Movie is the main app and RealmExp is only used to insert data to the cloud server. If you don't register for your own realm server, there's no need to use it.

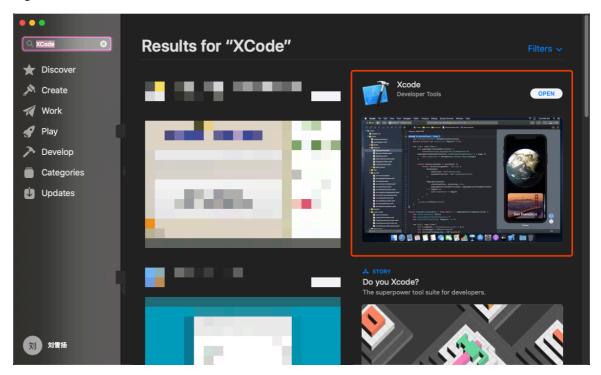
This document will guide you configure the app and run it.

The basic requirement is an iPhone with iOS higher or equal to 13.4 and a Mac which runs mac OS.

First of all, download and install the following programs:

1) XCode in the App Store

If you already have XCode on your Mac, update it to make sure it works with iOS 13.0 or higher.



2) CocoaPods on its official website: https://cocoapods.org/app

Scroll down and find the download button.

Download

You can look at all of our releases on the CocoaPods/CocoaPods-App GitHub releases page.

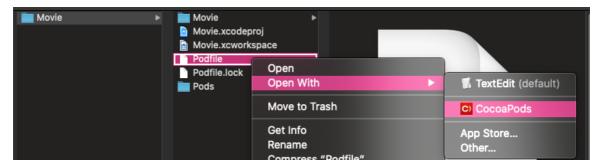
Our most recent release is 1.5.2

Download CocoaPods.app

Unzip the downloaded file and open it.

Now, if you want to register for your own Realm Cloud server, you can scroll down to the end of this document and find the guidance. Otherwise, it's ok to do nothing and continue to do the following steps.

Before open any file with XCode, the cocoapods file named Podfile needs to be updated. Open the "Podfile" (the one without ".lock") with CocoaPods.



The following window will open.

```
# Uncomment the next line to define a global platform for your project platform :ios, '13.0'

target 'Movie' do
# Comment the next line if you don't want to use dynamic frameworks

use_frameworks!

# Pods for Movie
pod "RealmSwift"
end

install

Install
```

There is no need to change anything in the file, just click the "install" button to install the RealmSwift on your Mac, so that the app can use it.

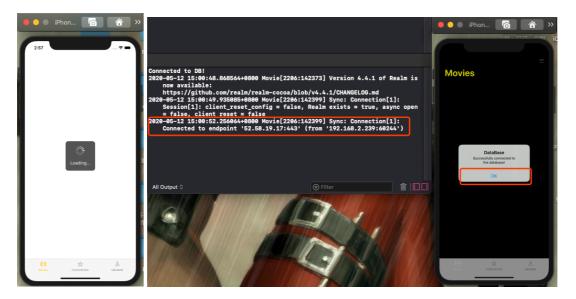
Now, open the <u>Movie.xcworkspace</u> file by XCode. (Remember to open the workspace file, not the project file)



Select the stimulator you like, as long as it's an iPhone, not an iPad. In my own developing process, I used iPhone 8 because my own iPhone is an 8, but you can choose iPhone 11,iPhone 11 Pro and etc.



Then click the "Run" button or use "ctrl+R" to run the app on the selected stimulator. Notice that the first time you run the app, it may take relatively longer to be prepared and connected to the database.



The "Loading" view may stay for a while and upon the output prints the "connected" message in the left red block, the app is connected to the cloud server. At this moment, it's ok to click "ok" and start using the app. It will take some time at the very first run and when you run the app for the second time or more, this process will be fast.

If there is any problem, contact X.Liu110@student.liverpool.ac.uk for help at any time.

(Optional) Only need to be used later than 13 June 2020 because my current one-month trial start from 14 May 2020

Register for your own Realm Cloud Server!

Realm Studio on its official website: https://realm.io/products/realm-studio/

Scroll down and find the download button.

