8.1 64 bit)

ATTENZIONE: QUESTE OPERAZIONI RICHIEDERANNO UN NOTEVOLE CONSUMO DI GIGA DI DATI E POTREBBERO RICHIEDERE PARECCHIO TEMPO (IN BASE AL PROPRIO SISTEMA).

CONTROLLARE IL PROPRIO SISTEMA:

- APRIRE **IMPOSTAZIONI**→**SISTEMA**→**INFORMAZIONI SUL SISTEMA**
- CONTROLLARE I PARAMETRI **RAM** E **TIPO SISTEMA** (IL PARAMETRO **RAM** CI SERVIRÀ IN SEGUITO)



Specifiche dispositivo

Nome dispositivo

Processore Intel(R) Core(TM) i7-4750HQ CPU @ 2.00GHz 2.00 GHz

RAM installata 16,0 GB (15,7 GB utilizzabile)

ID dispositivo

ID prodotto

Tipo sistema Sistema operativo a 64 bit, processore basato su x64

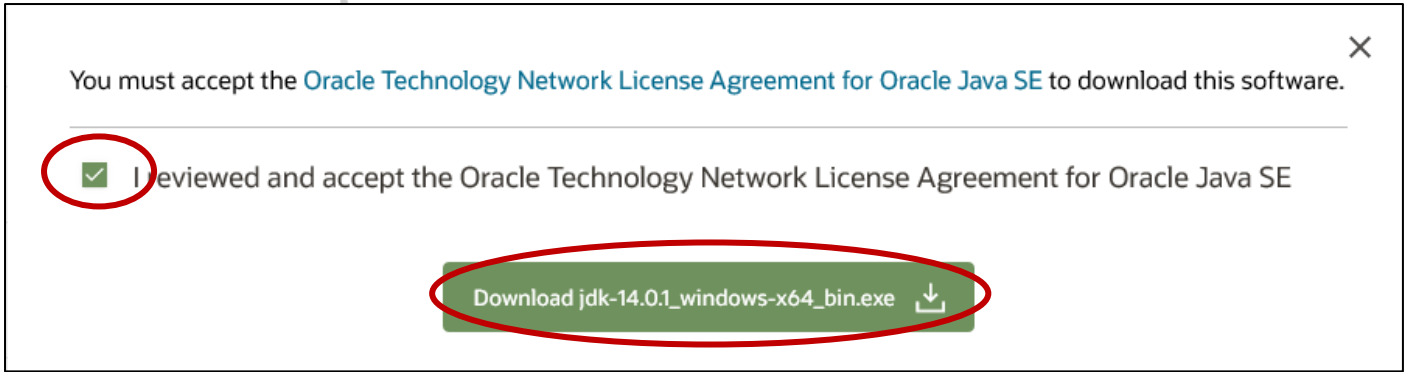
SCARICARE E INSTALLARE JAVA JDK

LINK: <https://www.oracle.com/java/technologies/javase-jdk14-downloads.html>

SCORRERE LA PAGINA, CERCARE **WINDOWS x64 INSTALLER** E FARE CLICK SUL LINK COL TASTO SINISTRO DEL MOUSE

Product / File Description	File Size	Download
Linux Debian Package	157.92 MB	jdk-14.0.1_linux-x64_bin.deb
Linux RPM Package	165.04 MB	jdk-14.0.1_linux-x64_bin.rpm
Linux Compressed Archive	182.04 MB	jdk-14.0.1_linux-x64_bin.tar.gz
macOS Installer	175.77 MB	jdk-14.0.1_osx-x64_bin.dmg
macOS Compressed Archive	176.19 MB	jdk-14.0.1_osx-x64_bin.tar.gz
Windows x64 Installer	162.07 MB	jdk-14.0.1_windows-x64_bin.exe
Windows x64 Compressed Archive	181.53 MB	jdk-14.0.1_windows-x64_bin.zip

SPUNTARE LA CASELLA PER ACCETTARE LE CONDIZIONI E FARE CLICK SUL RETTANGOLO VERDE PER SCARICARE IL FILE DI INSTALLAZIONE DI JAVA JDK:

