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# Android Developers Blog

The latest Android and Google Play news for app and game developers.

## Announcing the Android 1.0 SDK, release 1

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About this time last year, my colleagues and I were preparing for the first of the "early look" SDK releases. I remember being a little freaked out—[November 12](#) was starting to sound awfully close! But I think I can safely speak for the entire Android team when I say that we were all very excited about that upcoming release. In the year since, we've run and [concluded the first Android Developer Challenge](#), given away \$5,000,000, [released more SDK builds](#), and worked with [our partners](#) to prepare the first device for users. It's been quite the whirlwind of a year.

In one of those strange cosmic symmetries, here we are a year later, and we're once again very excited about an upcoming release. I'm referring, of course, to the first Android-powered device that our colleagues at T-Mobile have just announced—the [T-Mobile G1](#). We can't wait to see our hard work on store shelves and in the hands of users, but today we're almost as excited because we're announcing the brand-new [Android 1.0 SDK, release 1](#).

Yes, that means we're officially at 1.0. Of course the SDK won't remain static—we'll keep improving the tools by [adding features and fixing bugs](#). But now developers can rely on [the APIs in the SDK](#), and can update their applications to run on Android 1.0-compatible devices. The [Android Market beta](#) will also launch with the T-Mobile G1, providing developers an easy and open way to distribute their applications on that and later devices. I've already seen a lot of applications that have me stoked, and I can't wait to see things really come together as developers cross that final mile to prepare their applications for Android 1.0.

So what's next for us? Well, we'll keep working on the SDK, as I said. But we're also working hard with our partners in the [Open Handset Alliance](#) on the open-source release, with the aim of making the code available in the fourth quarter. The second Android Developer Challenge is also on the horizon—watch this space for more details. We're also already working on the



It has indeed been quite an exciting road to get to where we are today. The road stretches on ahead though, and we're not slowing down for a moment. I look forward to meeting and working with many of you developers out there—and trying out your apps on my phone!

Happy Coding!

Labels: [Announcements](#) , [SDK updates](#)



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