


[Forums](#) / [Assignment Forums](#) / [Assignment 1](#)[Help](#)

An App for Peer Grading

[Subscribe for email updates.](#) PINNED No tags yet. [+ Add Tag](#)Sort replies by: [Oldest first](#) [Newest first](#) [Most popular](#)[University of Illinois Staff](#) STAFF · 16 days ago 

Greetings!!

We've created an app that can help download and install apk files for Peer-Grading.

Task 1:

Download the project here <https://d396qusza40orc.cloudfront.net/androidapps101%2Fdownloads%2FDownloadAPK-v1.zip> and unzip it.

Task 2: Importing the project into Eclipse

In Eclipse, select File -> Import -> Under 'Android' select 'Existing Android Code into Workspace' -> 'Browse' -> Point to the directory entitled DownloadAPK-v1 -> Open -> Optional: Check the option to import the projects into your Eclipse workspace -> Finish.

Task 3: Getting the Peer-Grading URLs

Point to the URL: https://class.coursera.org/androidapps101-001/human_grading

Next to Assignment 1 Submission -> Select 'Go to Assignment'

Click on say Student 1

Scroll over to the section of the page stating ' Upload the signed apk file here. Note apk files *can* be uploaded even if not listed below'

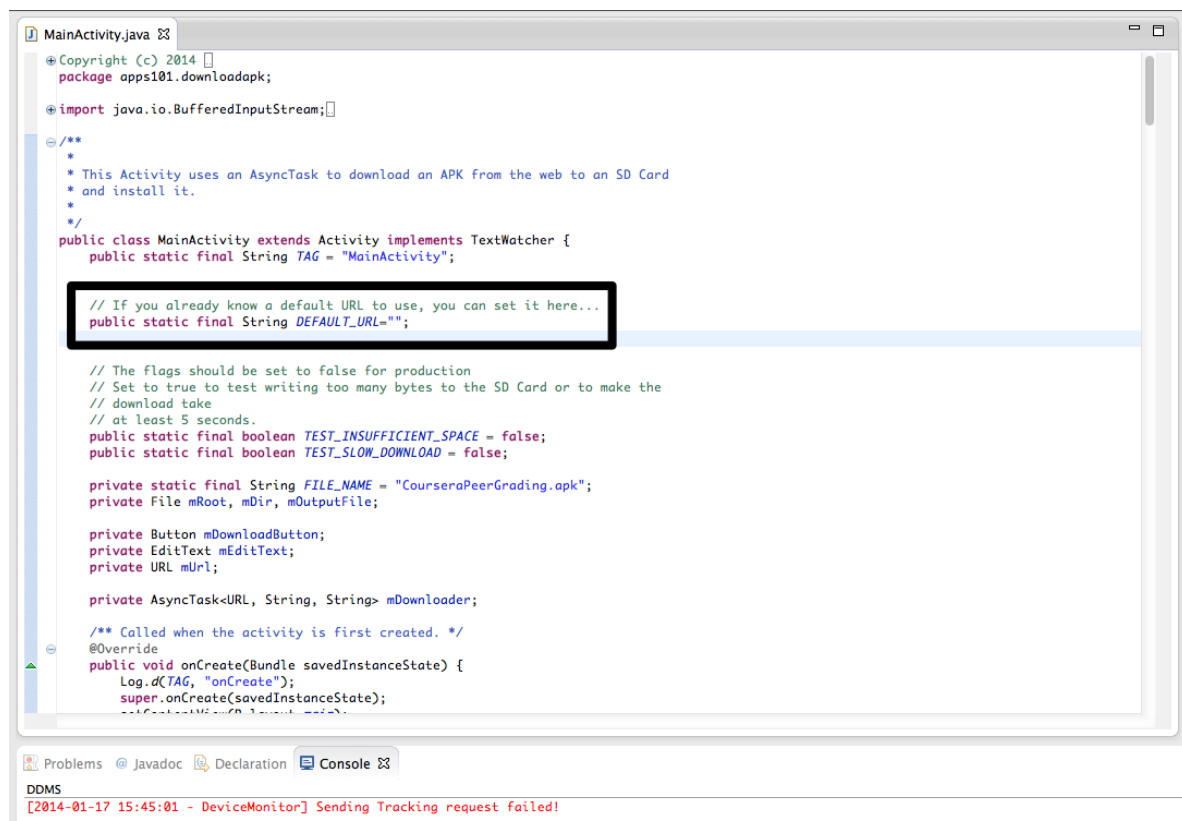
Right(Control-) click on the hyper-linked file listed, select 'Copy Link Location' (on Firefox) / 'Copy Link Address' (on Chrome). This would copy the URL of the apk file to the clipboard.

