Module 4: Testing your app on a phone and distributing it

How to test your app on a Windows phone

NOTE 1: this tutorial needs to be executed from a PC. It won't work with a MAC computer. You will also need a USB cable to plug your phone to the USB of your computer (the cable you use to recharge your phone via USB is the one you need).

NOTE 2: this tutorial is to install your app on Windows Phone version 8.1, which is the latest version of Windows Phone in Summer 2015. To check which version is your Windows Phone, see this link: https://www.windowsphone.com/en-us/how-to/wp8/basics/which-version-of-windows-phone-do-i-have

1. You need first to create a free account with Codename One (the tool we use to create apps).
   To do so, visit their website at www.codenameone.com and select "Sign up".
   Choose the free version. You are not obliged to choose to receive the newsletter.
   Please open the confirmation email you will receive and click on the link in it to confirm the creation of your account.

2. You must also use a Microsoft account. You have a Microsoft account if you have a Hotmail, MSN or Live address. If not, you can create a Microsoft account for free here: https://www.microsoft.com/en-us/account

3. You then need a developer account for Windows. It costs around 20$, this is a one-time fee and you can then have as many apps as you want for the Windows Store. Use the email address of your Microsoft account to register for a developer account, here: https://dev.windows.com/en-us/programs/join

4. Ok, we are ready to download the only tool we need, "**Visual Studio Community 2013 with Update 5**", here:
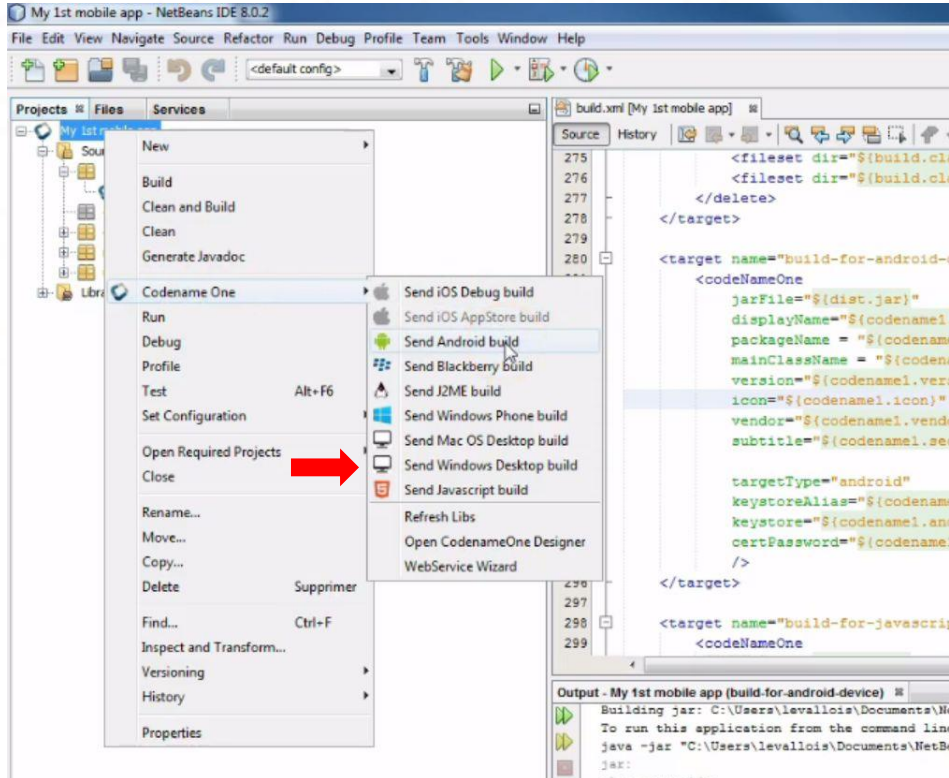   https://www.visualstudio.com/en-us/downloads#d-express-windows-8?CR_CC=200395106

