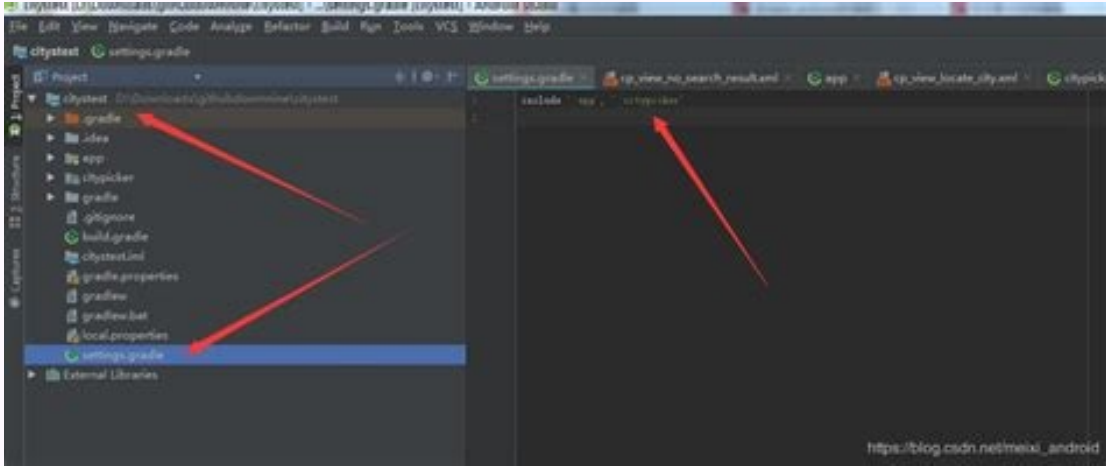
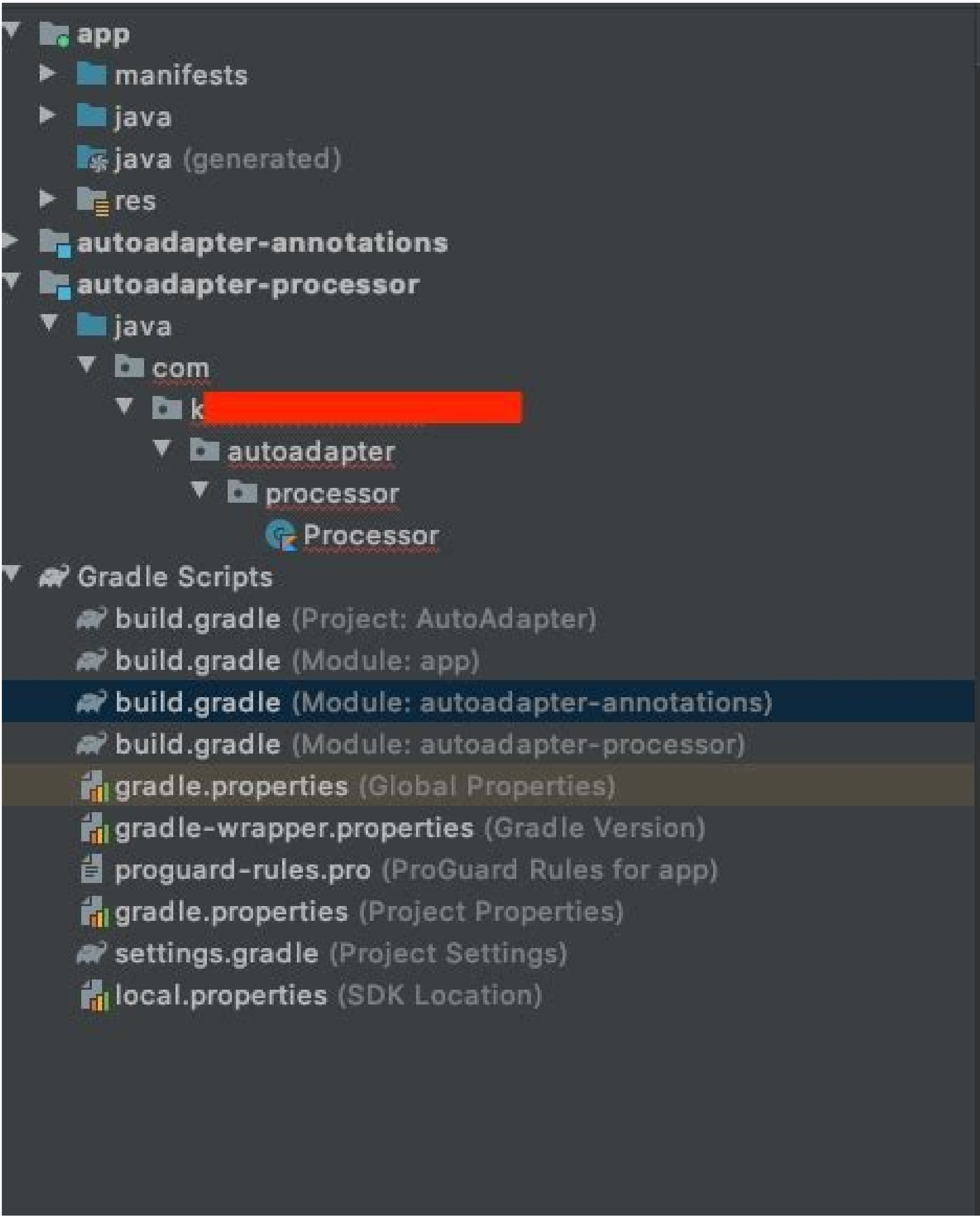
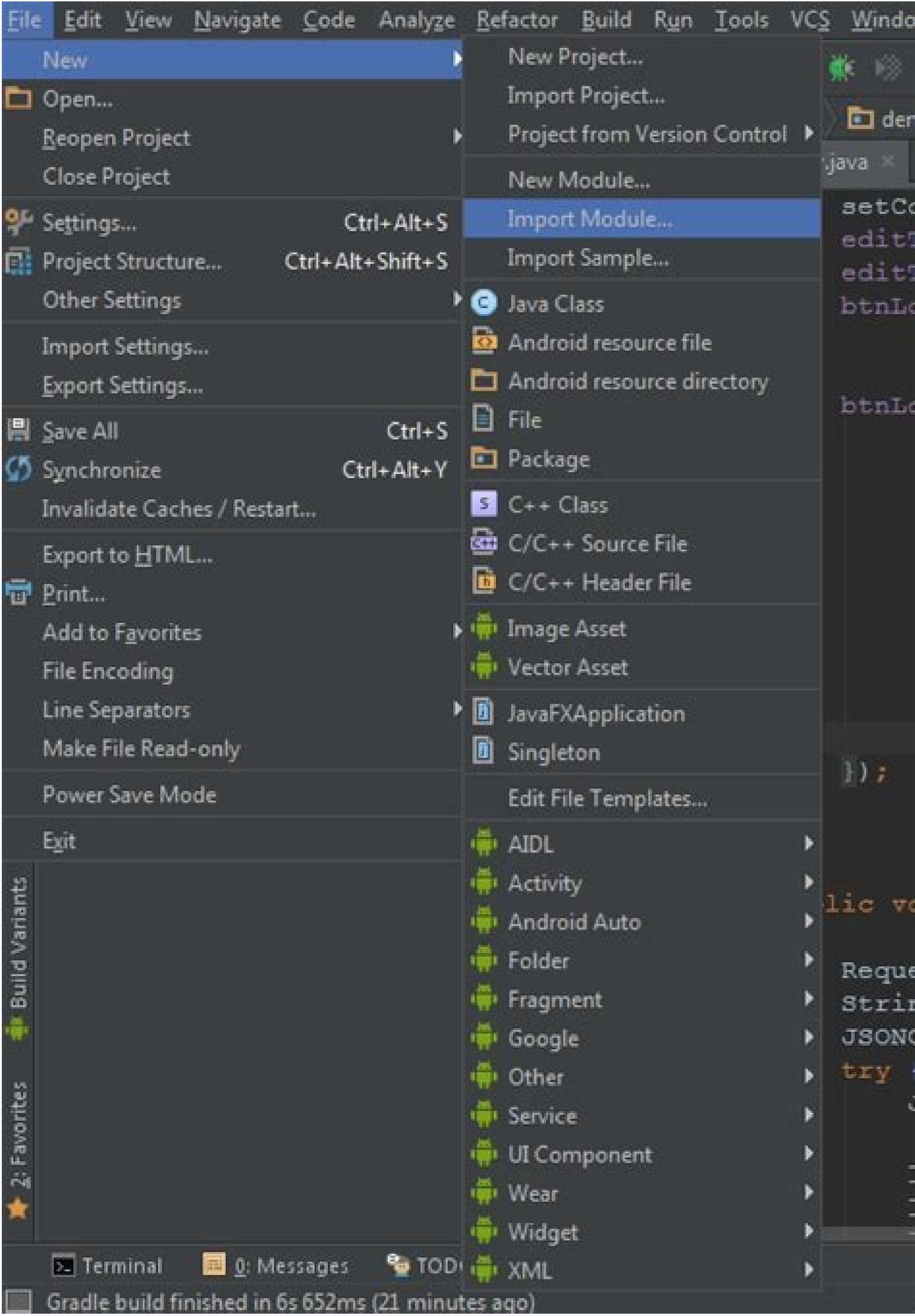
