

Handheld mobile data terminals development environment
















1. The development environment configuration instructions

1.1 Configure the Java environment:

Download the Java JDK, download address :

<http://www.oracle.com/technetwork/java/javase/downloads/jdk7-downloads-880260.html>

Choose your operating system version

Java SE Development Kit 7u25		
You must accept the Oracle Binary Code License Agreement for Java SE to download this software.		
<input type="radio"/> Accept License Agreement <input checked="" type="radio"/> Decline License Agreement		
Product / File Description	File Size	Download
Linux x86	80.38 MB	 jdk-7u25-linux-i586.rpm
Linux x86	93.12 MB	 jdk-7u25-linux-i586.tar.gz
Linux x64	81.46 MB	 jdk-7u25-linux-x64.rpm
Linux x64	91.85 MB	 jdk-7u25-linux-x64.tar.gz
Mac OS X x64	144.43 MB	 jdk-7u25-macosx-x64.dmg
Solaris x86 (SVR4 package)	136.02 MB	 jdk-7u25-solaris-i586.tar.Z
Solaris x86	92.22 MB	 jdk-7u25-solaris-i586.tar.gz
Solaris x64 (SVR4 package)	22.77 MB	 jdk-7u25-solaris-x64.tar.Z
Solaris x64	15.09 MB	 jdk-7u25-solaris-x64.tar.gz
Solaris SPARC (SVR4 package)	136.16 MB	 jdk-7u25-solaris-sparc.tar.Z
Solaris SPARC	95.5 MB	 jdk-7u25-solaris-sparc.tar.gz
Solaris SPARC 64-bit (SVR4 package)	23.05 MB	 jdk-7u25-solaris-sparcv9.tar.Z
Solaris SPARC 64-bit	17.67 MB	 jdk-7u25-solaris-sparcv9.tar.gz
Windows x86	89.09 MB	 jdk-7u25-windows-i586.exe
Windows x64	90.66 MB	 jdk-7u25-windows-x64.exe

After the download is complete, installed to any directory;
JAVA environment build steps:

a. Open my computer - property - senior – environment variables

b. The new system variables JAVA_HOME and CLASSPATH

The variable name : JAVA_HOME

A variable's value : C:\Program Files\Java\jdk1.7.0 (The variable values for your JDK installation path)

The variable name: CLASSPATH

A variable's value: .;%JAVA_HOME%\lib\dt.jar;%JAVA_HOME%\lib\tools.jar; (Pay attention to the front there is a ".");

c. Choice "system variables" variable named "Path" of environment variables, double-click the variables, the JDK installation Path in the bin directory of the absolute Path, added to the Path variable values, and use the half Angle of the semicolon and existing Path points.

Variable names: the Path variable values: % JAVA_HOME % \ bin;% JAVA_HOME % \ jre \ bin.(can add the variable's value at the end of a variable's value, in front of the main separated by "; ")

This is a Java environment configuration, launch eclipse directly after configuration is complete, it will automatically complete the Java environment configuration

1.2 Configure the android environment

Method one: if your computer has installed the eclipse download and install the Android SDK, download address: <http://soft1.wmzhe.com/download/android/sdk/android-sdk-windows.zip> after the download is complete, extract to any directory, pay attention to the directory not with Chinese;

