



Build Documentation

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simonsasse edited this page last month · 9 revisions

Introduction

Welcome to the build documentation for the *amos2023ws03-gui-frame-diff* project — a tool designed for analyzing and presenting differences in various video files. This documentation outlines the process of building the different modules that form part of the project.

Prerequisites

- Java (Working at least with JDK Coretto 17.0.9)
- Gradle (Working at least with version 7.4.2)

For detailed information please refer to the corresponding readme of the respective libraries.

Building and Running the modules

Library 1

The VideoGenerator consists of the library and an example project.

library

1. build in VideoGenerator/library
 - `./gradlew assemble`
2. Run the unit tests
 - `./gradlew test`

example

1. build in VideoGenerator/example
 - `./gradlew assemble`
2. download test assets
 - `./gradlew downloadAndUnzipTestAssets`
3. to run unit tests
 - `./gradlew test`
4. For the next steps we assume, that `emulator` and `adb` are installed (usually at `$ANDROID_HOME/(emulator,platform-tools)`) and in the `PATH`
 - `emulator -list-avds`
5. start the emulator without loading a previous snapshot
 - `emulator -avd Pixel_3a_API_34_extension_level_7_x86_64 -no-snapshot-load -wipe-data`
6. if the emulator says that it cant connect to adb, we need to restart the adb server
 - `adb kill-server && adb start-server`
7. to run android tests
 - `./gradlew connectedAndroidTest`

- 8. installing the debug apk into the emulator
 - adb install app/build/outputs/apk/debug/app-debug.apk
- 9. To run the app, one needs to click the appropriate icon in the emulator or by running this adb shell command
 - adb shell am start -n de.guiframediff.videogeneratorexample/de.guiframediff.videogeneratorexample.MainActivity -a android.intent.action.MAIN -c android.intent.category.LAUNCHER --splashscreen-show-icon

Library 2

- 1. Build a jar file:
 - ./gradlew assemble
- 2. Download test assets:
 - ./gradlew downloadAndUnzipTestAssets
- 3. To run tests:
 - ./gradlew test

GUI

- 1. Build a jar file:
 - ./gradlew assemble
- 2. To run tests:
 - ./gradlew :test
 - The colon prevents tests from lib1 and lib2 to run as well.
- 3. To build a native application for the current OS:
 - ./gradlew createDistributable
- 4. Run the app without creating an executable (call 1. before):
 - ./gradlew :run

Currentness of Documentation

This documentation is written on the basis of [Release 12](#). Changes beyond this release are not yet documented here.

Legal Information

The entire project operates under the MIT license, making it open and free for use.

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