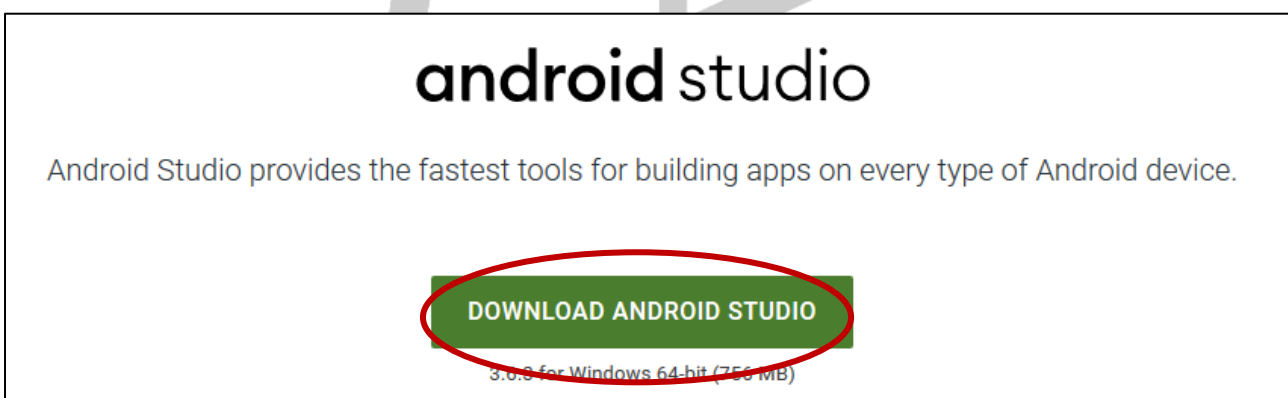


APRIRE IL FILE SCARICATO PER INSTALLARE JAVA JDK. LASCIARE TUTTE LE IMPOSTAZIONI DI DEFAULT E PREMERE **NEXT** UN PAIO DI VOLTE PER FAR PARTIRE L'INSTALLAZIONE. AL TERMINE PREMERE SU **CLOSE**.



SCARICARE ANDROID STUDIO

LINK: <https://developer.android.com/studio>



SPUNTARE LA CASELLA PER ACCETTARE E CLICK SUL PULSANTE CHE SI ACCENDE PER SCARICARE ANDROID STUDIO.

Download Android Studio

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

made available.

14. General Legal Terms

14.1 The License Agreement constitutes the whole legal agreement between you and Google and governs your use of the SDK (excluding any services which Google may provide to you under a separate written agreement), and completely replaces any prior agreements between you and Google in relation to the SDK.

14.2 You agree that if Google does not exercise or enforce any legal right or remedy which is contained in the License Agreement (or which Google has the benefit of under any applicable law), this will not be taken to be a formal waiver of Google's rights and that those rights or remedies will still be available to Google.

14.3 If any court of law, having the jurisdiction to decide on this matter, rules that any provision of the License Agreement is invalid, then that provision will be removed from the License Agreement without affecting the rest of the License Agreement. The remaining provisions of the License Agreement will continue to be valid and enforceable.

14.4 You acknowledge and agree that each member of the group of companies of which Google is the parent shall be third party beneficiaries to the License Agreement and that such other companies shall be entitled to directly enforce, and rely upon, any provision of the License Agreement that confers a benefit on (or rights in favor of) them. Other than this, no other person or company shall be third party beneficiaries to the License Agreement.

14.5 EXPORT RESTRICTIONS. THE SDK IS SUBJECT TO UNITED STATES EXPORT LAWS AND REGULATIONS. YOU MUST COMPLY WITH ALL DOMESTIC AND INTERNATIONAL EXPORT LAWS AND REGULATIONS THAT APPLY TO THE SDK. THESE LAWS INCLUDE RESTRICTIONS ON DESTINATIONS, END USERS AND END USE.

14.6 The rights granted in the License Agreement may not be assigned or transferred by either you or Google without the prior written approval of the other party. Neither you nor Google shall be permitted to delegate their responsibilities or obligations under the License Agreement without the prior written approval of the other party.

14.7 The License Agreement, and your relationship with Google under the License Agreement, shall be governed by the laws of the State of California without regard to its conflict of laws provisions. You and Google agree to submit to the exclusive jurisdiction of the courts located within the county of Santa Clara, California to resolve any legal matter arising from the License Agreement. Notwithstanding this, you agree that Google shall still be allowed to apply for injunctive remedies (or an equivalent type of urgent legal relief) in any jurisdiction.

