



Gradle +

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most advanced build system (a.k.a. best)

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Android Gradle Plugin + IDE integration

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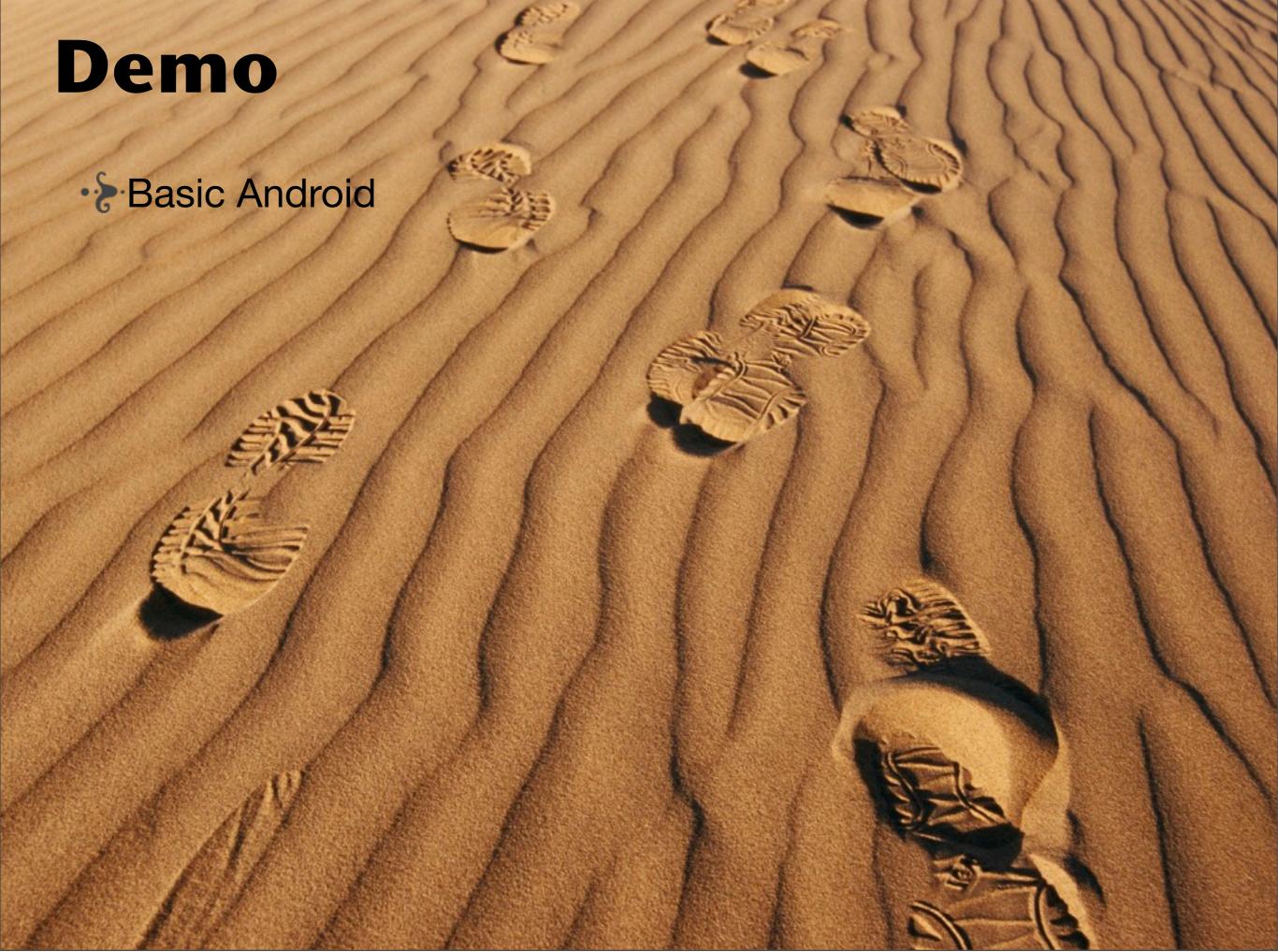
Gradle +