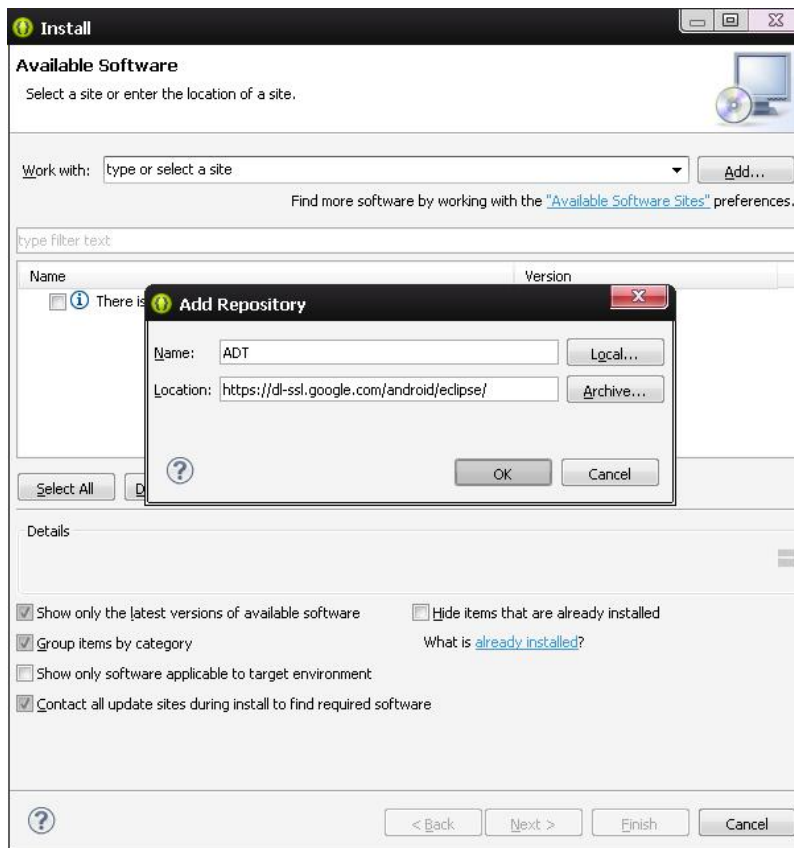
Install the ADT:

Open the eclipse, click on the

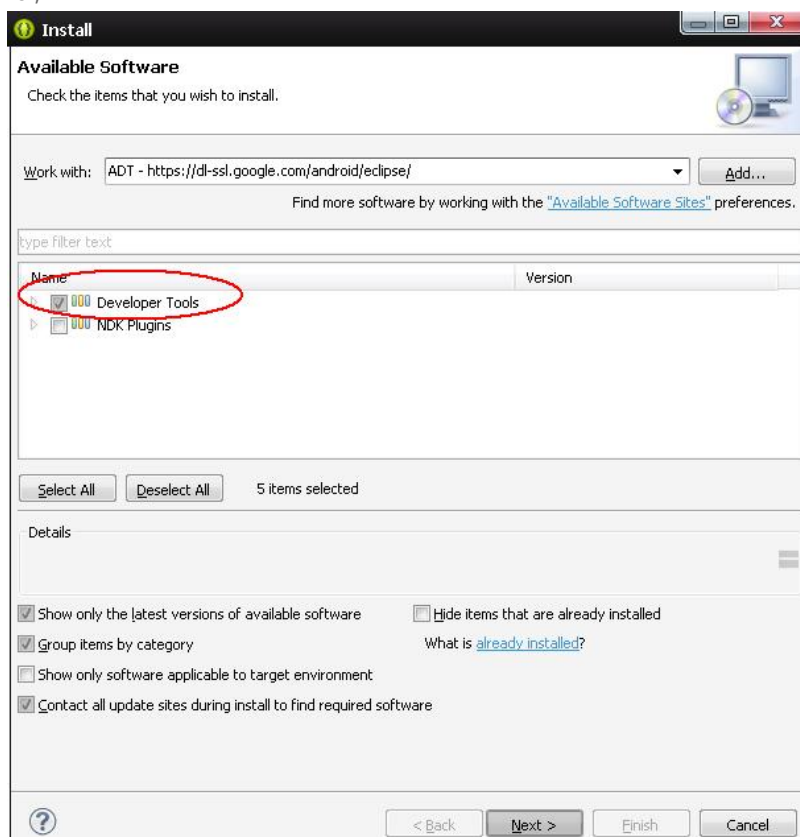


Click the Install the pop-up interface in the "Add" button, in the Name of the input of any Name, and in the Location

