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Integrated development environment for the Android Android platform Studio Studio 4.1 running on LinuxDeveloper (s) Google, JetBrainsStable Release4.2.2 [1] Å / 30 June 2021; 2 months ago, (June 30, 2021) Preview Sleanciabumblebee (2021.1.1) Canary 9 (August 23, 2021; 19 days ago ¶ (2021-08-23) [2]) [Å Å ±] repositoryandroid.googleource.com/platform / Tools / Adt / IDEA Written injava, Kotlin and C ++ Operating system, MacOS, Linux, Chrome OS [3] Size727 to 877 MB [3] Type development environment (IDE) Typetenegrated Development Environment (IDE) Bininobinari: freeware , [4] Source code: [5] [6] Apache licensibitedeveloper.android.com/studio/index.html Android Studio is the official development environment [7] integrated (IDE) for Google's Android operating system, Built on the IntelliJ Idea JetBrains software and designed specifically for Android development [8] is available for downloading Windows, MacOS and Linux operating systems or as a subscription-based service in 2020. [9] [10] It is a replacement for Android Eclipse development tools (E-ADT) as primary IDE for native development of the Android application. Android Studio was announced on May 16th 2013 at the Google I / O conference. It was in the preview phase of anticipated access starting from version 0.1 in May 2013, then inserted the beta Stage starting from version 0.8 which was published in June 2014. [11]. The first stable construction was released in December 2014, starting from version 1.0. [12] On 7 May 2019, Kotlin replaced Java as a favorite Google language for the development of Android apps. [13] Java is still supported, as well as C ++. [14] Features A specific feature of the Android studio is an absence of the possibility of disabling the autosave functionality. [15] The following features are provided in the correct current version: [16] [17] Build Build Based Gleddle supports Specific Refactoring for Android and Quick Corrections to capture fluff tools to capture performance, use, version compatibility and other problems of integration of the progress of the progress and signature function template - wizards wizards to create common projects and components common a rich layout editor that allows users to drag UI components, option to preview Layouts on screen configurations [18] Support for the construction of Android app integrated assistance for Google Cloud platform, enabling integration with Firebase Cloud Messaging (previous "Google Cloud Messaging") and Google App Engine [19] Android virtual device (Emulator) To run and debug app in the Android studio. Android Studio supports all the same programming languages of IntelliJ (and CLION) E.G. Java, C ++ and more with extensions, like GO; [20] And Android Studio 3.0 or later supports Kotlin [21] and "All Java 7 linguistic features and a subset of Java 8 linguistic functionalities ranging from platform version." [22] external projects backport some Java functionality 9. [23] While IntelliJ states that Android Studio supports all the Java versions released and Java 12, it is not clear at which Android Studio level supports Java versions up to Java 12 (documentation Mention the Java 8 partial support). At least some new linguistic features up to Java 12 can be used in Android. [24] Once an app has been completed with Android Studio, it can be published on Google Play Store. The application must be in line with the Google Play Store developer content policy. Story of the version The following is a list of main android studio outputs: [25] Release date of the Arctic Fox version (2020.3.1) July 2021 [26] 4.2 May 2021 [27] 4.1 Oct 2020 [28] 4.0 May 2020 3.6 February 2020 3.5 2019 3.4 April 2019 [29] 3.3 January 2019 3.2 September 2018 3.1 March 2018 3.0 October 2017 2.3 March 2017 2.2 September 2016 2.1 April 2016 2.0 April 2016 1.5 November 2015 1.4 September 2015 1.3 July 2015 1.1 February 2015 1, December 0 December 2014 System Requirements Basic System Requirements for Android Studio [7] Microsoft Windows Mac Linux Microsoft® WindowsÅ® 7/8/10 operating system version (32 or 64 bit) The Android emulator only supports 64-bit windows . MacÅ,Å® OS XÅ,Å® 10.10 10.10 or higher, up to 10.14 (Macos Mojave) Gnome or KDE desktop tested on Glinux based on Debian (4.19.67-2Rodete2). Random access memory (RAM) minimum 4 GB of RAM); 8 GB recommended RAM. Free 2 GB digital storage of minimum available digital memory, 4 GB recommended (500 MB for IDE + 1.5 GB for the image of the Android SDK and Emulator system). Minimum version Juk request Java version Development Kit 8 Minimum screen resolution 1280 x 800 The Android emulator has additional requirements over the basic requirements of the system for Android Studio, which are described below: [30] SDK instruments 26.1.1 or higher ; 64-bit processor; Windows: CPU with UG support (guest without restrictions). Intel Hardware Accelerated Execution Manager (HaxM) 6.2.1 or later (HaxM 7.2.0 or later recommended). Use of hardware acceleration has additional requirements on Windows and Linux: Intel processor on Windows or Linux: Intel processor with support for Intel VT-X, Intel EM64T (Intel 64) and Execute Disable Functionality Bit; AMD processor on Linux: AMD processor with support for the AMD Virtualization (AMD-V) and additional streaming Simd Extensions 3 (SSSE3); AMD Processor on Windows: Android Studio 3.2 or later and Windows 10 April 2018 version or higher version for Windows Hypervisor Platform (WHPX) functionality. To work with Android 8.1 (Level 27 API) and higher system images, an attached webcam must have the capacity to capture 720p frames. References ^ . ^ "Android Studio Bumblebee Canary 9 Available". Android Studio release updates. Recovered on August 23, 2021. ^ to B "Download options". developer.android.com. Recovered on 20 August 2020. ^ "Terms and conditions". developer.android.com. Recovered on April 24, 2017. ^ "Build the overview". Android.com. ^ "Building Android Studio". Android.com. ^ A B "Android Studio website". ^ Ducrohet, Xavier; Norbye, Tor; Chou, Katherine (May 15, 2013). "Android Studio: an IDE built for Android". Android developer blog. Recovered on 16 May 2013. ^ "Getting Started with Android Studio". Android developers. Recovered on May 14, 2013. ^ Haslam, Oliver (May 16, 2013). "Download Android Studio IDE for Windows, OS X and Linux". Redmond cake. Recovered on May 16, 2013. ^ "Download Android Studio". Android developers. Recovered on June 13, 2015. ^ "Google Lancia Android Studio and new features for the developer console, including the beta outputs and the Rollout on stage". VentureBeat. 8 December 2014. Recovered December 9, 2014. ^ "Kotlin is now the favorite Google language for the development of Android app". TechCrunch. Recovered on 8 May 2019. ^ SINTICKI, Adam. "I want to develop Android app Å ¶ Å,—" What languages and program should I use and learn? ". Android authority. 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