# minitrainer

## Installation Guide

Downloading the APK is the simplest method for installing Minitrainer. This can be downloaded here:
https://github.com/CSC2015-Team13/Mini-Trainer/blob/master/App/Latest-Build/minitrainer.apk

In order to install a development version, or to run a clone from the GitHub project, you must first ensure that you have the Android SDK installed. You should follow the instructions for installing the ADT bundle located here:

http://developer.android.com/sdk/installing/bundle.html

You can then run the Eclipse build from the bundle, navigate to File ▸ Import ▸ Existing Android Code Into Workspace and select "Next." Then browse for the directory you cloned the project to, ensure the latest build is selected, and click "Finish."

You now have the option of running the application in the emulator, or deploying on a real Android device. Consult the following website for instructions on running the emulator:

http://developer.android.com/tools/devices/emulator.html

To run on an actual device, first ensure that your device is connected by USB. Then navigate to Run ▸ Run As ▸ Android Application. You should then be prompted to chose which device you would like to run the app on. After selecting your connected device, Minitrainer should launch successfully.