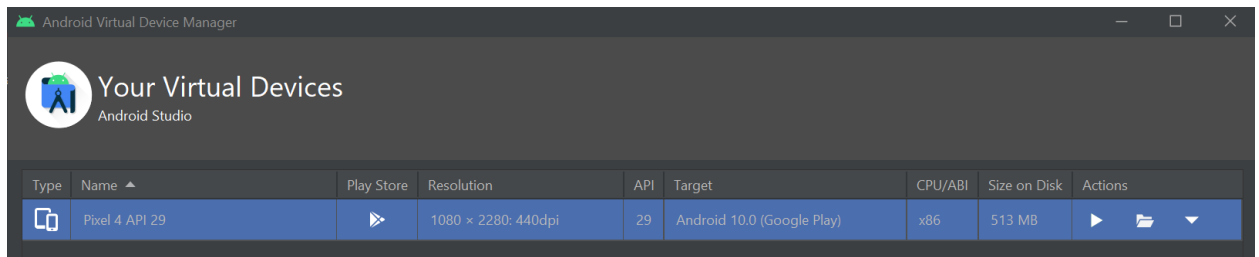


This is how I build and run my app.

1. Download the source code from my GitHub in the LitterBugSubmission directory.
2. Open Android Studio and go to **File > Open** and then open the file from wherever you downloaded it to.
3. To run LitterBug using an emulator. Create a new device using the AVD manager and make sure the device has Google Play (This is essential for the use of google maps).

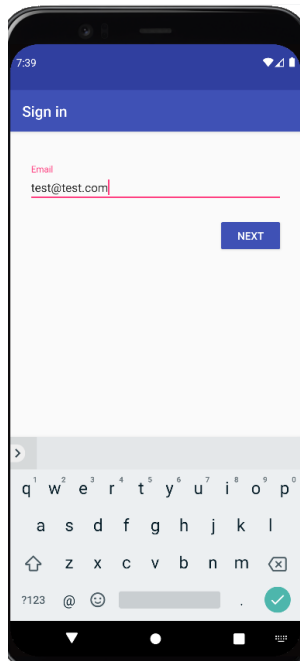


You can also run LitterBug by connecting your android device by USB. Your device must be in developer mode. This link will show you how to put your device in developer mode. <https://www.tutlane.com/tutorial/android/android-test-app-on-real-device-mobile-phone> Once your phone is connected Android Studio should show it as an available device.

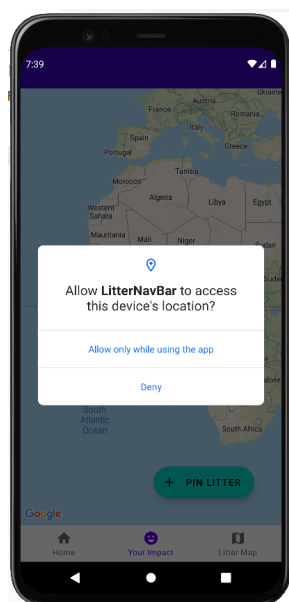
4. Once you have created a new android device build LitterBug by clicking **Build > Make Project**.
5. Next, run the app by clicking the green triangle play button at the top of the screen.
6. Once the app has been built and launched you will see a home screen. Click the “Sign In” button.



7. Sign in using email: test@test.com and password: testpassword (this has some user data already stored). You can also create your own test account.



8. Next you will be taken to the LitterBug home screen where you will be able to see the amount of trash the user has picked up. You can also sign out by clicking the “Sign Out” button.
9. You can click on the Impact tab located in the bottom navigation bar where you can see the pinned locations of where the user picked up litter. Allow LitterBug to access your location.



10. You can also click the Litter Map tab. You can pin your litter location by clicking the “Pin Litter” button. You can pick up litter on this map by clicking a marker and clicking “yes” when prompted with “Do you want to pick up the litter at this location?”. You will then be able to see this marker on your Impact map.