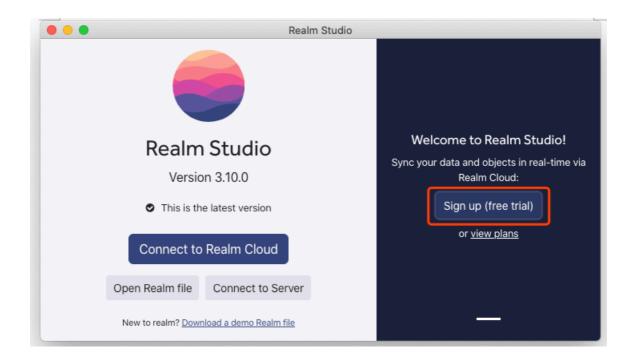


Open the .dmg file and copy the program to Applications.

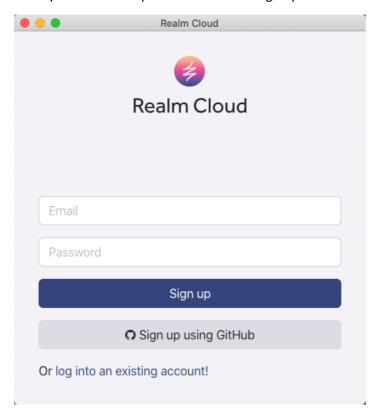


Go in Applications and right click to open the App, in case it needs administrator approval.

Once the App is successfully opened, click on the "sign up (free trial)" button for the Realm Cloud server.

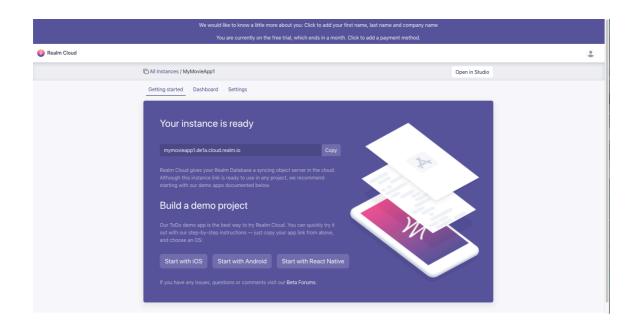


Fill in your email and password and click sign up.

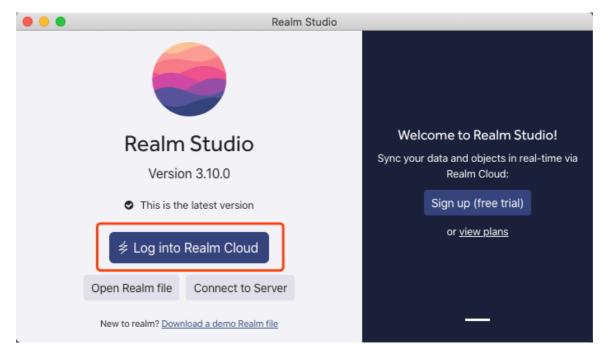


Fill in some personal information on the link sent to your email address.

And give your new instance a name, it will be ready to use in a second.



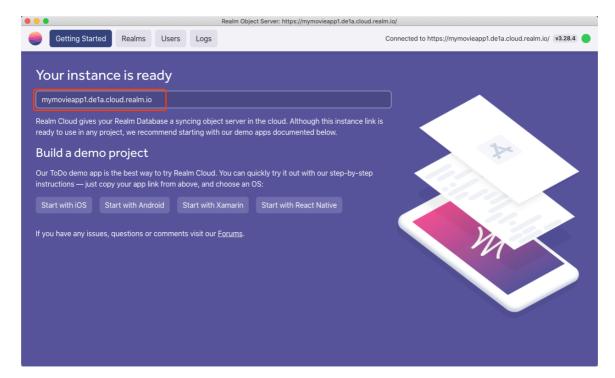
Now go back to the Realm Studio app and click log in.



