Plug a device (a phone, a tablet, Google Glass, etc.) into the USB port of your development computer.

One way to verify that the device is connected to your development computer:

1. Close any emulators that you're running.
2. Follow the instructions in the book for running an Android app using Eclipse.
3. If the app starts running on your device, then the device is properly connected. If not (that is, if Eclipse starts an emulator running) then the device isn't properly connected.

Here's another way to test the connection:

1. On Windows, open a command window On a Mac, open Terminal app window.
   - Details: On Windows 7, press Start and type cmd in the Run box. On Windows 8, press Win-Q and type cmd in the Search box. On a Mac, click the Spotlight in the upper right corner of the screen and type Terminal.
   - In either case, a window opens. In this window, you can type commands to the computer.
2. Navigate to the directory containing Android's adb command.
   - Details: On Windows, the directory is most likely 
     C:\Users\<YourUserName>\adt-bundle-windows-x86_64\sdk\platform-tools
     so type the following command:
     cd \Users\<YourUserName>\adt-bundle-windows-x86_64\sdk\platform-tools
   - On a Mac, the directory is most likely
     /Applications/adt-bundle-mac-x86_64\sdk\platform-tools
   - so type the following command:
     cd /Applications/adt-bundle-mac-x86_64/sdk/platform-tools
3. In the command window, type the following:
   - adb devices
     In response, you might see the following text (or something like it) in the command window:
     List of devices attached
     emulator-5554 device
     014D96A303903E012 device
The emulator-5554 line represents an Android emulator (if you have one running). The other line, with the strange code number (like 014D96A303903E012) represents a connected device. If you see a line like this, your device is properly connected.

P.S. Connecting devices is always a hit-or-miss project. If you’re running on a Mac, it usually works. If you’re running Windows, you have to install a device driver. For advice on installing device drivers, visit http://developer.android.com/sdk/win-usb.html.