

# Accessible Programming

## Installation Manual

### Required Tools

- Mac laptop or desktop computer running OS X 10.10.4 or later
- Xcode 7 or later installed on Mac
  - To install Xcode, see Step 1
- Apple ID (same account you use for iCloud and downloading apps from the App Store)
- USB cable to connect iPad to Mac
- iPad running iOS 9 or later

### Instructions

1. If you do not have Xcode 7 or above running on your Mac, download it from the Mac App Store here:  
<https://itunes.apple.com/us/app/xcode/id497799835?mt=12>
2. Get the Activity Generator code by downloading the .zip file from this link:  
<https://github.com/CSE482win2018/AccessibleProgramming/archive/master.zip>
3. Launch Xcode and go to “Preferences”



# Welcome to Xcode

Version 9.0 (9A235)



## Get started with a playground

Explore new ideas quickly and easily.



## Create a new Xcode project

Create an app for iPhone, iPad, Mac, Apple Watch or Apple TV.



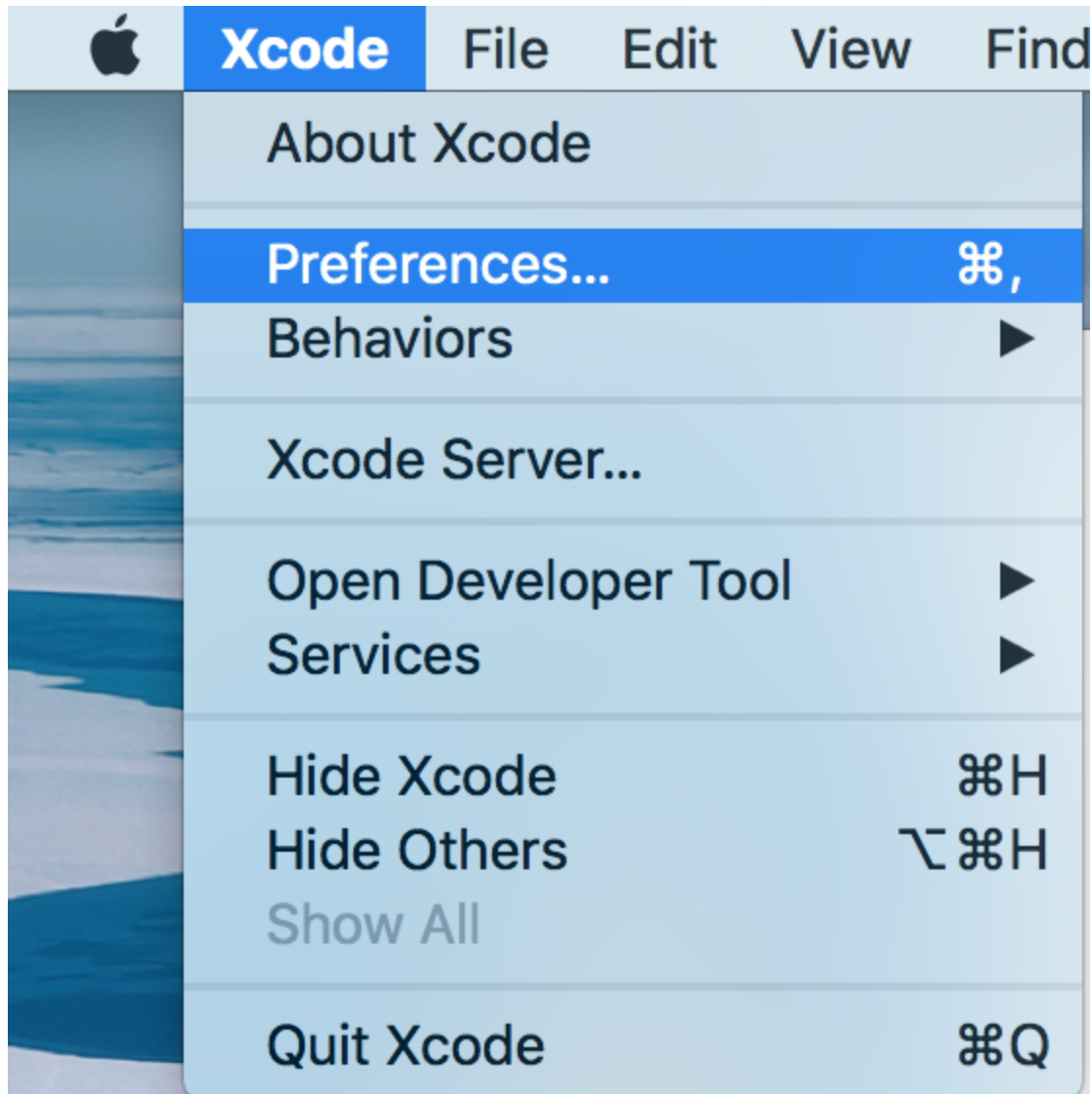
## Clone an existing project

Start working on something from an SCM repository.