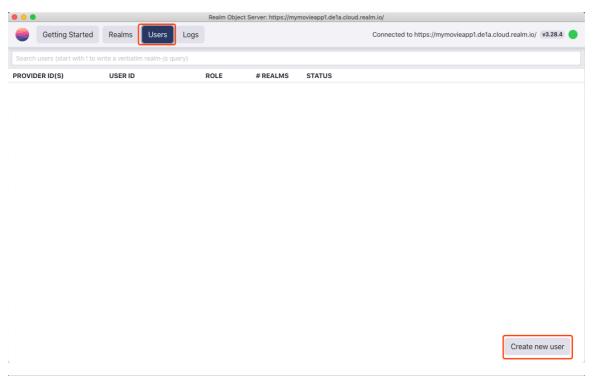
Fill in the email and password

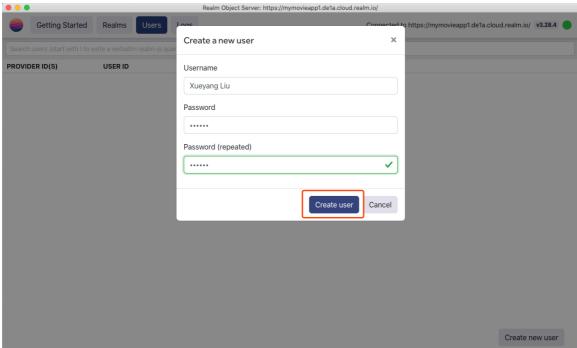
And click connect to Realm Cloud

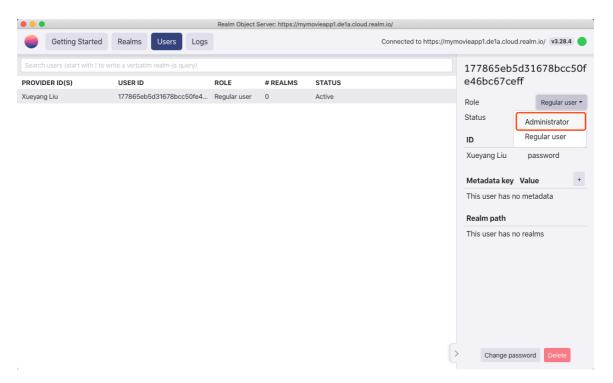
Now, replace the url in Constants.swift in Movie project with the instance url.



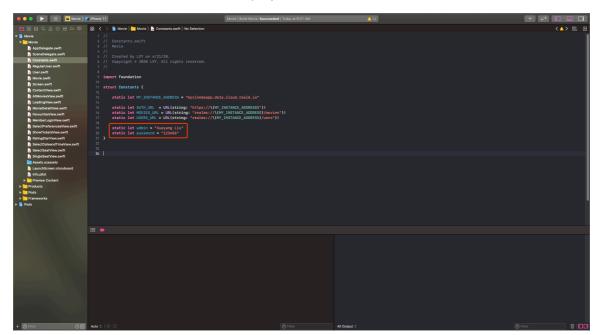
Then click user and create new user.





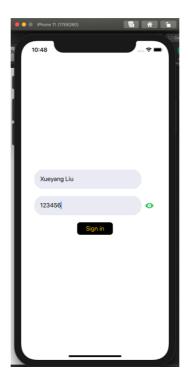


Input your desired username and password. promote the user to administrator and update the one in the Constants.swift in Movie project.



Now, the final step: Open the RealmExp project and update its Constants.swift.(the workspace file as well)

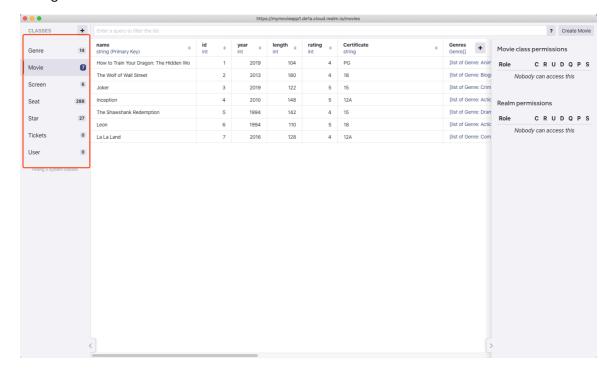
Run the RealmExp by simulator:



Sign in using the realm username and password, same as what you write in the Constants.swift in the Movie Project.

Click once the write movie button and once the write screen button.

Now go to realm studio see if the database is initialized with these data.



If the realm studio show something like "no class schema", just delete the /movie archive and run the RealmExp again to initialize it. Sometimes the bug occurs due to the delay of Internet.

