# Mobile Time Accounting

## Build Process

AMOS Project 5

May 26, 2015

# 1 iOS Build Process

- Clone project from repository:
  `https://github.com/corchwll/amos-ss15-proj5_ios`

- Open project in XCode

- Select MobileTimeAccounting as target with appropriate simulator/device

- Press *Command+B* to start build process

- Press *Command+U* to run all tests

- Press *Command+R* to run application

# 2 Android Build Process

- Clone project from repository:
  `https://github.com/corchwll/amos-ss15-proj5_android`

- Open project in Android Studio

- Press *Build → Make Project* to build project with gradle

- Open terminal in root folder and type *./gradlew connectedAndroidTest* to run tests on device

- Press *Run → Run 'app'* to run application

# 3 HTML5 Build Process

- Clone project from repository:
  `https://github.com/corchwll/amos-ss15-proj5_html5`

- Open terminal in root folder and type *gulp build* to start build process

- Afterwards type *gulp manifest*

# 4 Phonegap Build Process

- Clone project from repository:
  `https://github.com/corchwll/amos-ss15-proj5_phonegap`

- Install gradle, phonegap and windows phone build tools

- Open terminal at root folder

- Type *phonegap platform add ios/android/wp8* to add platform

- Type *gulp build* to start build process

- Afterwards type *phonegap build ios/android/wp8* for specific build

# 5 Windows Build Process

- Clone project from repository:
  `https://github.com/corchwll/amos-ss15-proj5_windows`

- Open project in Visual Studio

- Right click on project and press *Build* to build project

- Choose device and press *Play* to run application