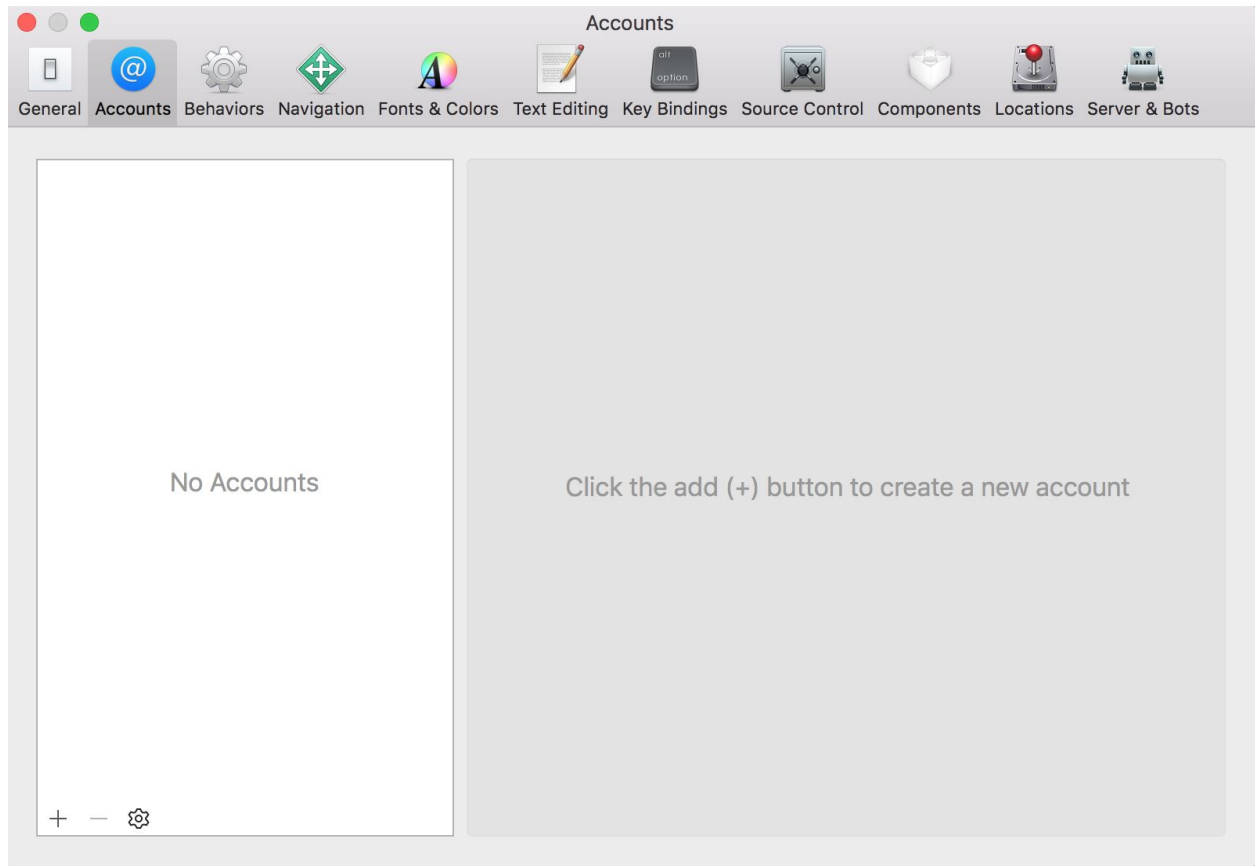
☒ Show this window when Xcode launches

No Recent Projects

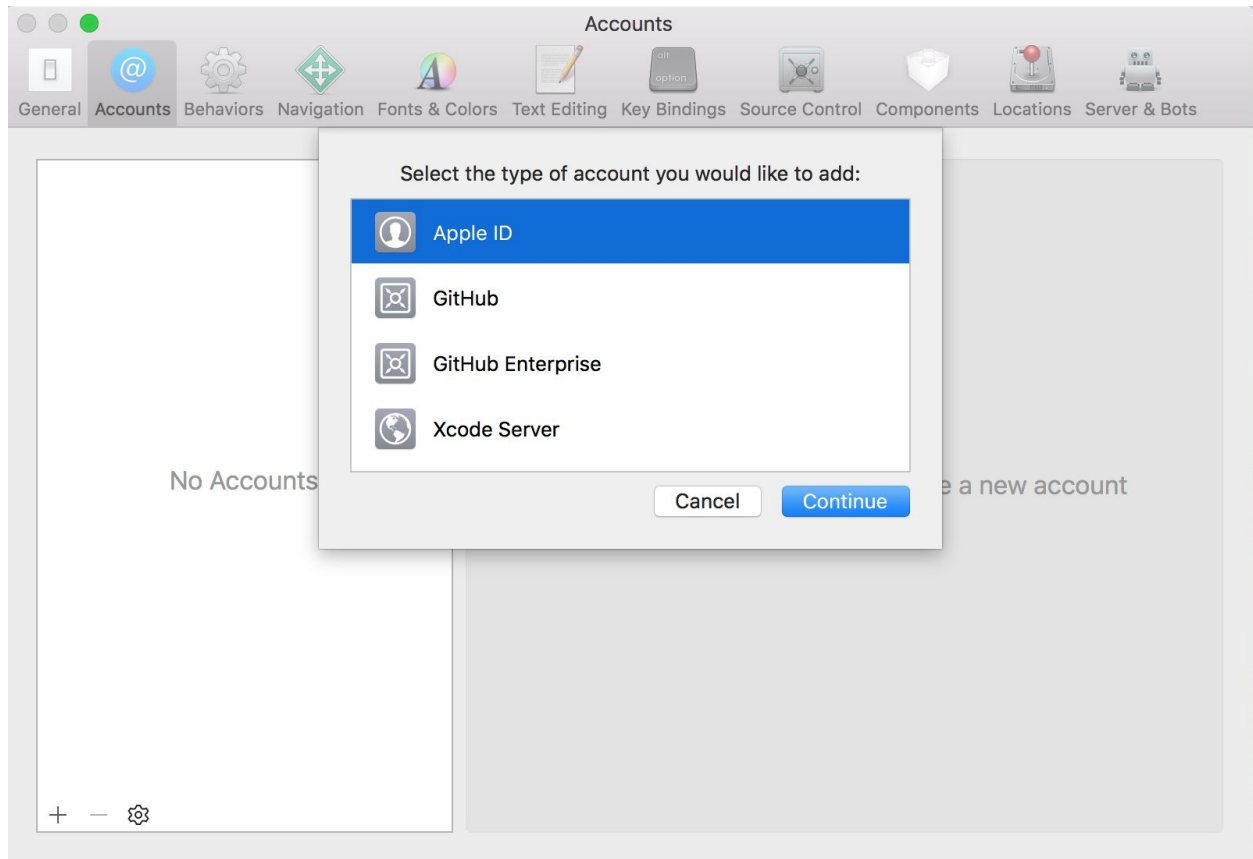
Open another project...



