Probability Wheel (Android) Installation

1. Installation of Eclipse

    a. A zip archive has been provided on the BMIL server named "adt-bundle-windows-x86_64-20140321.zip"

    b. Unzipping the archive into a folder, which will be referenced as "bundle", will result in 2 folders and 1 file

    c. Store "bundle" somewhere convenient

2. Setting up the Workspace

    a. Another zip archive has been provided on the BMIL server named "BMIL Probability Wheel.zip", this is the source code for the app

    b. Unzip the archive

    c. Inside "bundle", open the folder "eclipse" and start the application "eclipse.exe"

    d. If prompted for "Android SDK", navigate to the "SDK" folder inside "bundle"

    e. When prompted for a workspace location, please select the "BMIL Probability Wheel.zip" folder that has been unzipped

3. Setting up an emulator or Android smartphone as a debugger

    a. Emulator

        i. In eclipse, click on "Android Virtual Device Manager" in the top navigation bar

        ii. Create a new virtual device with suitable specifications

    b. Android smartphone

        i. Connect a smartphone to the computer in use

        ii. Enable "USB debugging" under "Settings" in the smartphone

        iii. Eclipse should automatically detect the smartphone. If it does not, install the drivers for the phone

4. Exporting the App

    a. In Eclipse, under "Package Explorer," right click "Demo1"

    b. Navigate to "Android Tools"->"Export signed Application Package…"

    c. Create a new key and password

    d. An apk file will be created and is now free to be distributed and installed