# Breed Social Mobile Application Instructions

To begin with the program Android Studio is required to run the artefact, begin by heading over to <https://developer.android.com/studio> and install the latest version of Android Studio. During the setup phase also make sure to tick the option to install the Android Studio AVD, this installs the emulator which is also a requirement to run the application.

Also head over to <https://www.java.com/en/download/manual.jsp> and install the latest version as this is required for Android Studio.

Upon opening Android Studio initial setup may take multiple minutes this entirely depends on each individual system and times vary. Once setup navigate to the top left of the program and click File > Open. This will open a file browser now direct to the location of the Breed Social folder. This will be wherever you saved the download to.

A screenshot of a computer

Description automatically generated with medium confidence

Once you have opened the project, The Gradle will start to build times will also vary and usually takes a couple of minutes to complete. Once it has completed you will notice some folders on the left side of the application. You can freely navigate through these folders this is where the xml and java files are located for the program.  
  
Shape, rectangle

Description automatically generated

Now to run the program head over to the top right of the application, you will see in the screenshot below the mobile device Pixel 6 Pro has been selected as the emulated device. You will also notice a play icon. Once you have selected a device hit this play icon to load up the application.



Below is an example of what the successful load should look like. Once the play button is pressed it may take a few minutes however the application should open automatically, you will see the splash screen and then the main page below. From here you may login or register and continue through the presented application.  
  
  