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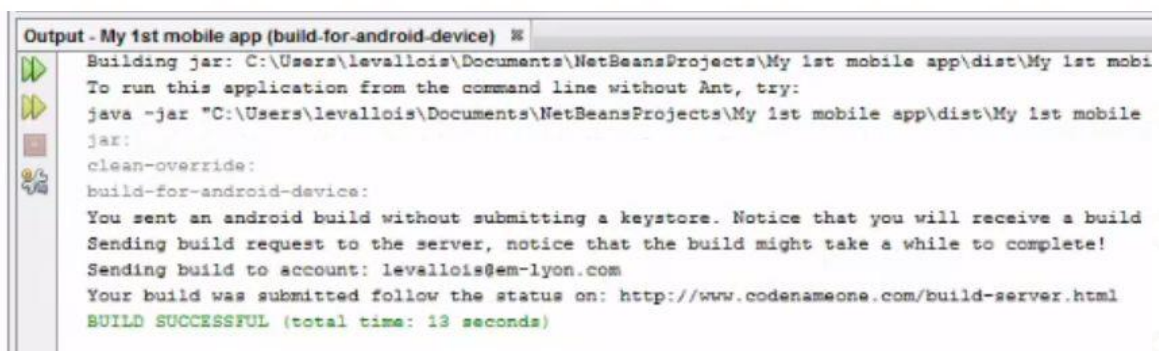*How to test your app on a Windows phone*

5. We are ready to create the Windows Phone version of our app. In NetBeans, right click on

6. This starts the creation of package ready to be sent to Codename One. One alert windows will open, asking for the login and password of your Codename One account (that you just created). Please enter them.

7. You know the process finished successfully when you see this in the bottom panel of NetBeans:
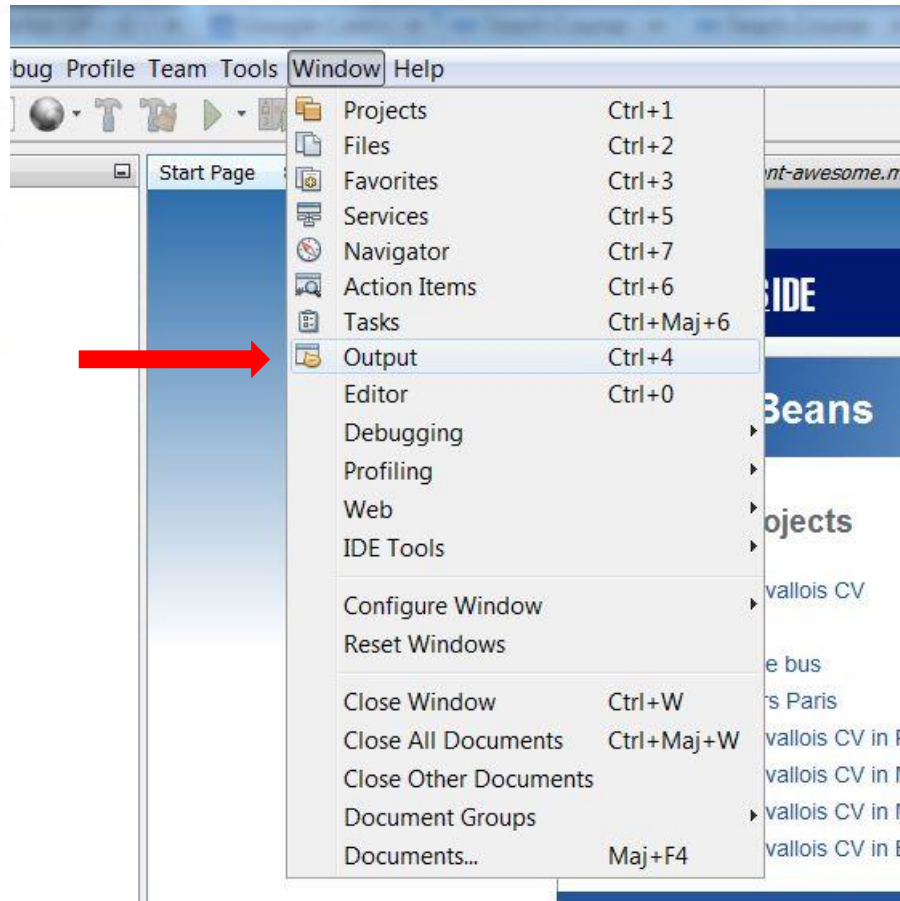
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Note: you don't see this output window at the bottom of NetBeans? In this case, in the menu of NetBeans, select "Windows" then "Output", it should make it appear:

