PART 1: Setting up Android Studio and Target Emulator AVD on the Base Machine
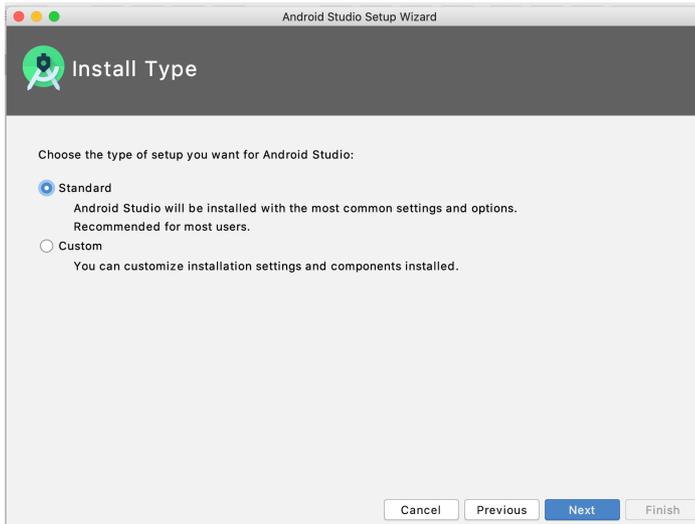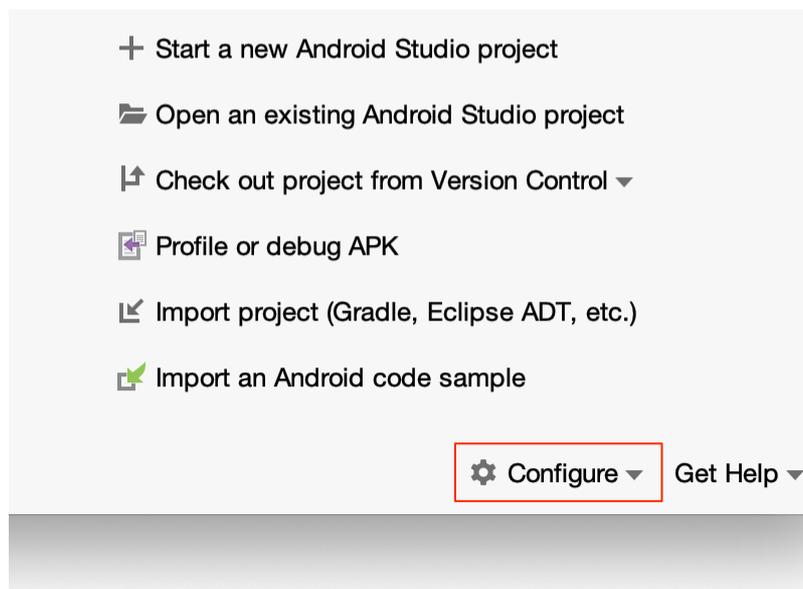
1. Download and install the latest version of Android Studio from
   https://developer.android.com/studio

2. During the Android Studio setup, when you are prompted with the setup type, select "Standard"
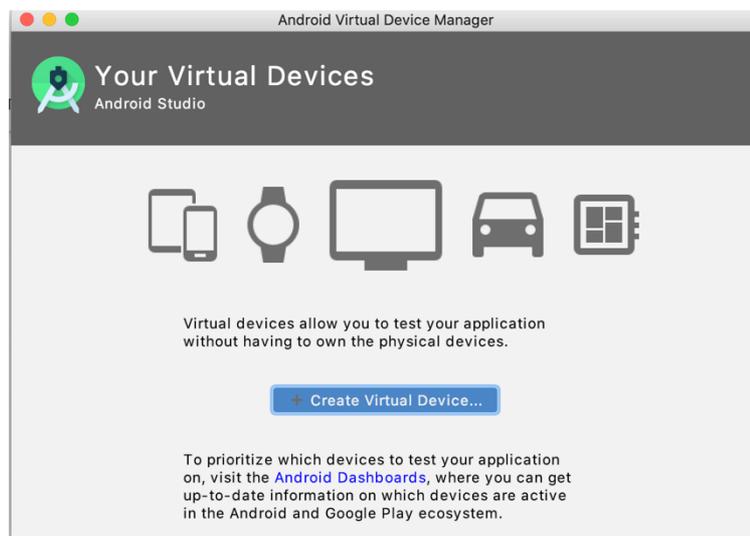

   Proceed to finish the setup.