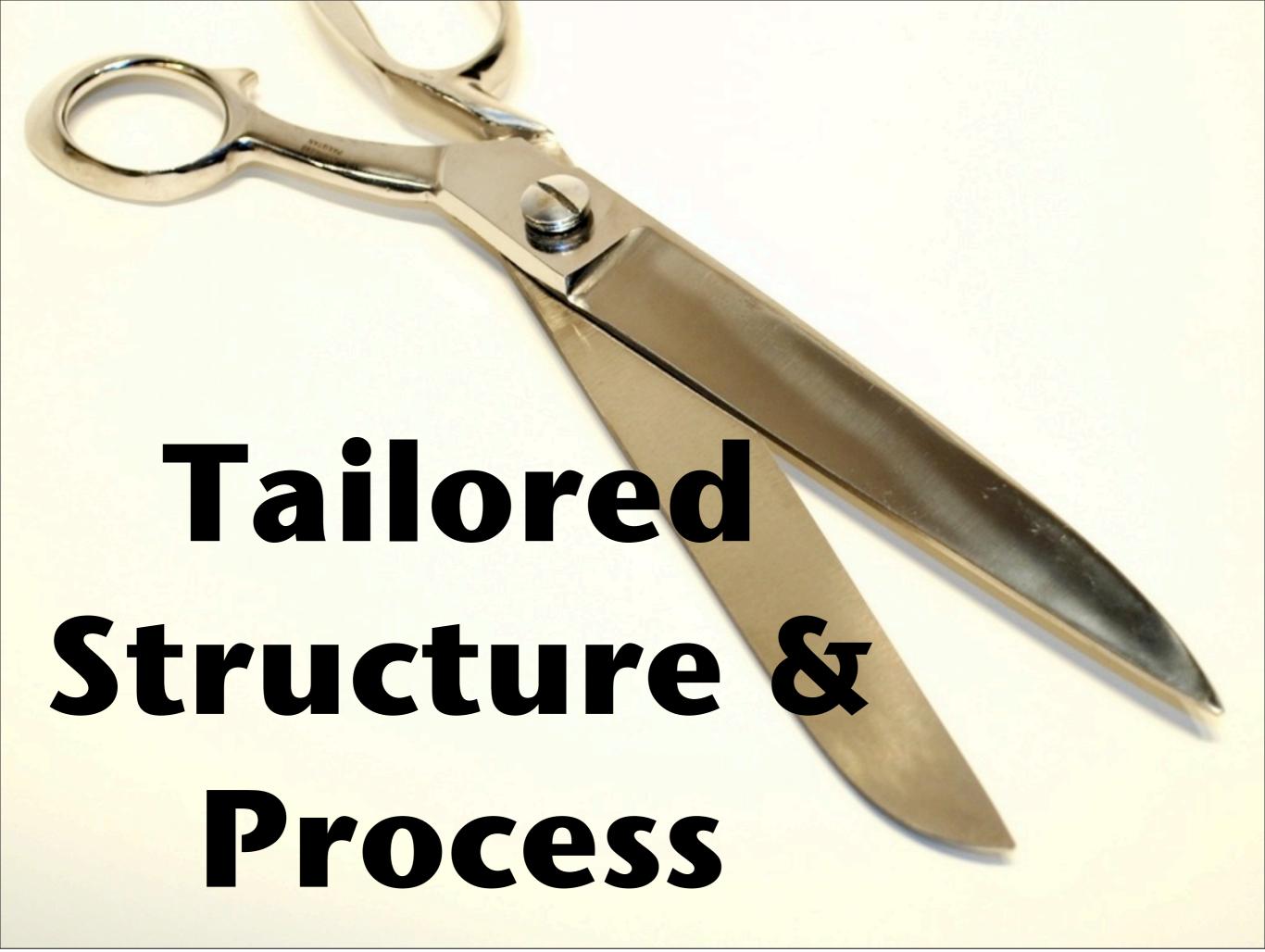
Android Gradle Plugin + IDE integration

most advanced build system (a.k.a. best) Magnificient piece of engineering by the Android Team

Show case for a state of the art build system







- Product Flavors
- Build Types
- Build Variants
- SourceSets
- Library Projects
- Testing

Product Flavors

- A way to generate several versions of the same app
- Source code + resources overlay
 - Also custom dependencies
- Customize app parameters:
 - o package name
 - min/targetSdkVersion
 - versionCode/Name
 - o signing info

BuildType

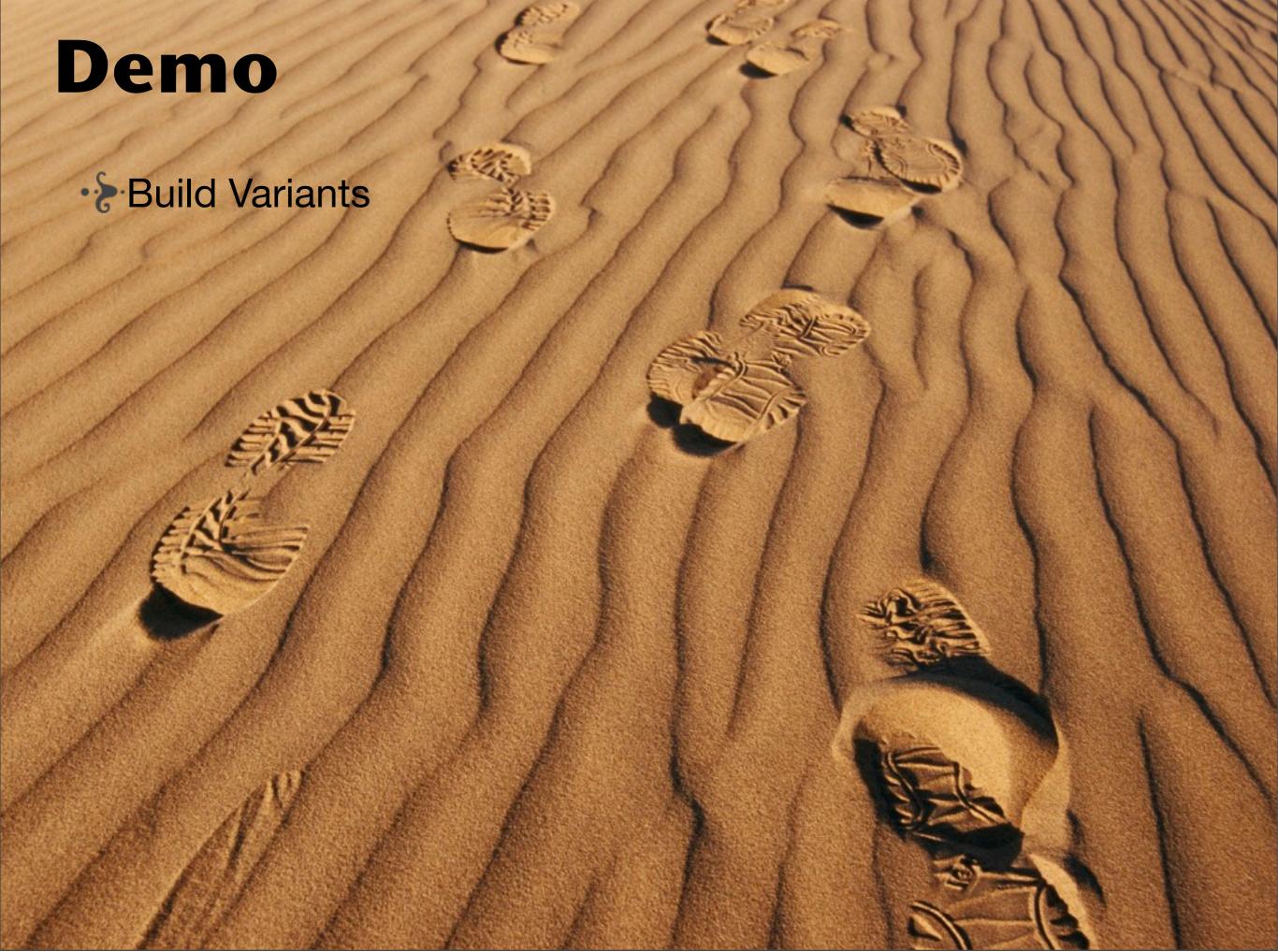
- Controls how an app is built
- Source code + resources overlay
 - Also custom dependencies
- Customize app parameters:
 - debuggable flag
 - native debug compilation flag
 - package suffix
 - debug signing
 - proguard options
- 2 default types: debug & release
- orthogonal to product flavors