8. You can now go back to the website of Codename One, where your app has been sent to create the Windows Phone version of it. Login, then go the the Dashboard (in the menu on top of the page).
9. You will see the status of your app:
   - blue -> in progress
   - green -> finished, ready to be used
   - red: something went wrong, your Android app could not be created.
   -
10. While the app is being built, you can register your Windows Phone, this is the process that will allow it to install apps you develop. To register your phone, you need to use a

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Level of difficulty: ● ○ ○ ○
Estimated time: 45 mn

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program we have downloaded. Find it in the Start Menu of yuour PC; as shown in this screenshot:
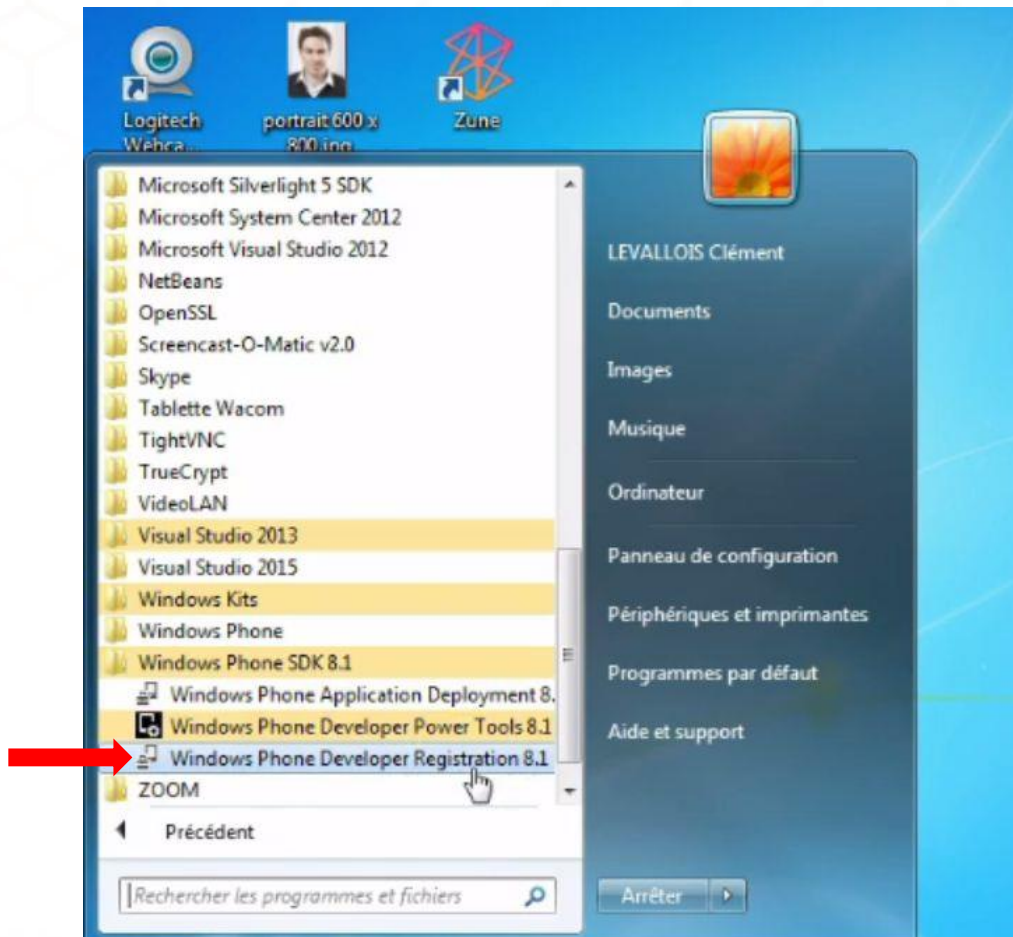
11. Plug your phone with a USB cable to your computer. You should unlock the screen of your phone and your phone should have an Internet connection (wifi enabled, or you have a data plan), so that the computer can detect your phone.
    When your phone is detected, you are invited to register it. Type in your Windows dev account (email and password) to confirm.

12. Almost finished! We get back to www.codenameone.com, where our Windows app must be finished creating by now (can take 5 to 10 minutes,much longer than for Android apps).

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When the status turns green, click on it. A series of option appears to install your app on your Windows phone:

- A QR code. Flash the QR code from your Windows phone, this will download the app on your phone and you'll be able to install it.
- An email link: click here, and an email will be sent to the email address of your Codename One account. Open this email from your phone, click the link in it and this will start the download + installation process.

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