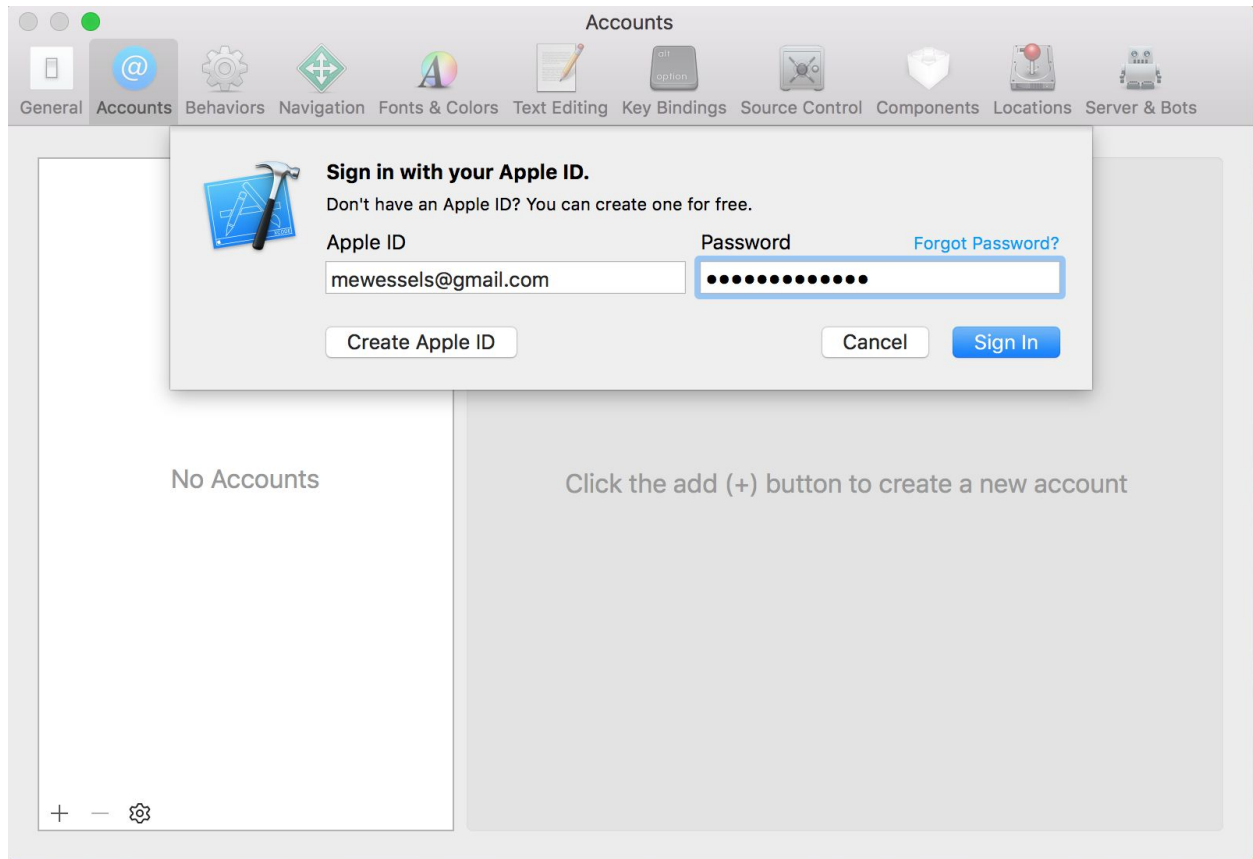
4. Click on the “Accounts” tab



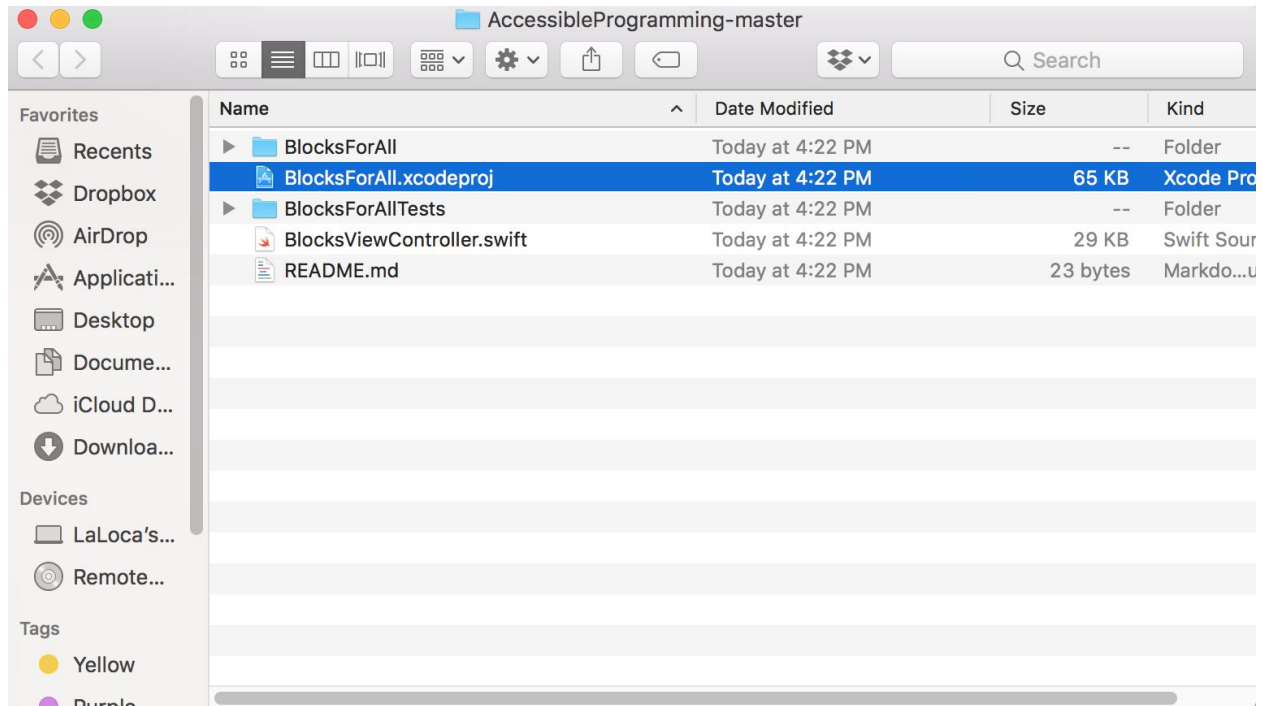
5. Click on the small “+” (plus) button at the bottom of the left panel