January 16, 2019

I have read and agree with the above terms and conditions

DOWNLOAD ANDROID STUDIO FOR WINDOWS

android-studio-ide-192.6392135-windows.exe

APRIRE IL FILE APPENA SCARICATO. (VIDEOGUIDA: <https://developer.android.com/studio/install>)

LASCIARE TUTTE LE IMPOSTAZIONI DI DEFAULT.

PREMERE **NEXT** E **ACCEPT** FINCHÈ NON INIZIA L'INSTALLAZIONE VERA E PROPRIA.

ATTENDERE IL COMPLETAMENTO.

PREMERE **NEXT**, CONTROLLARE CHE SIA SPUNTATA LA CASELLA **START ANDROID STUDIO** E PREMERE SU **FINISH**.

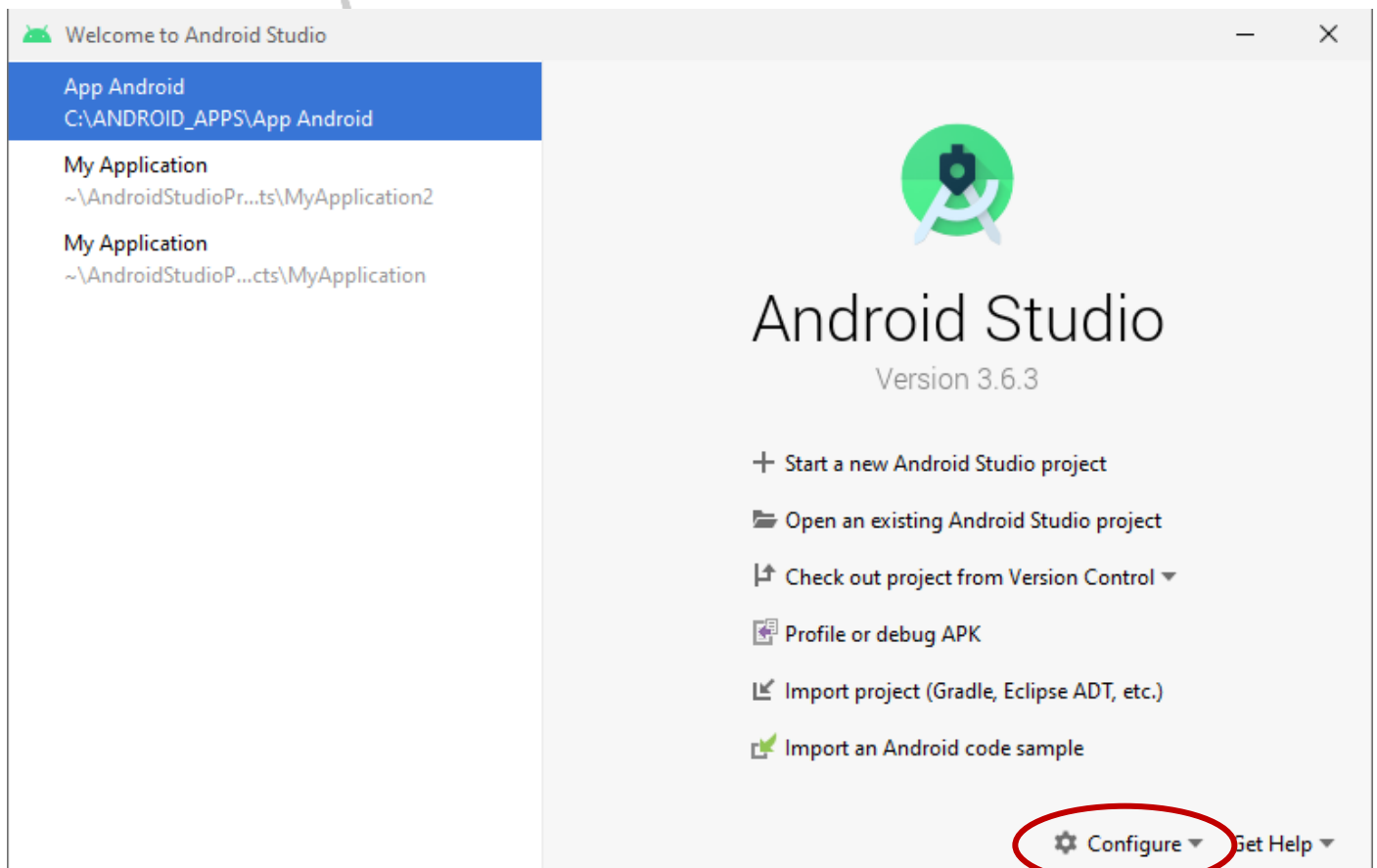
ORA ANDROID STUDIO SI DOVREBBE AVVIARE. AL PRIMO AVVIO VERRÀ CHIESTO DI IMPORTARE LE IMPOSTAZIONI: SELEZIONARE DI **NON IMPORTARE** E PREMERE **OK**.

