Probability Wheel (iOS) Installation

NOTE - This documentation assumes you will be developing on an OS X platform which is required to work with the iOS app.

1. Install XCode
   - In the App Store on mac, search for XCode
   - Click Get and Install App
   - Enter your Apple ID and password when prompted
   - Xcode should be downloaded in your /Applications directory
2. Download the project
   - Open your terminal
   - Change your directory to a folder where you would like to save all app related files
     - You might do something like this:
     - cd ~
       - (this changes the directory to home)
     - mkdir workspace
       - (this creates a new directory called workspace)
     - cd workspace
       - (this changes the directory to that workspace)
   - Download the files via git
     - In your selected directory, clone the git files.
       - Use this command:
       - git clone https://github.com/UTBiomedicalInformaticsLab/ProbabilityWheeliOS.git
3. Open the Project
   - In the directory, open the .xcodeproj file
     - Use this command:
       - open Probability\ Wheel.xcodeproj
   - This will open up the project file in XCode
4. Build/Debug the project
   - The app should run easily by using the Play button (looks like a sideways triangle) on the top left. To the right of the play button, there is a stop button, and then to the right of that is a menu that allows you to change simulation. You may use simulators for virtually any iOS device, or use the option to install on your iOS device.