

**android sdk manager download windows**



Install and setup Xamarin.Android.

The topics in this section explain how to install and configure Xamarin.Android to work with Visual Studio on Windows and macOS, how to use the Android SDK Manager to download and install Android SDK tools and components that are required for building and testing your app, how to configure the Android emulator for debugging, and how to connect a physical Android device to your development computer for debugging and final testing your app.

Windows Installation.

This guide walks you through the installation steps and configuration details required to install Xamarin.Android on Windows. By the end of this article, you will have a working Xamarin.Android installation integrated into Visual Studio, and you'll be ready to start building your first Xamarin.Android application.

Mac Installation.

This article walks you through the installation steps and configuration details required to install Xamarin.Android on a Mac. By the end of this article, you will have a working Xamarin.Android installation integrated into Visual Studio for Mac, and you'll be ready to start building your first Xamarin.Android application.

Android SDK Setup.

Visual Studio includes an Android SDK Manager that replaces Google's standalone Android SDK Manager. This article explains how to use the SDK Manager to download Android SDK tools, platforms, and other components that you need for developing Xamarin.Android apps.

Android Emulator Setup.

These articles explain how to setup the Android Emulator for testing and debugging Xamarin.Android applications.

Android Device Setup.

This article explains how to setup a physical Android device and connect it to a development computer so that the device may be used to run and debug Xamarin.Android applications.

Microsoft Mobile OpenJDK Preview.

This guide describes the steps for switching to the preview release of Microsoft's distribution of the OpenJDK. This distribution of the OpenJDK is intended for mobile development.

How to Install Android SDK / ADB on Windows.

If you are just about to install a custom ROM, unlock the bootloader of your Android device, or root the same and need the Android SDK installed on your Windows running computer, then you should first complete this tutorial. During the next lines I will try to teach you what ADB means, when you need to use it and also how to easily install the Android Software Developer Kit on any Windows based PC. This guide will work on all the versions of Windows (XP, Vista, 7, or 8), so you have nothing to worry about. Also, a similar procedure will be explained for those who have a Mac OS X / Linux device, so don't use this method unless you want to install ADB on Windows.

The Android Software Developer Kit, simply named as Android SDK, or ADB is what all the advance users of Android should have installed on their Windows running computers. In fact this tool stands behind each developer who is working in developing and testing new apps for improving updating or unchaining different version of the Android OS. Basically, you are dealing with some codes that will be inserted in the command prompt window and through which you will be able to interact and access the system and in built programs from your handset.

Eclipse is being the language in which the codes are written, so if you want to learn more about this concept you can search through the web as there are a lot of tutorial explained about the same. Now, the Android SDK contains the platform tools and the ADB drivers and by using this step by step guide you will learn how to install the mentioned tools on your Windows based computer.

So, as mentioned Android SDK is being used for developing new apps; but that's not all. By using the ADB commands you can perform several operations, like updating to custom ROMs, unlocking the bootloader, rooting or apply customization and optimization tasks for improving the performances of you Android smartphone or tablet. As you can see having and knowing how to use ADB is extremely important especially if you want to take your device to a new level. And since we have noticed that there are many users who are having troubles while trying to install the Android SDK on their computers, we have developed this step by step guide.

But, before beginning the proper operations there should be applied some pre requisites. You have the same explained and detailed during the next list of tasks, so take your time and read the preparation procedures. Then, you can safely take care of the installation process.

The Android SDK has some basic system requirement; before going any further check them by using the link from here. Also, on your computer you will have to download JDK, the Java Development Kit; use the link from here. Now, if you are looking forward in developing new apps for the Android OS, then, you need to download the Eclipse IDE (use the link from here) and the ADT plug-in which can be downloaded from here. Install Eclipse on your PC, run the same and then go to "Window -> Android SDK -> AVD Manager". By completing this you will be able to stay up to date with all the platforms. Of course if you don't want to use Android SDK for developing and testing apps, you can skip the Eclipse

IDE section.

You can start the installation procedure now. Again, remember that this tutorial is being suitable only for those who have a Windows running computer. If you want to install Android SDK / ADB on a Mac OS X / Linux device use a proper guide (check through our how to section for the same).

How to Install Android SDK / ADB on Windows.