SEMPRE AL PRIMO AVVIO SI APRE IL SETUP WIZARD: LASCIARE TUTTE LE IMPOSTAZIONI STANDARD E PREMERE SU **NEXT** UN PAIO DI VOLTE E POI SU **FINISH**.

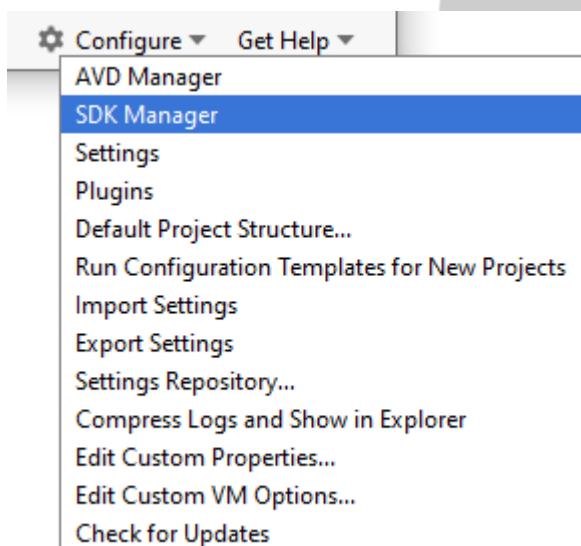
ATTENDERE IL COMPLETAMENTO.

PREMERE SU **FINISH**.

SI DOVREBBE ORA VEDERE UNA FINESTRA SIMILE A QUESTA:



PREMERE SU **CONFIGURE** → **SDK MANAGER**



SPUNTARE LA CASELLA RELATIVA AD **ANDROID 5.1** (PER GARANTIRE MAGGIORE COMPATIBILITÀ). È POSSIBILE ANCHE SELEZIONARE LA CASELLA RELATIVA ALLA VERSIONE DI ANDROID PRESENTE SUL PROPRIO SMARTPHONE.

ATTENZIONE: PER OGNI SDK AGGIUNTA, IL SISTEMA DOVRÀ SCARICARE CIRCA 1GB DI DATI!

Settings for New Projects

Appearance & Behavior > System Settings > Android SDK

Manager for the Android SDK and Tools used by Android Studio

Android SDK Location: C:\Users\utente\AppData\Local\Android\Sdk [Edit](#) [Optimize disk space](#)

SDK Platforms SDK Tools SDK Update Sites

Each Android SDK Platform package includes the Android platform and sources pertaining to an API level by default. Once installed, Android Studio will automatically check for updates. Check "show package details" to display individual SDK components.

