

# Read me file

## Prerequisites

- Java Development Kit (JDK) 8 or higher - <https://www.oracle.com/il-en/java/technologies/downloads/>
- spring tool suite 4 - <https://spring.io/tools>
- Gradle - <https://gradle.org/install/>
- Docker Desktop - <https://www.docker.com/products/docker-desktop/>
- Android Studio - <https://developer.android.com/studio>

## Installation

1. Open Docker Desktop
2. Extract the zip (Make sure the path you extract the folder to isn't too long, if you're encountering issues try and change the name of the folder when extracting to a shorter name)
3. Open Spring Tool Suite 4
4. File -> Import -> Gradle -> Existing Gradle Project
5. Press Browse and choose the project's folder path where the **gradle** and **src** folders are.
6. Press next -> next -> finish ... the project is now imported, and should automatically be added to the Boot Dashboard
7. Choose the project in the Boot Dashboard and Start it.
8. If you are encountering issues with starting the project make sure there aren't any other containers running in the Docker Desktop.

## Usage

Once the application is running, you can access the Super App through the following endpoints:

- **API Documentation:** <http://localhost:8085/swagger-ui.html>
- **Workspace:** Start the Server
- **Docker :**Start Docker
- **MinApps usage:** For more in depth guide for the operations of the project management mini applications check the "Project Management Application Actions Guide"
- **Messenger Mini App:** Open Android Studio and load the project to start development
  - **Update the IP Address in the Code**  
in:app/java/com.sapir.miniappchat/url/CONSTANTS : final  
String retrofitIP = "http://YOUR\_COMPUTER\_IP:8085"
  - in:app/res/xml/network-security-config  
includeSubdomains="true">YOUR\_COMPUTER\_IP</domain>

- **Connect Your Phone :**
  - Enable Developer Options and USB Debugging on your Android phone.
  - Connect your phone to your computer using a USB cable.
  - In Android Studio, click on the "Run" button (the green play icon) to install the app on your phone.
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- **Run the Application:** The app should now be able to communicate with the server and display the project data.