

Installation Instructions

Since Receipt Analyzer project is a mobile application, Android Studio IDE should be installed on a computer as a first step. The installation can be completed by following the below steps:

- 1) In order to use Android Studio, SDK version of Java should be installed on the computer. To get this information, **java -version** or **java --version** can be executed on the command prompt (CMD) as below:

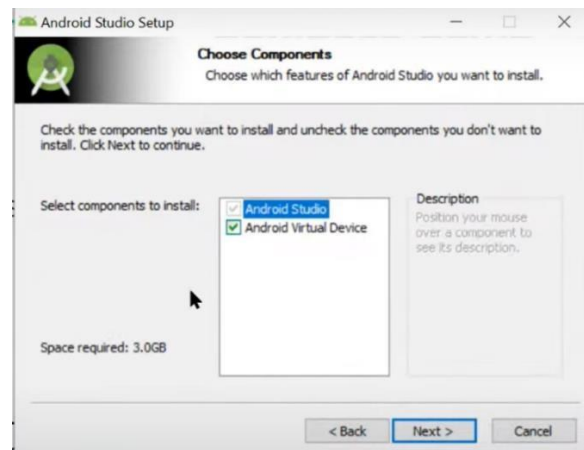
```
C:\Users\HP>java -version
java version "1.8.0_251"
Java(TM) SE Runtime Environment (build 1.8.0_251-b08)
Java HotSpot(TM) 64-Bit Server VM (build 25.251-b08, mixed mode)

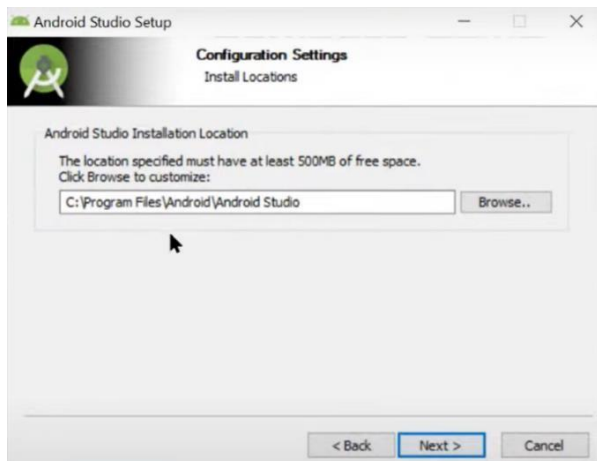
C:\Users\HP>
```

If it is not available, the appropriate SDK version could be downloaded from this link:

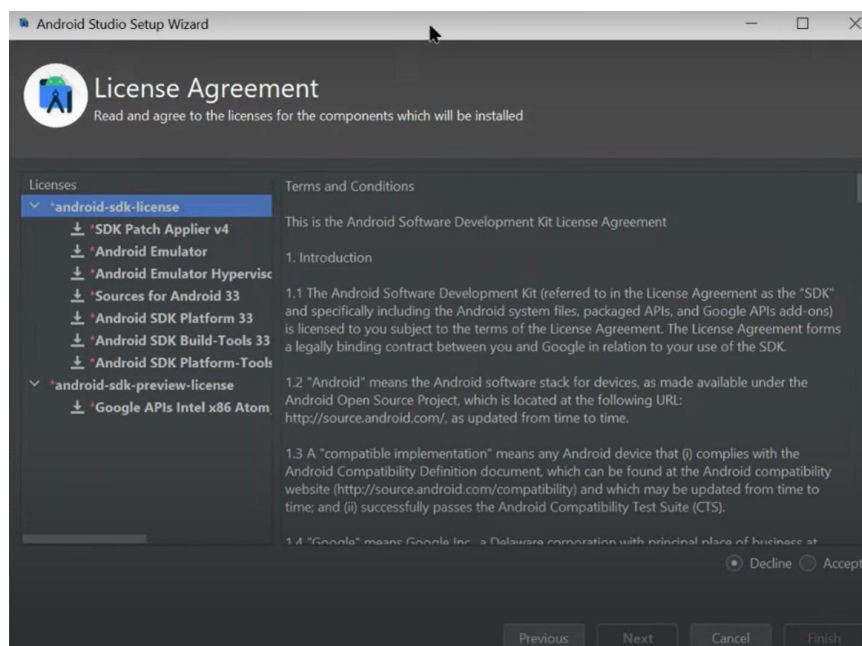
<https://www.java.com/tr/download/>

- 2) Official website of Android Studio <https://developer.android.com/studio> is visited to download the latest version of the IDE. Download button is clicked on.
- 3) After downloading the program setup procedure is followed by pressing next and install buttons as follows:





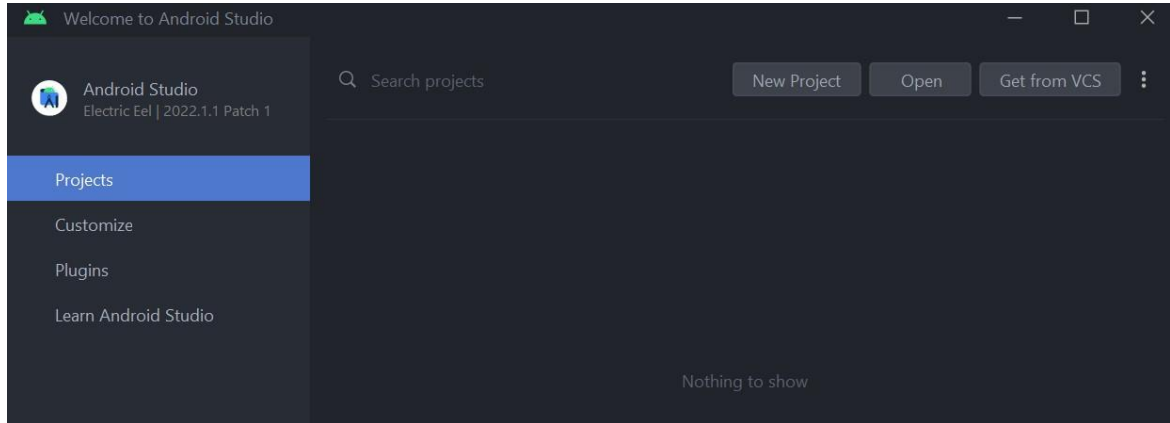
- 4) Then, finish button is clicked on to complete the setup. A welcome page is displayed on the screen. After pressing next, **Standard** option of Android Studio is selected under “Install Type” part. In each screen, next option is used. Several configurations can also be completed such as selecting UI theme. As a last step, license agreement is accepted by pressing accept button.



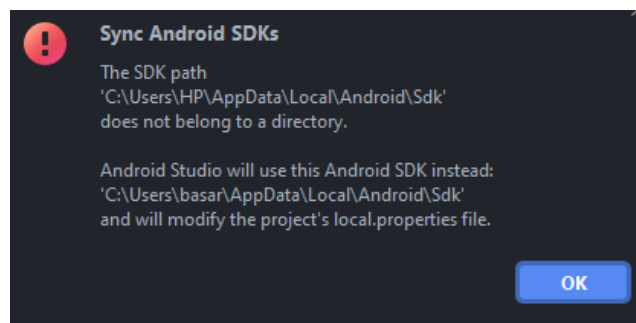
- 5) Installation of the Android Studio is completed successfully.

Setup Instructions

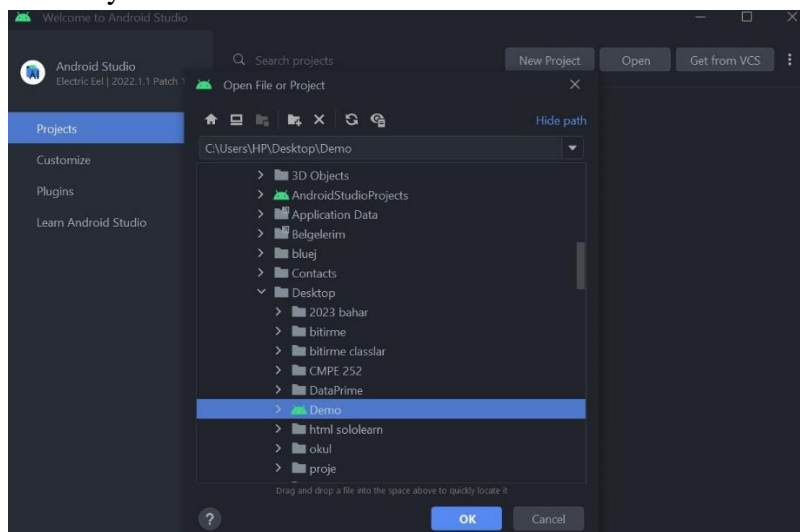
As a first step, the source code folder which has a name “**Demo**” in the USB flash disk is moved to the desktop of the local computer. After that, the project is selected by using “Open” part in the Android Studio:



If a warning message is encountered as below, OK button should be clicked without a care.