Name	API Level	Revision	Status
<input type="checkbox"/> Android R Preview	R	4	Not installed
<input type="checkbox"/> Android 10.0 (Q)	29	4	Not installed
<input checked="" type="checkbox"/> Android 9.0 (Pie)	28	6	Installed
<input checked="" type="checkbox"/> Android 8.1 (Oreo)	27	3	Installed
<input type="checkbox"/> Android 8.0 (Oreo)	26	2	Not installed
<input type="checkbox"/> Android 7.1.1 (Nougat)	25	3	Not installed
<input type="checkbox"/> Android 7.0 (Nougat)	24	2	Partially installed
<input type="checkbox"/> Android 6.0 (Marshmallow)	23	3	Not installed
<input checked="" type="checkbox"/> Android 5.1 (Lollipop)	22	2	Partially installed
<input type="checkbox"/> Android 5.0 (Lollipop)	21	2	Not installed
<input type="checkbox"/> Android 4.4W (KitKat Wear)	20	2	Not installed
<input type="checkbox"/> Android 4.4 (KitKat)	19	4	Not installed
<input type="checkbox"/> Android 4.3 (Jelly Bean)	18	3	Not installed
<input type="checkbox"/> Android 4.2 (Jelly Bean)	17	3	Not installed
<input type="checkbox"/> Android 4.1 (Jelly Bean)	16	5	Not installed
<input type="checkbox"/> Android 4.0.3 (IceCreamSandwich)	15	5	Not installed
<input type="checkbox"/> Android 4.0 (IceCreamSandwich)	14	4	Not installed
<input type="checkbox"/> Android 3.2 (Honeycomb)	13	1	Not installed
<input type="checkbox"/> Android 3.1 (Honeycomb)	12	3	Not installed
<input type="checkbox"/> Android 3.0 (Honeycomb)	11	2	Not installed
<input type="checkbox"/> Android 2.3.3 (Gingerbread)	10	2	Not installed
<input type="checkbox"/> Android 2.3 (Gingerbread)	9	2	Not installed
<input type="checkbox"/> Android 2.2 (Froyo)	8	3	Not installed
<input type="checkbox"/> Android 2.1 (Eclair)	7	3	Not installed

Hide Obsolete Packages Show Package Details

OK Cancel Apply Help

PREMERE **OK** E POI ANCORA **OK** NELLA FINESTRA CHE APPARE. (LE DIMENSIONI NECESSARIE POSSONO VARIARE)

Confirm Change

⚠ The following components will be installed:

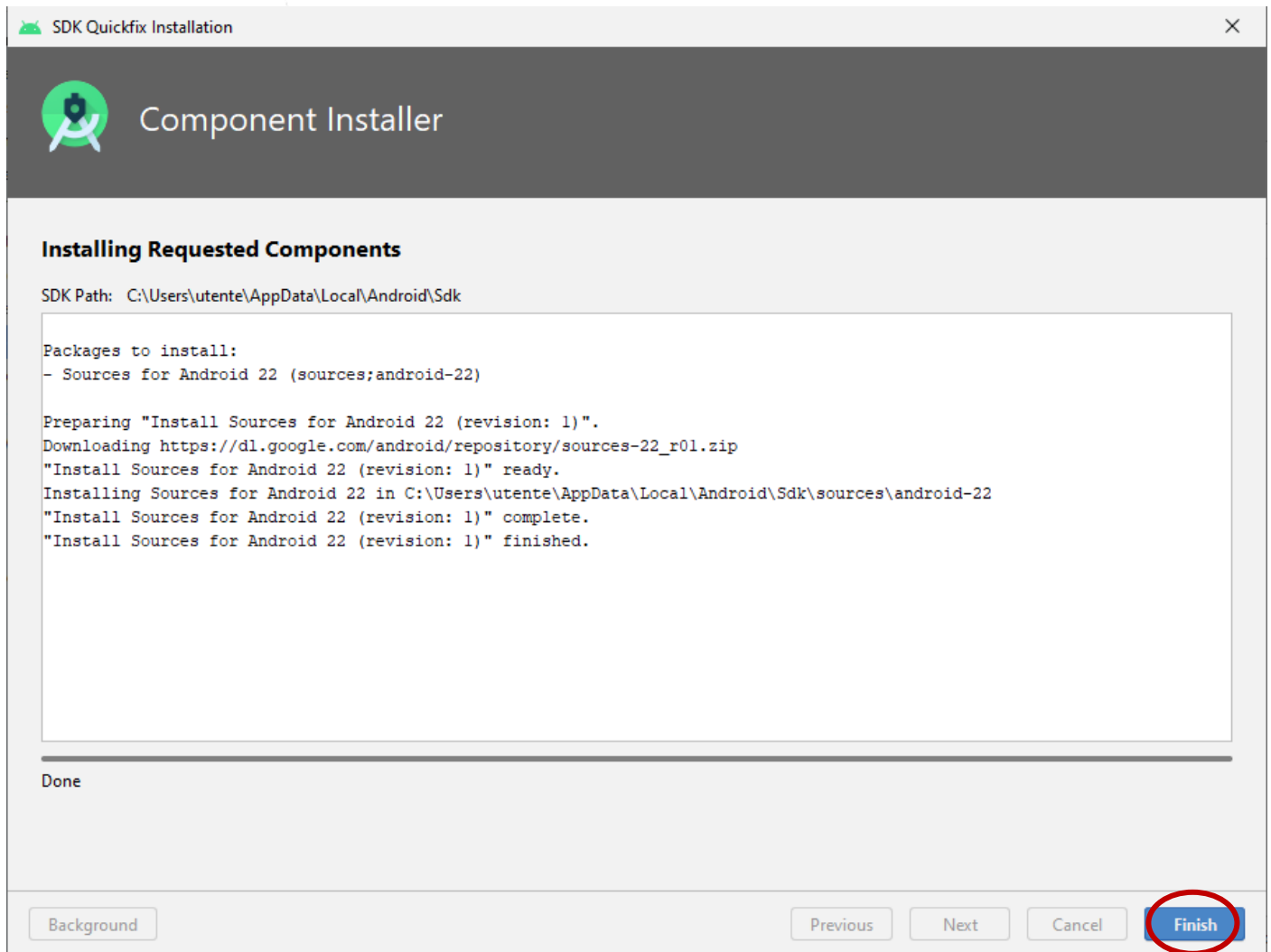
- Sources for Android 22 revision 1

Disk usage:

- Estimated download size: 27,5 MB
- Estimated disk space to be additionally occupied on SDK partition after installation: 110,1 MB