Build Variant

Build is always a flavor + a type

	Debug	Release
Free	Free-Debug	Free-Release
Paid	Paid-Debug	Paid-Release

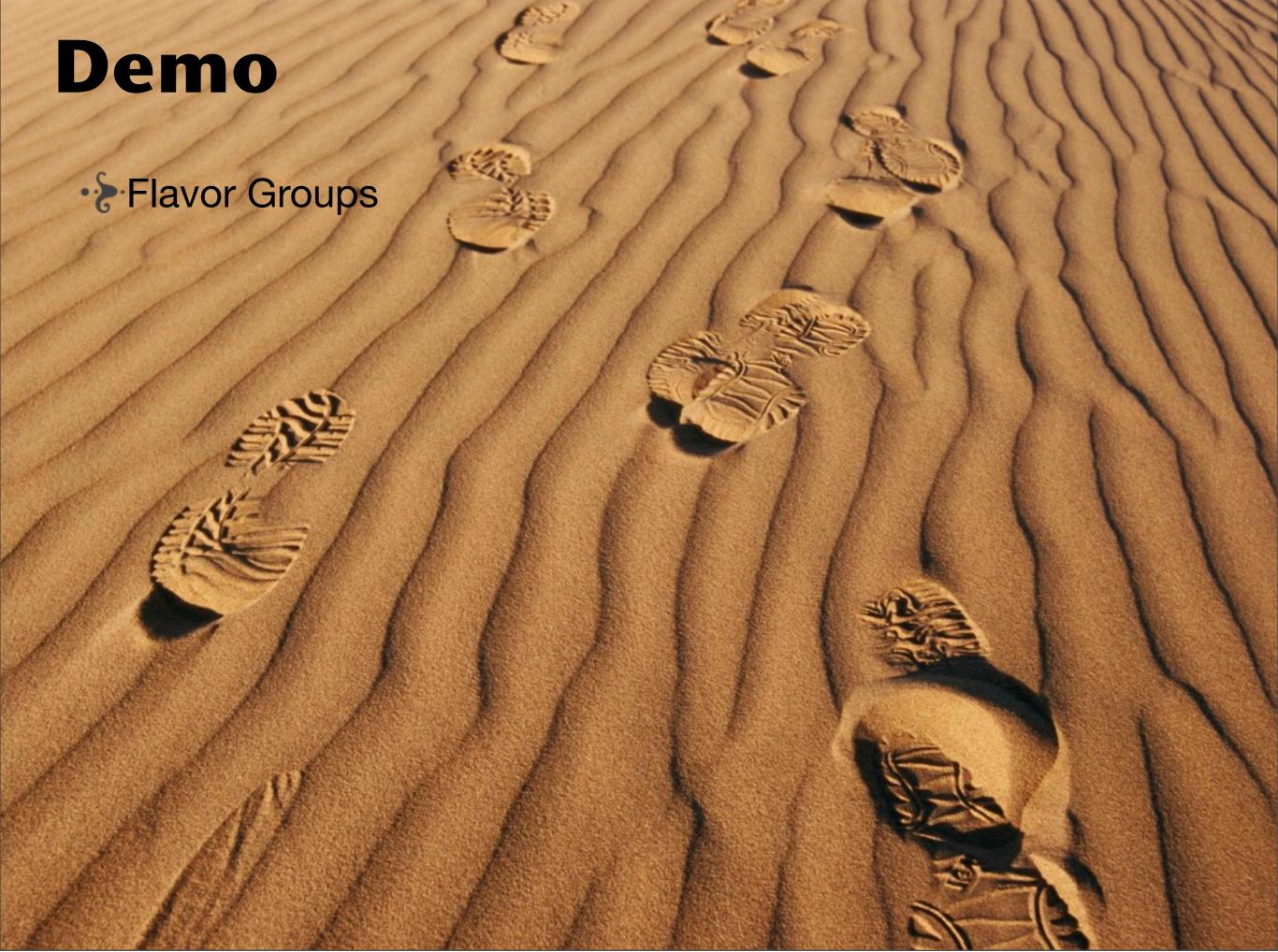
Rules to manage overlay build type > flavor > main



Build Variant, cont'd

- Product Flavor groups
 - o add extra dimensions of flavors

		Debug	Release
Free	x86	Free-x86-Debug	Free-x86-Release
	ARM	Free-Arm-Debug	Free-Arm-Release
Paid	x86	Paid-x86-Debug	Paid-x86-Release
	ARM	Paid-Arm-Debug	Paid-Arm-Release



SourceSets

```
main/
    AndroidManifest.xml
    java/
    resources/
    assets/
    ...
debug/
    ...
release/
    paid/
    ...
free/
```

