



Instalacija

-Processing za Android u Eclipse IDE-

1.korak

- Skinuti *Android ADT bundle* (sadrži Eclipse za Javu, SDK Tools, ADT plugin)

<http://developer.android.com/sdk/index.html>

2.korak

- Pokrenuti Eclipse(Juno): folder adt-bundle->eclipse->eclipse.exe
- Pokrenuti SDK Manager:
 - folder adt-bundle->SDKManager.exe |LI
 - U Eclipsu: Windows->SDK Tools

3.korak

- SDK Development Tools ,instalacija:
 - **-Tools** folder-označi Android SDK:
Tools, Platform-tools, Build tools (zadnja verzija)
 - **-Android x.x.x.(API 10+)** -označi
 - -Win: **Extras** folder-označi Google USB Driver
(Može i A.Support Repository, A.Support Library, Google Play Services, Google Respository)

4.korak

Dodavanje biblioteke Processing u Eclipse IDE

- Skinuti noviju verziju Processing-a

<https://www.processing.org/download/?processing>

Pre-Releases: 3.0a4 (12 September 2014) Win 64

Napraviti novi Android Application Project:

File->New->AndroidApplicationProject->...Next...->Finish

5.korak

- Pronaći **android-core.zip**:

MyDocuments->Processing->Modes->AndroidMode

- Kopirati **android-core.jar** u PackageExplorer Eclipsa, folder **-libs-**
(prvo unzip android-core.zip, zatim rename u android-core.jar)
- Desni klik na **android-core.jar** ->BuildPath->AddToBuildPath

6.korak

Ako se projekt zove *ssss*, potrebno je u *MainActivity.java* uključiti podebljane pakete i klasu *MainActivity* proširiti sa *PApplet*. Ovaj program crta elipsu na sivoj podlozi , ispunjenu bijelom bojom.

```
package com.example.ssss;
```

```
//import android.app.Activity;  
//import android.os.Bundle;
```

```
import processing.core.*;
```

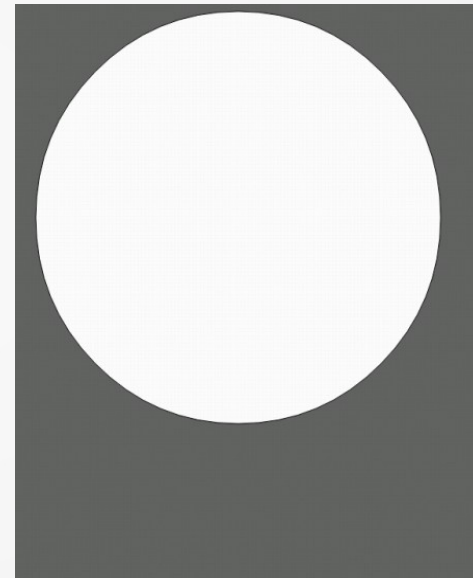
```
public class MainActivity extends PApplet {
```

```
//PApplet in fact extends android.app.Activity
```

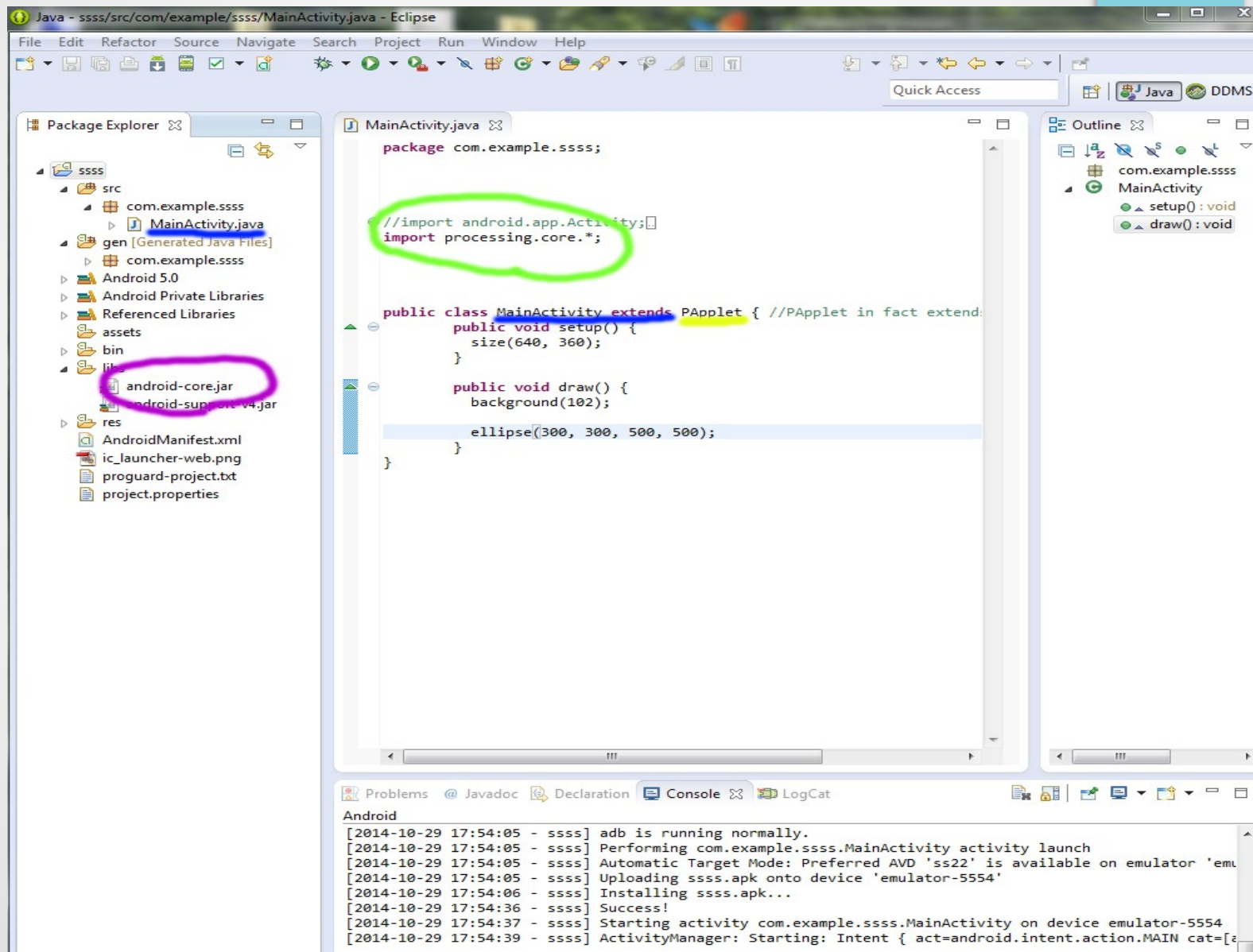
```
    public void setup() {  
        size(640, 360);  
    }
```

```
    public void draw() {  
        background(102);  
  
        ellipse(300, 300, 500, 500);  
    }
```

```
}
```



Slika Eclipsa od prethodna 3 koraka



Pokretanje aplikacije

- Desni klik na ime projekta u PackageExploreru
 - >RunAs>RunConfigurations>Target->LaunchOnAllCompatibleDevices/AVD's (za smartphone uključiti USB Debugging)