- Firstly, connect to your server.
- In order to build and run both back-end API and react application the only requirement that you need to install is “docker”. In order to instal docker on Ubuntu, you can use the following commands(see https://docs.docker.com/engine/install/ubuntu/#install-using-the-repository):
    - sudo apt-get update
    - sudo apt-get install ca-certificates curl gnupg lsb-release
    - curl -fsSL https://download.docker.com/linux/ubuntu/gpg | sudo gpg --dearmor -o /usr/share/keyrings/docker-archive-keyring.gpg
    - echo "deb [arch=$(dpkg --print-architecture) signed-by=/usr/share/keyrings/docker-archive-keyring.gpg] https://download.docker.com/linux/ubuntu \ $(lsb_release -cs) stable" | sudo tee /etc/apt/sources.list.d/docker.list > /dev/null
    - sudo apt-get update
    - sudo apt-get install docker-ce docker-ce-cli containerd.io
    - sudo systemctl start docker
    - sudo curl -L "https://github.com/docker/compose/releases/download/1.29.2/docker-compose-$(uname -s)-$(uname -m)" -o /usr/local/bin/docker-compose
    - sudo chmod +x /usr/local/bin/docker-compose
    - sudo chown $USER /var/run/docker.sock

  To install on Windows, see here
- After docker is installed, you need to dockerize both react-application and api. To dockerize and run the react app you can use the following commands(you need to be in “2021SpringGroup6/front-end/playground” directory):
    - docker build -t frontapp
    - docker run -d --rm -v ${PWD}:/app2 -v /app2/node_modules -p 3001:3000 -e CHOKIDAR_USEPOLLING=true frontapp

To dockerize and run the backend api you can use the following commands(you need to be in “2021SpringGroup6/backend/sports_platform” directory):

- docker-compose build
- docker-compose up

- For the Android part, you need to download the Android Studio application into your PC. The link for downloading: Download Android Studio and SDK tools | Android Developers. Then you should clone our *android* folder in https://github.com/bounswe/2021SpringGroup6. After cloning you need to import the *AndroidSportsPlatform* folder into your Android Studio application.
- After successfully importing our application folder, all you need to do is create a virtual android emulator device. You should first go to the *Tools* tab. Then you should select *AVD Manager*. Then you should enter the *Create a Virtual Device* button.
- We as the Android team used an Emulator named *Pixel 3a XL API 30.* We suggest that you should select that emulator too.

- After successfully creating the Virtual Device, you should run our code by pressing the green triangle button. The emulator will be opened after pressing. (Note that a Virtual Device Emulator for Android is nearly 10GB, therefore you need to have that amount of free memory.)
- Also you need to enable the Map SDK to access the Google Maps for Android in this link: API Library – APIs & Services – My First Project – Google Cloud Platform