

Tutorial - Getting Started

Developers' first impression of a design tool is often based on how easy it is to write the most basic of applications. Oftentimes, this application is called a "Hello World" program simply because all it does is show up and say hello.

This quick tutorial will show you how to make your very own application. It will first illustrate how to set up the XDK development tool, then help you

create a quick example application, and finally build a binary to load and run on your Android device.



Install the XDK

The first step to create an application is to install appMobi's mobile development tool known as the XDK. It does not replace your favorite web development tools you already know and love. Instead, the XDK tool is used to test your application as you develop it. It includes tools to both emulate devices on your computer, as well as tools to allow you to quickly view your application on an actual mobile device through a local wi-fi connection or over the Internet. Finally, the XDK gives developers the capability to build an application binary file to run natively on a device.

You can get the XDK from the Internet for free here:

<http://xdk.appmobi.com>

The XDK has two requirements:



Get Chrome

The XDK runs as a Java applet in Chrome. The XDK is able to emulate the latest HTML5 technologies that are available on mobile devices by taking advantage of Google's cutting edge browser technology.

Chrome is required on your Apple or PC to run the XDK.

Get Java 6

The XDK applet uses Java 6. Be sure to have that installed before installing the XDK.

Start the Download

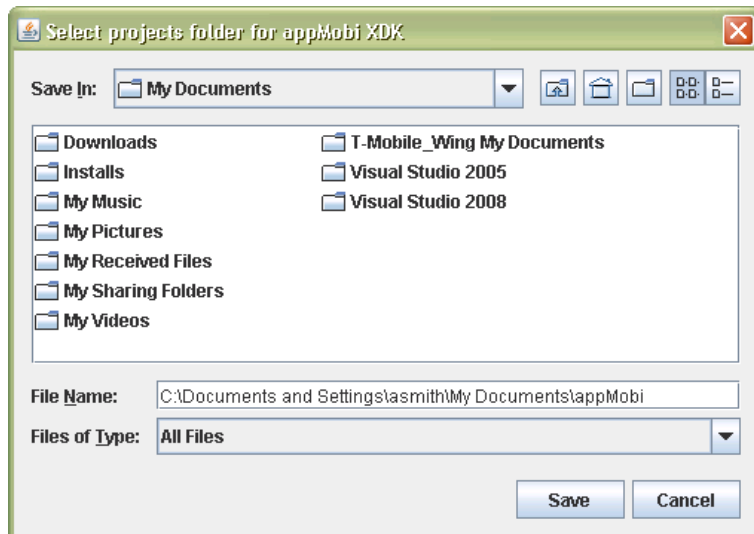
Once all the requirements have been filled, click the download button to download the XDK Java applet.

Run the Downloaded File

Run that applet (named appMobiXDKPROD.jnlp) to start the installation. The Java platform should take over and start the installation process inside of Chrome.

Select a Project Folder

The installation process will ask you where you want to drop projects you create. You'll get a few sample applications when you install the XDK, so you'll want to select a brand new empty folder so that your desktop or "My Documents" folder isn't filled with sample apps.

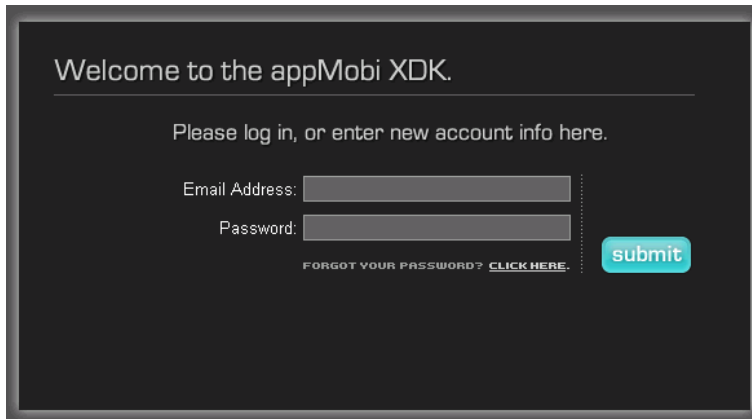


If you decide you would like to change this project folder later, you can find instructions on how to clear your XDK settings here:

<http://forums.appmobi.com/viewtopic.php?f=9&t=63&p=172&hilit=documents#p172>

Create an XDK User Account

The XDK installation process will lead you through creating a unique account to identify your applications. Enter the email address you would like to be contacted at and identified by and choose a password to access your XDK account.

