Mobile App Installation Guide

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To be able to deploy the web based code located in the Mobile-App folder, there are a couple of steps that must be followed to be able to build the app to deploy it on the operating system of your choice. Ultimately, free open source software phonegap will do the majority of the heavily lifting of converting our web based source code into platform specific code.

Step 0

Before Phonegap can be installed, freeware Node.js must be installed. Node.js is an environment that allows Javascript to be run outside of the browser. In this case, on the Phonegap cloud. It can be found at <http://nodejs.org/> . Downloading and installing it is generally straight forward.

Step 1

Once nodejs is installed, enter **-> npm install –g phonegap** into a command prompt. This might take a few seconds, but will download and install phonegap.

Step 2

Once phonegap is installed, follow directions here -> <http://docs.phonegap.com/en/3.5.0/guide_cli_index.md.html#The%20Command-Line%20Interface> on using the phone gap capabilities.

Step 3

Once you have followed the steps in the above URL to install cordova, create a subdirectory, add the specific platform you wish to deploy the app on, and build, the app is ready to be deployed. Instead of trying to run it from the cordova command line, I would suggest going into your SDK and opening up the workspace from there. It is important to note that phonegap will not let you add the app to a platform if the required SDK is not downloaded.

For Android, follow download from-> <http://developer.android.com/sdk/index.html>

For IOS, follow download from -> <https://developer.apple.com/xcode/downloads/>

For Blackberry, follow download -> <http://developer.blackberry.com/>

If you get errors in the platform add step, make sure to have the correct path’s added to your environment variables. For android, this requires you have apache ant added to your path as well as your Java Runtime Environment. Also, the SDK of your choice must also be attached to the path.

Step 4

The app now should be ready for deployment. Run it with an emulator or on a connected device. To edit the app or rebuild it, go to where your app has been built and replace the www folder with the updated www folder (www folder holds all of the source code for a web based app). Now, all you have to do is run -> **cordova build** -> from the command prompt and the app will be rebuilt with the new changes.

For an example of an android built app, check out the Android-App branch on the repository to view the build of the To do List App.