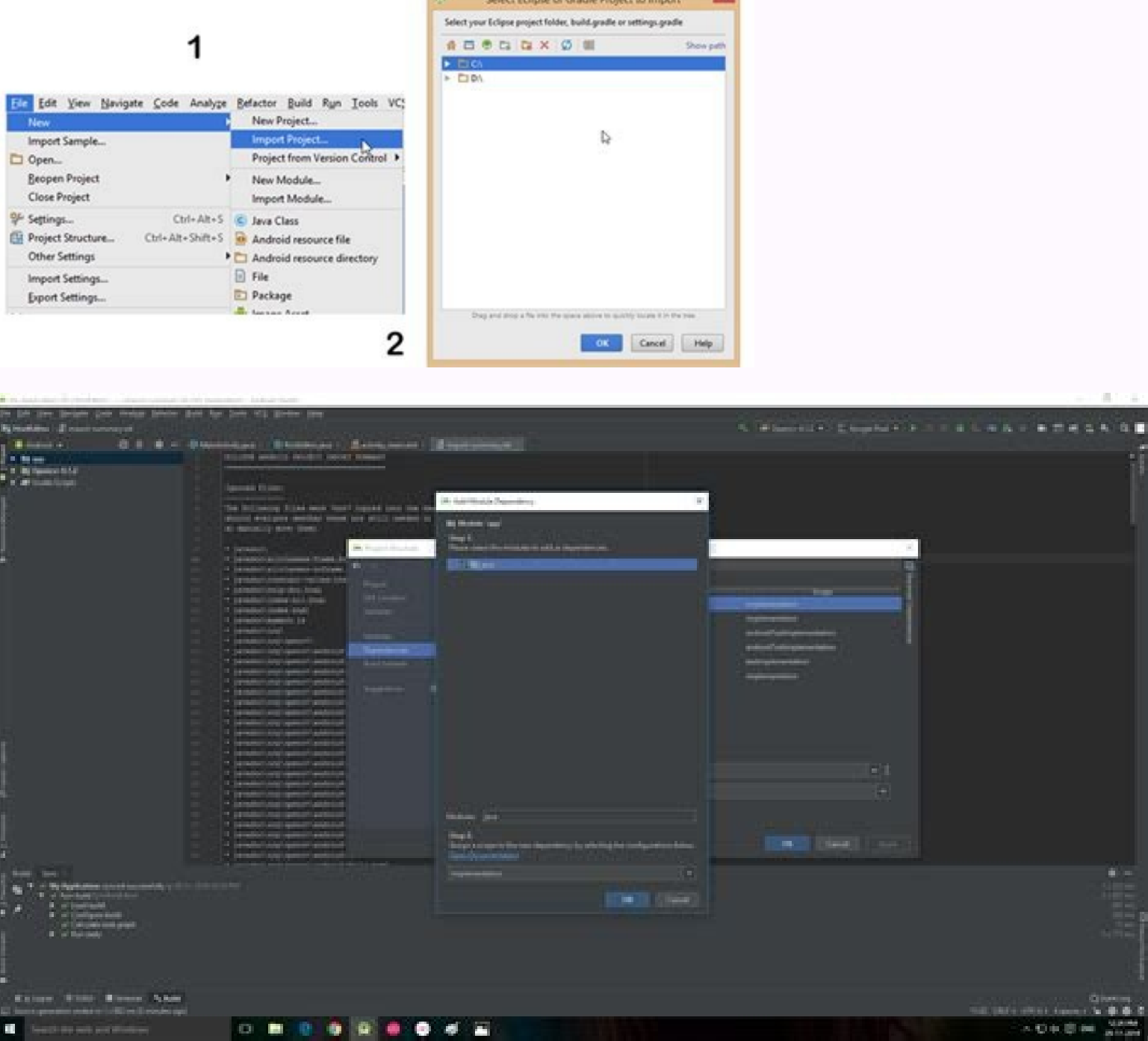


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How to import a project android studio. How to import project from github android studio. How to import a module in android studio.