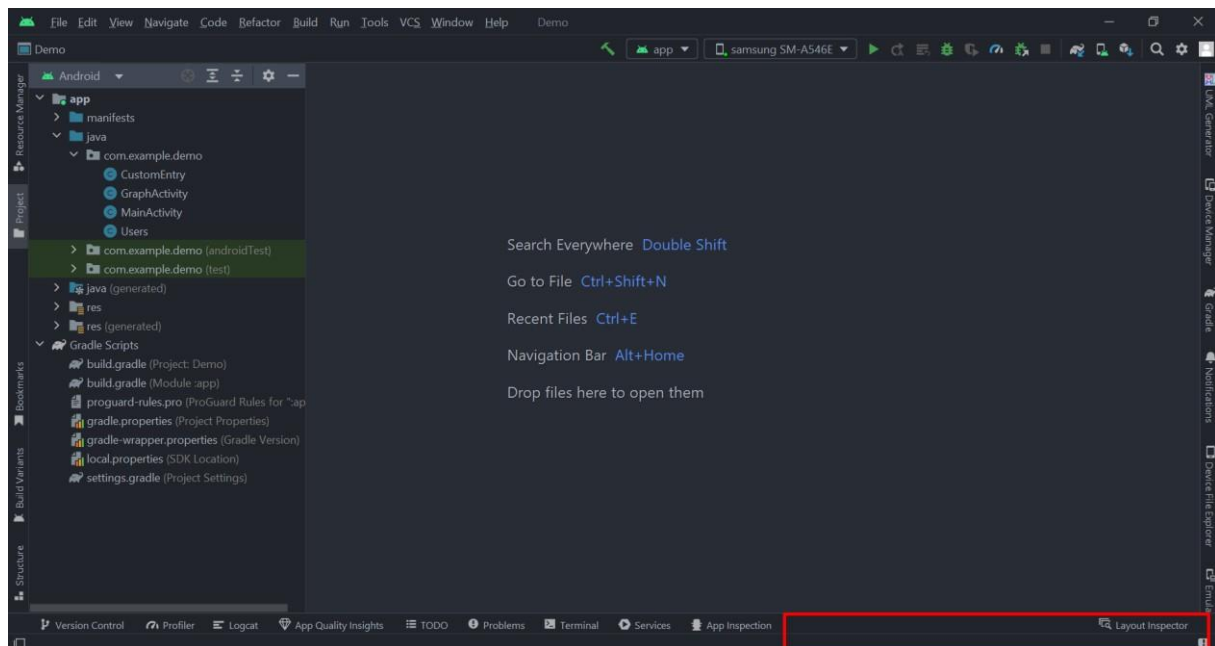


The project is selected from the desktop directory (Users/YourLocalComputerName/Desktop/Demo). The Android project icon with its' name is appeared on the directory to click as follows:

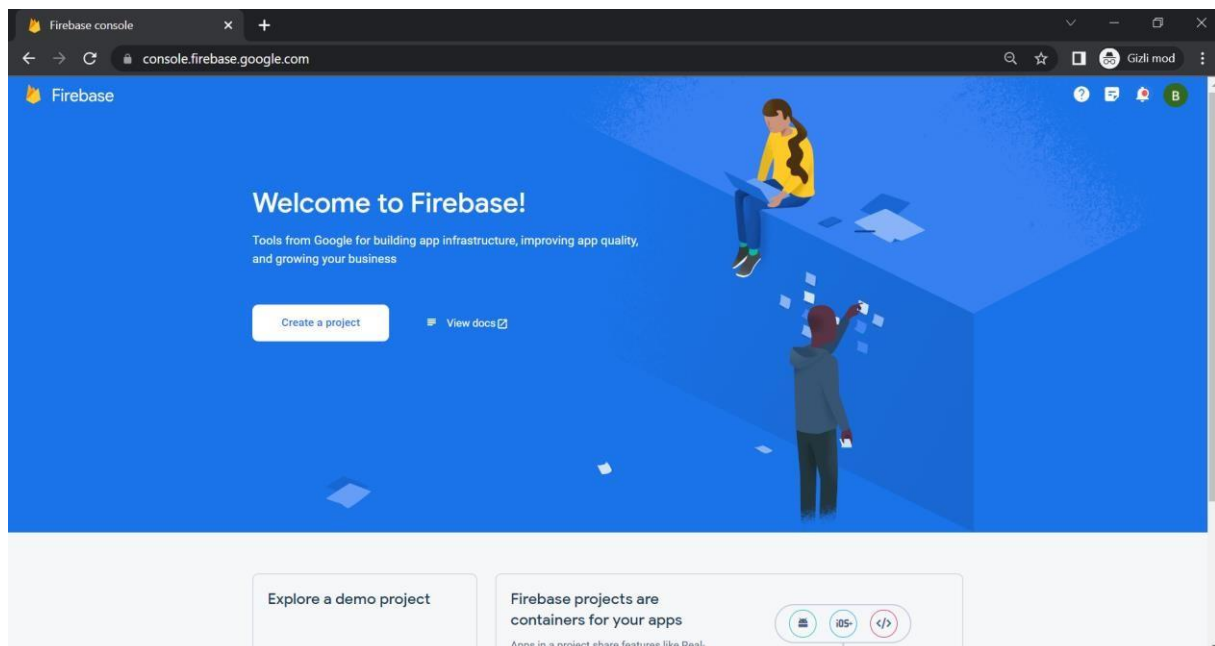


After clicking the “OK” button, the system is waiting to be installed. This process may take some time.

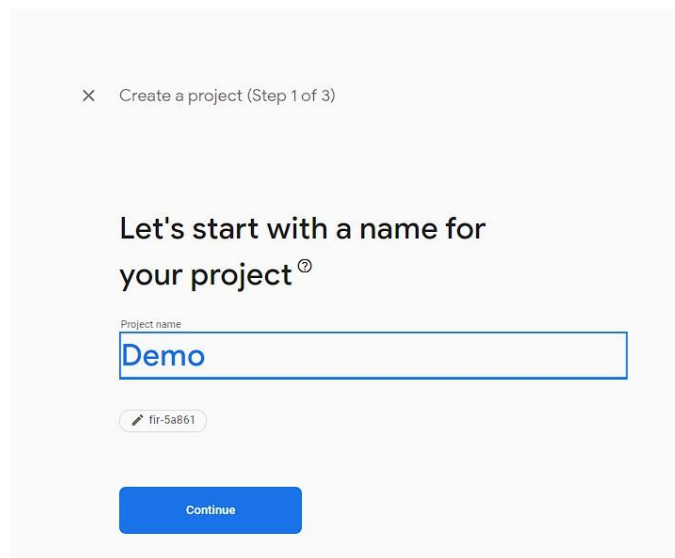
On the lower right screen, the necessary dependencies installations can continue at the first screen opening. It can be understood that the system is ready when the lower right attachment is blank as in the screenshot.



Now, the connection with Realtime Database should be handled. From the <https://console.firebase.google.com/> link, user has to login to the system with a Google account (Gmail). From the console screen, a new project should be created by pressing “Create a project” button.



