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K.C. Winslow If you add a few images to the PowerPoint presentation, you may find that the file size is increasing, making it difficult to transfer between computers and waste storage space. However, PowerPoint for Mac eliminates this problem by compressing images in a presentation. When compressing images, keep in mind that this will reduce their resolution, meaning that images may appear pixelated or fuzzy. PowerPoint for Mac offers permission settings for print, screen, and email. Open the PowerPoint file for which you want to reduce the size. Open the File menu and scroll down to reduce the file size. Click on the image quality menu and select the resolution you want. Select Delete cropped areas of the image if the presentation contains cropped images. This will further reduce the file size. Click the Good button to make the PowerPoint presentation smaller. The development of Android begins with Android SDK (Software Development Kit). Although there are many different programming languages and many IDEs (Integrated Development Environments) that you can use to build an application, SDK is permanent. Read next: Java tutorial for beginners SDK provides a selection of tools needed to create Android apps or ensure the process goes as smoothly as possible. Whether you're creating an app with Java, Kotlin or C, you need an SDK to make it work on your Android device and access the unique OS features. You'll also be able to use the emulator to test the apps you've created, control your device, and do a lot of other things. These days, Android SDK also comes complete with Android Studio, an integrated development environment where work gets done, and many of the tools are now best available or managed. You can download the SDK yourself, however, if that's your preference. While there are many different programming languages and plenty of IDEs you can use to create the app, SDK is a permanent one, all you really need to know is that you need an Android SDK. Setting up the SDK should be the first Android development tutorial you go through (note that you'll also need a Java Development Kit kit). But it's still a little more than that, and using all the development tools to the fullest and knowing exactly how the SDK works will lead to improved applications. Android SDK The Android SDK anatomy can be broken down into several components. These include: Platform-tools Build-tools SDK-tools The Android Refrich bridge (ADB) Android Emulator Presumably the most important parts of this package are in SDK tools. You're going to need these tools. From what version of Android you are targeting. This is what APK will actually create - turning your Java program into an android app that can be launched on your phone. These include a range of build tools, debugging tools, and image tools. An example would be this is what allows us to use Android Device Monitor to check the status of the Android device. Build tools were once classified under the same title as Platform tools, but have since been disconnected so they can be updated separately. As the name implies, they are also needed to create apps for Android. This includes a zipalign tool, for example, that optimizes the application to use minimal memory when running before creating the final APK, and an apksigner that signs APK (surprise!) for follow-up. The platform's tools are more specifically suited to the Android version you want to focus on. It is usually best to install the latest platform tools that will be installed by default. Once you first install, though, you have to keep your platform-tools constantly updated. The tools must be compatible back, which means you'll still be able to support older versions of Android. Read Next: Anatomy of the app: Introduction to the lifecycle of Android Debug Bridge (ADB) is a program that allows you to communicate with any Android device. It relies on platform tools to understand the Android version that is used on this device and therefore it is included in the platform tool package. Adb can be used to access the shell of tools such as logcat, to request a device ID, or even to install apps. The Android emulator is what allows you to test and monitor applications on your PC without having to have the device available. To use this, you'll also get an image of an Android system designed to work on PC hardware. You'll use the Android virtual device manager to choose which version of Android you want to emulate, along with the device's specifications (screen size, performance, etc.). You should also check out our guide to installing Android SDK as it goes over what each component does in more detail. I also recommend this resource on the build process, which will help put the SDK in a bit more context. Related - How to incorporate developer options Using Android SDK In short, many of the tools included in the SDK include testing, debugging and packaging apps for Android. They provide a kind of bridge between Android Studio and a physical device or emulator so that your app can be properly packaged and then tested as you develop. For the most part, you can leave the SDK alone: Android Studio will recommend the necessary upgrades, and it will call for the necessary components when you hit Run or Build APK. However, some of the tools are also directly available, which used for things like an SDK update, or directly monitoring and communicating with an Android device. Using SDK Manager While Android Studio, usually let you know when you need to update something, you can also manage SDK updates manually through the manager. You'll find it in Android Studio if you're targeting Tools - Android - SDK manager. You'll see there are three tabs here for SDK platforms, SDK Tools, and SDK Update Sites. If you follow along with an Android development tutorial, then you can sometimes get targeted here in order to make sure that specific components are up to date. Using AVD Manager You will also find an AVD manager under the tools - Android - AVD Manager. This allows you to create your own emulators. You will choose the size of the device and some other specifications, and you will be asked to download the desired image of the x86 system if it is not yet installed. With Android Device Monitor The Android Device Monitor encapsulates DDMS and can be found under - you guessed it - Tools - Android - DDMS. This works with either an emulator or a connected device and will go a little deeper in monitoring how your android device and app behave. The use of ADB-ADB is a little different. To do this, you will need to find an Android SDK installation folder and go to the platform tool catalog. In Windows, hold the shift and press to the right anywhere in the folder to open the command line. On mac, just open the terminal from Launchpad (usually found in another folder). Now you can use multiple commands. For example, if you're innococating adb-devices, you'll get a list of Android devices that are connected with their devices. Let the Adb install (options) package-name and you can remotely install the APK. A list of ADB teams can be found here. Access to documentation Looking at a specific tutorial on Android development? You can find a whole sub-directed SDK folder called Docs, and this will give you access to useful information. For the most part though, you better visit it developer.android.com place. There was a time when Android SDK would also be packed with a selection of useful sample projects. Today this is no longer the case, but you can find them instead by opening Android Studio and navigating the file - New - Import Sample Using SDK self While Android SDK and Android Studio are closely connected, you don't always want to use them together. You can use another IDE (Integrated Development Environment), for example, if you want to streamline the process of creating a 3D game (in this case you can use Unity or Unreal), or if you are interested in a cross-platform mobile development (in this case you can use Xamarin). Either way, you'll need to show the chosen IDE where the SDK is, usually by making a path somewhere. You can also find the location of Android SDK in Android Studio, in case you ever need to move it, or just for your own link. Just go to the file - Project structure. You'll also find the location of JDK and Android NDK. You've chosen a location SDK when you installed it. If you left this option by default though, then there is a chance that it may be in the AppData-Local catalog. Keep in mind that this folder is hidden on Windows by default, so you may find it hard to find it. NDK (Native Development Kit) allows you to create apps in native languages such as C and C. This gives you access to certain libraries and can help squeeze a little more performance out of the device - making it useful for game development, among other things. NDK can be downloaded through SDK Manager and you can find out more about it here. Related: Android game SDK: What it is and how to use it in your apps As mentioned, if it's just the SDK you're interested in, then you can download it yourself by visiting the download page and then choose to include a sdkmanager. This will allow you to update the SDK through the command line. There are also ways to access an AVD manager without Android Studio. But for the vast majority of users, it makes a lot more sense to install a complete set and enjoy the GUI and other amenities - even if you're going to use a different IDE for development. And that's really good news: Android development is now easier than ever before, thanks to the leaps and boundaries that Google has made with Android Studio. There was a time when things were much more complicated. There has never been a better time to start developing Android! Development!

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