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Group 5

Task List #3 appGesture

**\*Steps to use the appGesture program on PC**

1. Load eclipse and Import the appGesture project into a Java project

2. Go to Project->Properties->Java Build Path->Click on Libraries->Click add external JARS, and then add the core.jar file

3. Run the program, click on the applet and then use the mouse to draw any of the gestures from this website <http://depts.washington.edu/aimgroup/proj/dollar/> then release when finished

**\*Steps to use the appGesture program on Android phone**

1. Enable USB debugging on phone by going to Settings->Developer Options->USB debugging.

2. Then find the .apk file in the project folder, located at MyDollar\android\bin\MyDollar.apk and then attach the file to an email and email it to yourself

3. Open that email and install the program on your phone and it will be a part of your applications for you to run at anytime

**\*How to add your own Gesture**

1. In the public void setup() method type one.add(), the add method takes in two parameters a string and an array of Integer points, for the string parameter type in the name of the gesture you trying to add. For the next part you will have to enter a series of x and y coordinates for the program to use to recognize your Gesture.

2. The next part is fairly simple type one.bind(), the bind method takes in two parameters and both are String, for the first parameter type the name of your new Gesture and for the second parameter type the word detected. With the bind method any time you draw your gesture the program will recognize it.

**Example:**

one.add(“T”,{x1,y1,x2,y2,….,xk,yk});

one.bind(“T”,”detected”);

\*Facts about the appGesture program

* The appGesture program recognizes the shapes by first using the add method to store the name and points of the shape. Then the mousePressed, mouseReleased, and mouseDragged methods are used for you the user to draw a shape. After the shape is drawn the check method is called to compare the coordinates stored with the coordinates the user just drawn and then determines what shape was attempted to be drawn based upon the stored coordinates.