From the new screen, project name is created as below:



× Create a project (Step 1 of 3)

Let's start with a name for your project ⓘ

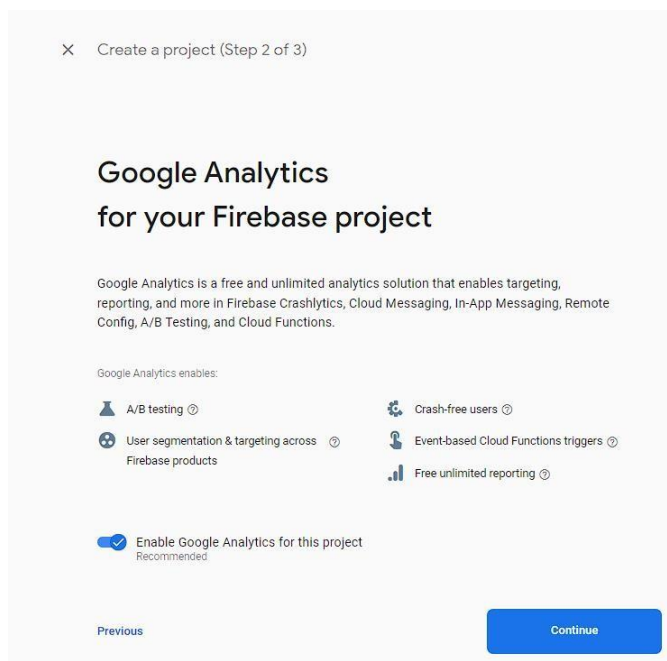
Project name

Demo

fir-5a861

Continue

Continue button is clicked on.



× Create a project (Step 2 of 3)

Google Analytics for your Firebase project

Google Analytics is a free and unlimited analytics solution that enables targeting, reporting, and more in Firebase Crashlytics, Cloud Messaging, In-App Messaging, Remote Config, A/B Testing, and Cloud Functions.

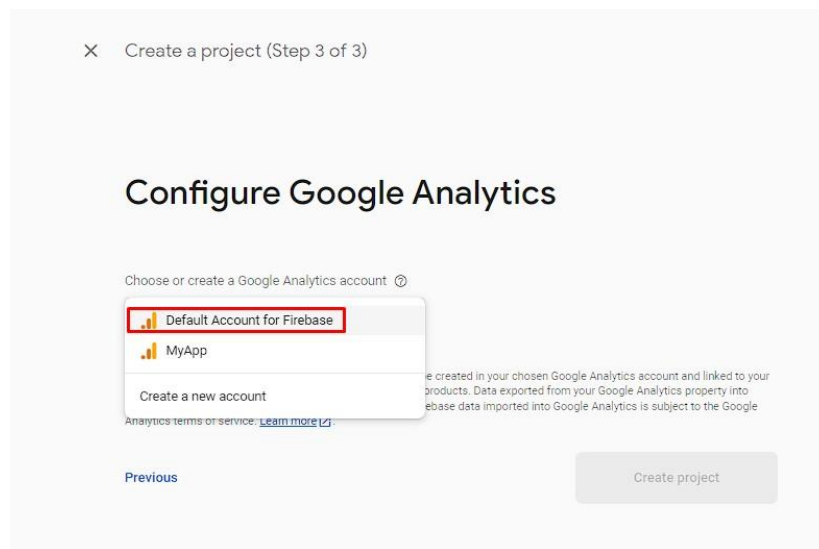
Google Analytics enables:

- A/B testing ⓘ
- User segmentation & targeting across Firebase products ⓘ
- Crash-free users ⓘ
- Event-based Cloud Functions triggers ⓘ
- Free unlimited reporting ⓘ

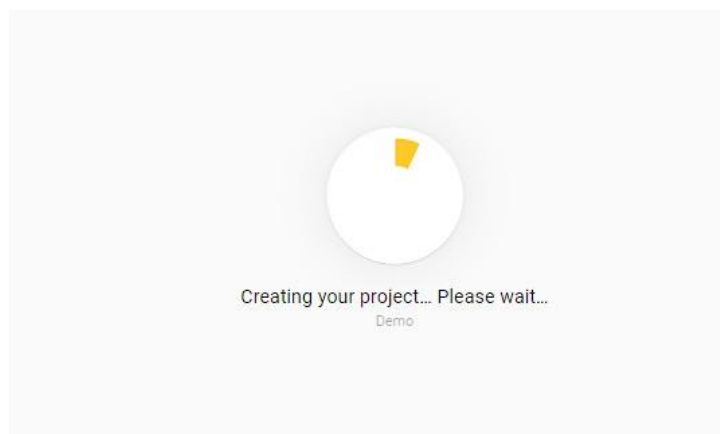
☒ Enable Google Analytics for this project
Recommended

Previous Continue

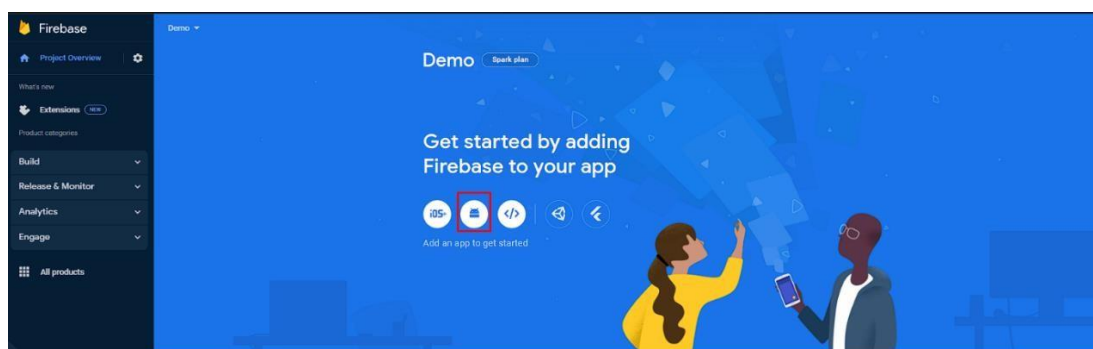
“Default Account for Firebase” option is selected and Create project button is clicked.



