

## Running your app on your Android device!

**Modified slightly from our textbook Head First Android Development.**

- 1. Enable USB debugging on your device** On your device, open “Developer options” (in Android 4.0 onward, this is hidden by default). To enable it, go to Settings → About Phone and tap the build number **seven times** (yes, seriously!). When you return to the previous screen, you should be able to see “Developer options.” Within “Developer options,” tick the box to enable USB debugging
- 2. Set up your system to detect your device** If you’re using a Mac, you can skip this step. If you’re using Windows, you need to install a USB driver. You can find the latest instructions here: <http://developer.android.com/tools/extras/oem-usb.html> If you’re using Ubuntu Linux, you need to create a udev rules file. You can find the latest instructions on how to do this here: <http://developer.android.com/tools/device.html#setting-up>
- 3. Plug your device into your computer with a USB cable** Your device may ask you if you want to accept an RSA key that allows USB debugging with your computer. If it does, you can tick the “Always allow from this computer” option and choose OK to enable this. Note: you may need to restart android studio to get the message a couple of times.
- 4. Run your app in Android Studio** Do not select an emulator but select the connected Android device when you click run. Android Studio will install the app on your device and launch it.