**Scala Programming Language User Manual**

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There are two preferred methods to getting started:

* Working in an IDE
* Working from the command line

**IDE**

1. Java 8 JDK (1.8) is required to program in Scala
   * Can run ‘ *javac -version* ‘on the command line. Look for *javac 1.8*
2. Recommended IDE is IntelliJ, the community version can be found here: <https://www.jetbrains.com/idea/download/#section=windows>
3. After the IntelliJ setup, installing the Scala plugin is next.
   * In IntelliJ go to **Settings/Preferences**
   * Select **Plugins**
   * Use the **Marketplace** to search for the Scala plugin and install it.
4. Once installed, create a project by going to **File** => **New** => **Project**
5. Select **Scala** on the left panel and **IDEA** on the right
6. For the first time programming in Scala the SDK needs to be downloaded. There should be a button to the right on that field. Hit **Download** (this may take a minute or two)
7. Once the project is set up and created, on the **Project** pane right-click *src* and select **New** => **Scala class**
8. Name the class *Hello* and change the **Kind** to *object*

object Hello extends App {

println(“Hello, World!”)

}

1. Run the program by right clicking *Hello* and select **Run ‘Hello’**

**Command Line**

1. Java 8 JDK (1.8) is required to program in Scala
   * Can run ‘ *javac -version* ‘on the command line. Look for *javac 1.8*
2. Install the SBT for your specific operating system
   * Mac: <https://www.scala-sbt.org/1.x/docs/Installing-sbt-on-Mac.html>
   * Windows: <https://www.scala-sbt.org/1.x/docs/Installing-sbt-on-Windows.html>
   * Linux: <https://www.scala-sbt.org/1.x/docs/Installing-sbt-on-Linux.html>
3. cd into an empty folder
4. Run the sbt new scala/hello-world.g8 Pulls a hello-world template from GitHub. Also creates a target folder.
5. Name the application hello-world when prompted
6. To run, cd  into hello-world
7. Run sbt. This opens the sbt console.
8. Type ~run, this not only runs the program, but reruns it every time the file is saved.

**Run Project**

**Requirements:**

* Android Debug Bridge (ADB)
* Any version of the SBT, it will automatically know which version to grab
* Scala
* Any version of the Android SDK
* SBT-Android - SBT will pull it automatically after reading the build

**Building and Running App:**

1. Run sbt in the root of the project
2. Wait for process to finish (will take some time)
3. connect device or start an emulator
4. Type devices into sbt shell
5. Get the device you want to install app to if more than one is available
6. Use command device <device-name> to select targeted device
7. Type run in the sbt shell and wait for build to finish
8. Type exit in sbt shell to close the session