A dark-themed login window titled "Welcome to the appMobi XDK." Below the title is a horizontal line, followed by the text "Please log in, or enter new account info here." There are two input fields: "Email Address:" and "Password:". To the right of the "Password:" field is a teal "submit" button. Below the "Password:" field is a link that says "FORGOT YOUR PASSWORD? [CLICK HERE.](#)"

Welcome to the appMobi XDK.

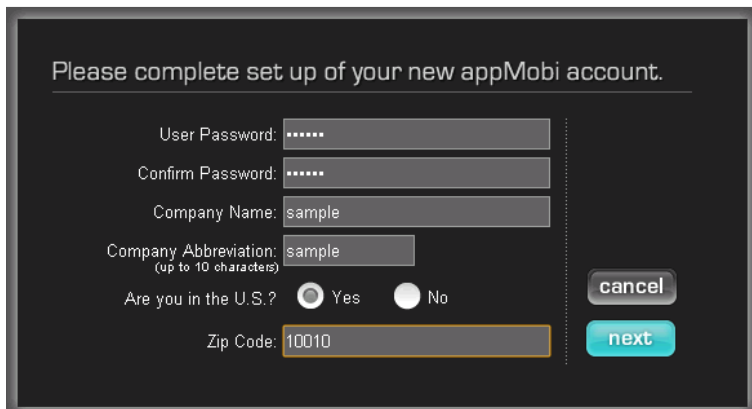
Please log in, or enter new account info here.

Email Address:

Password:

FORGOT YOUR PASSWORD? [CLICK HERE.](#)

Next, you'll have to confirm the password you chose as well as create a unique identifier for the company you work for. Several accounts may use the same company name. Finally, you'll be asked to let appMobi know what United States zip code you are creating applications from or whether you are reaching us from offshore. Once you've entered all the appropriate data, click the "next" button to continue.

A dark-themed account setup window titled "Please complete set up of your new appMobi account." Below the title is a horizontal line. There are several input fields: "User Password:" (masked with dots), "Confirm Password:" (masked with dots), "Company Name:" (containing "sample"), "Company Abbreviation:" (containing "sample", with a note "(up to 10 characters)"), "Are you in the U.S.?" with "Yes" and "No" radio buttons (both unselected), and "Zip Code:" (containing "10010"). To the right of the "Are you in the U.S.?" field is a grey "cancel" button. To the right of the "Zip Code:" field is a teal "next" button.

Please complete set up of your new appMobi account.

User Password:

Confirm Password:

Company Name:

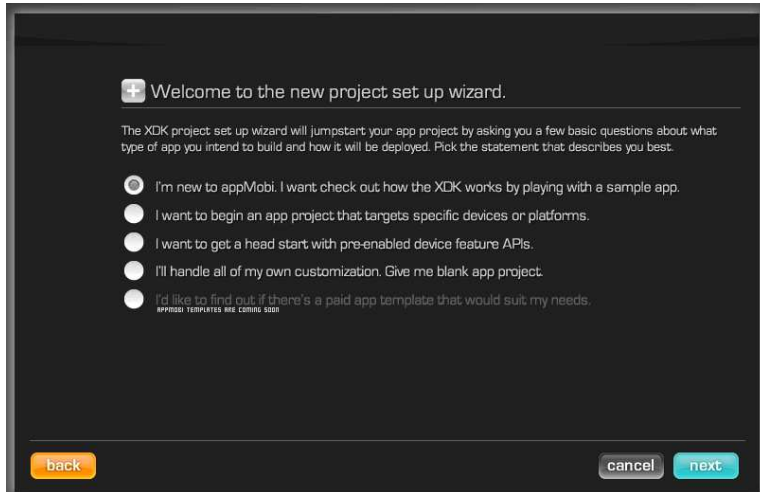
Company Abbreviation:
(up to 10 characters)

