Gaming Bets Installation Guide

If you follow this guide you will be able to run the server logic on one of your servers and run the app afterwards.

On your server you will first need to install a mysql database and run the following mysql script:

https://github.com/GamingBets/documents/blob/master/Database/Gamingbet.sql

You should also create a user with password as a security measure and give him all edit and read rights.

Next you need to install glassfish 3 on your server. Please see a tutorial for the server of your choice. After you have installed it you need to change to the installation folder in our case opt/glassfish3/glassfish. You need to download jdbc connector from here https://dev.mysql.com/downloads/connector/j/5.1.html unzip the folder and locate the *mysql-connector-java-5.1.39-bin.jar* rename it to *mysql.jar* and move it to the folder glassfish/lib.

Next you go to the folder /glassfish /bin and run the following commands:

./asadmin change-admin-password   watch the "." Before the "/" change the password for user admin from "" to "admin"

./asadmin enable-secure-admin

./asadmin start-domain   this might take a while

Now you can access the glassfish admin page via *yourip:4848* and log in with your admin account.

Before we deploy our application we need to set up a connection pool.

You open the menupoint *JDBC -> JDBC Connection Pools* and create a new Pool call it GamingBet its Ressource type is *java.sql.driver* and the database Driver Vendor is *MySql*. Press *Next*. Now you scroll all the way to the bottom and enter the following properties:

URL : jdbc:mysql://localhost:3306/gamingbets

user: *yourDBUser*

password: *yourDBPassword*

Now press finish and go to *JDBC -> JDBC Resources* and create a new resource. The JNDI Name has to be jdbc/__GamingBets and the Pool name GamingBet. Press Ok.

We can finally deploy our Application. First download the server .war file at https://github.com/GamingBets/documents/blob/master/Installation/gamingBetRestServer.war Choose the menu point *Applications* and press deploy select the .war file and press ok. Your server should be up and running now. You can test this by entering *yourIP:8080/gamingBetRestServer/api/sc2availablebets/* in your browser and you should receive results.

Now all that is left to do is change the ip address inside of the app. For this you need to download and install android studio and open our project https://github.com/GamingBets/GamingBets

Inside the project you navigate to *app->src->main->java->de.blogsiteloremipsum.gamingbets->communication->RequestPackage* Here you need to write the ip address of your server into the class constructor instead of the ip address in the variable *uri*.

Now save the changes and run the app with an emulator of your choosing.

If you have any problems or questions please contact our support team.