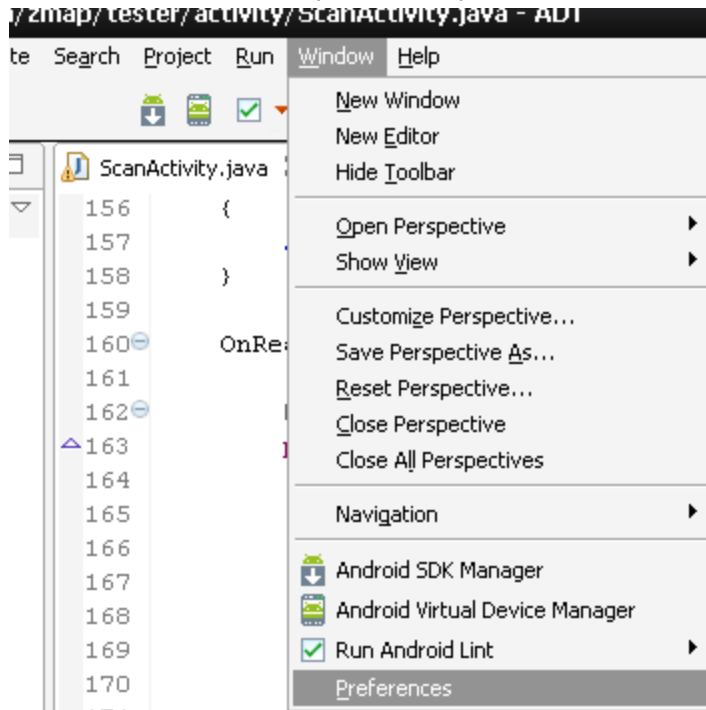
Enter the ADT download address: <https://dl-ssl.google.com/android/eclipse/>



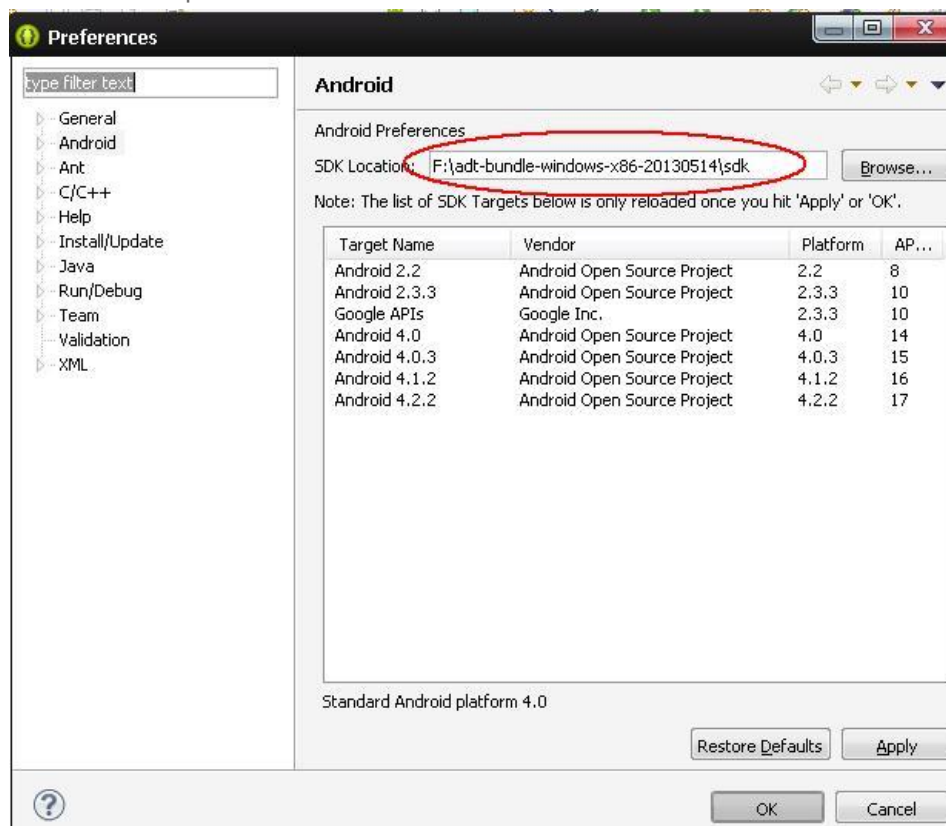
Click "OK", and later you will see the following page, check the Developer Tools, and click "next",



After the download is complete, in the pop-up screen, click "Finish" button directly, Eclipse prompt window will pop up,
Click "Yes" button, the system will automatically restart Eclipse, so far has been to complete the installation of the ADT. Open the eclipse click Windows, select Preferences



In the SDK Location column input you download the SDK decompression path, click ok. The installation is complete



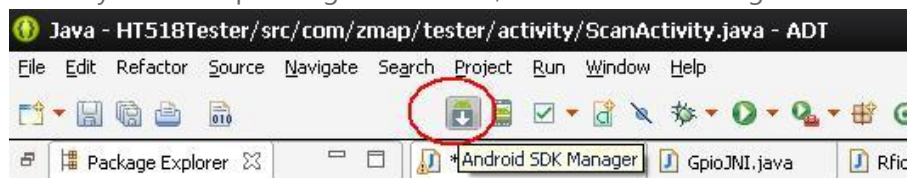
Method 2: if your computer is not installed eclipse, go directly to download Google android developer tools.