Project dependencies model dependencies between modules. Effectively, you are saying that you depend on the main output of another project. In a Java-based project that's usually a JAR file. Sometimes you may want to depend on an output produced by another task. In turn, you'll want to make sure that the task is executed beforehand to produce that very output. Declaring a task dependency from one project to another is a poor way to model this kind of relationship and introduces unnecessary coupling. The recommended way to model such a dependency is to produce the output, mark it as an "outgoing" artifact or add it to the output of the main source set which you can depend on in the consuming project. Let's say you are working in a multi-project build with the two subprojects producer and consumer. The subproject producer defines a task named buildInfo that generates a properties file containing build information e.g. the project version. You can then map the task provider to its output file and Gradle will automatically establish a task dependency. Example 2. Task generating a property file containing build information plugins { id 'java-library' } version = '1.0' def buildInfo = tasks.register("buildInfo", BuildInfo) { version = project.version outputFile = layout.buildDirectory.file("generated-resources/build-info.properties") } sourceSets { main { output.dir(buildInfo.map { it.outputFile.asFile.get().parentFile() }) } } plugins { id('java-library') } version = "1.0" val buildInfo by tasks.registering(BuildInfo::class) { version.set(project.version.toString()) outputFile.set(layout.buildDirectory.file("generated-resources/build-info.properties")) } sourceSets { main { output.dir(buildInfo.map { it.outputFile.asFile.get().parentFile() }) } } buildSrc/src/main/java/BuildInfo.java public abstract class BuildInfo extends DefaultTask { @Input public abstract Property getVersion(); @OutputFile public abstract RegularFileProperty getOutputFile(); @TaskAction public void create() throws IOException { Properties prop = new Properties(); prop.setProperty("version", getVersion().get()); try (OutputStream output = new FileOutputStream(getOutputFile().getAsFile().get())) { prop.store(output, null); } } } The consuming project is supposed to be able to read the properties file at runtime. Declaring a project dependency on the producing project takes care of creating the properties beforehand and making it available to the runtime classpath. Example 3. Declaring a project dependency on the project producing the properties file dependencies { runtimeOnly project(':producer') } dependencies { runtimeOnly(project(":producer")) } In the example above, the consumer now declares a dependency on the outputs of the producer project. Depending on the main output artifact from another project is only one example. Gradle has one of the most powerful dependency management engines that allows you to share arbitrary artifacts between projects and let Gradle build them on demand. For more details see the section on sharing outputs between projects. Go to File > New > Project Structure In the left you see Dependencies, click on it All Modules need to be chosen Click + and Library Dependency Search module that you need In android development we have a problem that makes us a little frustrated every day, the build time . The android studio build time has a tendency to increase with each day that our project is getting bigger, with that isolating everything we will have in the one project, in a single module, and this is an option that is not so interesting, both to avoid rewriting code in a future project, both to avoid creating a liability relationship of some common feature .One option for us to try resolve this is to create libraries, which are nothing more than independent modules which has an easy integration and has its responsibility defined and isolated, avoiding side effects and being portable for numerous cases.To use this portability we need to take a few steps:Creating new project with sample moduleCreating the library moduleImporting the module created in an external projectSharing with community .I am writing listening a brazilian band called Bullet Bane, in my posts i like share music in view of my great musical passion and the responsibility to disseminate more music around the world. So Let's go code .1. Create new project with sample moduleCreating libraries is a task that can be done at any time and in the way that you think necessary, my suggestion is to create them in an external project and thus removing any possibility of interdependence, enabling it to develop outside the scope of only one project and too create one identity to a common feature. So let's go with my suggestion, create the new android project . With the new project created and its initial structure simple, with MainActivity and everything else, we will determine that this App module will be our sample module, which will be used to test the integration of our library, if you want rename the "App" module to "Sample" .2. Create the library moduleTo create is a simple task, in Android Studio each library is a module. To create a new library module in Android Studio, select File > New > New Module and select Android Library.When we create the library it is not automatically imported into our sample module, so simply go to the build.gradle of our sample module and add in the dependencies :With this we can develop our feature in this created library module, with all its responsibilities much more clear, specific and without any complexity of a great project, without mentioning that clearly the build time of our sample module destined to be our workspace of this library is much faster than our main project. A great suggestion is also to add integration tests in the sample module and unit tests in your library module to ensure that it