

All chapters have the same requirements. Everything can be done in Android Studio.

Windows requirements

- Microsoft® Windows® 8/7/Vista (32 or 64-bit)
- 2 GB RAM minimum, 4 GB RAM recommended
- 400 MB hard disk space
- At least 1 GB for Android SDK, emulator system images, and caches
- 1280 x 800 minimum screen resolution
- Java Development Kit (JDK) 7
- Optional for accelerated emulator: Intel® processor with support for Intel® VT-x, Intel® EM64T (Intel® 64), and Execute Disable (XD) Bit functionality

Mac requirements

- Mac® OS X® 10.8.5 or higher, up to 10.9 (Mavericks)
- 2 GB RAM minimum, 4 GB RAM recommended
- 400 MB hard disk space
- At least 1 GB for Android SDK, emulator system images, and caches
- 1280 x 800 minimum screen resolution
- Java Runtime Environment (JRE) 6
- Java Development Kit (JDK) 7
- Optional for accelerated emulator: Intel® processor with support for Intel® VT-x, Intel® EM64T (Intel® 64), and Execute Disable (XD) Bit functionality
- On Mac OS, run Android Studio with Java Runtime Environment (JRE) 6 for optimized font rendering. You can then configure your project to use Java Development Kit (JDK) 6 or JDK 7

Linux requirements

- GNOME or KDE desktop
- GNU C Library (glibc) 2.15 or later
- 2 GB RAM minimum, 4 GB RAM recommended
- 400 MB hard disk space

- At least 1 GB for Android SDK, emulator system images, and caches
- 1280 x 800 minimum screen resolution
- Oracle® Java Development Kit (JDK) 7