3. When you launch Android Studio, you'll be prompted with the following screen:
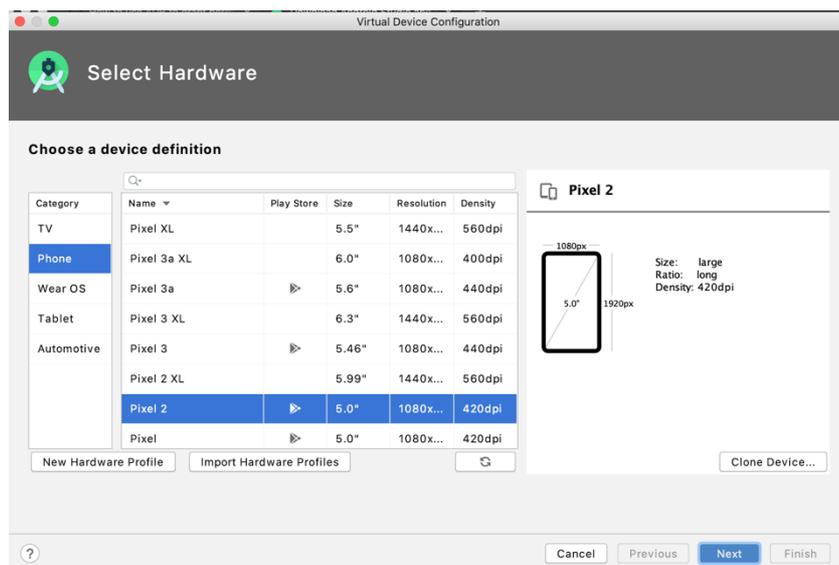

   Click the "Configure" dropdown and select "AVD Manager".

4. Click the "Create Virtual Device" button.

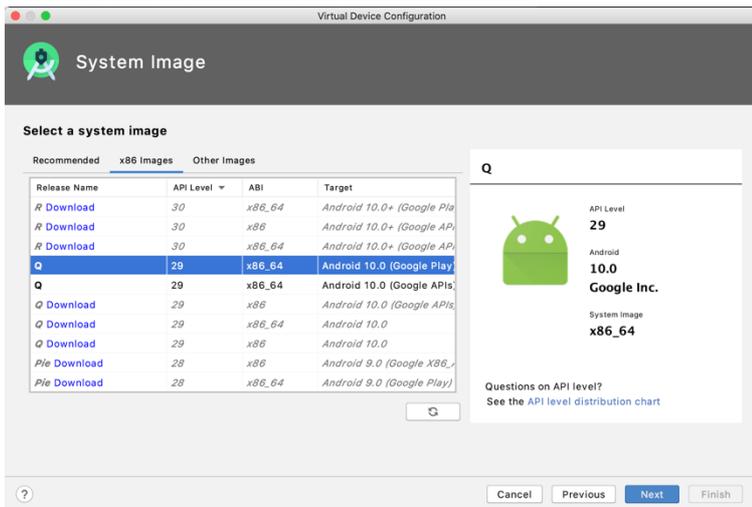5. Select Pixel 2 and click Next.

6. On the "Select a system image" window, select the device with the following configuration.
    Android Q
    API 29
    ABI x86_64
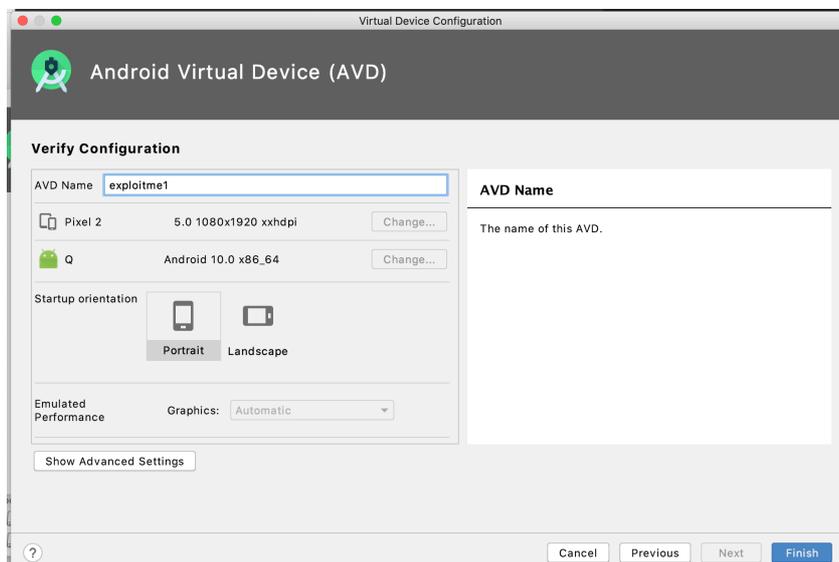   Target : Android 10.0 (Google Play)

If you do not have the system Image already downloaded, click the "Download" Button besides your release name Q – 29 – x86_64 – Android 10.0 (Google Play)
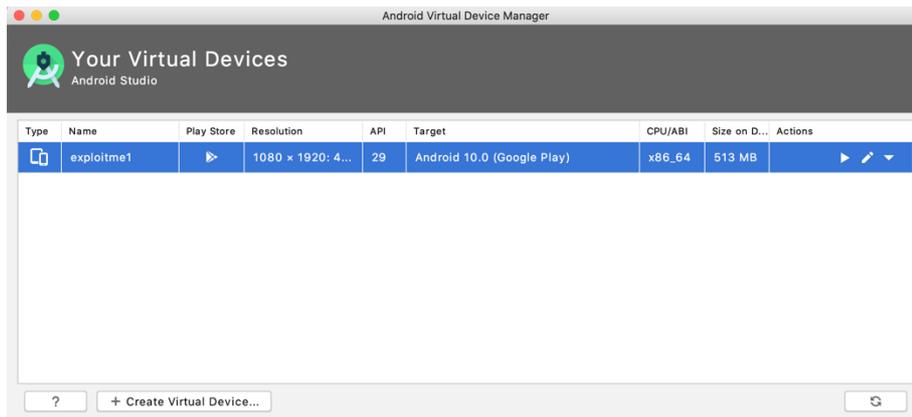
Note – Make sure you are selecting "Google Play" target and not "Google APIs".

