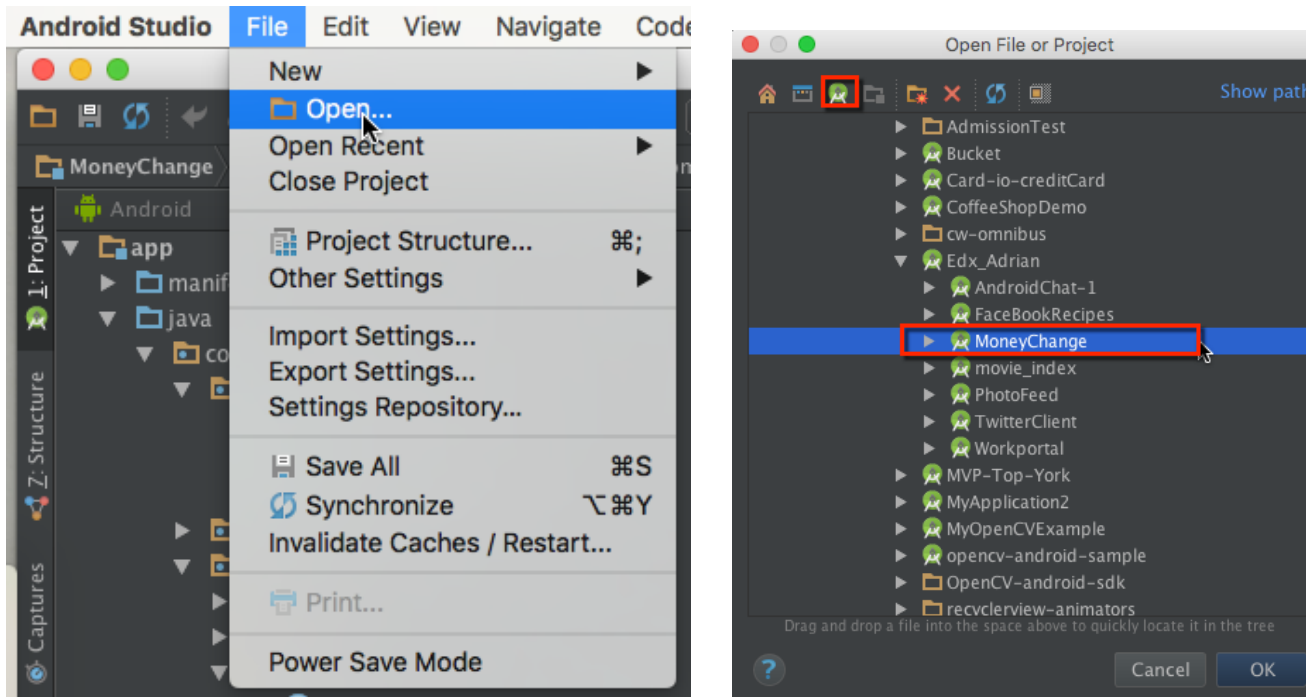


## 1. Resource code:

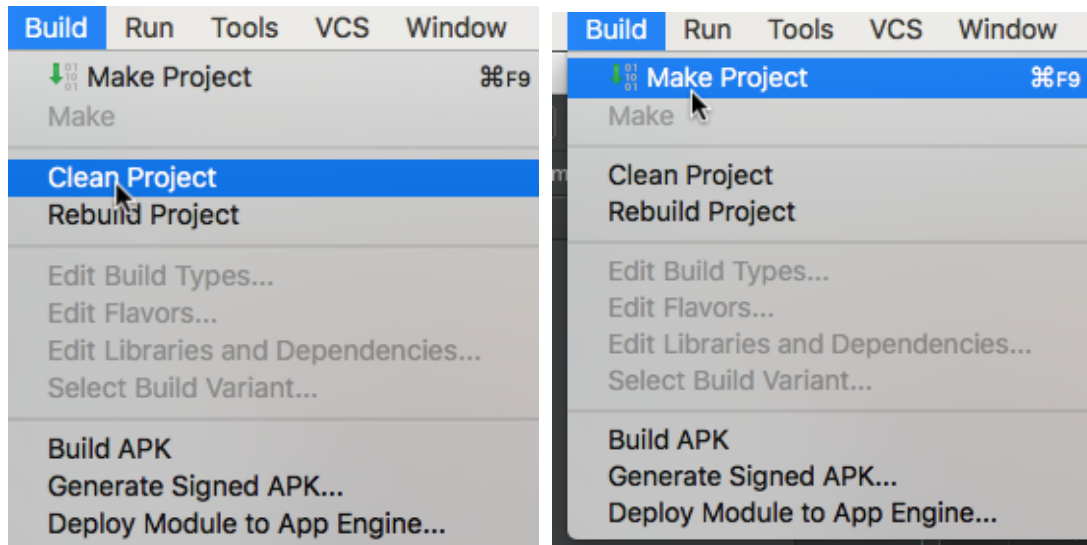
Please clone the repo from <https://github.com/alicesresponde/MoneyChange> using the command