Library Projects

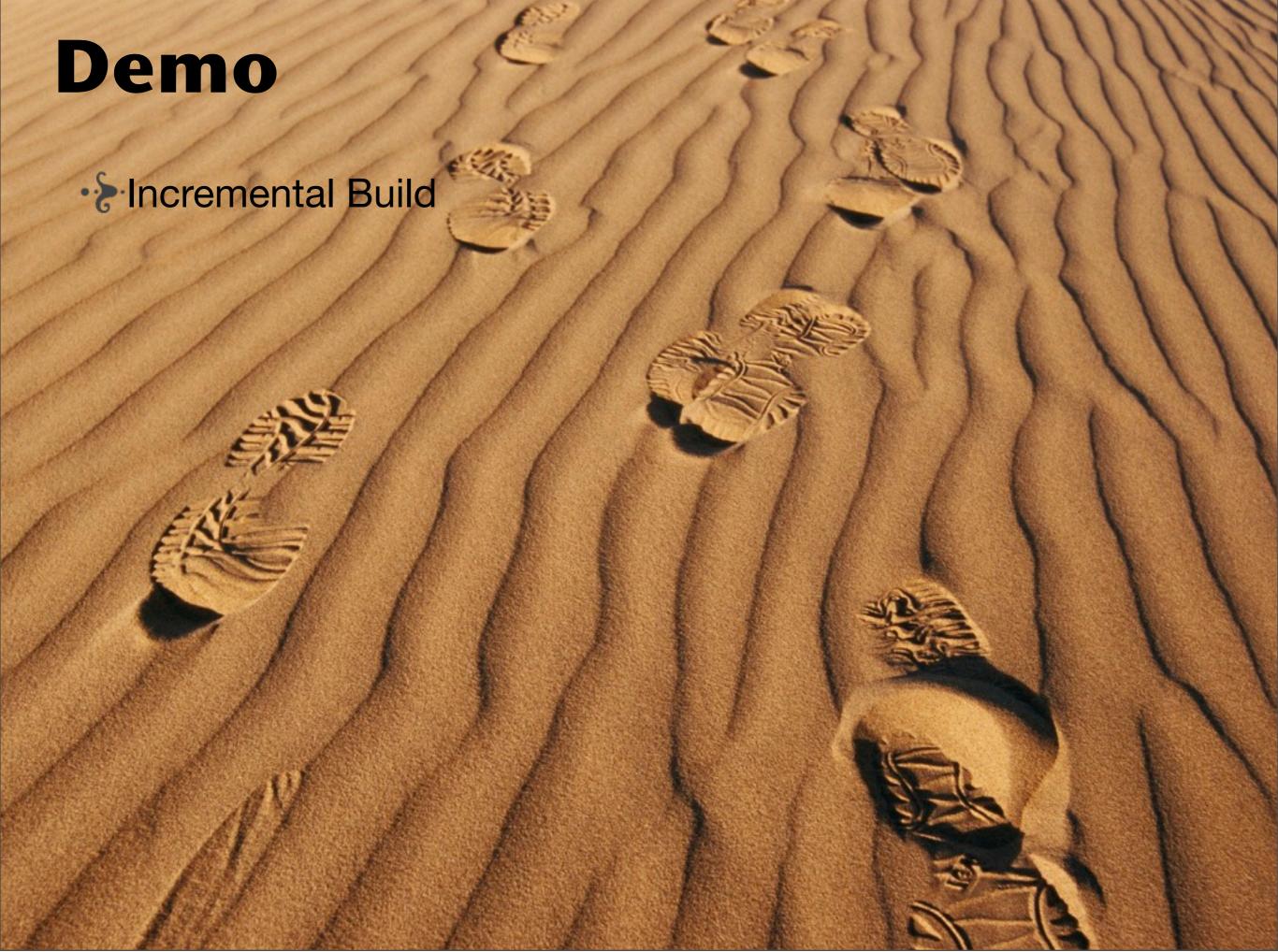
- Binary bundle
- Uploadable to Maven, Ivy, ...
 - Declare their own dependencies
- Contain:
 - Compiled Code
 - Resources
 - o + more
 - custom proguard rules?
 - custom lint checks?
 - annotation processor?
 - IDE plugin?

