Android Conference App Guide

By Peter Ma, Catch.com

#### Introduction

Catch.com makes it easy to capture your ideas and experiences into activity streams in those areas where you want to learn and grow. Capturing notes during a conference is an ideal use case for Catch.

After the release of several successful apps for TED and TEDx conferences that integrated the Catch functionality, it was decided to open source the app and make it available to any conference organizer for free. The functionality was further improved and syncing now uses Google Fusion Table to avoid relying on private databases. Any event organizer who wants to have an iphone app for their conference can simply follow this guide. The app is open sourced under the terms of the MIT license and Apache License and can be found at https://github.com/catch/TED-Android-App. Contributions are welcome.

The conference app currently supports single-track conferences. Conferences with multiple tracks are supported by having several single-track buttons on the dashboard. This portion will be improved in the future.

#### Requirement

Mac

XCode installed

Google Fusion Table Account

30 minutes of your time

#### The Guide

Step 1: Download following .csv files

Events.csv

Speakers.csv

**EventSessions.csv** 

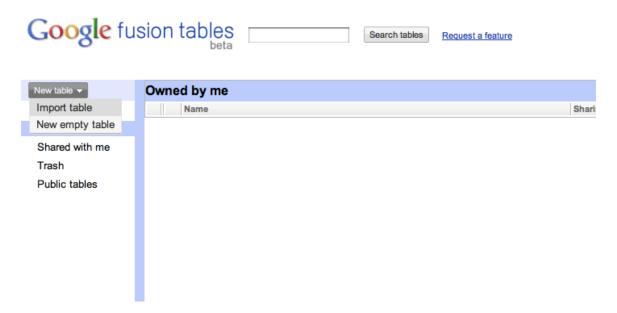
Events.csv is a table that holds all your events with all the sample data given.

Speakers.csv is a table that holds all your speakers, each speaker needs an EventId that comes from Events.csv. Sample data is given

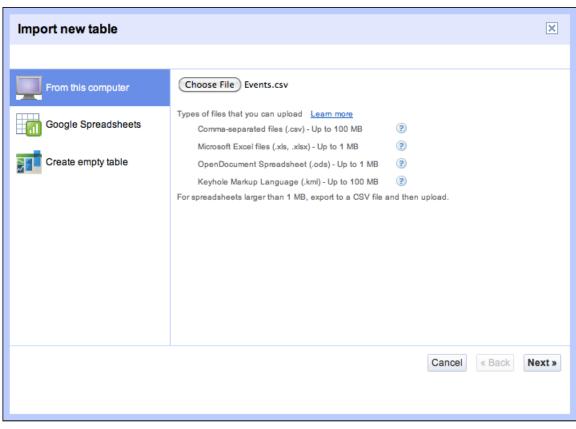
EventSessions.csv is a table that holds all your sessions for that event, which can be displayed when users are searching for session.

Step 2: Import your data into Google Fusion Table

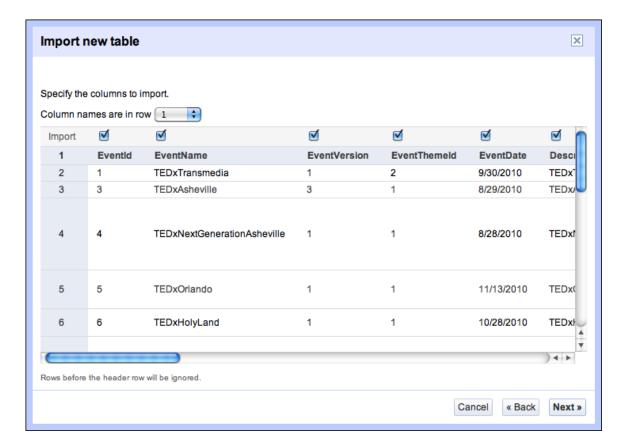
New Table -> Import table



Click on Choose File and import all three .csv as following



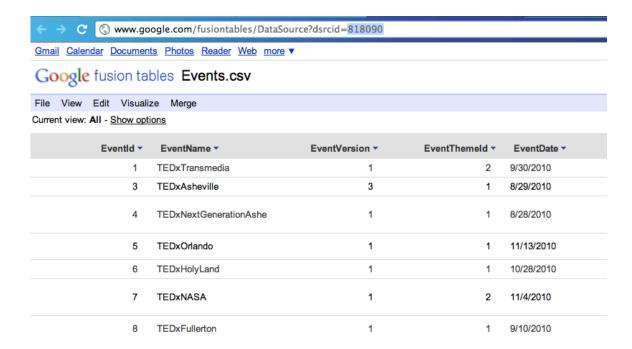




After importing Events.csv, import EventSessions and Speakers.csv using the same method.

# Step 3: Getting table numbers

Each of the google fusion table will give you a table number located on top of url, record all three table number down.



Write them down

Events Table Id: XXXXXX (you have your own table Id)

Speakers Table Id: XXXXXX

**EventSessions Table Id: XXXXXX** 

Step 4: Download iPhone Source code from Github

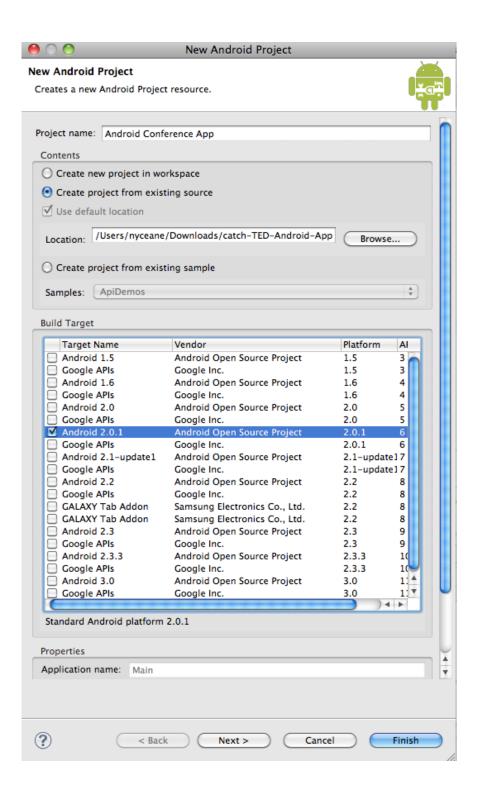
Github is where we hosted the open source project, the url is located at

https://github.com/catch/TED-iPhone-App

You can either branch it or just download straight into your harddrive.

Step 5: Import project into your Eclipse

Open up Eclipse, Select File -> New -> IPhone Project and select Create project from existing Source



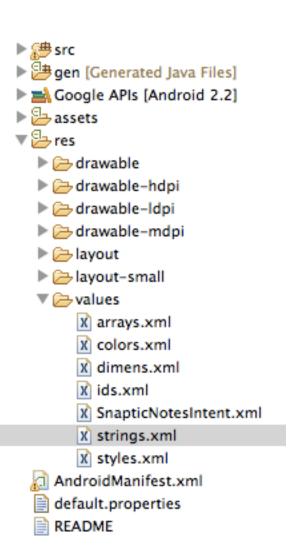
Step 6: Fill your Events.csv Table with your Events Information

EventId -	EventName ▼	EventVersion ▼	EventThemeId *	EventDate ▼	<b>Description</b> ▼	Address *	Website *
1	Test Conference	1	2	9/30/2011	My Conference	(37.7756,-122.416534)	http://www.google.com

Make sure you put down EventId for your event, if there are other tracks just put down a separate event for now.

About and Schedule table cell can accept html, to however you want your about page to look

Step 7: Change your basic information in strings.xml



```
Information from strings.xml decides what to display in your app, it's pretty much
the only file you have to change let's go through them line by line
<string name="app_name">Test Event</string>
This is your event name, or whatever you want your app to be called
<string name="eventdate">February 28 - March 4, 2011
This is your event date, currently it's using static value from this file.
<string name="notetag">"\n\n#TestEvent</string>
This is your event tag which will be used for note and twitter hash tags
<string
name="facebookurl">http://touch.facebook.com/#/test</string>
This is your event's facebook page where users can access
<string name="twitterurl">http://www.twitter.com/test</string>
This is your event's twitter page where users can access your tweets
<string name="email_subject">Question about Test
Conference</string>
Default Email Subject when suers emails you
<string name="email_address">foobar@testconference.com</string>
Your Email, so that people can contact you right away
<string name="eventId">20</string>
The primary EventId that you set up in Step 6.
<string name="event_address">300 E. Ocean Boulevard Long Beach,
CA 90802</string>
The location of your conference so that users can get there from their google map on
the phone
<string name="eventSessions">12</string>
Number of Sessions you will have for that event
<string name="subEventId">18</string>
This is a temporary solution when you have multiple tracks, you can set up a
different event on that table
<string name="subEventSessions">3</string>
The Event session for the separate track
<string name="error_loading_title">Network issue</string>
```

<string name="error\_loading\_message">There was an issue

contacting the server. Please try again later.</string>
These are error messages when something goes wrong

```
<!--Google Fusion <u>Url</u>-->
<string
```

name="GetEventSpeakers">https://www.google.com/fusiontables/api/q
uery?sql=SELECT+SpeakerId%2C+EventId%2C+SpeakerOrder%2C+FirstName
%2C+LastName%2C+Title%2C+Topic%2C+Facebook%2C+Email%2C+Website%2C
+Twitter%2C+Description%2C+PhotoUrl%2C+ScheduleDate%2C+Session+FR
OM+[SpeakerTableId]+WHERE+EventId%3D{eventid}&jsonCallback=</
string>

<string name="GetEventSpeakersCallBack">speakers</string>

This is the query where it gets your speakers data, change [SpeakerTableId] into your own Speaker Table Id from Step 3

# <string

name="GetEventSessions">https://www.google.com/fusiontables/api/q
uery?sql=SELECT+SessionId%2C+SessionTime%2C+SessionName+FROM+[Eve
ntSessionTableId]+WHERE+EventId%3D{eventid}&jsonCallback=</strin
q>