Creating the project is process is started.



After that, Android icon is selected in the below page:

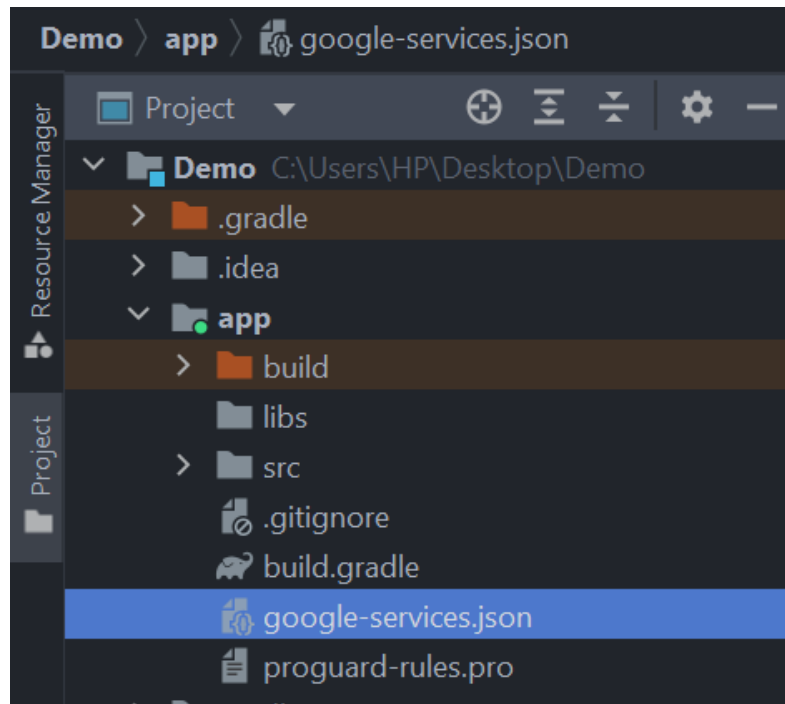


The registration process is completed by filling package name and nickname. Then Register app button is clicked.

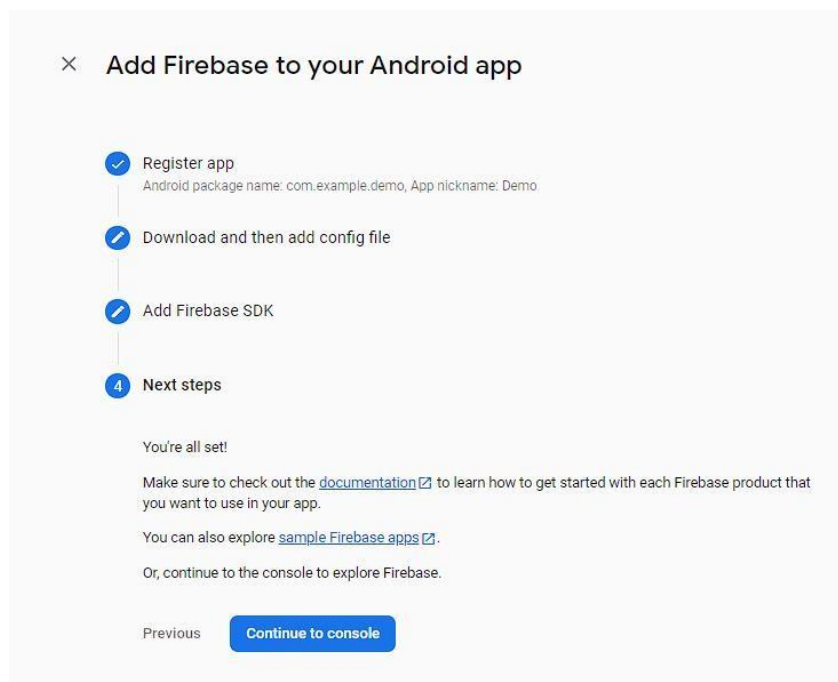
The screenshot shows the first step of the Firebase setup process. It has a title bar with a close button and the text 'Add Firebase to your Android app'. Below the title is a progress indicator with four steps: 1. Register app (active), 2. Download and then add config file, 3. Add Firebase SDK, and 4. Next steps. The 'Register app' section contains three input fields: 'Android package name' with the value 'com.example.demo', 'App nickname (optional)' with the value 'Demo', and 'Debug signing certificate SHA-1 (optional)' with a long hexadecimal string. A blue 'Register app' button is at the bottom of the first section. A small note at the bottom of the third field states: 'Required for Dynamic Links, and Google Sign-In or phone number support in Auth. Edit SHA-1s in Settings.'

In the second part, **google-services.json** file is downloaded to the computer. As described in the figure, it is important to switch to the “Project” section in Android Studio. Then, the downloaded JSON file is moved to the app directory.

