

# **Mobile Time Accounting**

**Build Process**

AMOS Project 5

July 14, 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
- type `npm install`
- type `bower install`
- 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 `npm install`
- type `bower install`
- 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