download sdk android

Get the Android SDK.

Before installing the Android SDK, you must agree to the following terms and conditions.

Terms and Conditions.

1. Introduction.

2. Accepting this License Agreement.

3. SDK License from Google.

4. Use of the SDK by You.

5. Your Developer Credentials.

6. Privacy and Information.

7. Third Party Applications.

8. Using Android APIs.

9. Terminating this License Agreement.

10. DISCLAIMER OF WARRANTIES.

11. LIMITATION OF LIABILITY.

12. Indemnification.

13. Changes to the License Agreement.

14. General Legal Terms.

Now that you've downloaded the Android SDK, you don't need to return here for SDK updates. The SDK tools allow you to install additional packages and future updates from the SDK Manager.

For instructions about setting up your Android SDK for the first time, read Setting Up the ADT Bundle.

I have read and agree with the above terms and conditions.

Get the Android SDK.

The Android SDK provides you the API libraries and developer tools necessary to build, test, and debug apps for Android.

If you're a new Android developer, we recommend you download the ADT Bundle to quickly start developing apps. It includes the essential Android SDK components and a version of the Eclipse IDE with built-in ADT (Android Developer Tools) to streamline your Android app development.

With a single download, the ADT Bundle includes everything you need to begin developing apps:

Eclipse + ADT plugin Android SDK Tools Android Platform-tools The latest Android platform The latest Android system image for the emulator.

To get the ADT Bundle or stand-alone SDK Tools, please visit the web site at developer.android.com/sdk/

Choose the SDK package for your OS from the table below.

If you prefer to use an existing version of Eclipse or another IDE, you can instead take a more customized approach to installing the Android SDK. See the following instructions.

USE AN EXISTING IDE.

If you already have an IDE you want to use for Android app development, setting up a new SDK requires that you download the SDK Tools, then select additional Android SDK packages to install (such as the Android platform and system image). If you'll be using an existing version of Eclipse, then you can add the ADT plugin to it.

SYSTEM REQUIREMENTS.

Operating Systems.

Windows XP (32-bit), Vista (32- or 64-bit), or Windows 7 (32- or 64-bit) Mac OS X 10.5.8 or later (x86 only) Linux (tested on Ubuntu Linux,

Lucid Lynx) GNU C Library (glibc) 2.7 or later is required. On Ubuntu Linux, version 8.04 or later is required. 64-bit distributions must be capable of running 32-bit applications.

Eclipse IDE.

3.6.2 (Helios) or greater.

Note: Eclipse 3.5 (Galileo) is no longer supported with the latest version of ADT.

Other development environments.

(JRE alone is not sufficient) 1.8 or later Not compatible with Gnu Compiler for Java (gcj)

Note: Some Linux distributions may include JDK 1.4 or Gnu Compiler for Java, both of which are not supported for Android development.

android studio SDK 安装不成功.

1.一定要按照网上的安装步骤来 ,点错了会很麻烦. 2 .安装成功之后,开始是没有SDK的,但是SDK是运行必备的.怎么打开SDK manager呢,很多种方法: 例如:

点击file->new 会跳出来提示你没有安装SDK,所以要进入SDK maneger进去安装. 点击右上方带向下箭头的盒子,可以直接进入 SDK manerger tool->SDK Manager 3 .打开SDK Manager之后.

4 .切换SDK路径又有问题了.

进去之后长这样,可以选择自己安装SDK的路径,我选择了E盘.这里有个坑,如果没有安装JDK或者是安装的JDK版本太低了也不 行,根本就 不能勾选SDK的选项或者是没有SDK的选项给你选 所以安装的SDK版本不能低于1.8.还得把SDK的环境变量配置好, 最后用cmd测试一下java ,java -version(有些版本的JDK查看版本的命令是java -version 而不是 java --version).如果有了,就不是因为 JDK的原因了. 可以勾选SDK选项之后,又有问题,根本就下不下来, 点击install之后,显示在下载了,但是detail啥都没有,根本就没有 在下载 ,有可能是网络原因,但可能性不大. 找了很久,直接上解决办法: 去https://www.androiddevtools.cn/

自带了一个sdk目录,把这个文件放在你想放的SDK文件路径下. 然后你在进入android studio里的SDK manager去选择路径到sdk,比 如我的就是E:\Download\Android\SDK\sdk;

Android SDK location.

I have Xamarin Studio, and I need to specify the Android SDK Location. I have previously had Xamarin Studio working on my pc, and for some reason, I need to enter this again.

I have entered the following location:

Xamarin Studio does not accept this location and displays the following message:

This location has platform-tools and other SDK folders.

Why is this not working, and what should I do?

16 Answers 16.

Do you have a screen of the content of your folder? This is my setup:

I hope these screenshots can help you out.

Update v3.3.

Update:

Android Studio 3.1 update, some of the icon images have changed. Click this icon in Android Studio.

Original:

Click this icon in Android Studio for the Android SDK manager.

And your Android SDK Location will be here.

The Android SDK path is usually C:\Users\<username>\AppData\Local\Android\sdk .

Try to open the Android Sdk manager and the path would be displayed on the status bar.

If you only installed Xamarin with Visual Studio setup, the android SDK location is :

You can find it in Android SDK Manager as said Raj Asapu.

In visual Studio :

Note : you should not use Program Files path to install Android Studio due to the space in path !

The default location for Android sdk(s) on a Mac is:

On 28 April 2019 official procedure is the following:

Download and install Android Studio from - link Start Android Studio. On first launch, the Android Studio will download latest Android SDK into officially accepted folder When Android studio finish downloading components you can copy/paste path from the "Downloading Components" view logs so you don't need to type your [Username]. For Windows: " C:\Users\ [Username] \AppData\Local\Android\Sdk "

Have you tried to find this folder via the Windows explorer? Can it been seen? Maybe the folder is hidden (by default install - it is hidden by the Windows operating system in the users folder). Just check that you can view hidden folders in Windows explorer (by the settings in the windows control panel > appearance and personalization > folder options > show hidden files and folders.

This happened to me as the Windows OS could not find the SDK folder which was required for the Android Studio SDK path, and was resolved by showing hidden files and folders, which enabled me to complete the default SDK install path location.

The question doesn't seem to require a programmatic solution, but my Google search brought me here anyway. Here's my C# attempt at detecting where the SDK is installed, based on the most common installation paths.

I need this because I'm writing an extension to a C# program to work with Android Studio/Gradle. Hopefully someone else will find this approach useful.

press WIN+R and from the run dialog run dialog Execute the following: **%appdata%..\Local\Android**

You should now be presented with Folder Explorer displaying the parent directory of the SDK.

If you have downloaded sdk manager zip (from https://developer.android.com/studio/#downloads), then you have Android SDK Location as root of the extracted folder.

So silly, But it took time for me as a beginner.

If you can run the "sdkmanager" from the command line, then running sdkmanager --verbose --list will reveal the paths it checks.

For example, I have installed the SDK in c:\spool\Android and for me running the sdkmanager --verbose --list looks like: