INSTALLATION GUIDE FOR DEVELOPERS

Following is the link for the repository: https://github.com/SmitaBetcy/SaveDollars

Please, see the file license in this distribution for license terms. Link is https://github.com/SmitaBetcy/SaveDollars/blob/master/License

References:
https://developers.google.com/shopping-search/v1/reference-response-format
https://developers.google.com/shopping-search/v1/getting_started
https://code.google.com/p/zxing/wiki/ScanningViaIntent
http://stackoverflow.com/questions/8632529/listview-with-multiple-strings
http://sweetclipart.com/

Author - Smita Kundargi and Jeanne Betcy Victor
email: ksmita@pdx.edu and jbv3@pdx.edu

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Instructions to build the Application:

1. The development system should meet the following requirements:
   - JDK 6 or JDK 7 (JRE alone is not sufficient). Follow below link to install http://www.oracle.com/technetwork/java/javase/downloads/index.html
   - Install Eclipse IDE, Juno or later from http://www.eclipse.org/downloads/

2. Download Android SDK (ADT Bundle):
   Follow link: http://developer.android.com/sdk/index.html

3. Install SDK platform
   Select Windows-> Android SDK Manager, choose available packages in the left panel.
   Click the repository checkbox to display the available components for installation.
   Select SDK Platform Android 4.2.2 (API 17) and make sure that Google APIs level 17 are selected and click “Install Selected”

   Follow http://developer.android.com/sdk/installing/index.html for detailed instructions

4. Download and install ADT plugin for Eclipse.
   Follow below link:
   http://developer.android.com/sdk/installing/installing-adt.html

5. Create an Android Virtual Device (Android Emulator):
   Select Windows->AVD Manager. Select New.
   The “Create New AVD Device” dialog box appears. Give any name for AVD. For ex, “sample_avd”.
   Choose target as Google APIs (API Level 18). Provide SD card size as 512MB. Select “Create AVD”.

   Note: Choosing device: 7.0”WSVGA (Tablet) (1024* 600:mdpi) will enable you to have a proper look at the output on emulator as its scaled to accommodate layouts for 7” tablet.

6. Open Windows->Preferences. Click on Android on the left panel. Make sure Android 4.2.2 and Google API are in the Target name.

7. Change ADB connection timeout to 10000ms. Open Windows->Preferences. Select Android->DDMS in the left panel. Set ADB connection time out(ms): 10000

8. Clone SaveDollars repository to the local using the GitHub shell.

   Use the following command to clone the repository.

   git clone <URL>

   URL is https://github.com/SmitaBetcy/SaveDollars/
   [for more details refer GitHub_Manual.doc from the repository]

9. Open Eclipse and import the project folder into the workspace. Select File->Import->Android->Existing Android code into workspace.
   Select root directory of the project folder and tick “Copy projects into workspace”. Click Next->Finish.

10. Integrate the small library code for Zxing barcode scanner.

    Follow steps:
    - In Eclipse, right click on Project->src->New->Package. Give the package name as “com.google.zxing.integration.android”. A package will be created.
    - Right click on this Package->New->Class. Create a new class “IntentIntegrator.java”. Now, copy the content from https://code.google.com/p/zxing/source/browse/trunk/android-integration/src/com/google/zxing/integration/android/IntentIntegrator.java to the newly created class.

    - Right Click on the same Package->New->Class. Create another new class “IntentResult.java”. Copy the contents from https://code.google.com/p/zxing/source/browse/trunk/android-integration/src/com/google/zxing/integration/android/IntentResult.java to the newly created class “IntentResult.java”

11. Go to Project->Clean. Choose clean projects selected below and choose SaveDollars. Click OK.

12. Click on Run to run the application as Android Application.

Running App on the Android Device for testing:

1. Developing App on Windows & connecting it to Android Device requires appropriate USB driver installation.
   Follow link: http://developer.android.com/tools/extras/oem-usb.html

2. Enable USB Debugging in the android device
   - For device with Android 3.2 and older, select Settings->Applications->Development. Activate the 'USB Debugging'.

   Follow link to identify the steps for android device with later version
   http://developer.android.com/tools/building/building-eclipse.html#RunningOnDeviceEclipse

3. Once setup and your device is connected via USB, install your application on the device by selecting Run as->Android Application. Click on "Choose a running android device" and select the android device and click OK. This will launch the application on the android device.