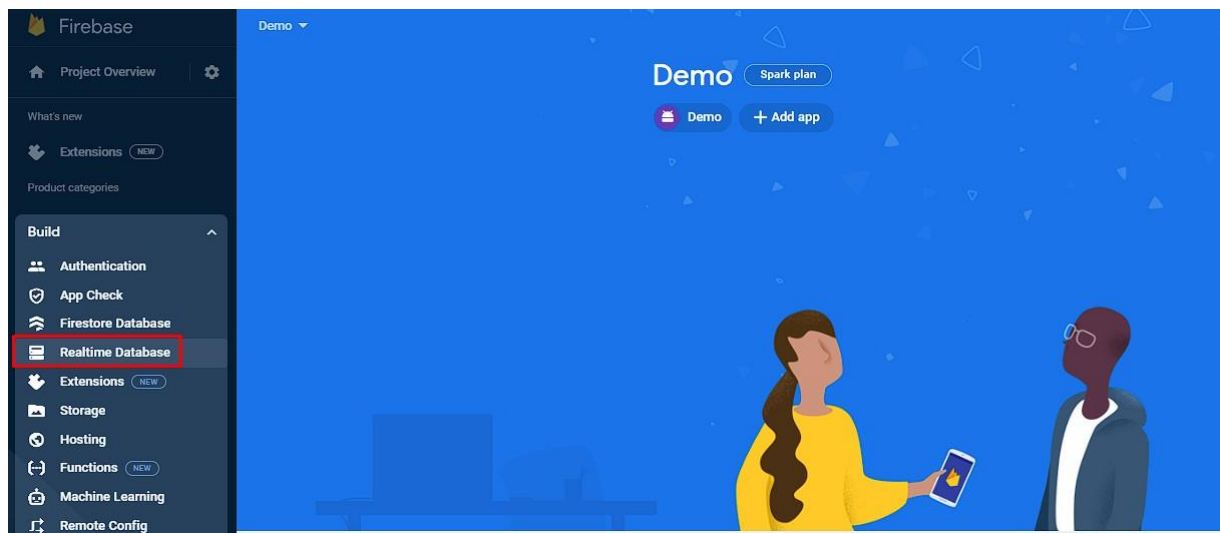
The screenshot shows the second step of the Firebase setup process. The title bar remains the same. The progress indicator shows step 2 as active. The 'Register app' step is now completed with a checkmark. The 'Download and then add config file' section contains a blue button labeled 'Download google-services.json'. Below the button, there are two instructions: 'Switch to the Project view in Android Studio to see your project root directory.' and 'Move your downloaded google-services.json file into your module (app-level) root directory.' A file icon labeled 'google-services.json' is shown. To the right, a screenshot of the Android Studio Project view is shown with blue arrows pointing to the 'app' directory and the 'google-services.json' file. At the bottom of the second section is a blue 'Next' button. The progress indicator at the bottom shows steps 3 and 4.



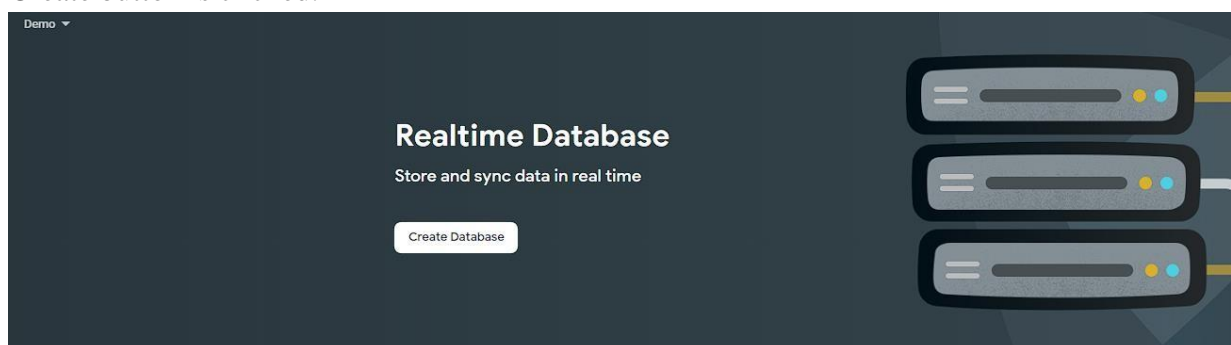
In other steps, the next button is clicked without any action and continue is called.



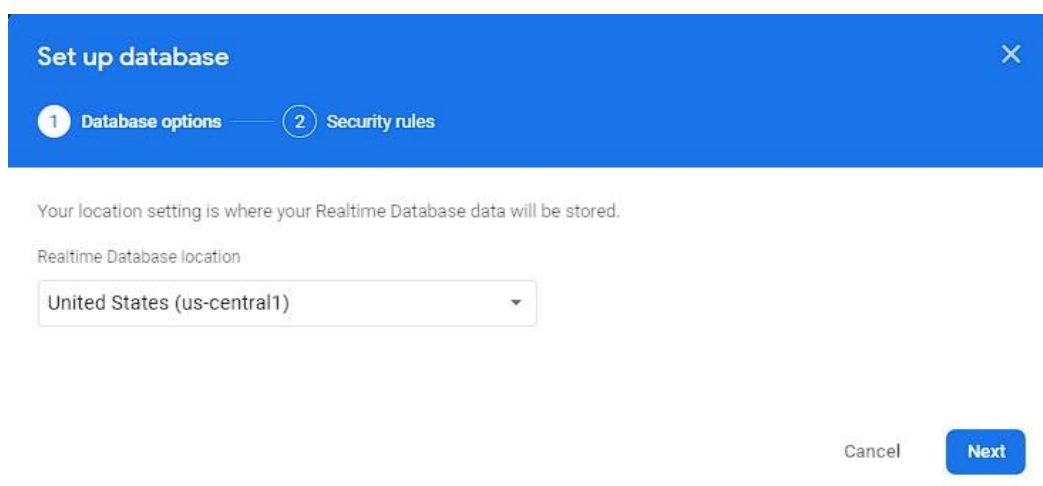
Then Realtime Database is selected from the Build title on the firebase main screen.