Download

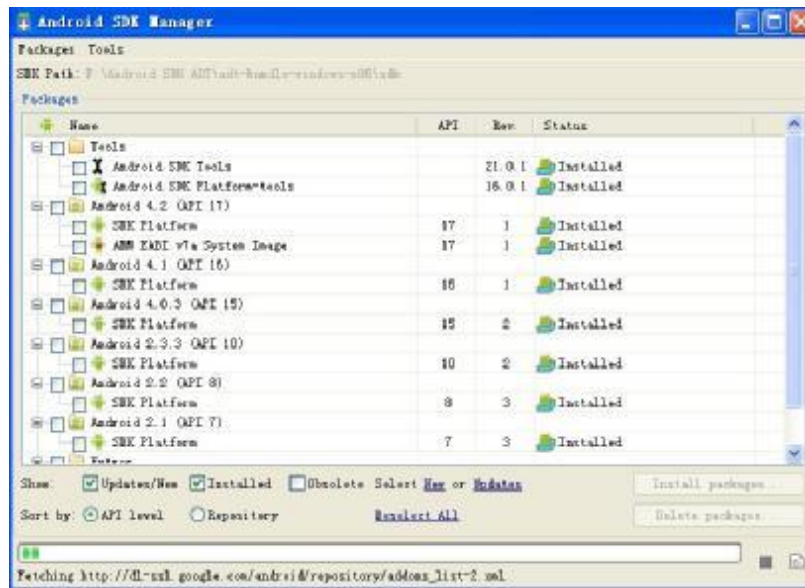
address: <http://web.mit.edu/zac/MacData/afs/sipb/project/android/docs/sdk/index.html>

After the download is complete, extract to any directory (directory with Chinese)
Recommend the second option installed configuration

Download your corresponding SDK version, click the SDK Manager



Select the corresponding API version



This kit contains 4.0.3, 4.1.2 SDK version, can be directly copied to the SDK directory path of platforms folder, and then restart the eclipse;

Configure the adb variable

Open my computer, properties, advanced, environment variables, new android system variables

Variable values: F:\adt - bundle - Windows - x86-20130514\SDK\platform - the tools (the variable values for your installation of android SDK directory tools folder path).

Add finished, at the end of the path variable to add %%android%;(in accordance with the above add Java installation path)



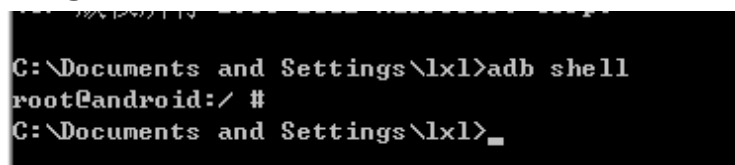
1.3 to test whether the development environment configuration is successful

So far the android environment configuration is complete, whether the test configuration is successful, steps to open the CMD;

Enter Java enter input javac enter

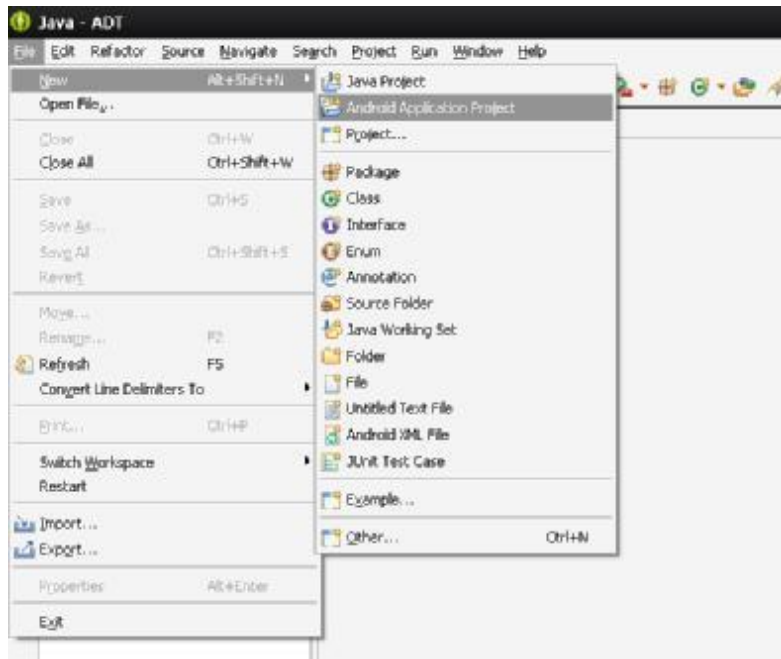
Enter Java version if no tip can't find the environment variable, then configure the Java environment

