

Setting Up Wound Detection

When setting up the wound detection app it is important to focus on versions. The main areas of possible problems is using newer versions. Be sure to use the correct version as specified in this instruction manual.

Step 1:

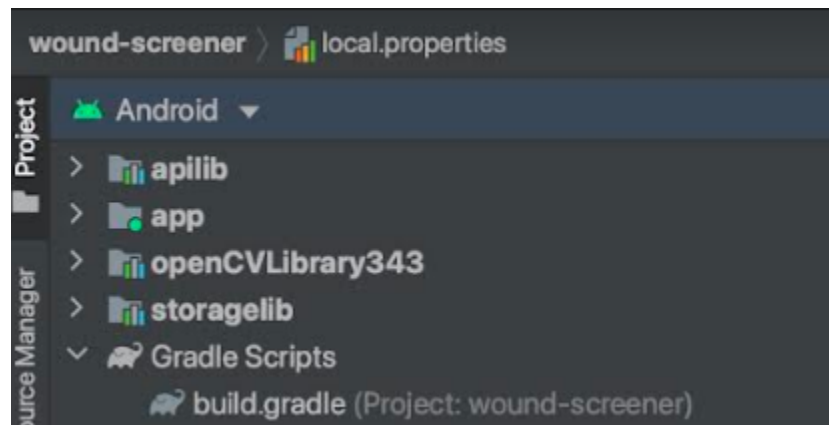
- Uninstall any version of the Java SDK that is above Java SDK
- Download the version 8 Java SDK from the link
<https://www.oracle.com/java/technologies/javase/javase8-archive-downloads.html>

Step 2:

- Download Android Studio version Arctic Fox
 - NOTE: No new versions will work with this code and there will be many errors.
 - The link for the download can be found here:
<https://developer.android.com/studio/archive>
 - You will need to accept conditions and download the version of Arctic Fox for your system

Step 3:

- Download the repository from the BitBucket Repo and be sure to also download the ApiLib and Storage Lib documents
- After downloading the correct folders, open the fletcher-wound repository in android studios.
- When opening be sure to be aware of the following:
 - Do not update the Gradle-properties files to include a wrapper
 - Navigate to File>>Project Structures>>Project and ensure the Android Gradle Plugin Version is 3.2.1 and Gradle Version of 4.6
 - Do not try to update or downgrade versions as it will result in various errors

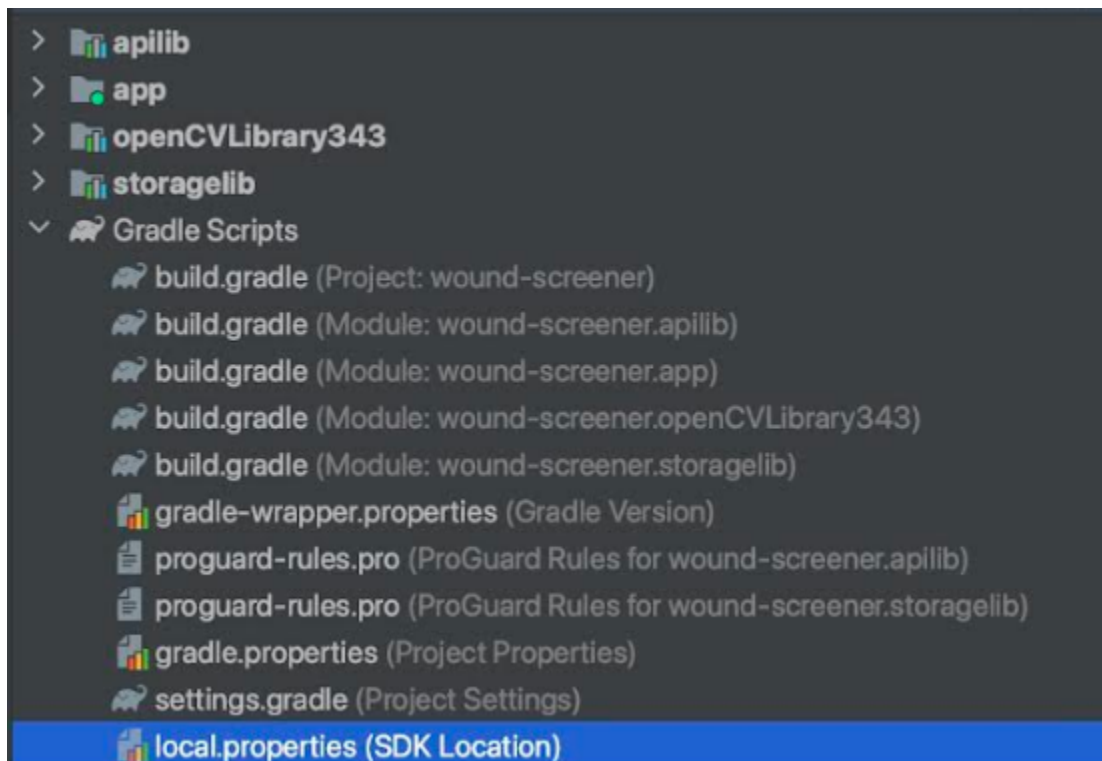


- At this point you should see the file explorer like this however apilib and soragelib will not have drop downs
- At this point you must add the repository for storagelib and apilib into their respective places.

- You should see something like this in the file explorer
 - |-- wound-screener
 - |-- local.properties
 - |-- storagelib
 - |-- build
 - |-- src
 - |-- gradle
- It is important to ensure that the gradle files are synced

Step 4:

- At this point if there are gradle issues it is most likely an error with the way you set up the repositories meaning that you need to ensure the res folders are not just folders but that android studios is actually seeing them as special resource folders. For this the fix is to define the res folders in the gradle files for each of the repositories.



- You should see the files set up as such with each build.gradle corresponding to its respective library. For further information on how to set up the res folder, check the Stack Overflow Thread: <https://stackoverflow.com/questions/41315434/setting-the-resource-folder-in-a-java-gradle-project>

Step 5:

- At this point the code should be completely set up and now you can connect a phone or simply hit run for the virtual phone to run. If no phone shows up or it does not work it is most likely due to

the download of Android Studios. Ensure that you are using Arctic Fox. If not using this download the environment will through errors and not run. At this point you have completed the setup

Works Cited

Android. "Android Studio Download Archives : Android Developers." *Android Developers*, developer.android.com/studio/archive. Accessed 13 Feb. 2024.

Java. "Java Archives." *Java Archive Downloads - Java SE 8*, www.oracle.com/java/technologies/javase/javase8-archive-downloads.html. Accessed 13 Feb. 2024.

Tei, Chris, and Jose Martinez. "Setting the Resource Folder in a Java Gradle Project." *Stack Overflow*, 1 Dec. 1962, stackoverflow.com/questions/41315434/setting-the-resource-folder-in-a-java-gradle-project.