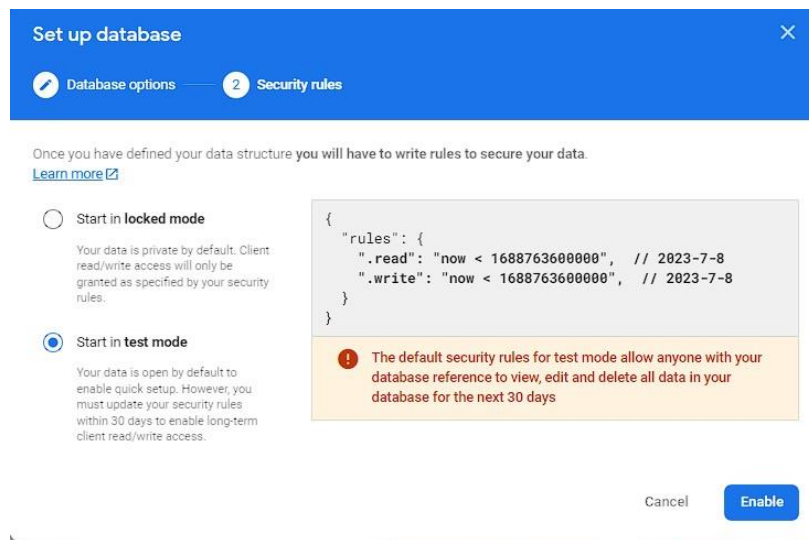
Create button is clicked.



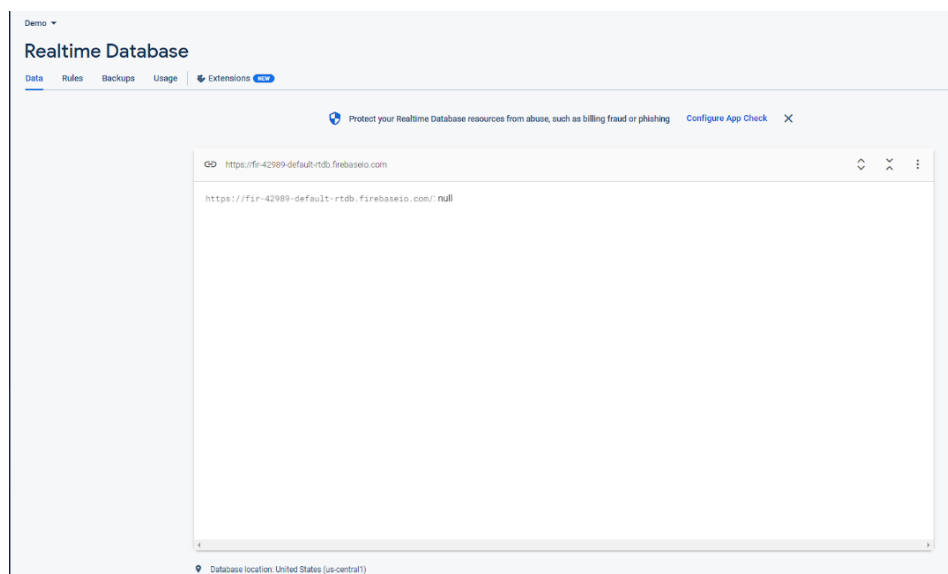
Location is selected as default (United States) and next button is pressed.