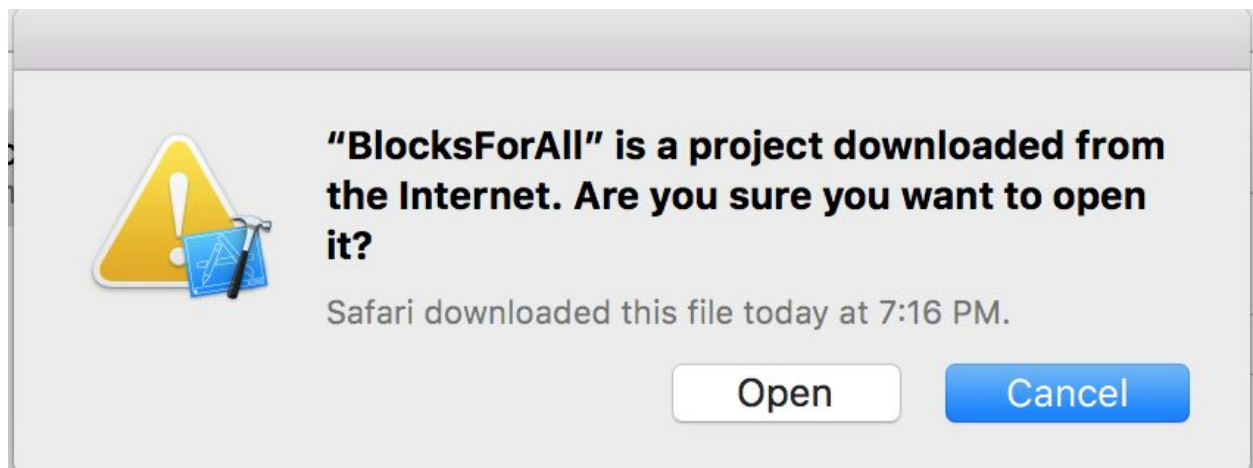
6. Click on “Add Apple ID...” and then type in the same username (email) and password you used to download Xcode
  - a. Note: You do not need to pay for a developer account