Task 4: Copied URL into Eclipse project

Back to the Eclipse project, paste the copied URL into the variable Default_URL in the MainActivity.java, inside the double quotes

(see this Java statement: `public static final String DEFAULT_URL=""`;))

Please refer to the screen-shot.



```

MainActivity.java
Copyright (c) 2014
package apps101.downloadapk;

import java.io.BufferedReader;

/**
 * This Activity uses an AsyncTask to download an APK from the web to an SD Card
 * and install it.
 */
public class MainActivity extends Activity implements TextWatcher {
    public static final String TAG = "MainActivity";

    // If you already know a default URL to use, you can set it here...
    public static final String DEFAULT_URL="";

    // The flags should be set to false for production
    // Set to true to test writing too many bytes to the SD Card or to make the
    // download take
    // at least 5 seconds.
    public static final boolean TEST_INSUFFICIENT_SPACE = false;
    public static final boolean TEST_SLOW_DOWNLOAD = false;

    private static final String FILE_NAME = "CourseraPeerGrading.apk";
    private File mRoot, mDir, mOutputFile;

    private Button mDownloadButton;
    private EditText mEditText;
    private URL mUrl;

    private AsyncTask<URL, String, String> mDownloader;

    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
        Log.d(TAG, "onCreate");
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }
}

```

Problems Javadoc Declaration Console

DDMS
[2014-01-17 15:45:01 - DeviceMonitor] Sending Tracking request failed!

Thus your Java statement should now look like:

```
public static final String DEFAULT_URL="https://s3.amazonaws.com/.....apk"
```

(Please note that the content keyed in between the quotes here for this post is mock content)

Save the file.

Task 5: Up and running

Right-click on the Project -> Run as (Debug as) -> Android Application

In the emulator, you'll see that the text field has been automatically populated with the content from the DEFAULT_URL variable.

Click on 'Download and install,' and off you go evaluating your classmates.

Once setup for the first evaluation, all you need to do is to replace the content within the quotes of the variable DEFAULT_URL with the URL/Link of the APK you need to evaluate next and repeat 'Task 5'.

Please note that we are in the beta-phase and look forward to hearing from you on any bugs/issues you encounter.

Best,
Rohan

↑ 20 ↓ · flag

[Jerry Kurata](#) · 16 days ago 🔗

Nice.

Thanks!

👍 0 📉 · flag



[Muhammad Saad Shahid](#)

Signature Track

· 15 days ago 🔗

I got this error after following all of the above steps:

```
"Description  Resource  Path  Location  Type
Conversion to Dalvik format failed: Unable to execute dex: java.nio.BufferOverflowException.
Check the Eclipse log for stack trace.  DownloadAPK-v1  Unknown  Android Packaging
Problem
"
```

👍 1 📉 · flag

[Anonymous](#) · 15 days ago 🔗

From the post below by anonymous:

Updating build-tools (Android SDK Manager -> Check the boxes Installed, Updates, etc...and then the newest version of build tools) to the latest version, seems to be an answer to the problem. The other fix seems ensuring that `target=android-19` from `project.properties` and `android:targetSdkVersion="19"`

If they have incorporated the changes in the code, try downloading the zip again.

👍 0 📉 · flag

[Lydell Anderson](#) · 14 days ago 🔗

Nicely done and it looks like a lot of work went into writing and documenting this app. Feels a bit like an ugly kludge (forced to recompile for every app download to change the URL) but it worked just as quickly and easily as the aapt/adb command line install once set up.

The primary problem with making it more user friendly appears to be:

- 1) Inability to copy/paste between host and VM emulator
- 2) lack of support in WebView Download app for HTTPS and Javascript and copy/paste
- 3) the extremely long paths to the individual student apks (everything after <https://s3.amazonaws.com/coursera-uploads/user-> was nonsense and not-feasible to manually enter.

👍 0 📉 · flag

[+ Comment](#)

Tiffany Nicole Conley

Signature Track

· 15 days ago [🔗](#)

I am getting the following errors in my project:

[2014-01-17 22:23:53 - Dex Loader] Unable to execute dex: java.nio.BufferOverflowException. Check the Eclipse log for stack trace.

[2014-01-17 22:23:53 - DownloadAPK-v1] Conversion to Dalvik format failed: Unable to execute dex: java.nio.BufferOverflowException. Check the Eclipse log for stack trace.

Does anyone know how to resolve these?

↑ 1 ↓ · flag

Anonymous · 15 days ago [🔗](#)

Could you post a screenshot of say the Debug Perspective?

