

# Application/Project Structure

Modules - Android projects are composed of modules

- Android Application Modules
- Test Modules
- Library Modules
- App Engine Modules

# Android Application Modules

An Android Application Module is the container for your application's source code, resource files, and application level settings, such as the module-level build file, resource files, and Android Manifest file. The application module contents are eventually built into the .apk file that gets installed on a device.

# Test Modules

These modules contain code to test your application projects and are built into test applications that run on a device. By default, Android Studio creates the *androidTest* module for inserting JUnit tests.

# Library Modules

These modules contain shareable Android source code and resources that you can reference in Android projects. This is useful when you have common code that you want to reuse. Library modules cannot be installed onto a device, however, they are pulled into the .apk file at build time.

# App Engine Modules

Android Studio lets you easily add a cloud backend to your application. A backend allows you to implement functionality such as backing up user data to the cloud, serving content to client apps, real-time interactions, sending push notifications through Google Cloud Messaging for Android (GCM), and more. App Engine modules are App Engine java Servlet Module for backend development, App Engine java Endpoints Module to convert server-side Java code annotations into RESTful backend APIs, and App Engine Backend with Google Cloud Messaging to send push notifications from your server to your Android devices.

# Project Files

- `app` - Application module directories and files
- `build` - This directory stores the build output for all project modules.
- `local.properties` - Customizable computer-specific properties for the build system, such as the path to the SDK installation. Because the content of the file is specific to the local installation of the SDK, the `local.properties` should not be maintained in a source revision control system.

# Directory Structure

▼	MyApplication	Today 09:32	--	Folder
▼	app	Today 09:32	--	Folder
▶	build	Today 09:30	--	Folder
	build.gradle	Today 09:30	681 bytes	Document
▶	libs	Today 09:30	--	Folder
	proguard-rules.pro	Today 09:30	664 bytes	Qt Cre...ument
▼	src	Today 09:33	--	Folder
▶	androidTest	Today 09:33	--	Folder
▼	main	Today 09:34	--	Folder
	AndroidManifest.xml	Today 09:30	789 bytes	XML text
▶	java	Today 09:30	--	Folder
▼	res	Today 09:30	--	Folder
▶	drawable	Today 09:30	--	Folder
▶	layout	Today 09:30	--	Folder
▶	menu	Today 09:30	--	Folder
▶	mipmap-hdpi	Today 09:30	--	Folder
▶	mipmap-mdpi	Today 09:30	--	Folder
▶	mipmap-xhdpi	Today 09:30	--	Folder
▶	mipmap-xxhdpi	Today 09:30	--	Folder
▶	mipmap-xxxhdpi	Today 09:30	--	Folder
▶	values	Today 09:30	--	Folder
▶	values-v21	Today 09:30	--	Folder
▶	values-w820dp	Today 09:30	--	Folder
▶	test	Today 09:33	--	Folder
	build.gradle	Today 09:30	498 bytes	Document
▶	gradle	Today 09:30	--	Folder
	gradle.properties	Today 09:30	855 bytes	Java p...ies file
	gradlew	Today 09:30	5 KB	Unix E...le File
	gradlew.bat	Today 09:30	2 KB	Document
	local.properties	Today 09:30	435 bytes	Java p...ies file
	settings.gradle	Today 09:30	15 bytes	Document

# Application Modules

- main – All source files (such as .java or .aidl files) and resources for the application module.
- androidTest – Android application test suite
- test – Junit or other similar unit test suites for business logic