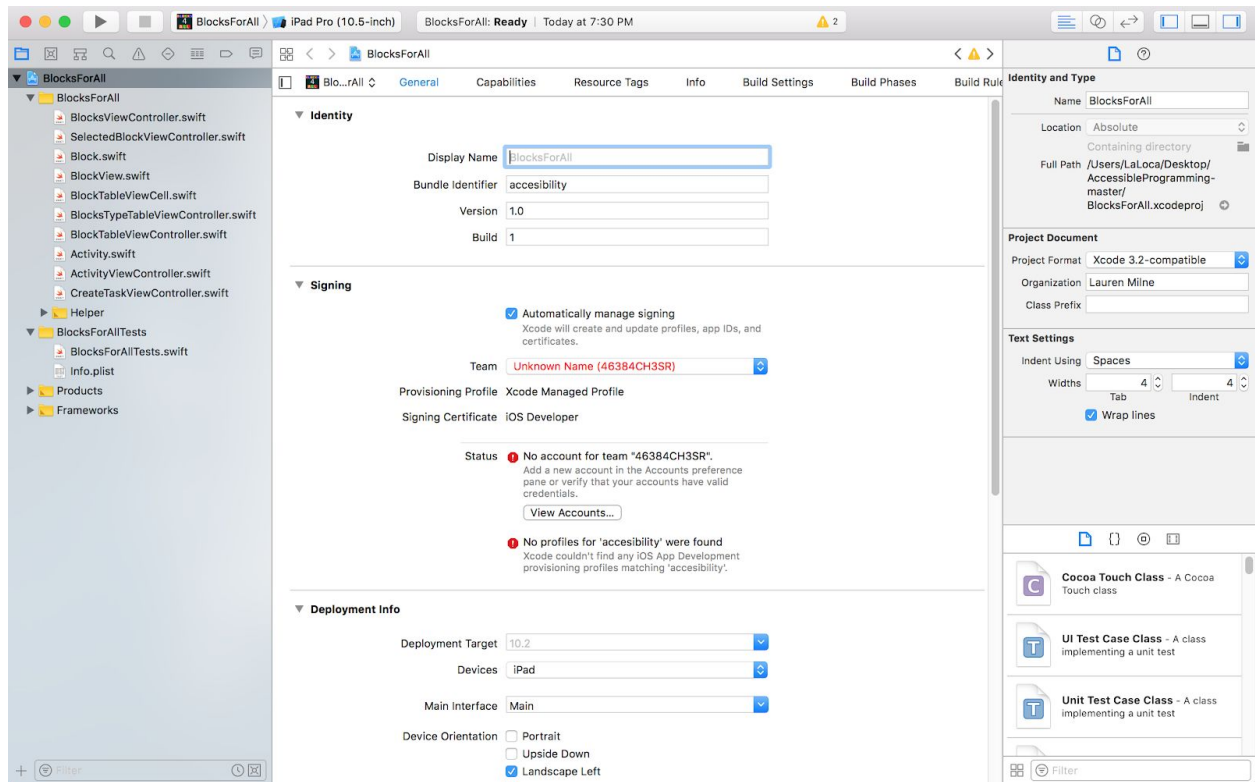
7. Go to your “Downloads” folder and unzip the  
“AccessibleProgramming-master.zip” file you downloaded earlier
8. Double click on the “BlocksForAll.xcodeproj”
  - a. This should now open in Xcode



b. If XCode shows the following warning, hit “Open”