Are you in the U.S.? ☐ Yes ☐ No

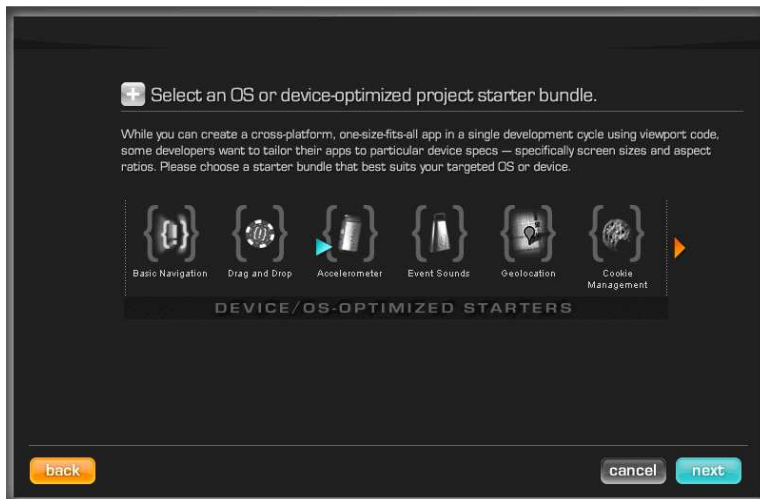
Zip Code:

Create an Example Application

The first time you log into the XDK, you'll immediately be directed to the new project setup wizard. Select the first radio button to indicate that you would like to start with a sample application.



Select the accelerometer sample application from the list of sample applications.



Enter a name for your sample application. The word "sample" should work just fine for your first application.

Please name your app project.

Prefix: **sample**
This is the first ten letters of your company name and is included in your app project name to avoid naming conflicts.

Project Name:
This will be used as the name of your app development project within the appMobi XDK. You will enter the public name of your app during the build and submission process.

Release Number: **3.2.5**
This number is included at the end of your app name to indicate which version of the appMobi JavaScript library it is bound to. New app projects are always bound to the latest version of the APIs.

back **cancel** **next**

Confirm that you know the name of your sample project. The full name of your sample consists of your company prefix and the app name separated by a period.

Your app project is ready for development.

Project Name: *This project has been added to your account within the appMobi XDK and is now available in the app project selector.*

sample.sample: 3.2.5 ▼
CURRENT PROJECT

TIPS AND NEXT STEPS:

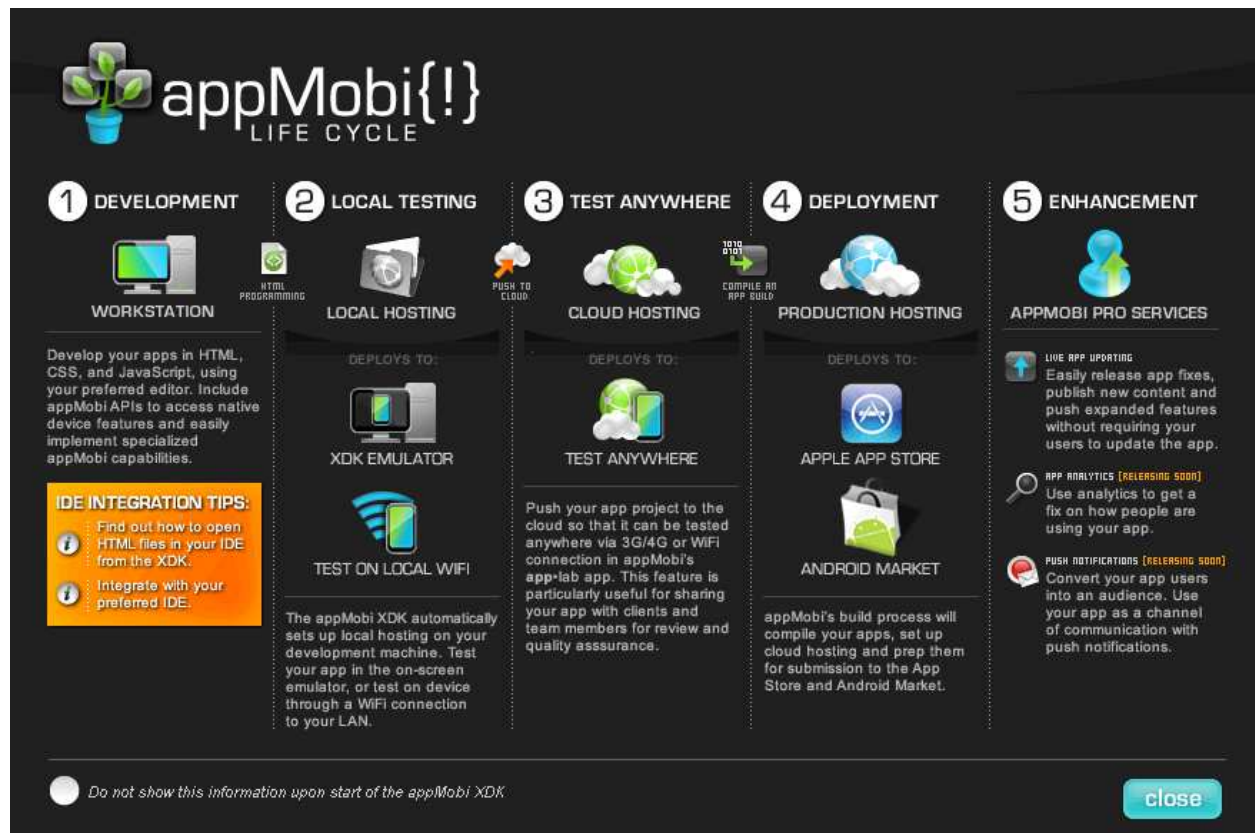
- The XDK has set up local hosting and created a folder for your app project files. Click this icon in the XDK navigation bar to open it.
- If you have associated your HTML editor with HTML files, you can click this icon to open your project's index file from the XDK.
- Develop your app as you would any website, implementing APIs from the appMobi JavaScript library into your app along the way.
- As you make progress in your development, save your HTML file(s) and then reload the emulator to test locally.

► **TIP:** Try clicking other navigation icons to learn about advanced features in the XDK.

cancel **next**

Check out the Application Development Lifecycle

The XDK will show you a graphical overview of the steps from development to deployment of an application. Just click the next button to continue into the XDK.



View the Application

You should now be able to see the test application in the XDK itself. Using the XDK you can preview any changes you make to the HTML of the application before testing it on an actual device or creating a binary.

To view the HTML, click the grey folder icon three-quarters across the top of the XDK. That will open the root folder of your application.

Look for the *index.html* file which is the initial page loaded. Use the web authoring tools that you know



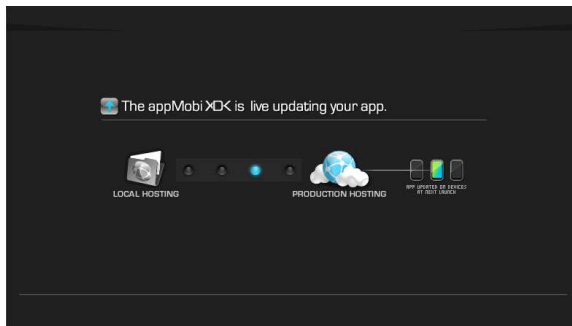
and love to make any changes to the sample application that you might want before creating your binary.

Create Android Binary

Once you are ready to create an actual .APK file for your Android device, click the build icon (pictured to the right) that is found across the top of the XDK.



The XDK will immediately copy your application to the cloud to incorporate it into a binary build.



Once your application has been copied to the cloud, the XDK will take you to the build process. The first screen of the build process gives you the option to download sample images. Download and uncompress the images for the Android build. Click the *get started* button to continue with the process.

Congratulations on starting your build. [Click here to select previous builds.](#)



In order to complete your build you will need a series of assets that support your app.