Select the correct target mentioned above and click Next.
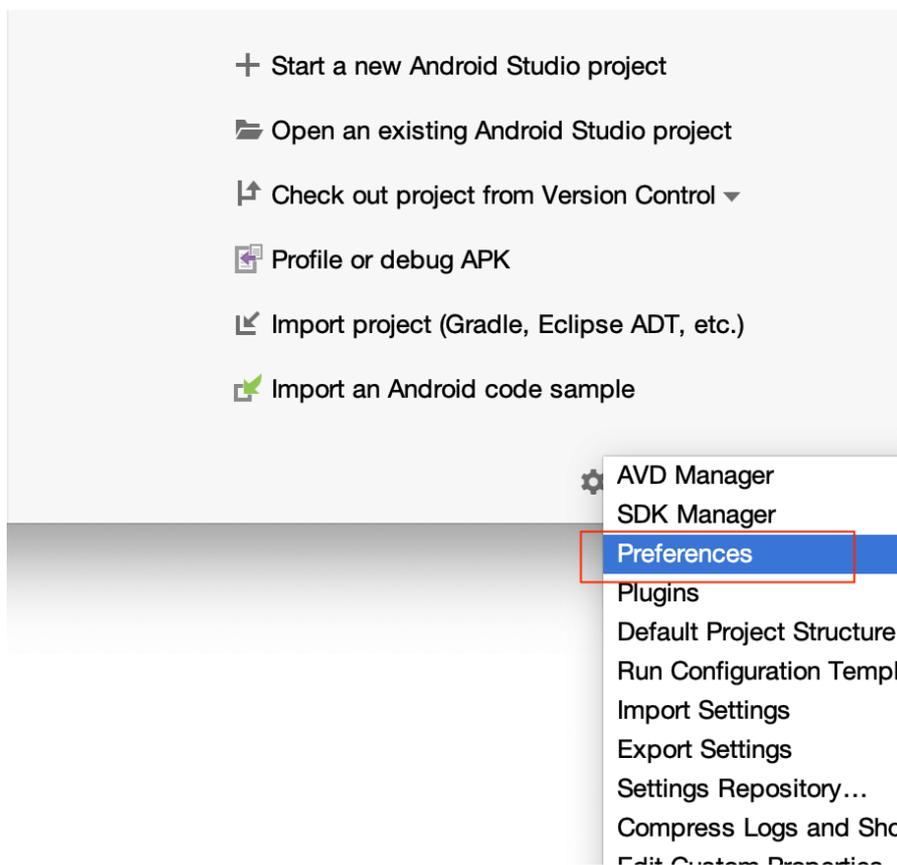
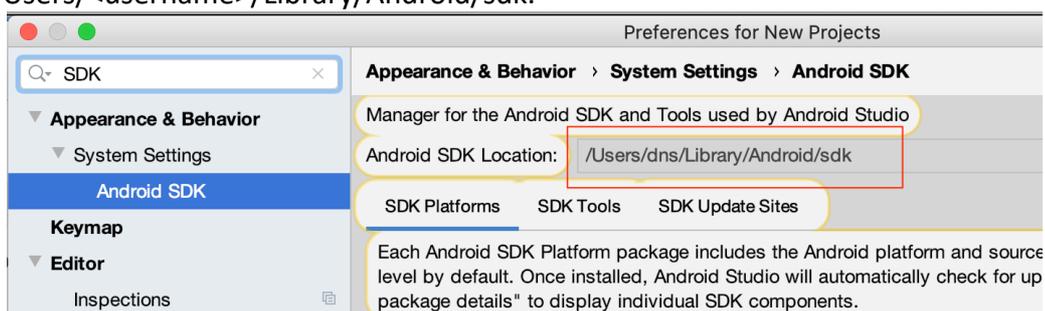7. Name the Image as "exploitme1" and click Finish.

8. If everything is successful, you'll be displayed the following screen:

9. Launch Android Studio again and this time, in the "Configure" button dropdown select "Preferences". [or "Settings" if you are on a Windows Machine]

10. In the Search bar type "SDK" and make a note of the SDK path. In our case it is /Users/<username>/Library/Android/sdk.

[Note - In case of Windows it is C:\Users\<username>\AppData\Local\Android\Sdk]

Add this path to the Environment variables. If we consider this path as "ANDROID_SDK", add the following paths too to your environment variables system path.
$ANDROID_SDK/emulator
$ANDROID_SDK/tools
$ANDROID_SDK/tools/bin
$ANDROID_SDK/platform-tools

11. Close Android Studio.

12. In the terminal run the command "adb" and the command "emulator" to make sure it is in the environment path.