↑ 0 ↓ · flag

Anonymous · 15 days ago [🔗](#)

Updating build-tools (Android SDK Manager -> Check the boxes Installed, Updates, etc...and then the newest version of build tools) to the latest version, seems to be an answer to the problem. The other fix seems ensuring that `target=android-19` from `project.properties` and `android:targetSdkVersion="19"`

↑ 0 ↓ · flag



Tiffany Nicole Conley

Signature Track

· 15 days ago [🔗](#)

Thanks!

↑ 0 ↓ · flag

[+ Comment](#)

Anonymous · 15 days ago [🔗](#)

Does this ever make grading apps easy. Many thanks!!

↑ 1 ↓ · flag

[+ Comment](#)

[Jason Wong](#) · 15 days ago 

Thanks for this app. It works for me, and is easier than using Dropbox.

↑ 1 ↓ · flag

[+ Comment](#)

Anonymous · 15 days ago 

Thank you for providing this. It worked very smoothly, and was MUCH easier than trying to telnet the URL to the emulator, particularly since copy/paste didn't seem to work in my command window.

↑ 1 ↓ · flag

[+ Comment](#)



[Diane Babcock](#) · 15 days ago 

O m'gosh! This is so slick! It cured my frustration headache and now I can really see that my peers apps are so cool.

↑ 2 ↓ · flag

[+ Comment](#)

[Cathy VanHeest](#) · 14 days ago 

Thanks Rohan! High Five!

↑ 1 ↓ · flag

[+ Comment](#)

[Diane Cabrera](#) · 14 days ago 

Wish I had checked the forums hours earlier but because I could not tell if I could not install any of the peer apps because of my procedure and equipment or the submitted app, I kept trying different approaches. Each time I got a little further until I eventually saw I was trying to install a zip file instead of an apk file.

Anyway, thank you so much for this app that makes installing the apps in the emulator so much easier.

I'm using Windows 7 and everything worked exactly as described. Thank you!

↑ 1 ↓ · flag

[+ Comment](#) [Adam Thompson](#) · 14 days ago 

Thank you. This was a big help. Worked great on OSX 10.9.

↑ 0 ↓ · flag

[+ Comment](#)[Miguel Díaz García](#) · 14 days ago 

Thank you very much for this help!!

↑ 0 ↓ · flag

[+ Comment](#) [Fabio Ventola](#) · 14 days ago 

Dear Staff, thank you very much for this hook in the sky :)



F

↑ 0 ↓ · flag

[+ Comment](#)[Nikita Louison](#) · 14 days ago 

Thanks a bunch!! A million in fact!

↑ 0 ↓ · flag

[+ Comment](#) [Rebecca Smith](#) Signature Track · 14 days ago 

Dear Staff,

Thanks so much for creating this solution! I saw a posting with a great idea of Lydell's on another thread, so I'm asking here in hopes that you can do it. When staff comes up with a solution or an answer to someone's question that would greatly impact the other students (like your solution here will), would you be able to either send a broadcast email out to all students indicating what that solution/answer is or post it on the announcements page, or both? Collectively, that could potentially save the class a lot of "struggle time." If you decide that you can support us in that way, please let us know on this thread which way(s) you can do that for us. But once again, thanks for developing this solution!

↑ 3 ↓ · flag

[+ Comment](#)

 Diana Stirling · 6 days ago 

Hmmm . . . I can't get this to work. It is triggering this message (from the code):

```
if (state.equals(Environment.MEDIA_REMOVED))  
    return "No SD Card Storage; reconfigure your instance to include a 50 MB SD Card";
```

even though I have the SD card storage enabled in my emulated device. Any suggestions?

(I have started, re-started, re-started from the Device view, etc.)

↑ 1 ↓ · flag

[+ Comment](#)

Charles Chery · 5 days ago 

If you create an ARM 10 emulator with 1024x600, 200 Mb internal storage, and 56 Mb of SD, and use that emulator when running the download app, it should work. Got it to download and install any apk that I point to.

↑ 1 ↓ · flag

 Diana Stirling · 5 days ago 





Thanks so much, Charles. I ended up following the advice in this post https://class.coursera.org/androidapps101-001/forum/thread?thread_id=9008#comment-8002 which worked perfectly for me. It's good to know there's another option, though, for the future.

↑ 1 ↓ · flag

[+ Comment](#)

New post

To ensure a positive and productive discussion, please read our [forum posting policies](#) before posting.

B	<i>I</i>			 Link	<code>	 Pic	Math		Edit: Rich ▼	Preview
----------	----------	---	---	--	--------	---	------	--	--------------	---------

☐ Make this post anonymous to other students

☒ Subscribe to this thread at the same time

Add post