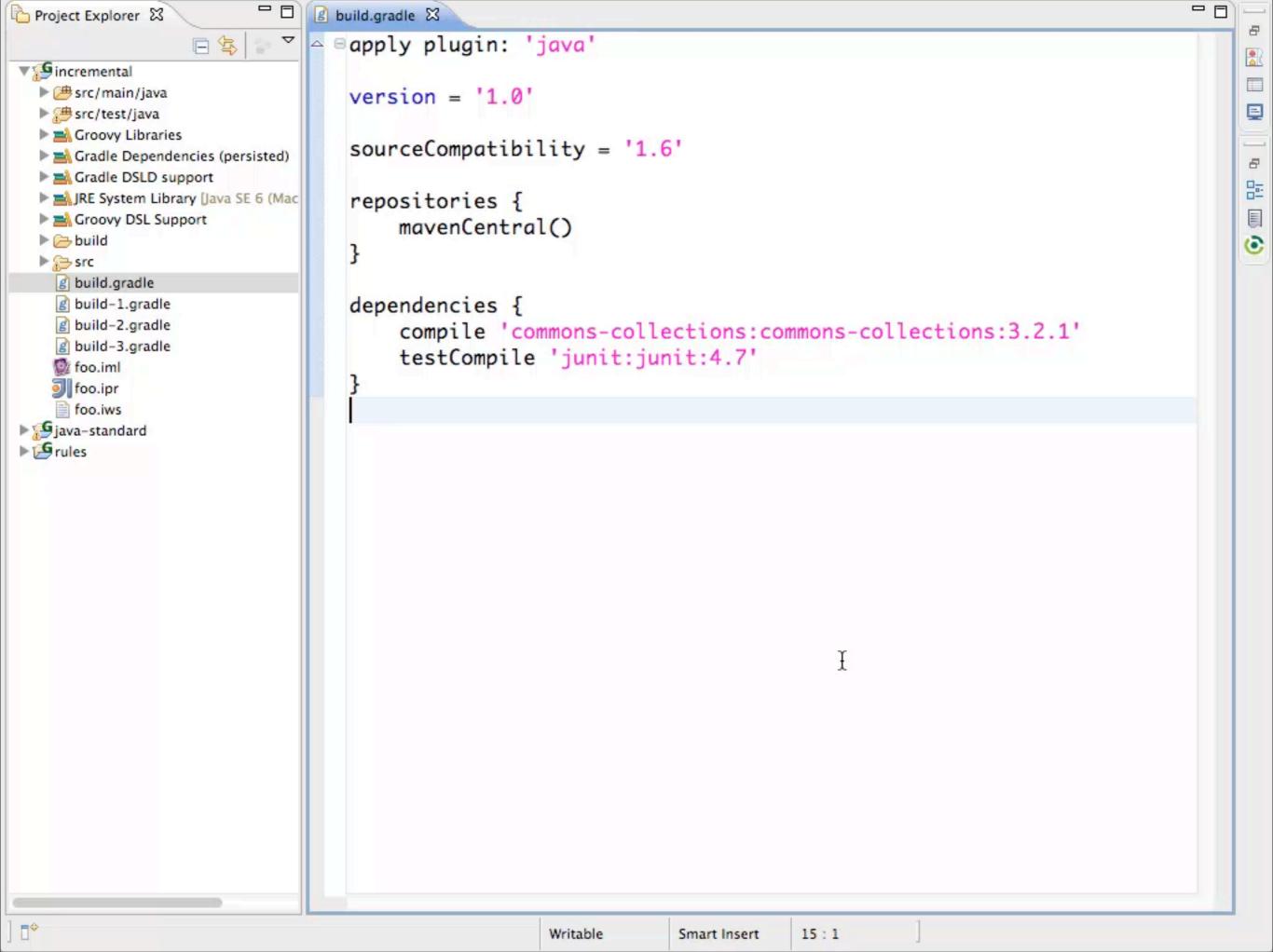
Testing

- Embedded in the project
- test sourceset is default
- test<flavor> sourceset allows flavor specific tests
- APK for library project embed the library to test

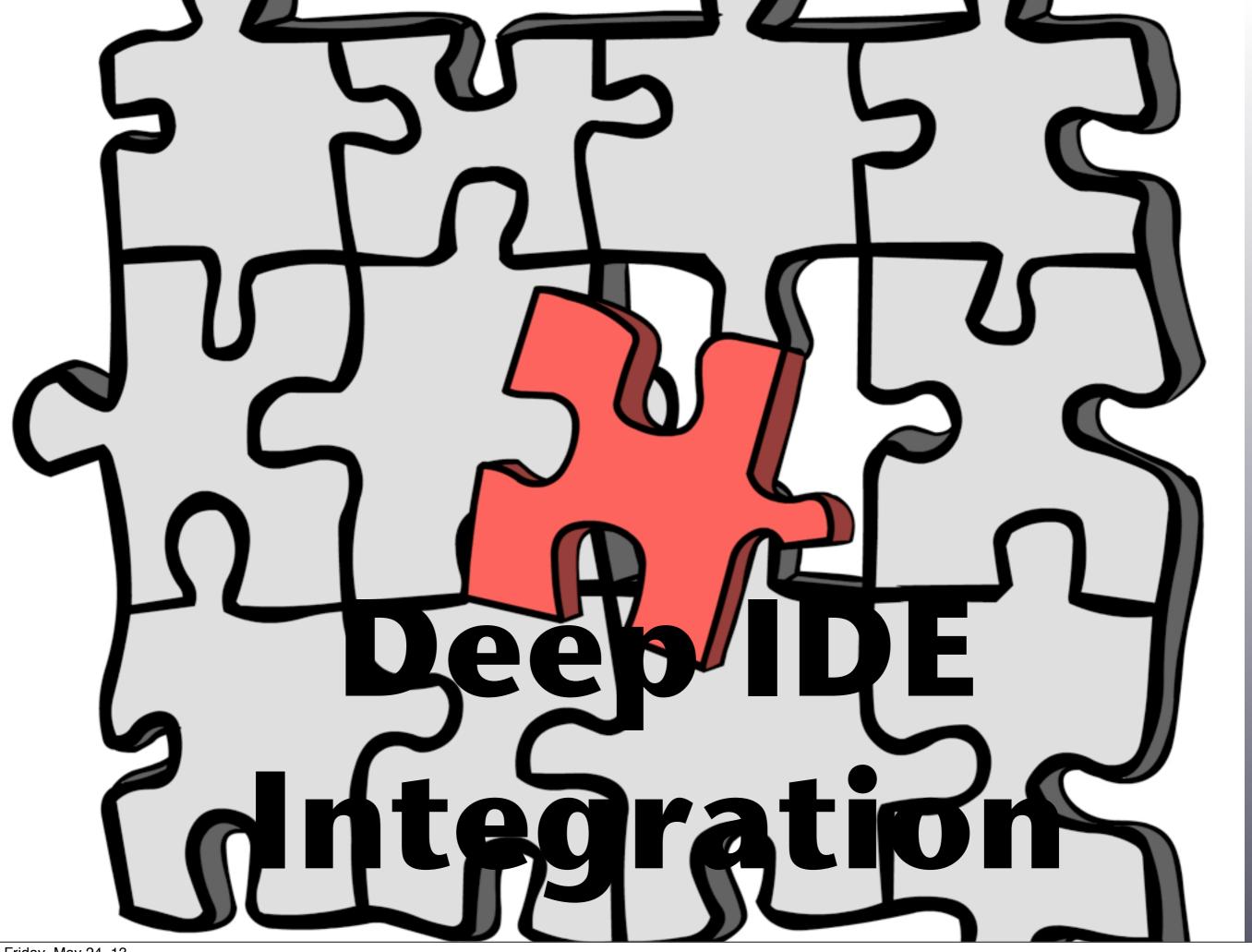
Dynamic Build-By-Convention











Relax IDE, ain't need to be a build tool anymore.

