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Technical installation manual - Tutor Me
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1. Introduction:
The purpose of this document is to guide the user through the installation of the TutorMe app. This includes all the necessary installation of additional software needed by your system. One can utilize the user manual for usage of the app. The app is meant to be installed on any android devices running android 4.1 or later. Flutter and Dart is the used for the frontend of the app, ASP.net core for the backend and Microsoft SQL Server for the backend.

2. Prerequisites
The following software/packages are needed (versions specified are the minimum requirements):
- Git (2.35.1)
- Flutter SDK (>=2.16.2 <3.0.5)
- Android Studio (2021.1)
- Android Emulator / Android Device (running android 4.1 or later)
- ASP.net core (6.0 lts)

3. Installation
1.1 Git

Type the following command "git –version" in your operating systems terminal to check if git is installed. If the command is unrecognized by your operating system or the version that is installed is less than 2.35.1, one can install the latest version using the following links for windows, linux or mac.

1.2 Flutter SDK
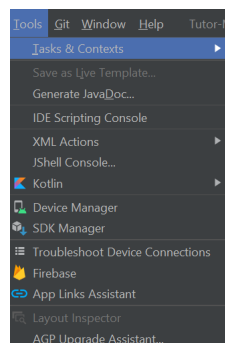

In order to check if you have flutter correctly installed on your computer, type the following command into your terminal "flutter doctor". There should be no issues found and the version of flutter must be in the range (2.16.2 to 3.0.5). If this is not the case, you can find the installation for flutter on the following links depending on your operating system (windows,macOS,linux). It is beneficial to have Visual Studio for the backend development and Visual Studio Code for the frontend development.
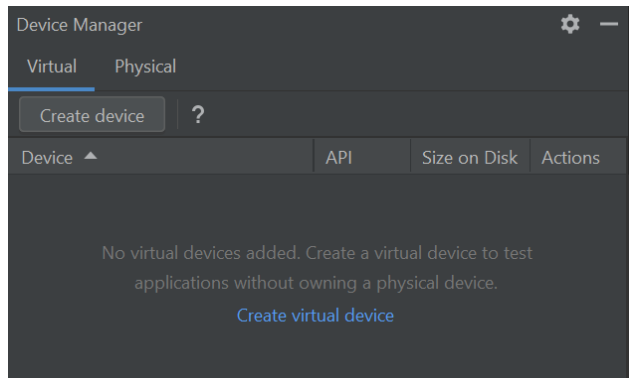
1.3 Android Studio
Similarly, if the above flutter doctor does not have a green tick for Android studio or the version in insufficient, the following download links can be used to install it (Android Studio).
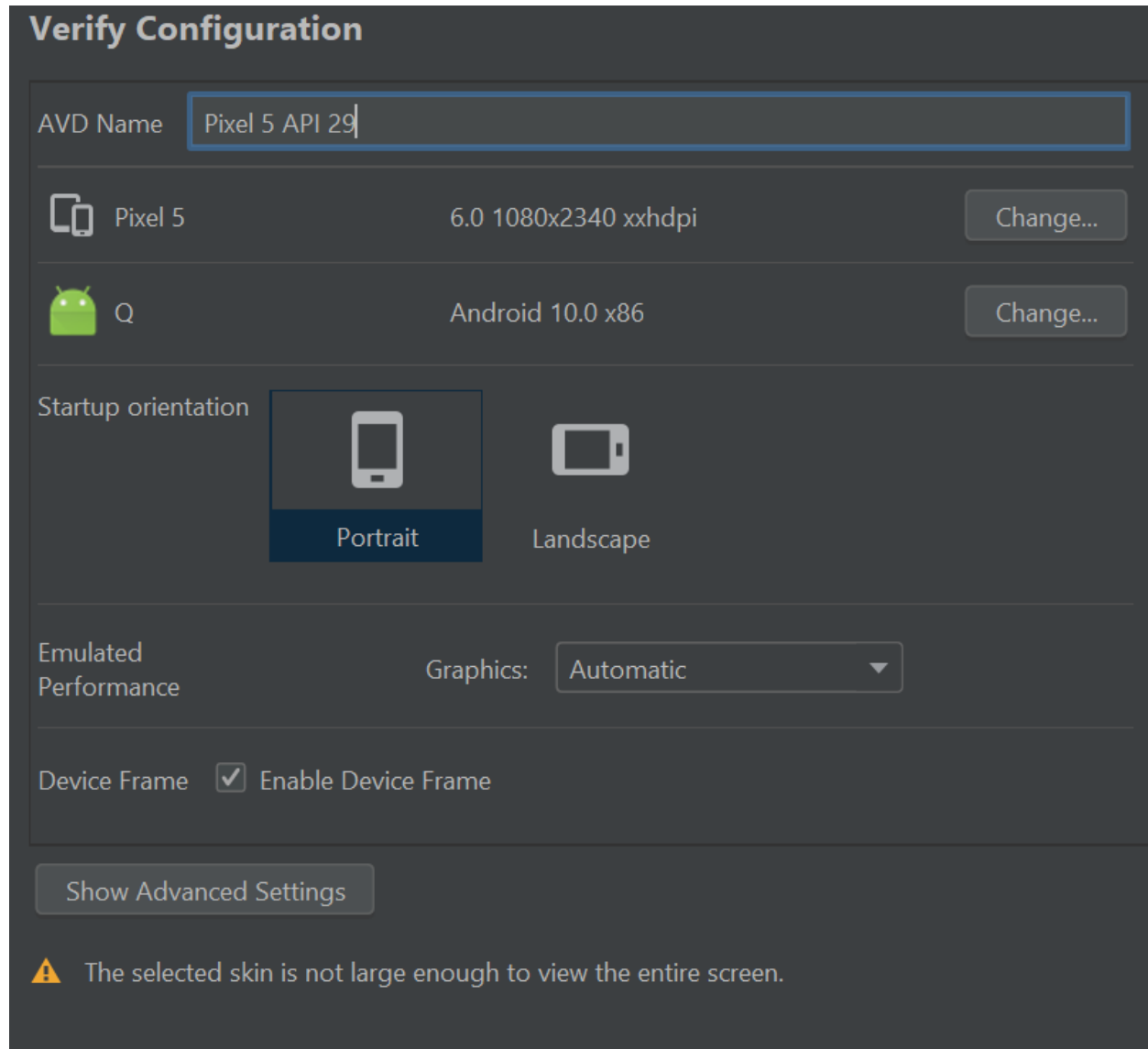
1.4.1 Android Emulator