- Currently available disk space in SDK root (C:\Users\utente\AppData\Local\Android\Sdk): 402,0 GB

OK Cancel

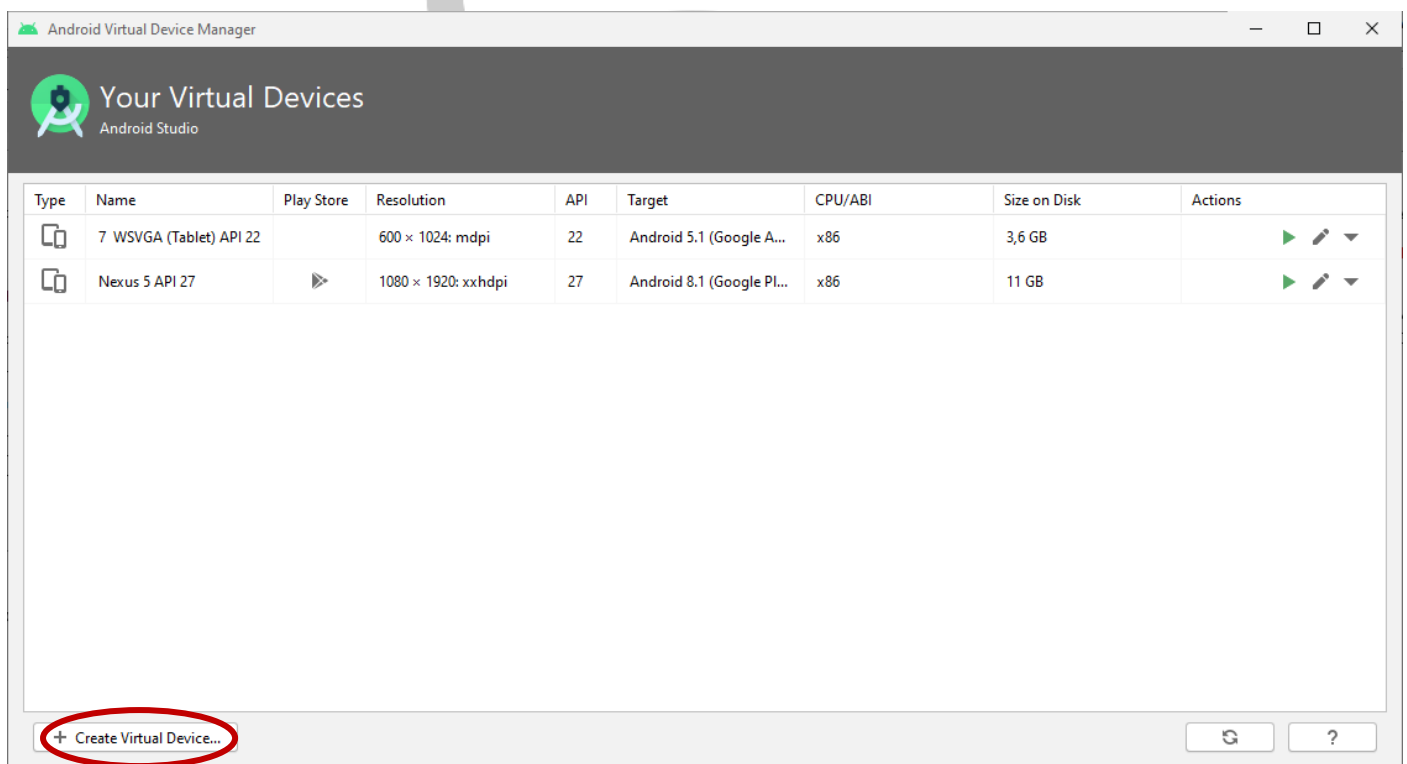
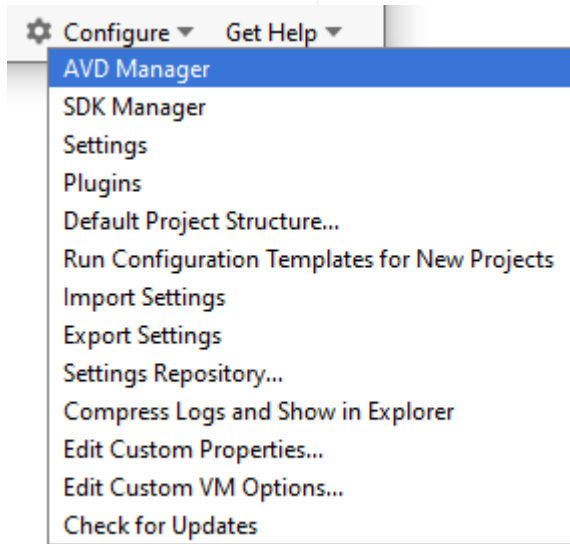
ATTENDERE IL COMPLETAMENTO E PREMERE SU **FINISH**.



