



Essential Keyboard Shortcuts

Navigation & Search

Ctrl + N / Cmd + O	Find class by name.
Ctrl + Shift + N / Cmd + Shift + O	Find file by name (including resources).
Ctrl + F / Cmd + F	Find text within the current file.
Ctrl + Shift + F / Cmd + Shift + F	Find text in the entire project.
Ctrl + G / Cmd + L	Go to line number.
Ctrl + E / Cmd + E	Show recent files popup.
Alt + Left/Right / Ctrl + Left/Right or Cmd + [/ Cmd +]	Navigate back/forward through cursor positions.
Ctrl + B or Ctrl + Click / Cmd + B or Cmd + Click	Go to declaration or usage.
Alt + F7 / Option + F7	Find usages of the symbol at the caret.

Editing & Code Generation

Ctrl + Space	Basic code completion.
Ctrl + Shift + Space	Smart code completion (filters by expected type).
Alt + Enter / Option + Return	Show intention actions and quick-fixes.
Ctrl + O / Cmd + O (within class)	Override methods.
Ctrl + I / Cmd + I	Implement methods.
Ctrl + Alt + T / Cmd + Option + T	Surround with (if, try/catch, etc.).
Ctrl + D / Cmd + D	Duplicate current line or selection.
Ctrl + Y / Cmd + Backspace	Delete line at caret.
Ctrl + Alt + L / Cmd + Option + L	Reformat code.

Build & Run

Shift + F10 / Ctrl + R	Run the current configuration.
Shift + F9 / Ctrl + D	Debug the current configuration.
Ctrl + F9 / Cmd + F9	Make project (compile changed files).
Ctrl + Shift + F10 / Ctrl + Shift + R	Run context configuration (e.g., a specific test).
Ctrl + F5	Rerun the last run configuration.
Alt + Shift + F10 / Ctrl + Option + R	Select and run configuration.
Alt + Shift + F9 / Ctrl + Option + D	Select and debug configuration.

Refactoring

Shift + F6 / Shift + F6	Rename.
Ctrl + Alt + M / Cmd + Option + M	Extract Method.
Ctrl + Alt + V / Cmd + Option + V	Extract Variable.
Ctrl + Alt + F / Cmd + Option + F	Extract Field.
Ctrl + Alt + C / Cmd + Option + C	Extract Constant.
Ctrl + Alt + P / Cmd + Option + P	Extract Parameter.
F6 / F6	Move.
F5 / F5	Copy.

Tips, Tricks & Usage

Layout Editor Tips

Design + Blueprint View: Toggle between Design, Blueprint, or both views for layout construction (B key).
Constraint Inference: For <code>ConstraintLayout</code> , use the 'Infer Constraints' magic wand icon to automatically add basic constraints.

Attributes Panel: Quickly find attributes using the search bar in the Attributes panel. Star favorite attributes for quick access.

Tools Attributes: Use the `tools:` namespace (e.g., `tools:text="Sample"`) for placeholder data visible only in the Layout Editor, not in the final app.

Layout Validation: Use the Layout Validation tool (View > Tool Windows > Layout Validation) to preview layouts on different screen sizes and configurations simultaneously.

Convert View: Right-click a View in the Component Tree or Design surface to convert it to another type (e.g., `TextView` to `Button`).

Split View: Use the 'Split' mode (top-right icons) to see the XML code and the visual preview side-by-side.

Debugging Techniques

Conditional Breakpoints: Right-click a breakpoint and enter a condition (Java/Kotlin expression). The debugger will only stop if the condition evaluates to true.

Evaluate Expression: While debugging (`Alt + F8` / `Option + F8`), evaluate arbitrary code expressions in the current context.

Logpoints: Instead of stopping execution, right-click a line number and choose 'Log message to console'. Useful for tracing without pausing.

Analyze Stack Trace: Clickable links in the Logcat or Run window allow you to jump directly to the source code line mentioned in a stack trace.

Attach Debugger to Process: If the app is already running, use 'Run > Attach Debugger to Android Process' (`Shift + Alt + F9` / `Ctrl + Option + D` then select process) to start debugging without restarting.

View > Tool Windows > Debug: Access breakpoints, variables, watches, and the call stack.

Mark Object: In the Variables view, right-click an object and select 'Mark Object' to easily track its instances across different scopes or times.

Layout Inspector: While debugging, use 'Tools > Layout Inspector' to examine the view hierarchy and attributes of your running app's UI.

Version Control (Git)

`Ctrl + K` / `Cmd + K`

Commit changes.

`Ctrl + T` / `Cmd + T`

Update project (pull).

`Ctrl + Shift + K` / `Cmd + Shift + K`

Push commits.

`Alt + \` / `Ctrl + V`

Show VCS operations popup.

`Alt + 9` / `Cmd + 9`

Show Version Control tool window (Log, Local Changes, etc.).

Branch Management

Use the branch widget in the bottom-right status bar to view, create, checkout, merge, and manage branches.

Show History

Right-click a file or folder -> Git -> Show History.

Resolve Conflicts

Use the built-in merge tool (VCS -> Git -> Resolve Conflicts) for a visual conflict resolution interface.

Gradle & Build System

Sync Project with Gradle Files: Click the 'Sync Now' banner after build script changes, or use the elephant icon with a refresh arrow in the toolbar (`Ctrl + Shift + Alt + S` -> Project Structure -> Suggestions).

Gradle Tool Window: View > Tool Windows > Gradle. See tasks, dependencies, and run specific Gradle tasks.

Build Variants: Use the 'Build Variants' tool window (View > Tool Windows > Build Variants) to switch between debug/release builds and product flavors.

Project Structure Dialog: `Ctrl + Alt + Shift + S` / `Cmd + ;` to manage dependencies, SDK locations, build variants, signing configs, etc.

Analyze Dependencies: Right-click a module in the Gradle tool window and select 'Analyze Dependencies' or use the Project Structure dialog.

Clean Project: Build > Clean Project. Removes build artifacts.

Rebuild Project: Build > Rebuild Project. Cleans and then builds the entire project.

Use `gradlew` from Terminal: Access the embedded terminal (`Alt + F12`) and run Gradle commands directly (e.g., `./gradlew assembleDebug`).