

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 connect. 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>.