9. Click on “BlocksForAll” in the left side panel

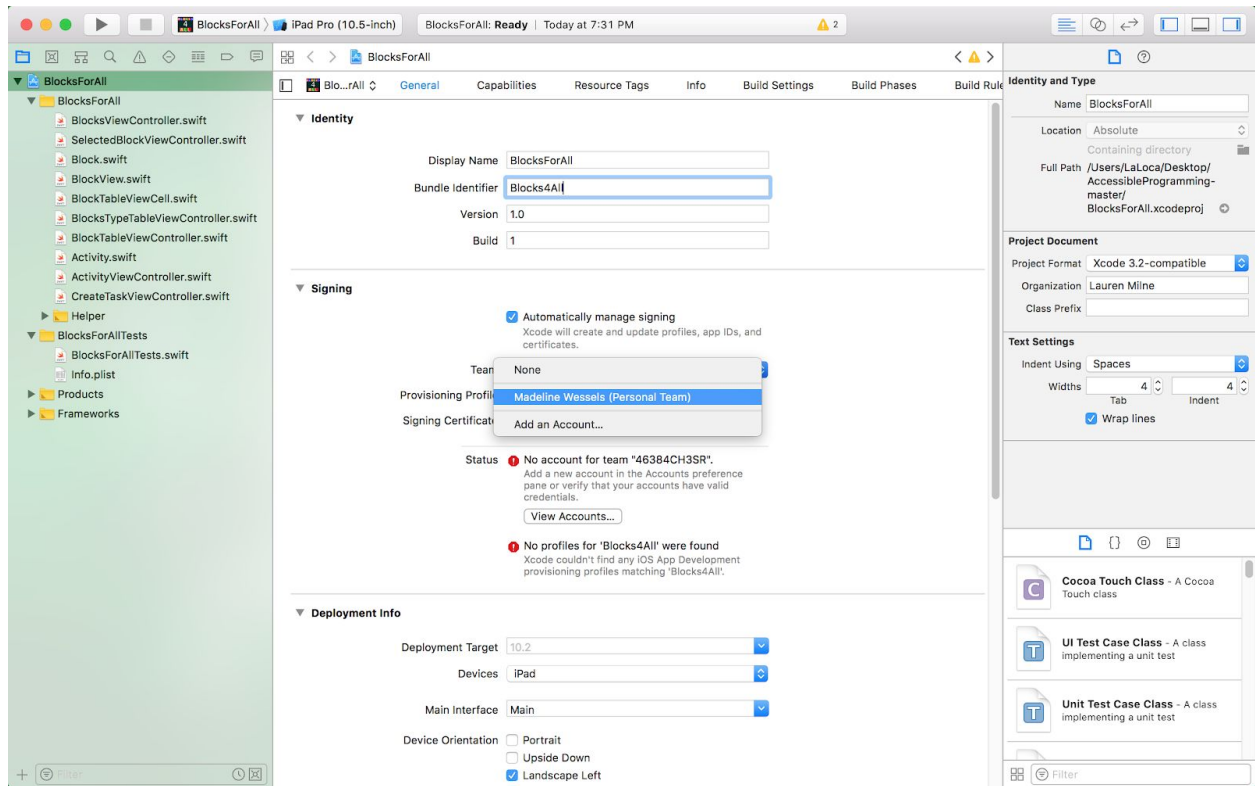


10. Click on the “Identity” tab

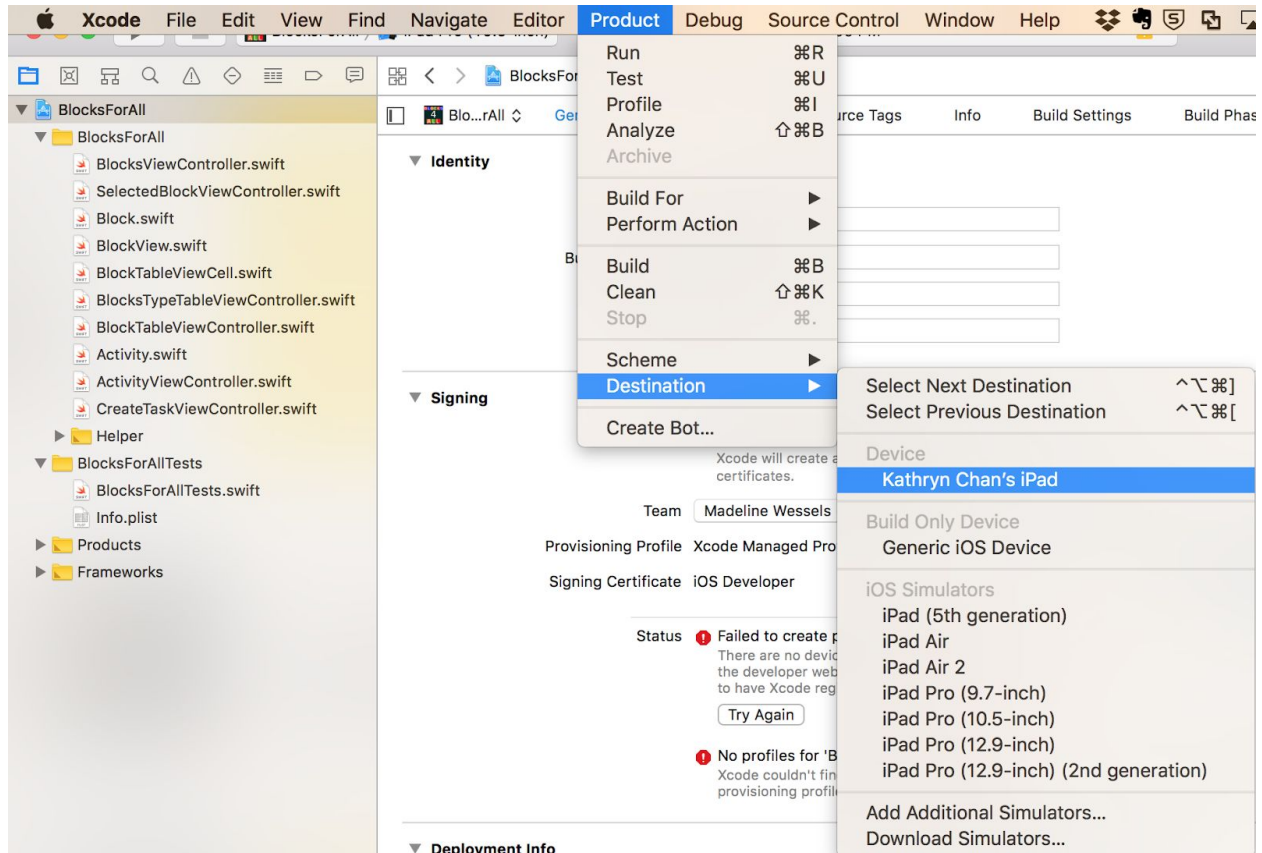
11. Change the “Bundle Identifier” and “Display Name” fields to: “Blocks4All”