In order to get used with the Android SDK, first it is recommended to download the little edition; don't worry you can anytime get the one suitable with the advance users. So, download the starter package from here and save the file on the desktop. Extract the file and place it to the root of the C driver. You should get something like "C:\android-sdk-windows". Go to the mentioned folder (C:\android-sdk-windows) and open SDK manager. From there select "Android SDK Platform-tools, revision 6" along with anything else you want and start the installation procedure. Then, go to path "Available Packages -> Third party Add-ons -> Google Inc. add-ons -> check Google USB Driver package, revision 4?" and install this too. You can close the manager now. Up next, on your computer click on "Start / Windows button -> Control Panel -> System proprieties". Choose "Advance System settings" followed by "Environment Variables". Now we will set down the variables; in order to do so, scroll down until you see "Path" – click on the same. Into the Value field, on the end of the line add the following ";C:\android-sdk-windows\platform-tools;C:\android-sdk-windows\tools". Click "OK" and exit. Now, take your Android based device and enable the USB debugging option on it: "Settings-> Applications-> Development". Connect your handset with the computer by using its USB cable. Install the proper drivers for your phone / tablet. Open command prompt on your computer ("Start -> run -> cmd"). On the cmd window type "adb devices". Your device should now be listed in cmd meaning that you are done.

In case you are not getting the expected results, then something wrong might had happened. Anyway, try to do the following in order to resolve the issues:

Right click on the "My computer" icon and then open the Device manager. A yellow exclamation mark should be near the Unknown Device group. Right click on ADB and select "Update Driver Software -> Browse -> Let me pick". Click on "Have disk -> browse". Head to path "C:\android-sdk-windows\extras\google\usb\_driver and choose android\_winusb.inf" and click on the Android ADB Interface. Ignore the warnings if such is displayed. When the installation procedure is over, re-open the cmd on your computer, type "adb devices" once more; this time everything should be working as expected.

So, there you have it; now you know how to install Android SDK / ADB on your Windows running computer. You can now install a custom ROM on your device, root or unlock its bootloader, or why not you can even develop a new app for the Android OS. Use the comments area from below for sharing your impressions and thoughts with us.

Download Android SDK Manager and SDK Tools.

In this tutorial, we'll read about the Android SDK Manager. We will see what is SDK manager in Android and why and how it is important for Android. So, SDK stands for Software Development Kit, which is a collection of software tools required. SDK basically helps Android to download tools and recent versions of Android. Every time a new Android version is released, along with it is released an SDK corresponding to it. This SDK must be installed by the developers for the devices.

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What is SDK Manager?

A Software development kit is a set of tools required for the development of applications for Android. It also ensures that the progress of App development goes as flat as pancakes. We need SDK irrespective of the language we are using. Android SDK comes wrapped up with the Android Studio these days. An Android SDK separates the tools, platforms and other components into packages. These can be downloaded from the SDK Manager.

Android SDK Manager comes with the Android SDK bundle and can't be downloaded separately. Firstly Download the SDK manager.

Next to Launch SDK Manager you can try:

On Windows, double-click the SDK Manager.exe file present at the root of the Android SDK directory. On Linux, open the terminal and navigate to the directory named tools/ then execute SDK.

The following is the SDK Manager, here you'll be able to select and install the required packages:

Once you have SDK available, you'll have various packages and here are those that we recommend you to try:

S.No. Package Priority Description  
1 SDK Tools Required This needs to be up to date.  
2 SDK Platform-tools Required This is installed at the start and once for all  
3 SDK Platform Required A Platform lets us run and compile the application.  
4 SDK Sample Optional The sample gives us source code which can be used to learn about Android.  
5 Android Support Optional It includes a static library that allows us to use the latest Android APIs on devices.  
6 System Image Optional It is good to have system images for all versions of Android that the app supports.

How to add SDK tools sites?

To manage the sites used by an SDK manager for checking Android tools or the third party tool updates, go to the SDK update sites tab in the

Android Studio. Sites can also be added manually to download the packages from them.

To add a site to the Android SDK manager, follow the following steps:

Click on the SDK Update Sites. Click on + Add button at the bottom in the window. Enter the name and the URL of the site, and click OK. Check the Enabled checkbox column. Finally, click on the Apply or OK button.

Proxy in SDK Manager.

While we use the Android SDK Manager, it automatically checks and displays the available packages. By default, it will check the packages from Android Repository and Third Party Add-ons. To manually use a proxy, you can see the steps below:

2. Select SDK Manager.
3. Select HTTP Proxy.
4. This is the required screen. Here you can enter and add the proxy and then run the SDK Manager.

Summary.

So this DataFlair Android Tutorial was on Software Development Kit Manager in Android. We have read about SDK here and also its important packages. We also read how we can use a proxy in the SDK Manager. Also, we saw the steps for how we can easily edit/add the third party site to the SDK Manager in Android.

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Android SDK Manager - Download Required Tools & Packages.

In the previous tutorial, we talked about the required tools for Android Application Development and also listed out steps to configure those tools onto our Computer. Now in this tutorial we'll shed some light on the Android SDK manager, how it is important for Android Application Development and what packages you require to download to start with android app development.