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Optimized Performance

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More automation

Optimized Performance

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More automation

More feedback

Tool Integration = First Class Gradle citizen

Provisioning

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Back & Forwards compatibility

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Tailored Models



Declarative Elements

Deep IDE customization

Declarative Elements

Deep IDE customization

Programmatic Access

```
eclipse.classpath.file {
    whenMerged { classpath ->
        classpath.entries.findAll { entry ->
        entry.kind == 'lib' }*.exported = false
    }
}
```

Android Studio based on Intellijis available!

Version 0.4

- Proguard Support
- NDK Support
- Lint Support

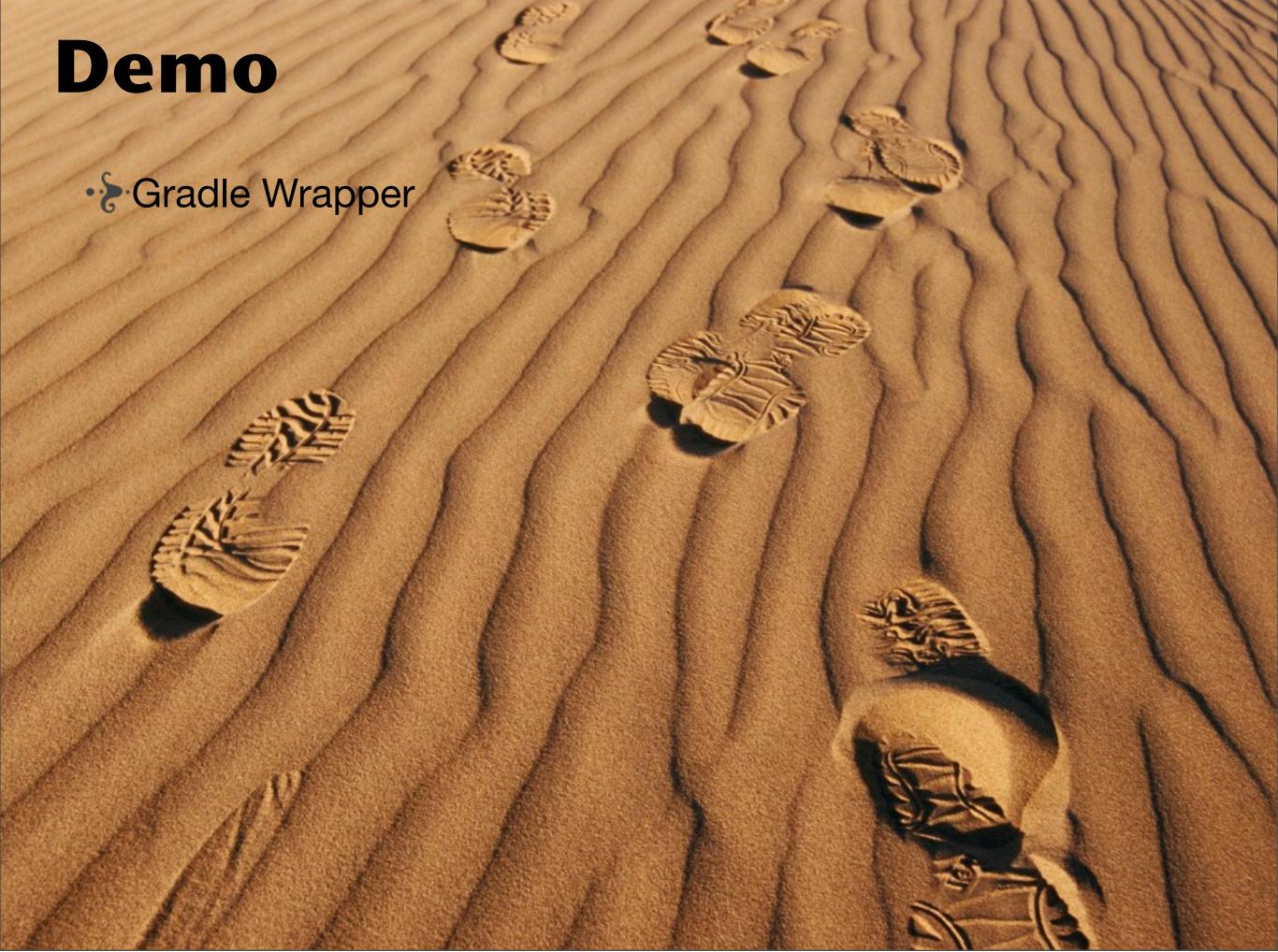
Version 0.5

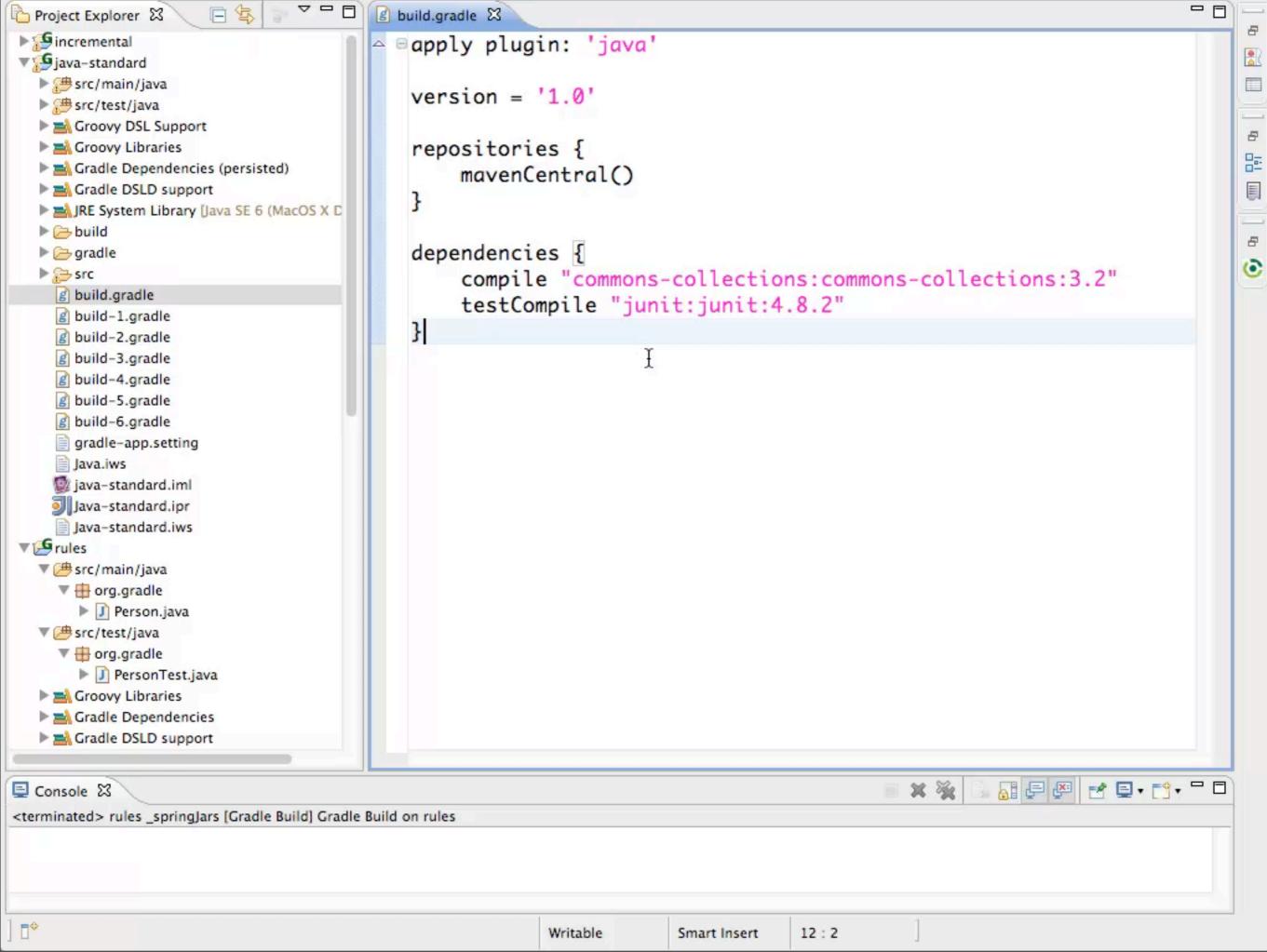
- Emma
- AVD Management

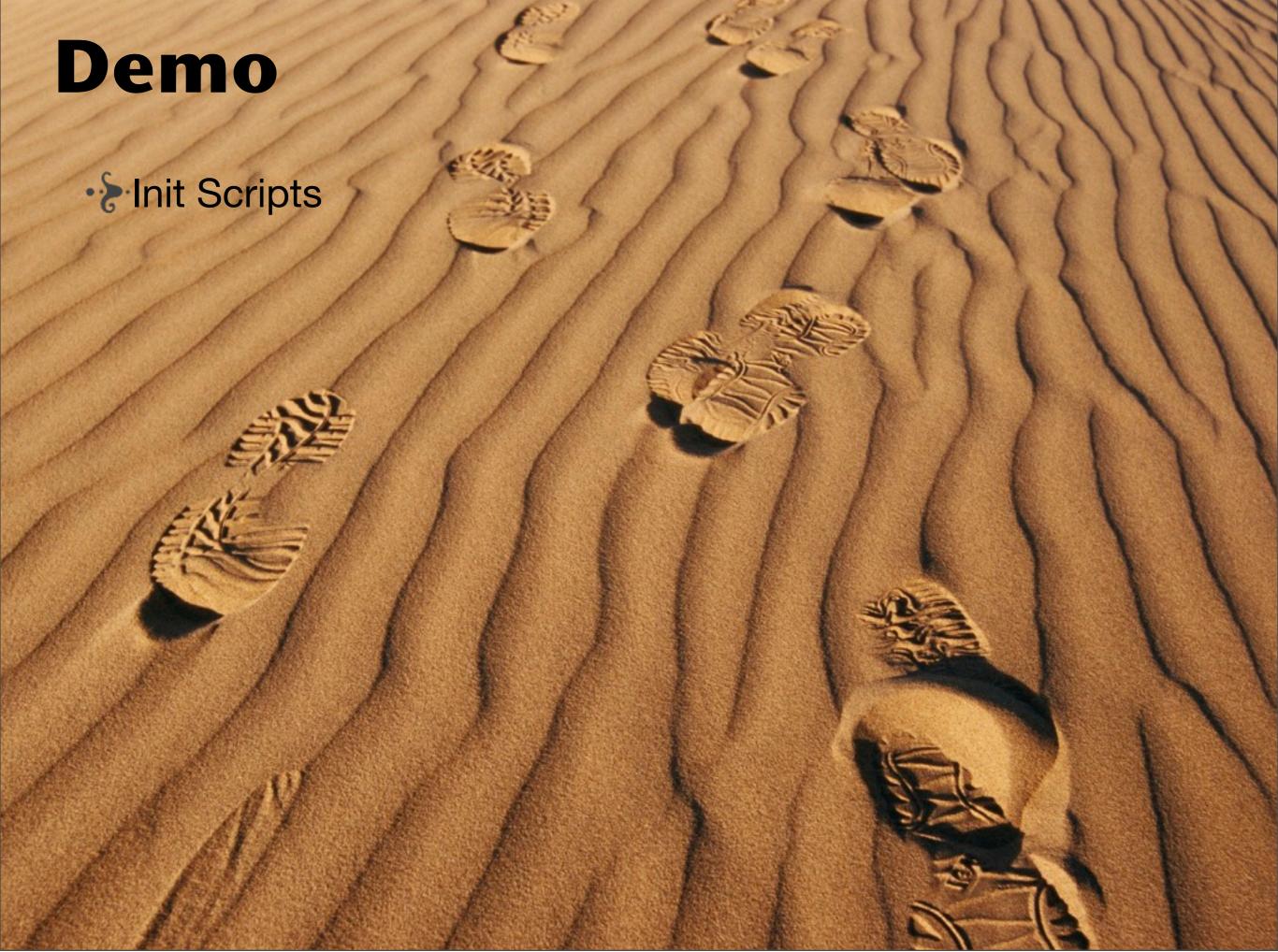
Version 0.6

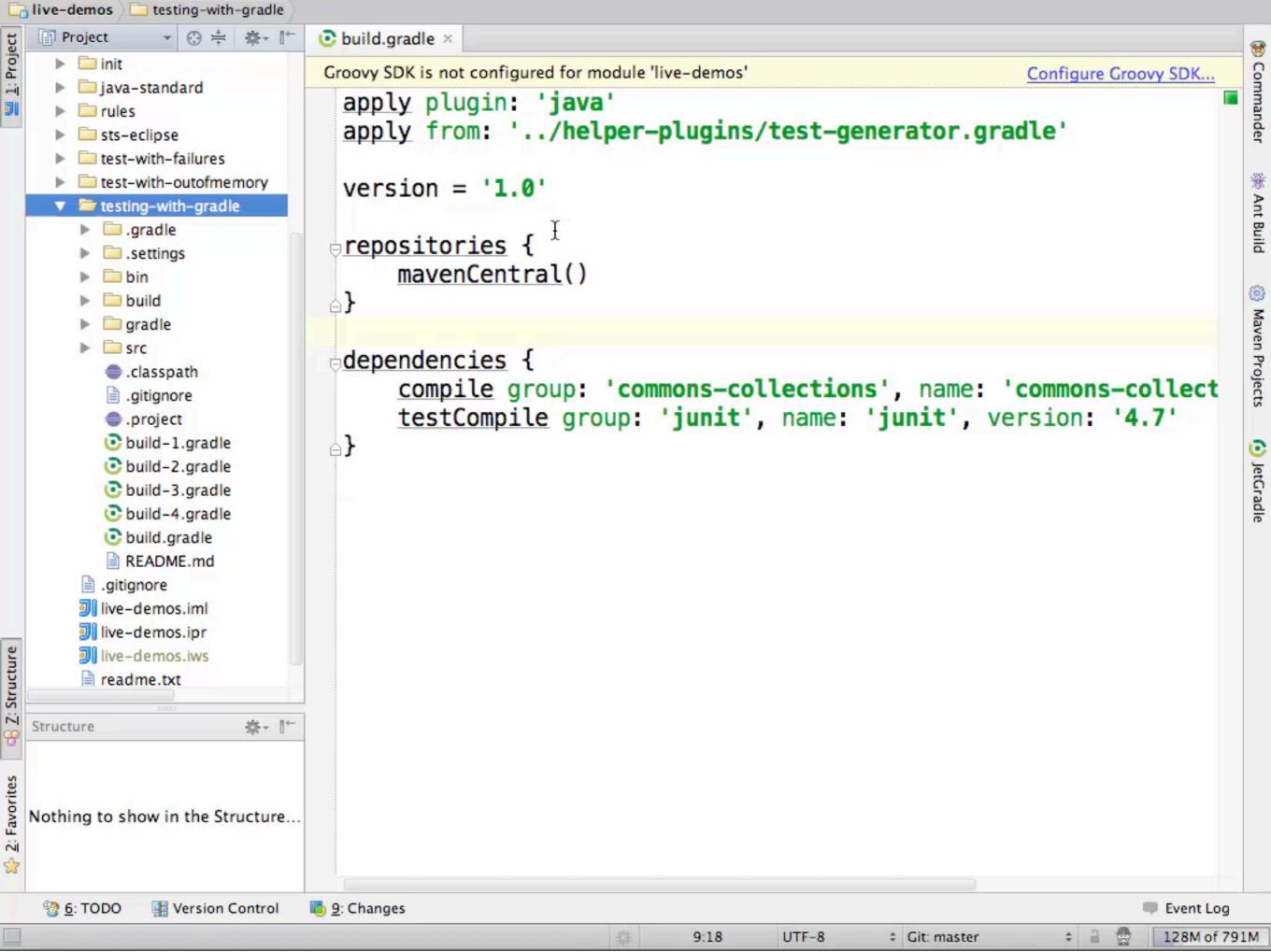
• T.b.d.











Build Environment

Project specific gradle.properties

```
org.gradle.daemon=true
org.gradle.java.home=/Library/Java/JavaVirtualMachines/
1.7.0.jdk/Contents/Home
org.gradle.jvmargs=-Xmx512M
```

Gradle Summit 2013 June 13-14 Santa Clara, CA, USA

http://gradlesummit.com

http://tools.android.com/tech-docs/ new-build-system

http://www.gradle.org

http://m.gradleware.com/http://gradleware.com/subscribe

Register for 'The new Android Build System' webinar on April 16th http://gradle.org/webinars

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