12. Change the “Team” field to the Apple ID you added in step 6

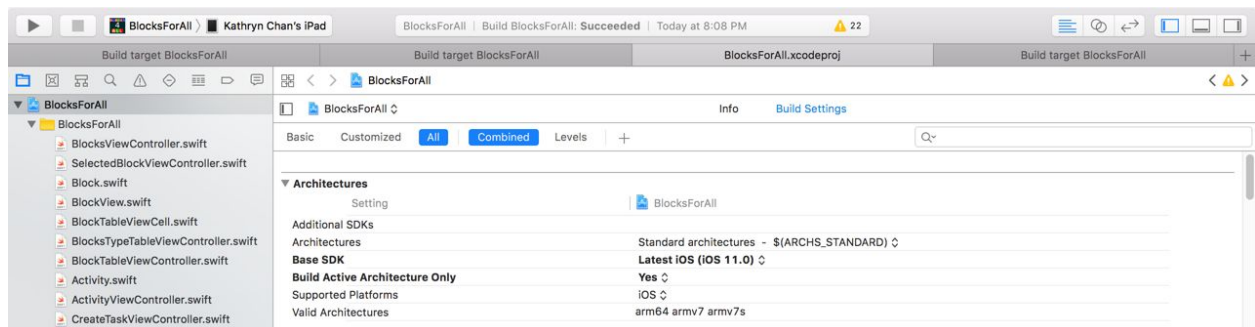




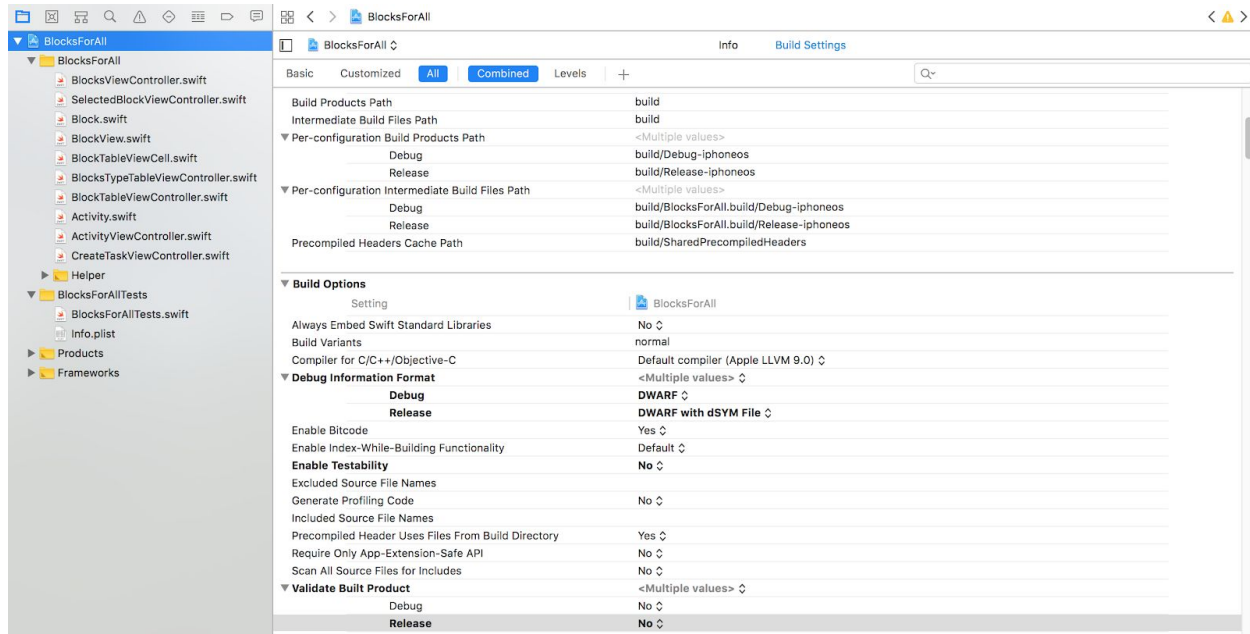
13. Connect the iPad to the computer with the USB cable
  - a. If the iPad asks if you want to trust the computer, hit “Trust”
14. Click on the “Product” menu
15. Click “Destination” and select the device you just connected



16. Double click on the left side bar where it says BlocksForAll
  - a. Change the Base SDK field to “Latest iOS”
  - b. Change the Build Active Architecture Only to “Yes”