“**git clone** <https://github.com/alicesresponde/MoneyChange>.git “

With AndroidStudio IDE, open the project from the path where was cloned the repo



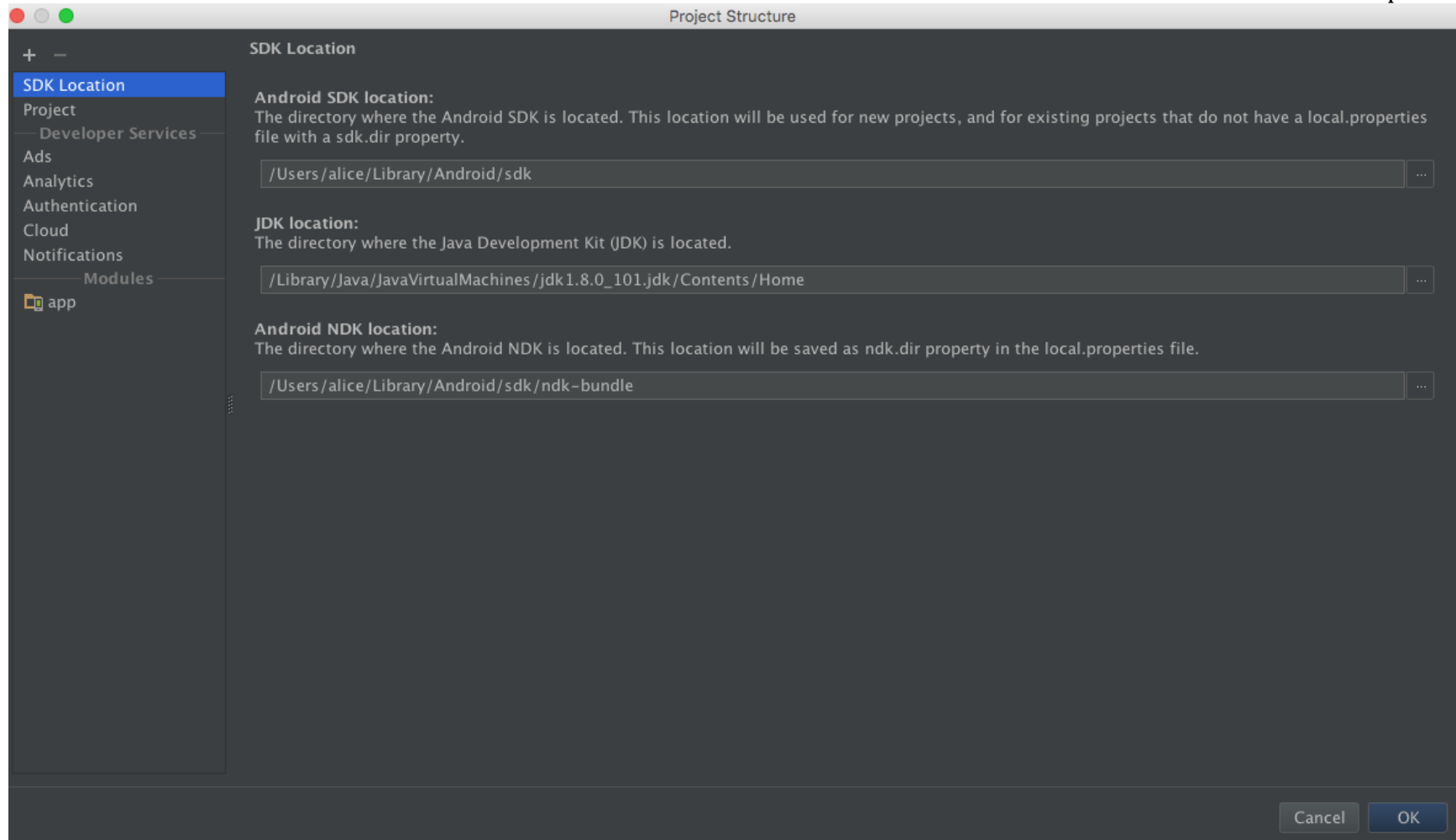
## 2. Build Process:

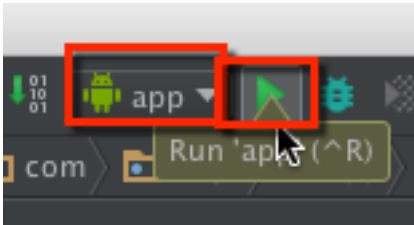


Run App (The app Android icon must to the visible)

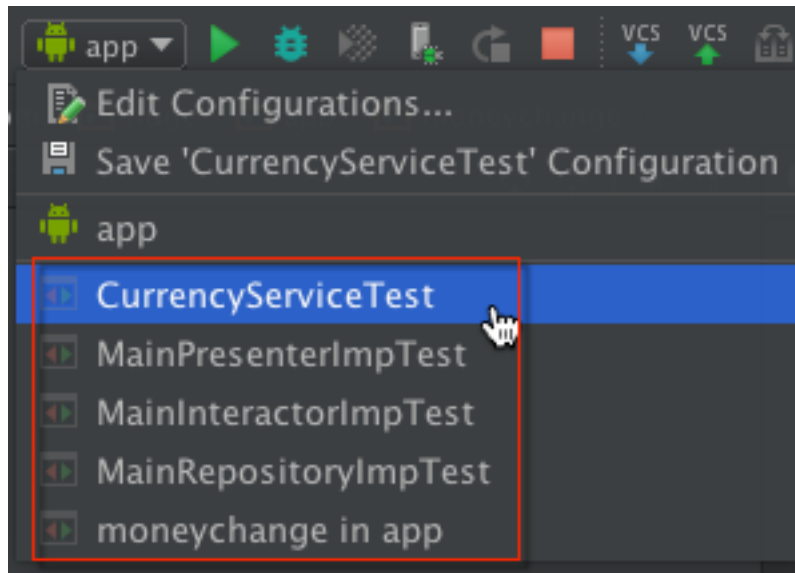
Note: You must to install:

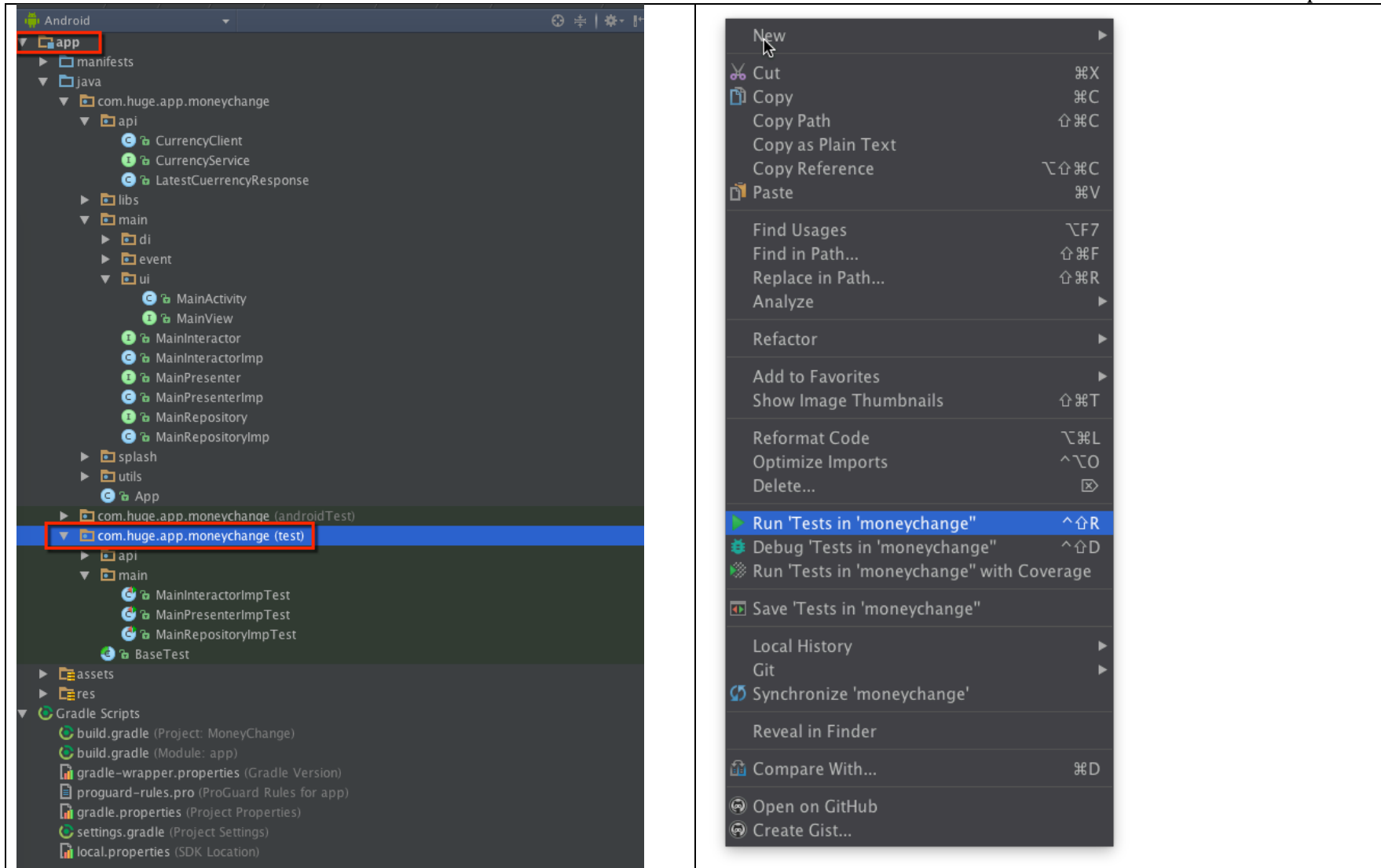
- [android build tools 24.0.0](#)
- [JDK 1.8](#)
- [AndroidStudio 2.1.2](#)