The Android SDK Manager, manages various Android SDK versions, tools and various other useful packages that you can select and download, to keep your development environment up-to-date.

Generally when you launch the Android Studio for the first time, it will open the Android SDK Manager window, to prompt you to install the required packages for android development. But if that does not happen, you can open the SDK Manager by going to Tools → Android → SDK Manager or click on the icon in the Android Studio toolbar.

Launch your SDK Manager, and you'll get to see the list of currently installed items. It will also list all the new items & Updates available for already installed items for your system. From here, you can check the required Build tools, SDK Tools, Platform Tools, SDK Platforms, Samples for SDK, System Images (for AVD), Documentations, Sources for Android SDK and Extra Packages for your development. It requires internet connection to download the packages (most are of large size) so make sure you have one.

SDK Tools and Build-tools contain packages to build your Android Application and several updates/patches from Google for better Application Development. For specific API level (version) of Android, you have to download additional packages from the section SDK Platforms. You can easily understand which API Level/Android Version you want to install, as there is a list with Android version names listed, you just have to select one and click on OK. In the previous image, you can see some packages of API level 22 that we have installed on our system, and there is also Update available for it. So let's see which packages do we have to install onto our machine: SDK Platform: Android SDK platform contains packages/libraries to develop & build Android Application for specific versions. To compile your Application against specific version, to load specific widgets, views and tools for compilation, is done by SDK Platform. Hence, whenever you want to download packages for any new Android version like 8.0 or 7.0, always select and download SDK Platform for it. System Image: To create an AVD (Android Virtual Device) for any specific API, you should download a System Image as per your system type (either 32-bit or 64-bit OS). For Android Smart Phone, Wear & TV, separate images are required which are also available for downloading. If your application is working with some play-service features like Google MAPs and all, then to test your application with them, you've to download Google API System Image as well. Optional Packages: Samples for SDK, Sources for Android SDK & Documentation for an API level are optional. SDK manager also lets you download few samples for any particular SDK platform and Source for API level. If Documentation is there, you can download the documentation that contains information about specific classes and methods for that API level. If you require them, then you can select them for download else don't. Scroll down in SDK Manager, and you will see Extras section, which contains additional packages/libraries/services that are required/helpful for application development. You can download, if you think you need any. As of now, we advice you to ignore them.

We hope you've selected your required tools and packages to install, click on OK or Install. This will open another window as shown in below image, select the Accept License radio button and then click on Install Packages button in the lower right corner of the SDK Manager window, this will start downloading your selected packages. The installation will take time, so be patient. You'll be asked to restart the ADB when all packages get installed in your system, Click YES for it.

SDK Manager.

The Android SDK separates tools, platforms, and other components into packages you can download using the SDK Manager.

You can launch the SDK Manager in one of the following ways:

From Eclipse (with ADT), select Window > Android SDK Manager . On Windows, double-click the SDK Manager.exe file at the root of the Android SDK directory. On Mac or Linux, open a terminal and navigate to the tools/ directory in the Android SDK, then execute android sdk .

You can select which packages you want to download by toggling the checkboxes on the left, then click Install to install the selected packages.

Figure 1. The Android SDK Manager shows the SDK packages that are available, already installed, or for which an update is available.

Recommended Packages.

Here's an outline of the packages required and those we recommend you use:

SDK Tools Required. Your new SDK installation already has the latest version. Make sure you keep this up to date. SDK Platform-tools Required. You must install this package when you install the SDK for the first time. SDK Platform Required. You must download at least one platform into your environment so you're able to compile your application. In order to provide the best user experience on the latest devices, we recommend that you use the latest platform version as your build target. You'll still be able to run your app on older versions, but you must build against the latest version in order to use new features when running on devices with the latest version of Android.

To get started, download the latest Android version, plus the lowest version you plan to support (we recommend Android 2.2 for your lowest version).

System Image Recommended. Although you might have one or more Android-powered devices on which to test your app, it's unlikely you have a device for every version of Android your app supports. It's a good practice to download system images for all versions of Android your app supports and test your app running on them with the Android emulator. Android Support Recommended. Includes a static library that allows you to use some of the latest Android APIs (such as fragments, plus others not included in the framework at all) on devices running a platform version as old as Android 1.6. All of the activity templates available when creating a new project with the ADT Plugin require this. For more information, read Support Library. SDK Samples Recommended. The samples give you source code that you can use to learn about Android, load as a project and run, or reuse in your own app. Note that multiple samples packages are available — one for each Android platform version. When you are choosing a samples package to download, select the one whose API Level matches the API Level of the Android platform that you plan to use.

Tip: For easy access to the SDK tools from a command line, add the location of the SDK's tools/ and platform-tools to your PATH environment variable.