

## 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

- On the top left corner of Xcode there should be a Play button, a Stop button and another pane saying "Probability Wheel." (pictured below)



- You can change the target of simulation by clicking the pane that says "Probability Wheel" (in the above picture I am simulating an iPhone 6). If you have an iOS device you'd like to try it out on, you can select it from this option as well.
- After choosing your desired simulation target, it should be straightforward to run. Simply press the Play button (the sideways triangle)

- If running on an iOS device, a scenario may occur where it says that there is an untrusted developer. In this case:
  - Open the **Settings** app
  - Open **General**
  - Open **Profiles & Device Management**
  - Choose the affected profile and trust it.
- Unfortunately at the moment we do not have an Apple Developer license so we do not have the ability to include a single install file.