Monitoring App

The monitoring app allows you to block the microphone and describe user how to reset which apps can access the camera. The app will give description of all the legal rights in easy terms for the user to be able to argue their point across without being confused in the law language. The app will then help the user to take steps to make a complaint to the office of Australian Information Commissioner for different types of breeches. The user can register in the app by providing their name, number and email. Once the user is registered, they can simply login by providing registered name and number.

# Motivation

The app is a part of our assignment 2 . The topic of the app is given to us by the law students. Therefore, all the legal rights description and the complaint description is given to us by the law students only.

# Prerequisites

To run this app, user needs to install Corona Software Development Kit(SDK) and Java Development Kit (JDK). In order to see the .lua files properly, user needs any text editor like notepad++. The text editor is required for writing and reading the code properly.

# Installing

Installation process of **Corona SDK**: -

Once Corona SDK is downloaded. Double click the .msi installer file and follow the steps in the installation wizard. Afterwards, activate the product by agree to the terms and agreement. Create account if you are not registered already with Corona SDK. Upon successfully login, you are ready to use the Corona SDK.

Installation process of **Java Development Kit** (JDK)

Installing Corona lets you create and test apps locally on your PC. If you intend to build apps for testing on Android devices, you will need to install the Java Development Kit (JDK). Follow following instruction: -

1. Go to the [JDK download](http://www.oracle.com/technetwork/java/javase/downloads/index.html) page.
2. Click the **JDK** download link to obtain the current Java Platform (JDK).
3. On the next page, read the license agreement and click the option to accept it if you agree.
4. Locate the **Windows x86** link and click it to download the file. This file will be named approximately jdk-8u131-windows-i586.exe.
5. When the download is complete, run the installer. Be sure to install the Java Runtime Environment (JRE) as part of the installation.

# Deployment

The app is tested and run successfully in Android. Therefore, it is preferable to run on Android.

This requires Android SDK and Java Development Kit. Building process of the app is discussed below: -

1. From the Corona Simulator, select **File** → **Open...** to load the project you wish to build.
2. Select **File** → **Build** → **Android...**.
3. Fill in the information:
   * **Application Name** — by default, this will match your project folder; keep this name or specify another.
   * **Version Code** — this value must be an **integer**. Each time you update your app, you must increase the version code. It corresponds to the versionCode item detailed [here](http://developer.android.com/guide/topics/manifest/manifest-element.html). It is not visible to users.
   * **Version Name** — specify a version name for your app.
   * **Package** — see [Java Package Name](https://docs.coronalabs.com/guide/distribution/androidBuild/index.html#javapackage) above.
   * **Target App Store** — select **Google Play** from the pull-down list.
   * **Keystore** / **Key Alias** — in order to build for Android devices, you must digitally sign your app using a **keystore**. Please refer to either [Signing for Debug Build](https://docs.coronalabs.com/guide/distribution/androidBuild/index.html#signdebug)or [Signing for Release Build](https://docs.coronalabs.com/guide/distribution/androidBuild/index.html#signrelease) below.
   * **Save to Folder** — specify where to save the compiled app.
   * **After Build** — select which action should be performed after the app is successfully built.
   * **Create Live Build** — check this box to create a live build for lightning-fast testing. See [Generating Live Builds](https://docs.coronalabs.com/guide/distribution/liveBuild/index.html) for details.
4. Click **Build** and Corona will compile the app into a standard .apk file.

# Development Environment

* The **Corona Simulator** is a visual representation and test environment for your app. What you see in the Simulator is generally what your app will look like — and how it will function — when deployed to an actual device. The Corona Simulator is an essential tool because it allows you to view changes to your code instantly in an active, responsive environment that closely mimics the device.
* The **Corona Simulator Console** is where you can view diagnostic messages about what's happening in your program. This window is automatically displayed when you launch the Corona Simulator.

# Running the App in Corona Simulator

Steps to Run the App: -

1. Open Corona SDK
2. Click on Open Project
3. Select the file Assignment 2
4. click on main.lua

App will start running.

# Authors

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# Reference

Installing Corona — Windows

<https://docs.coronalabs.com/guide/start/installWin/index.html>

Signing and Building — Android

https://docs.coronalabs.com/guide/distribution/androidBuild/index.html