Input the adb shell if appear the information, then prove that the android environment configuration

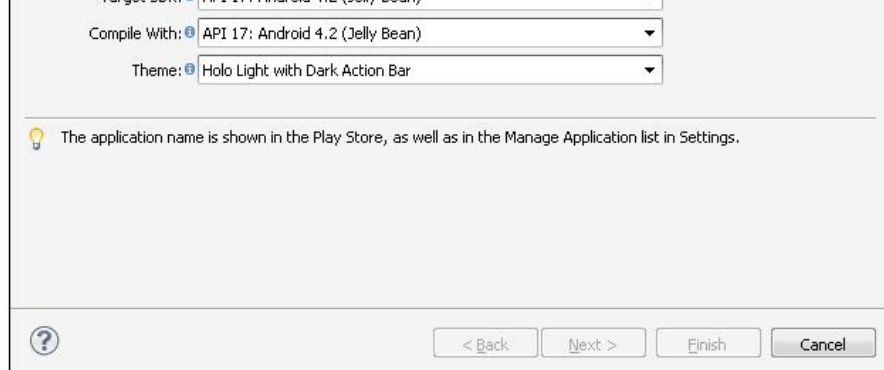


2. Create an android project

Open eclipse, click on the menu bar of the file > New > Android Application Project, as shown in the figure below:

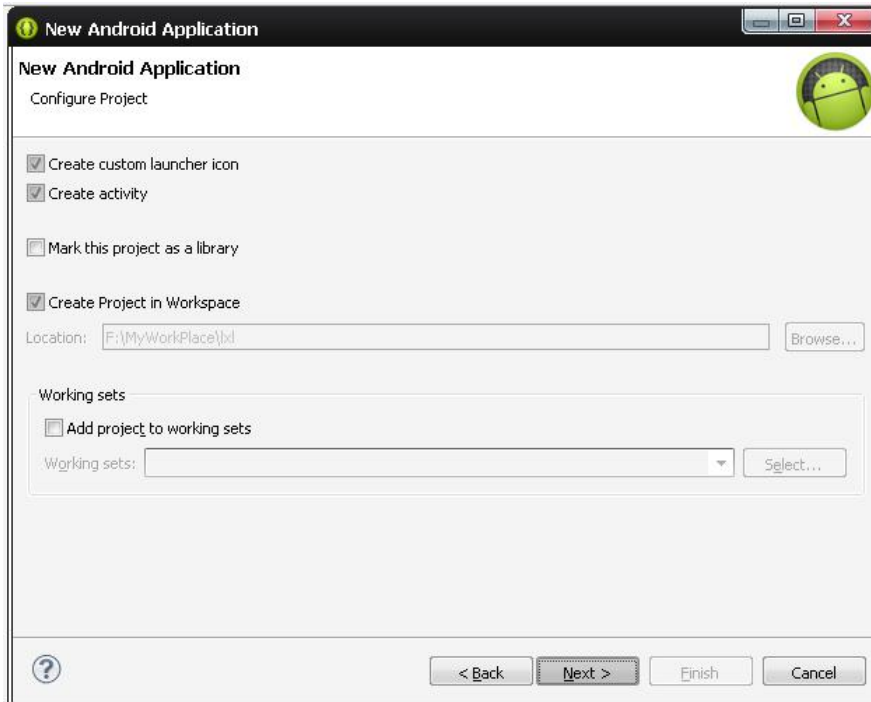


The Application Name: your Name; the Application of
 Project Name: your Project Name;
 Package Name: Package Name;
 Minimum Required SDK, Target SDK, Compile With the well advised to choose the same
 SDK version;