ADESSO PREMERE SU **CONFIGURE** → **AVD MANAGER** PER CONFIGURARE LO SMARTPHONE VIRTUALE

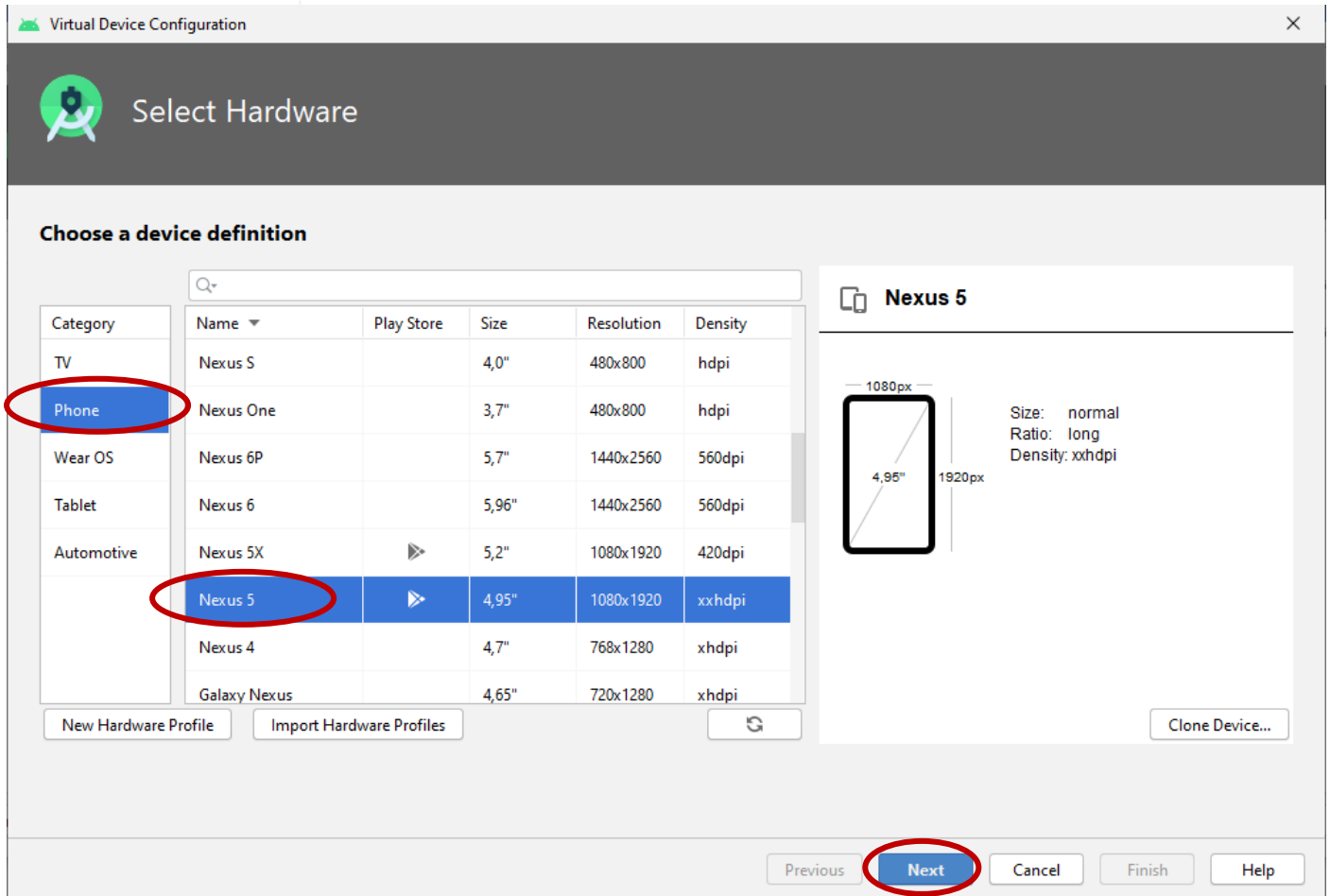
ATTENZIONE: PER UTILIZZARE IL DISPOSITIVO VIRTUALE È CONSIGLIABILE AVERE UN SISTEMA CON PIÙ DI 8GB DI RAM.

IN ALTERNATIVA, SE NON SI DISPONE DI SUFFICIENTE MEMORIA RAM, È POSSIBILE UTILIZZARE IL PROPRIO SMARTPHONE O TABLET ANDROID PER TESTARE LE APP CREATE



PREMERE SU **CREATE VIRTUAL DEVICE**

SELEZIONARE **PHONE** E SELEZIONARE UN DISPOSITIVO (SI CONSIGLIA DI USARE **Nexus 5**) QUINDI PREMERE SU **NEXT**



SELEZIONARE **x86 IMAGES** E SELEZIONARE LA PRIMA **LOLLIPOP** (CHE DOVREBBE ESSERE DI UN COLORE PIÙ SCURO) E PREMERE SU **NEXT** E POI SU **FINISH**

Virtual Device Configuration


System Image

Select a system image

Recommended **x86 Images** Other Images

Release Name	API Level	ABI	Target
Marshmallow	23	x86	Android 6.0 (Google APIs)
<i>Marshmallow</i> Download	23	x86_64	Android 6.0 (Google APIs)
<i>Marshmallow</i> Download	23	x86	Android 6.0
<i>Marshmallow</i> Download	23	x86_64	Android 6.0
Lollipop	22	x86	Android 5.1 (Google APIs)
<i>Lollipop</i> Download	22	x86_64	Android 5.1 (Google APIs)
<i>Lollipop</i> Download	22	x86	Android 5.1
<i>Lollipop</i> Download	22	x86_64	Android 5.1
<i>Lollipop</i> Download	21	x86	Android 5.0 (Google APIs)
<i>Lollipop</i> Download	21	x86_64	Android 5.0 (Google APIs)

Lollipop



API Level
22

Android
5.1

Google Inc.

System Image
x86

Questions on API level?
[See the API level distribution chart](#)

Previous **Next** Cancel Finish Help

CHIUDERE L'AVD MANAGER PREMENDO SULLA X IN ALTO A DESTRA

ORA È POSSIBILE AVVIARE UN NUOVO PROGETTO E INIZIARE A PROGRAMMARE.