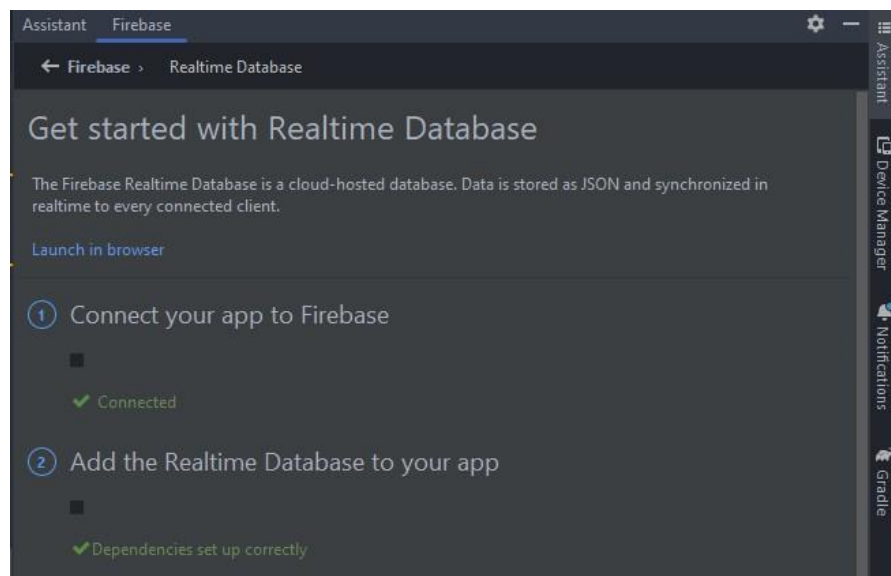
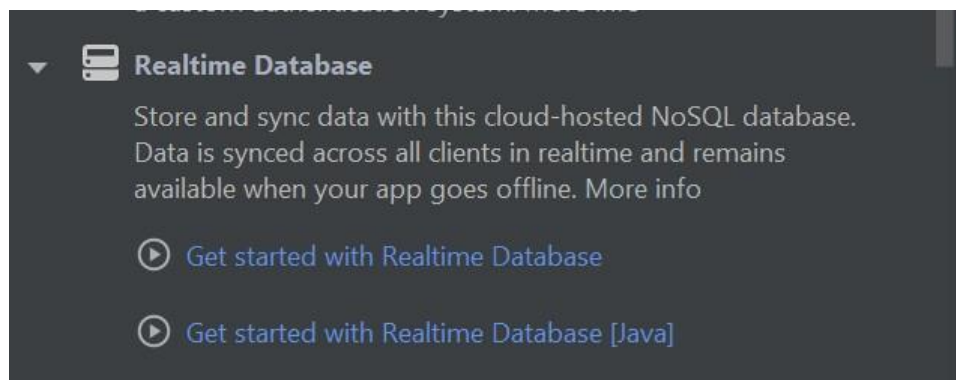
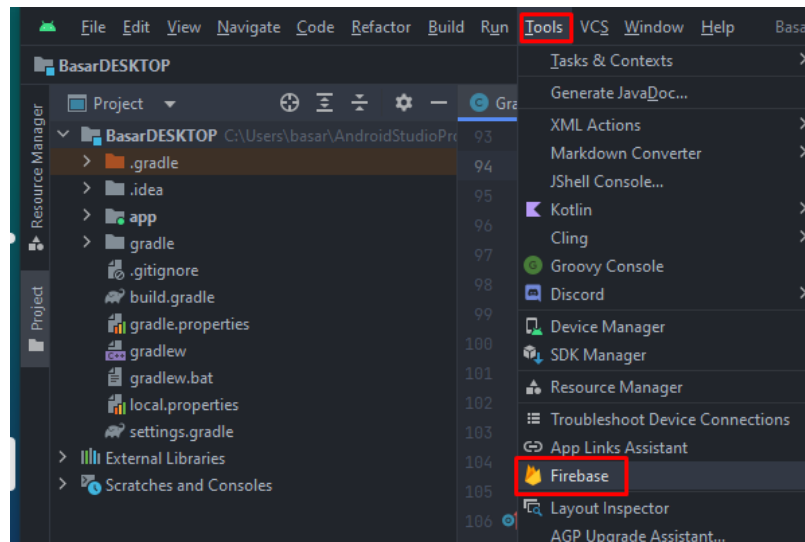
Test mode is selected and enable button is clicked on.



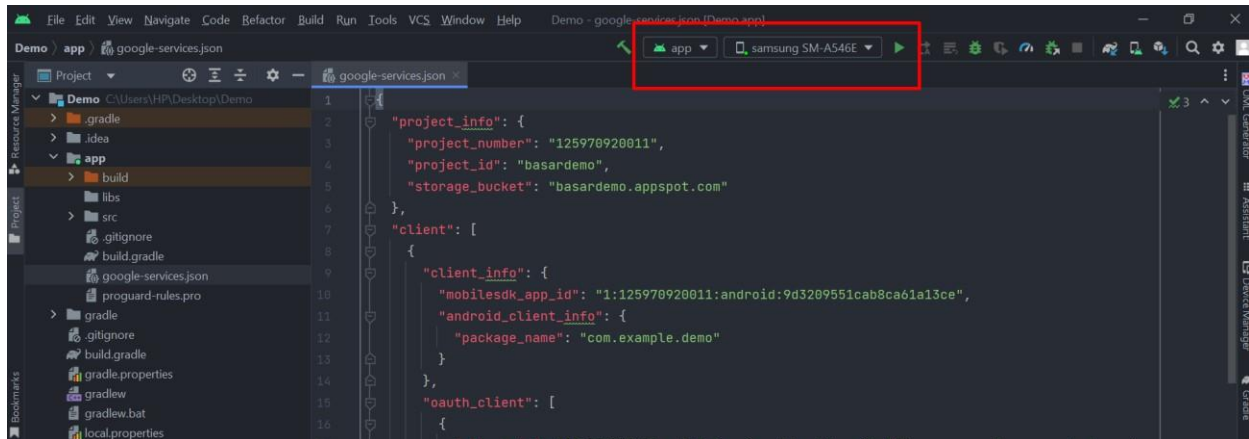
Then the empty database appears on the screen.



After completing all these steps, Android Studio is closed and started again. Then from the “Tools” menu, Firebase is selected. From the window, the Realtime Database option is controlled by pressing “Get started with Realtime Database”. The screen should be as follows:



Then, an Android-based smartphone is connected to the computer via USB or Type-C cable. The connection can be controlled as the below:



If the device is not observed on the screen, USB debugging option should be opened on the phone. The instructions can be found on the following link:

<https://www.youtube.com/watch?v=f7TP6Qs-els>

Now, the system is ready to build Android application. Run button is clicked on the Android Studio. This process also could take a little bit of time, as dependencies, Gradle scripts, and configuration files are handled. After the process is completed, the home screen UI is presented to the user as below. After scanning the desired market receipt, the data in the Realtime Database can also be observed.