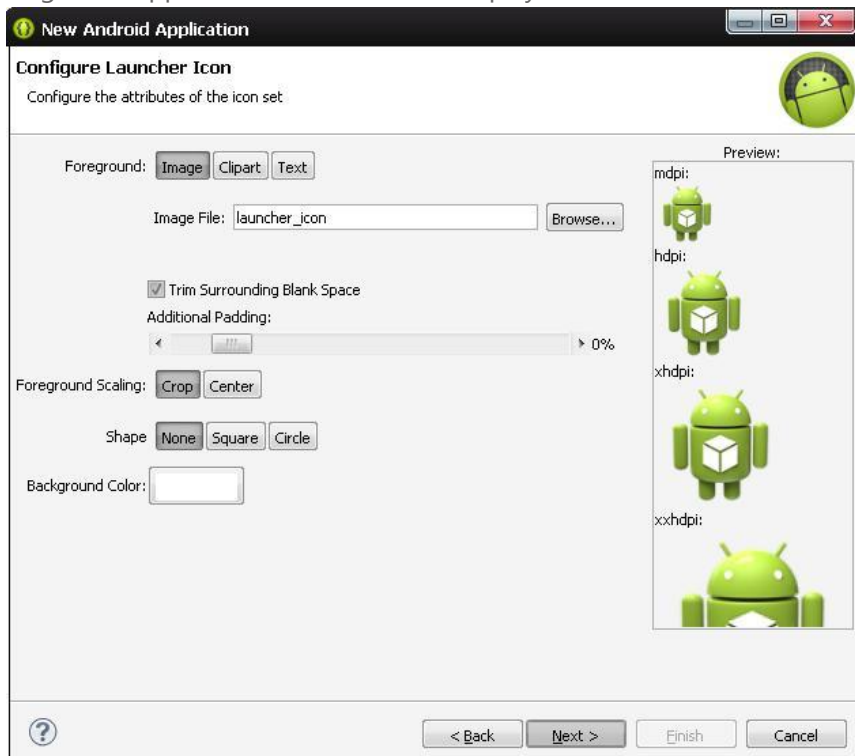
Choose good after a click "Next"

In Create Project in the Workspace: engineering path;

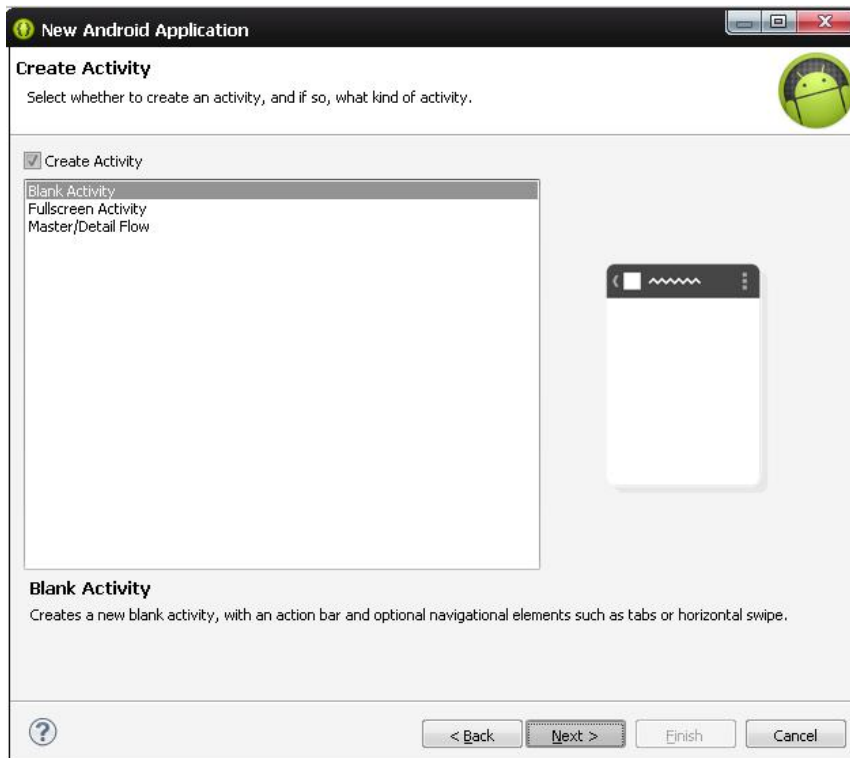


This step can be as the default, and click "Next"

The Image File: application on the device display icon, click Browse to select a custom icon



Click "next", select the first activity interface style



Click "next"

The Activity name: the name of the first Activity for you.

The Layout name: the corresponding Layout file name for the activity;

Click finish, that is, create a project is completed, you can write what you want to achieve after android applications.