develops with complete security and consistency of its main and future functionalities.3. Importing the module created in an external project locallyThis task can be done automatically by Android Studio, but my suggestion is that you do it manually so that you understand the process clearly and can fit in case you need it.3.1 Include module folder into projectAutomatically is simple only in Android Studio, select File > New > Import Module and write path of library project and select only library module. Manually it's more cool, despite having to write some more but i think it more interesting to eliminate any magic that IDE makes and to facilitate understanding the process. Steps below .Add into settings.gradle and sync gradle .When your sync gradle after add code, will appear new module in project tree .3.2 Add library locally into projectSimply do same earlier step to add the module, add compile into build.gradle dependencies of main module .PS : This process can cause some conflicts if the projects use other libraries in different versions, it is important to always keep the same of both libraries updated.4. Sharing with communityThere are many ways to distribute your library, but if your new library module has no business rule (as it should be), it is important to share it with the community. So that other people can use it to find bugs, fix them, develop new features for it. Thus creating an ecosystem of interaction with your library that will give much more powers to it .I suggest to this, jitpack is very easy to use, follow the tutorial below and you will get it easily. ome450901/publish-an-android-library-by-jitpack-a0342684cbd0In STANT so far we are using 2 android libraries and we have other projects on other platforms, open-source and using this principle and has facilitated enough thing, internally the trend is to adopt even more is this idea.Thank you , and Let's code !!Referencies How can I import an external module (named ViewPagerIndicator) in Android Studio? Steps to import Module in Android Studio 3.3 and lower. Go to File >> New >> Import Module... Select the source directory of the Module you want to import and click Finish. Open Project Structure Dialog (You can open the PSD by selecting File > Project Structure) and from the left panel click on Dependencies. Select the module from the Module(Middle) section in which you want to add module dependency. Click the (+) icon from the Declared Dependencies section and click Module Dependency. Select the module and click Ok. Open your build.gradle file and check that the module is now listed under dependencies.implementation project(path: ':ViewPagerIndicator') Answered By - Anant Shekhar This Answer collected from stackoverflow and tested by AndroidBugFix community admins, is licensed under cc by-sa 2.5 , cc by-sa 3.0 and cc by-sa 4.0 The next screen lets you configure the activity to add to your app, as shown in figure 5.Figure 5. Choose a name for your activity.Enter the activity name, the layout name, and the activity title. Then click Finish.Step 5: Develop Your App Android Studio creates the default structure for your project and opens the development environment. If your app supports more than one form factor, Android Studio creates a module folder with complete source files for each of them as shown in figure 6. Figure 6. The default project structure for a mobile app. Now you are ready to develop your app. For more information, see the following links: Training Lessons Building Apps for Wearables Android TV Google Glass Creating an Android Module Android application modules contain the src/main/, AndroidManifest.xml, build.gradle, build output and other files you need to generate your app's APK files. Android Studio provides a New Module Wizard that you can use to quickly create a new Android module (or a module from existing code) based on selected application settings, such as minimum SDK level and activity template. To create a new module, select File > New > Module. Select the desired module type then click Next to enter the basic module settings: Enter an Application Name. This name is used as the title of your application launcher icon when it is installed on a device. Enter a Module Name. This text is used as the name of the folder where your Java-based activity files are stored. Enter a Package Name and Package Location. This class package namespace creates the initial package structure for your applications code files and is added as the package attribute in your application's Android manifest file. This manifest value serves as the unique identifier for your application app when you distribute it to users. The package name must follow the same rules as packages in the Java programming language. Select the Minimum required SDK. This setting indicates the lowest version of the Android platform that your application supports for the selected form factor. This value sets the minSdkVersion attribute in the build.gradle file. Note: You can manually change the minimum and target SDK for your module at any time. Double-click the module's build.gradle in the Project Explorer, set the targetSdkVersion and targetSdkVersion in the defaultConfig section. Select a Target SDK. This setting indicates the highest version of Android with which you have tested with your application and sets the targetSdkVersion attribute in your application's build.gradle file. Select a Compile With API version. This setting specifies what version of the SDK to compile your project against. We strongly recommend using the most recent version of the API. Select a Language Level API version. This setting specifies what version of the SDK to compile your project against. We strongly recommend using the most recent version of the API. Select a Theme. This setting specifies which standard Android visual style is applied to your application. Select