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|  | Developer Guide |
| 5/7/2013 | Graduate Capstone |

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# 1 Introduction

@TODO: Rephrase Good explanation

*“A developer’s guide is a walkthrough of how to use the API - it’s like how a teacher would explain the API to their students, but it’s penned down in digital ink (and there’s no talking back!). Some of those students will be new to the API, some will be new to web development entirely, and some will be old pros - the guide should work for all of them.*

*At the minimum, a guide should demonstrate how to get started using the API, bringing the developer from zero knowledge to a working piece of code. If they can get to that minimal working piece of code, then they will feel much more motivated to continue exploring the API using just the reference.*

*If possible, a guide can walk through all of the aspects of using the API, for the developers that learn the best through the instructional format.”*

## 1.1 Intended Audience

This document is intended mainly for developers who will be writing code for the project. The goal is for those individuals to learn about the organizations, conventions and purposes of each file and object and what they do in the project.

## 1.2 References

* <http://developer-support-handbook.appspot.com/documentation.html>
  + Good Explanation of what is supposed to be accomplished in this type of document

## 1.3 Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Date | Reason For Change | Version |
| Andy Bottom | 06/24/2013 | Created the formatting of the document and added references | 0.1 |

# 2 Before You Start

Before you can start, there are several steps that need to be done, such as configuring you’re environment

All software dependencies can be found in the @TODO: link to which document and section , but the following section explain tricky setup steps that were needed in order to prepare the environment and have things running smoothly.

## 2.1.1 Visual Studios 2012

You will need to be running Visual Studios 2012 as it is designed to function properly with

### 2.1.1.1 PCLs for Android and iOS

By default, PCL libraries only work for the Windows Platforms (Windows Phone, Windows Store, X-Box.) However, the project relies on the ability to put all the back-end logic into the PCL to be used by all Phone OS Platforms. Thus additional configuration must be done so that VS can recognize the PCL for all platforms.

The resource comes from <http://slodge.blogspot.com/2012/12/cross-platform-winrt-monodroid.html>.

@TODO: Make a resource folder and copy the files from visual studio into there and document the steps

### 2.1.1.1 Xamarin Plug-In

The project utilizes the Xamarin Platform, so the plugins must be installed.

@TODO: Get screenshots and directions for the Xamarin Platform.

## 2.2 Netbeans IDE

The Netbeans IDE is used to create the Web Services. Other Java IDEs could be used, but I use this one, thus instructions about how to set it up will be given.

### 2.2.1 Glassfish with Sql Server Support

Since the Database is on a Microsfot SQL Server, the glassfish server must contain the jar resource so that it can successfully make this connection.

@TODO: Put jar in resource file and then document the steps and screenshots

2.3 Virtual Machines and Emulators

During the testing of the phone app, you will be using the Phone Emulators. However, you may run into a problem where you receive a eror message saying “TODO: Error Message” and the Emulators fail to start.

@TODO: Steps for the computer startup settings to allow virtual machine.

# 3 PCL

@TODO: Explain what each file and object in the PCL does and it’s purpose for making more of those objects.

# 4 Windows Phone

@TODO: Explain what each file does and the purpose of each on in the system.

# 5 Android

@TODO: Explain what each file does and the purpose of each on in the system.

# 6 Web Admin CMS

@TODO: Explain what each file does and the purpose of each on in the system.