

The code, for all chapters, was written in Android Studio 3.2.x. Here's a link to the system requirements for Windows, Linux and Mac:

<https://developer.android.com/studio/#Requirements>

Here's the link to download Android Studio:

<https://developer.android.com/studio/>

Most recipes can be tested with the Android emulator (installed with the Android SDK bundled with Android Studio). Some recipes, primarily sensor based recipes, may require a physical Android device to see real sensor data, but should compile and run on an emulator.