**Android Manual**

**1.1 INTRODUCTION**

This is an extensive Android manual that speaks about how and where to install the Eclipse with Android Developer toolkit and how to how the code and various features of the code. The Android development was done in a Windows machine and was tested in a Samsung Galaxy Note 3 Device which is a 5.5 screen device running in Android 5.0.

**1.2 INSTALL ECLIPSE AND ANDROID DEVELOPER TOOLKIT:**

Please read this section of the document completely carefully before installing Eclipse.

**1.2.1 Complete Bundle Download**

To download the complete bundle of both the Eclipse and Android Development Toolkit, please select the following links based on your personal Computer. Please note that if your computer doesn't download then follow the steps in section 1.2.2 and 1.2.3 to download eclipse manually and run it.

They all worked on November, 11th 2015 during the time of writing this document. Please select the link for your particular Operating system. If section 1.2.1 is successful please do not use section 1.2.2 and 1.2.3.

* [Windows x86-64](https://dl.google.com/android/adt/adt-bundle-windows-x86_64-20140702.zip)
* [Windows x86](https://dl.google.com/android/adt/adt-bundle-windows-x86-20140702.zip)
* [Mac OS x86-64](https://dl.google.com/android/adt/adt-bundle-mac-x86_64-20140702.zip)
* [Linux x86](https://dl.google.com/android/adt/adt-bundle-linux-x86-20140702.zip)
* [Linux x86-64](https://dl.google.com/android/adt/adt-bundle-linux-x86_64-20140702.zip)

**1.2.2 Manual Install Eclipse**

1. Download eclipse for java Developers from <http://www.eclipse.org/downloads/>

2. Click the downloaded file and go through the standard installation procedure on the screen.

**1.2.3 Manual Install Android DevelopementToolkit**

1. Start Eclipse, then select **Help** > **Install New Software**.
2. Click **Add**, in the top-right corner.
3. In the Add Repository dialog that appears, enter "ADT Plugin" for the *Name* and the following URL for the *Location*: https://dl-ssl.google.com/android/eclipse/
4. Click **OK**.
5. In the Available Software dialog, select the checkbox next to Developer Tools and click **Next**.
6. In the next window, you'll see a list of the tools to be downloaded. Click **Next**.
7. Read and accept the license agreements, then click **Finish**. If you get a security warning saying that the authenticity or validity of the software can't be established, click **OK**
8. When the installation completes, restart Eclipse.

**1.3 IMPORTING AND RUNNING CODE:**

1. After installing Eclipse and Please choose your workspace path and create to open eclipse in the given workspace and select File->Import.
2. Please select the project type as Android and elect Existing code into Workspace
3. Browse to the root directory and press on the Finish button. Please wait till all the build is complete.
4. Press the Run option in the eclipse window or press the Ctrl+F11
5. Please use the mysql-jbdc imported in the project as well before running the code. This is required to connect with database. The mysql-connector-java-3.0.17.ga.bin jar file is also given in submission for the grader to quickly import the library in Eclipse. (To import into library right click the project,select build path->Add External library and select the library.)

**1.4 CODE FLOW PIPELINE**

The code contains 2 activities

1. MainActivity
2. NextPage

The MainActivity is a a basic registration form. It comprises of the following textbox namely

* 1. First Name
  2. Last Name
  3. Address
  4. State
  5. Zipcode
  6. Emergancy Contact Name
  7. Emergancy Contact Number

The MainActivity connects to the Amazon AWS server which can register the user for the future use. This Activity has a special property of checking itself with the server whether the phone number grabbed from the user phone is found in the amazon AWS server. If the user has already registered it automatically moves to the next activity.

The NextPage contains the help screen in which you can type in your message. It can automatically take in your location and the phone number and it can send it to the server whenever the user presses the helpme button.

**1.5 TESTING CRITERIA:**

The app is tested with 2 criteria

1. When Location information is present
2. When Location Information is not present.

In the first case the request is passed to the server. In the second case a message is shown and the app tries to gather the location information.

**1.6 CONCLUSION:**

The app works perfectly connecting to the server and passing the request thereby completing the information gather phase of the project to an end.