activity template. For more information about Android code templates, see Using Code TemplatesLeave the Create activity option checked so you can start your application with some essential components. Click the check box for the required Support Libraries then click Next. In the Configure Launcher Icon page, create an icon and options, then click Next. In the Create Activity page, select activity template then click Next. For more information about Android code templates, see Using Code Templates. Review the new module settings then click Finish. The wizard creates a new Android application module according to the options you have chosen. Setting up a Library Module A library module is a standard Android module, so you can create a new one in the same way as you would a new application module, using the New Module wizard and selecting Android Library as the module type. The created library module will appear in your project view along with the other modules. You can easily change an existing application module to a library module by changing the plugin assignment in the build.gradle file to com.android.library. apply plugin: 'com.android.application' android {...} apply plugin: 'com.android.library' android {...} Adding a dependency on a library module The library dependency can be declared in the module's manifest file or in the file. A library module's manifest file must declare all of the shared components that it includes, just as would a standard Android application. For more information, see the documentation for AndroidManifest.xml. For example, the TicTacToeLib example library project declares the activity GameActivity: To add the dependency declaration to the build file, edit the build file for the app module (app/build.gradle) and add a dependency on the lib module: ... dependencies { ... compile project(":lib") } In this example, the lib module can still be built and tested independently, and the build system creates an AAR package for it that you could reuse in other projects. Note: The library settings in the app/build.gradle file will override any shared library resources declared in the manifest file. Referencing a library module If you are developing an application and want to include the shared code or resources from a library module, you can also do so easily by adding a reference to the library module in the module's dependency page. To add a reference to a library module, follow these steps: Make sure that both the module library and the application module that depends on it are in your project. If one of the modules is missing, import it into your project. In the project view, right-click the dependent module and select Open > Module Settings. Right-click the plus icon to add a new dependency. If you are adding references to multiple libraries, you can set their relative priority (and merge order) by selecting a library and using the Up and Down controls. The tools merge the referenced libraries with your application starting from lowest priority (bottom of the list) to highest (top of the list). If more than one library defines the same resource ID, the tools select the resource from the library with higher priority. The application itself has highest priority and its resources are always used in preference to identical resource IDs defined in libraries. Use the Scope drop-down to select how the dependency will be applied. Click Apply to create the dependency and OK to close the Project Structure window. Android Studio rebuilds the module, including the contents of the library module the next time the project or module is built. Declaring library components in the manifest file In the manifest file of the application module, you must add declarations of all components that the application will use that are imported from a library module. For example, you must declare any . . . , and so on, as well as . , and similar elements. Declarations should reference the library components by their fully-qualified package names, where appropriate. For example, the TicTacToeMain example application declares the library activity GameActivity like this: For more information about the manifest file, see the documentation for AndroidManifest.xml. Using the Android Project View The Android project view in Android Studio shows a flattened version of your project's structure that provides quick access to the key source files of Android projects and helps you work with the new Gradle-based build system. The Android project view: Groups the build files for all modules at the top level of the project hierarchy. Shows the most important source directories at the top level of the module hierarchy. Groups all the manifest files for each module. Shows resource files from all Gradle source sets. Groups resource files for different locales, orientations, and screen types in a single group per resource type. Use the Android Project View The Android project view is enabled by default and shows all the build files at the top level of the project hierarchy under Gradle Scripts. The project module appears as a folder at the top level of the project hierarchy and contains these three elements at the top level: manifests/ - Manifest files for the module. java/ - Source files for the module. res/ - Resource files for the module. Notice how the Android project view groups all instances of the ic_launcher.png resource for different screen densities under the same element. Note: The Android project view shows a hierarchy that helps you work with Android projects by providing a flattened structure that highlights the most commonly used files while developing Android applications. However, the project structure on disk differs from this representation and maintains the traditional project structure. Figure 10: Android and Traditional project view

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