Both Android and Apple platforms are designed to run on a variety of devices in a wide range of screen sizes and resolutions. Our Icon Template Packs ensure that you provide icons that will be displayed properly on any device, regardless of screen size or resolution.

Asset Checklist

To create your icons more quickly, download our Android or Apple Icon Template Packs. If you already have created your icons, then click the "Get Started" button below.

Assets: Download and save your asset templates below.

 Android All Android-based devices download <small>FOR COMPLETE DESIGN GUIDELINES ON ANDROID DEVICES, CLICK HERE.</small>	 Apple iPhone, iPad Touch or iPad download <small>FOR COMPLETE DESIGN GUIDELINES ON APPLE DEVICES, CLICK HERE.</small>
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[get started](#)

The next screen gives you a choice of what type of build you would like to do. For the time being, free accounts only allow you to build Android release binaries. Click the *Android Distribution Build* button to continue.

Welcome to appMobi Build Quickstart.

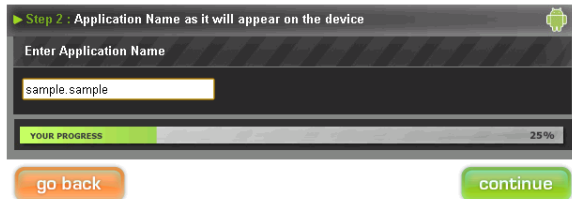
If you are new to the appMobi build process, we are here to make it as painless as possible. We will take you through a short series of steps in order to finalize your build.

► Step 1 : Platform Selection

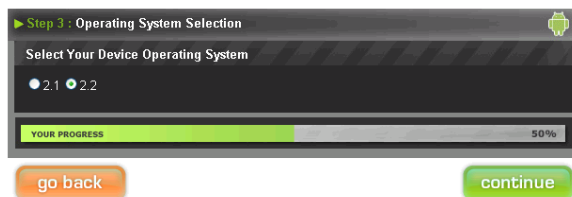
To streamline your build process, we will custom tailor this process to your desired platform.



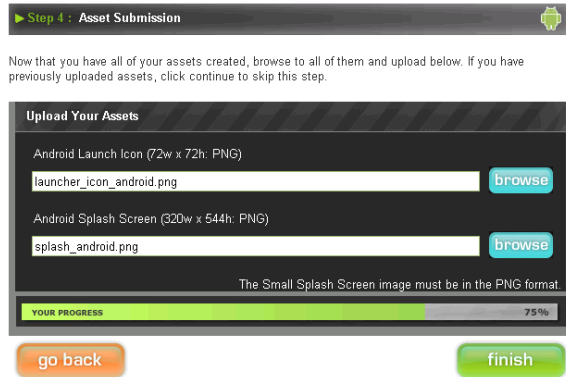
The build process allows you to name the application as it will ultimately appear once it is installed on the device. Enter that name here and click *continue* to move on.



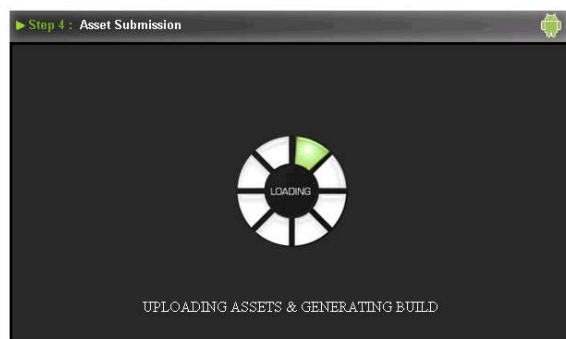
Choose the minimum Android operating system version you would like the application to run on. If you aren't sure which to choose, choose **2.1** and click *continue* to move on.



The next screen asks you to upload images for the application to use as its icon and splash page (the image that shows full screen as the application loads). Use the example images that you downloaded and uncompressed earlier in the build process.



You'll see a screen like this as the binary is built in the cloud.



Once your binary is built, download it from the web by clicking the *Download Build* button. Transfer the .APK file to your Android device by copying it over its wired connection or emailing it to your device. Once you have the file on the device, select it to install the test application.