After installing Android Studio, you can install the emulator by pressing on the tools option on the nav bar at the top then pressing device manager. This leads you to the following interface where you can create a virtual device.
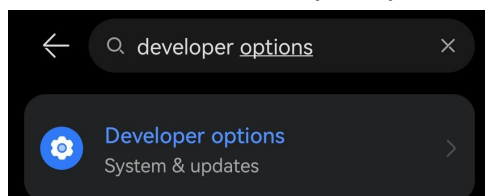

After clicking on create device, you would be lead to a page where you choose from a list of emulators that you wish to download and you can choose their android versions. Then you get to a page where you can configure the default settings of the emulator. Make sure to choose android versions that are version 4.1 or newer. If the picture below or the instructions are not clear, here is a link that you can use to install Android Studio.
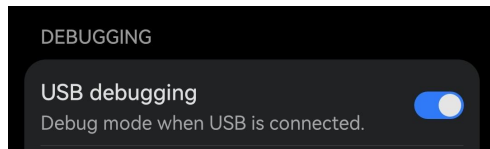
1.4.2 Android Device

In order to use your phone for USB as the emulator, simply go into your phone settings and search for "developer options"

Click on the option the switch on the USB debugging option. This should allow you to use your USB cable to connect your phone as an emulator for flutter.
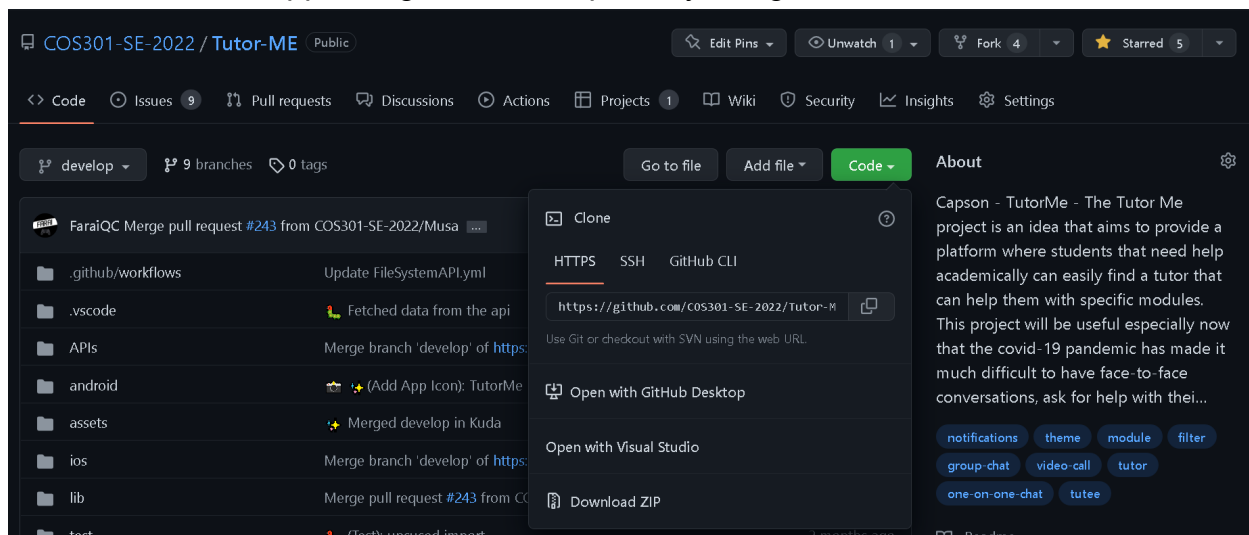

1.5 ASP.net core

The following links can be used to download ASP.net core on windows,linux or macos.

4. **Deployment/Running**

In order to run our app, navigate to our repository using this link.

Click on the green "Code" button in the middle of the screen.

Copy the link using the copy icon button.

Type the following command in the terminal "git clone https://github.com/COS301-SE-2022/Tutor-ME.git"

In order to run the app, type the command "flutter run" and the app will be installed on your connected device whether it is an emulator or the physical device connected with a usb cable with USB debugging on.

One can utilize the user manual for usage of the app.