### 3. Run App Test:

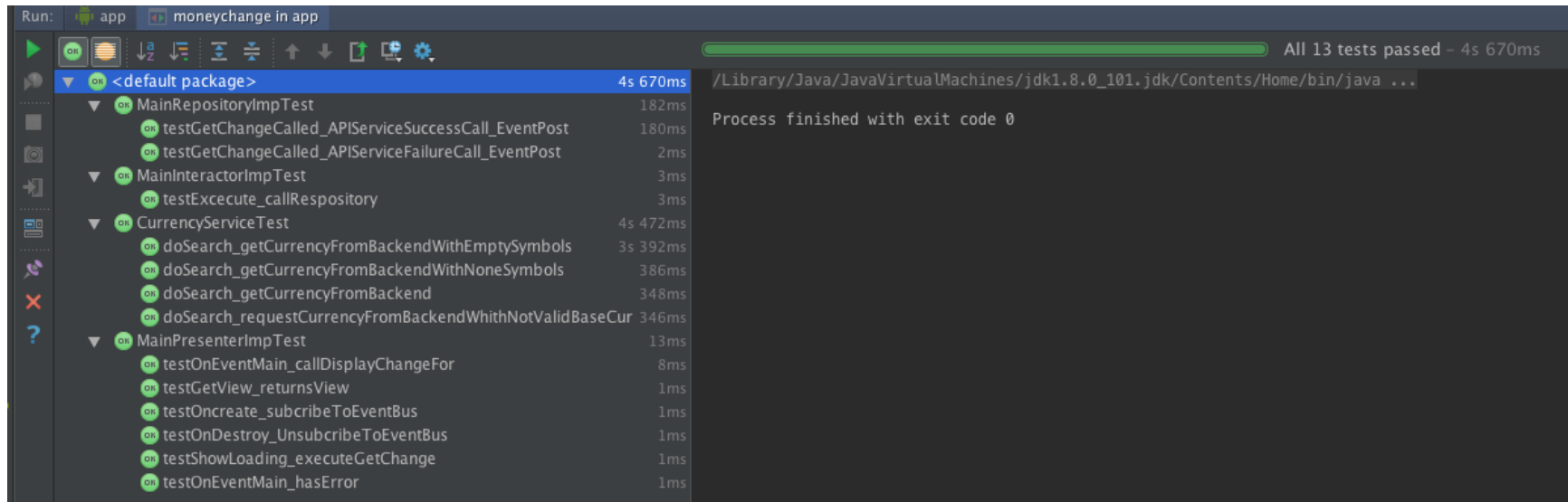




The screenshot displays the Android Studio IDE. On the left, the 'Project' tool window shows the hierarchy of the 'app' module. The 'com.huge.app.moneychange (test)' package is selected and highlighted with a red rectangle. On the right, a context menu is open, showing various actions. The 'Run' button (a green play icon) is highlighted, and the 'Run' option is selected, also highlighted with a red rectangle.

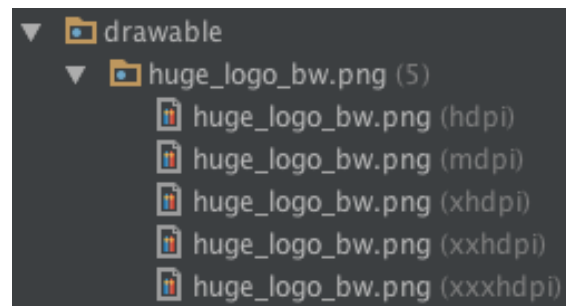
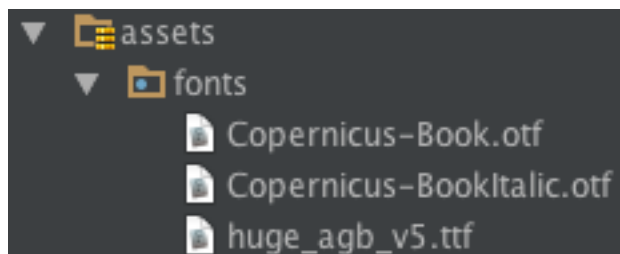
**Project Structure (Left Panel):**

- Android
  - app
    - manifests
    - java
      - com.huge.app.moneychange
        - api
          - CurrencyClient
          - CurrencyService
          - LatestCuerrenyResponse
        - libs
        - main
          - di
          - event
          - ui
            - MainActivity
            - MainView
            - MainInteractor
            - MainInteractorImp
            - MainPresenter
            - MainPresenterImp
            - MainRepository
            - MainRepositoryImp
        - splash
        - utils
        - App
      - com.huge.app.moneychange (androidTest)
      - com.huge.app.moneychange (test)**
        - api
        - main
          - MainInteractorImpTest
          - MainPresenterImpTest
          - MainRepositoryImpTest
          - BaseTest
      - assets
      - res
      - Gradle Scripts
        - build.gradle (Project: MoneyChange)
        - build.gradle (Module: app)
        - gradle-wrapper.properties (Gradle Version)
        - proguard-rules.pro (ProGuard Rules for app)
        - gradle.properties (Project Properties)
        - settings.gradle (Project Settings)
        - local.properties (SDK Location)




#### 4. Images Resources & Assets

[https://drive.google.com/file/d/0BwlO2fVKIe\\_DLVJaaUZCLXR5MkE/view?usp=sharing](https://drive.google.com/file/d/0BwlO2fVKIe_DLVJaaUZCLXR5MkE/view?usp=sharing).



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## 5. Screen Captures

