

Android Page

Use this page to specify the location of the Android [SDK](#) and the build target, to enable generation of Android-specific artifacts on module creation, and define the properties of the new Android application.

Item	Description
SDK Properties	<p>Use the controls in this area to configure Android platforms to build the application against and choose the platform to use in the current module.</p> <ul style="list-style-type: none">■ Android Platform - from this drop-down list, select a platform configuration currently available in IntelliJ IDEA. A platform configuration determines the Android SDK to use in development and the target platform to build the application against.■ New - click this button to open the dialog in which you can select the location of the Android SDK to be used. <div data-bbox="427 689 1396 824" style="border: 1px solid #ccc; padding: 5px; margin: 10px 0;"><p>Upon selecting the desired SDK you will be asked to specify the Android build target.</p></div> <ul style="list-style-type: none">■ Edit - click this button to update the current target platform configuration in the Edit Android Platform dialog box that opens.■ Remove - click this button to remove the selected platform configuration from the list.■ View Classpath - click this button to view the location of the SDK used in the selected platform configuration.
Application	Choose this option to have a module for developing an Android application created.
Library	Choose this option to have a module for a library project created. The source code and sources stored in this module can be referenced from other projects.
Test	Choose this option to have a module for Android unit tests created.

Item	Description		
Project Properties	In this area, define the settings of the new module depending on the selected module type.		
	Item	Description	Available for
	Application Name	In this text box, type the name of the application the new module will implement the libraries will be required for. By default, the field displays the name of the module.	Application, Library
	Package Name	Specify the package name for your application. Note that it's a Java package name that is specified here. For more information, see, for example, Android package name and Naming a package .	Application, Library
	Create "Hello, World!" project	Select this check box to have a sample application code generated upon module creation.	Application
	Activity Name	<p>In this text box, type the title of the window that will appear upon the sample application start.</p> <div data-bbox="568 1055 1198 1218" style="border: 1px solid gray; padding: 5px; margin: 10px 0;"> <p>The text box is available only when the Create "Hello, World!" project check box is selected.</p> </div>	Application
	Tested Module	From this drop-down list, select the module against which the unit tests from the new module will be executed.	Test

Item	Description
Target Device	<p>In this area, choose the type of device to run/debug the application on. The available options are:</p> <ul style="list-style-type: none"> ■ Show chooser dialog: choose this option have IntelliJ IDEA display the Choose Device dialog box when the application is already started. To have IntelliJ IDEA afterwards automatically use the device chosen through the Choose Device dialog box, select the Use same device for future launches check box. ■ USB device: choose this option to have IntelliJ IDEA detect a plugged in USB device upon the application start. ■ Emulator: choose this option to use one of the configured emulators and choose the relevant configuration in the Prefer Android Virtual Device drop-down list. <div style="border: 1px solid #ccc; padding: 5px; margin-top: 10px;"> <p>Selecting the Show chooser dialog or USB device option may be helpful if you are going to run the application on a physical device which will be plugged in later and therefore the set of available devices cannot be foreseen.</p> </div>
Prefer Android Virtual Device	<p>From this drop-down box, select the virtual device configuration to run or debug the specified activity. Click the Browse button  to open the Select Android Virtual Device dialog box, where you can appoint a device to launch upon the future session start-up with the current configuration.</p> <p>The drop-down list is available only if the Emulator check box is cleared.</p>

See Also

Concepts:

- [Module](#)
- [Facet](#)
- [SDK](#)

Procedures:

- [Enabling Android Support](#)
- [Testing Android Applications](#)
- [Adding Modules to a Project](#)
- [Android](#)

Reference:

- [New Project Wizard](#)
- [Android Reference](#)

Web Resources:

- [Developer Community](#) 