<string name="GetEventSessionsCallBack">sessions</string>

This is the query where it gets your Sessions data, change [EventSessionTableId] into your own Speaker Table Id from Step 3

# <string

name="GetEventVersion">https://www.google.com/fusiontables/api/qu
ery?sql=SELECT+EventVersion+FROM+[EventsTableId]+WHERE+EventId%3D
{eventid}&jsonCallback=</string>

<string name="GetEventVersionCallBack">version</string>

This is the query where it gets your Events data, change [EventsTableId] into your own Speaker Table Id from Step 3

#### <string

name="GetEventAbout">https://www.google.com/fusiontables/api/quer
y?sql=SELECT+About+FROM+[EventsTableId]+WHERE+EventId%3D{eventid}
&jsonCallback=</string>

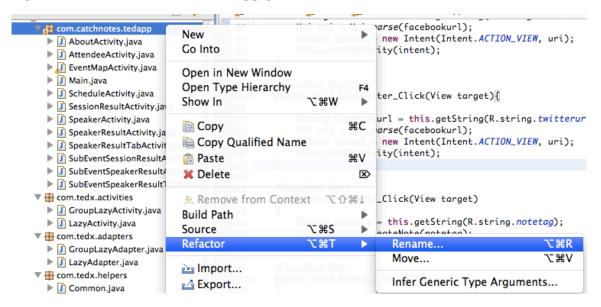
<string name="GetEventAboutCallBack">about</string>

This is the query where it gets your Events data, change [EventsTableId] into your own Speaker Table Id from Step 3

# Step 7: Change your app's class

This step is a little hard, but if you don't change it then google is not going to allow you to publish it. So let's go through this a little slowly.

Right click on com.catchnotes.tedapp go to Refactor -> Rename



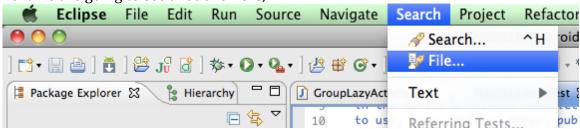
Rename is to your own conference name. could be com.tedx.sf or com.conferences.plugnplay, anything you feel like, in this guide's case, we are gona do com.catchnotes.testapp

Go to /AndroidManifest.xml and change the package into what you have just changed

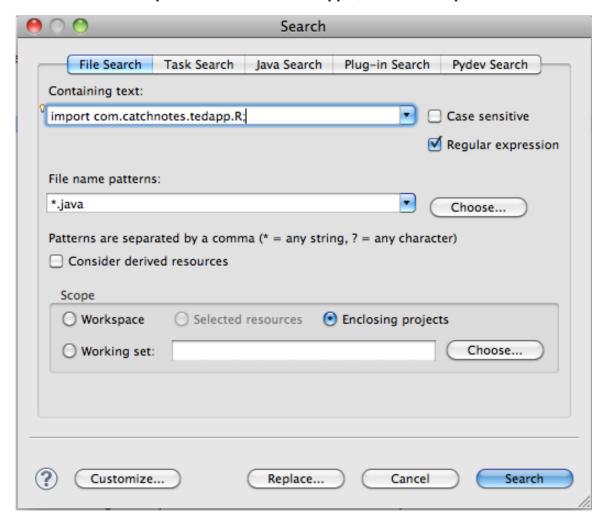
```
<manifest
```

```
xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.catchnotes.testapp"
    android:installLocation="auto"
    android:versionCode="1"
    >
```

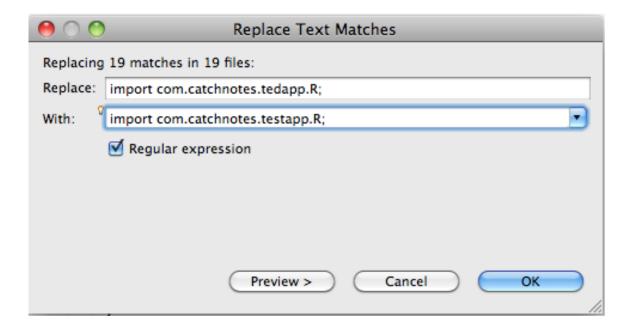
Next we are going to see a lot of errors,



Search for all the "import com.catchnotes.tedapp.R;" and click Replace



Replace "com.catchnotes.tedapp" to your own class that you have just put down at  ${\tt AndroidManifest.xml}$ 



Click on preview if you want ot make sure then click on ok, now you should have your own app class.

Step 8: Fill rest of the table information

Fill up information from Speakers and EventSessions on your google fusion Table

Step 9: Debug and test on your phone



In Eclipse Click on build and debug it on your android phone, Change the icons if you wish, they are located at /res/drawable-hdpi/icon.png, /res/drawable-mdpi/icon.png, /res/drawable-ldpi/icon.png follow google's guide lines located at

http://developer.android.com/guide/practices/ui\_guidelines/icon\_design\_launcher .html

Step 10: Publish your app

Follow the Android's publish guide lines

http://developer.android.com/guide/publishing/app-signing.html

http://developer.android.com/guide/publishing/versioning.html
http://developer.android.com/guide/publishing/preparing.html
http://developer.android.com/guide/publishing/publishing.html