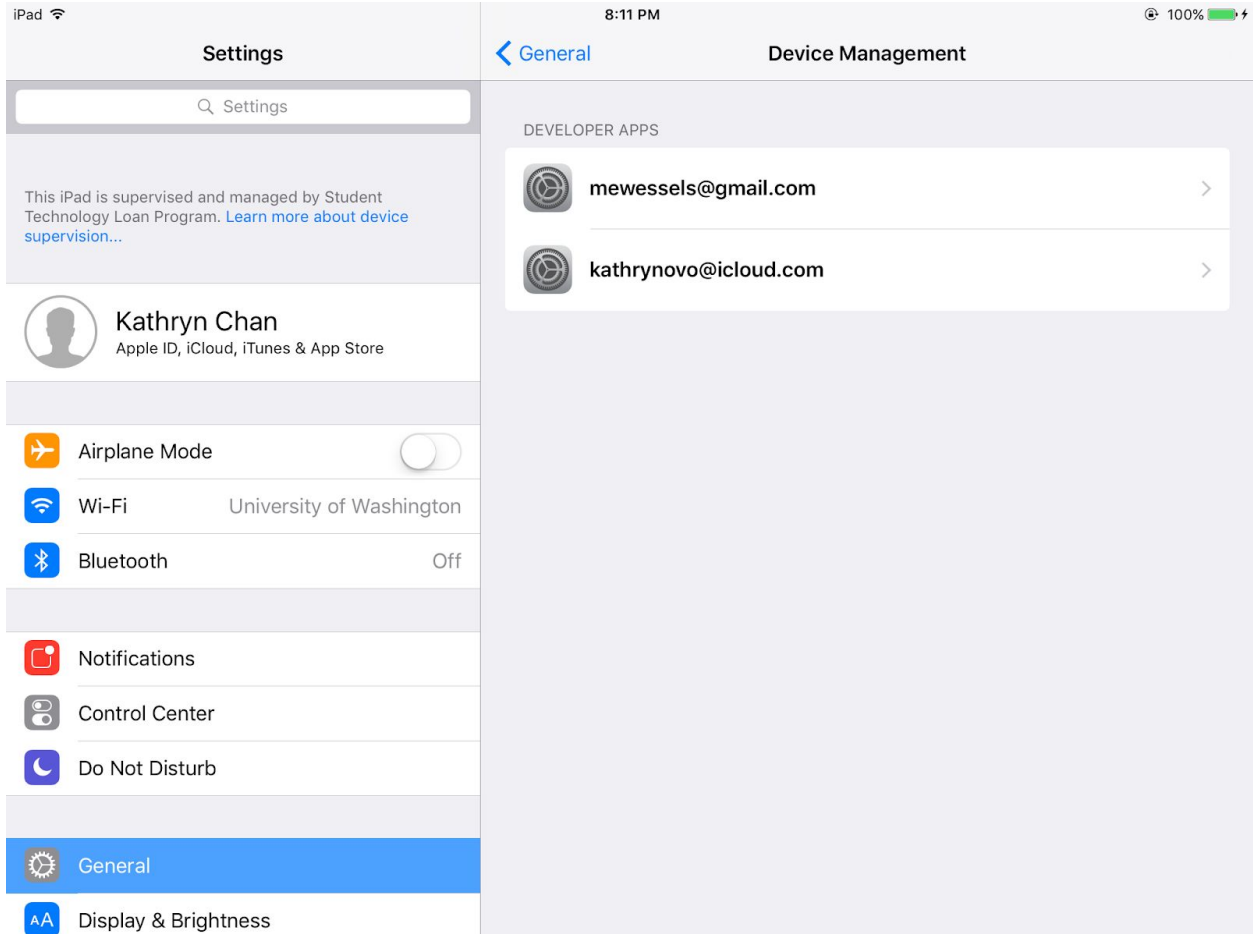


- c. Scroll down to Build Options. Change the Validate Built Product options “Debug” and “Release” to “No”

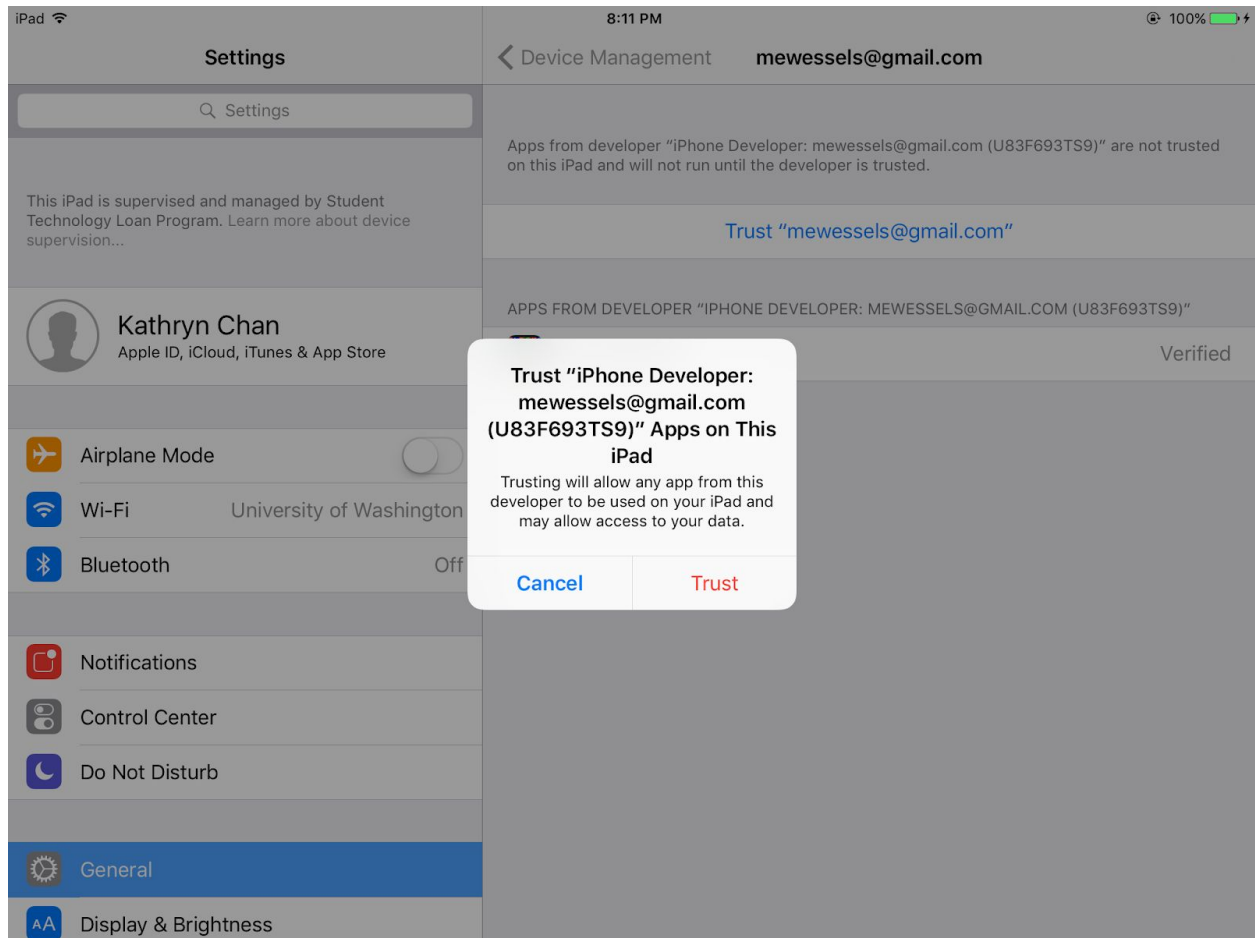


17. Unlock the iPad screen by entering the iPad's passcode

18. On the iPad, go to "Settings"
  - a. Tap on "General"
  - b. Tap on "Device Management"



19. Tap on the developer account and select “Trust”



20. Back in Xcode, click on "Run"
  - a. If you get the following pop-up, "Codesign wants to access key "access" in your keychain", enter your Mac user password and hit "Always Allow"
21. Wait for a few minutes for Xcode to load the iPad app to the device
  - a. You will know the loading has finished when the Blocks4All app shows up on the iPad screen!

