

*We are assuming: java, Eclipse, and Android SDK are already set up and running. The steps below were performed on a CSE linux lab machine.*

### **Checking out & Building:**

First, install and set up EGit; instructions can be found here:

<http://www.banym.de/eclipse/install-git-plugin-for-eclipse>. Eclipse must be restarted for EGit to take effect.

Instructions to begin importing a project can be found on the same page. Choose to import by URI, and enter <https://github.com/winglam/ZooTypers.git> as the location. The host and repository path will fill in automatically. Then enter your username and password and click next. We are assuming that your github account has been added to the list of collaborators. If not, please email [cse403-zootypers@cs.washington.edu](mailto:cse403-zootypers@cs.washington.edu) with your github username so that it can be added.

**Source Git Repository**

Enter the location of the source repository.

**Location**

URI:  Local File...

Host:

Repository path:

**Connection**

Protocol:

Port:

**Authentication**


User:

Password:

Store in Secure Store ☐


< Back Next > Cancel Finish

The next few screens require no changes before clicking next:

**Branch Selection**


Select branches to clone from remote repository. Remote tracking branches will be created to track updates for these branches in the remote repository.

Branches of <https://github.com/winglam/ZooTypers.git>:

☒  master

Select All

Deselect All



< Back


Next >

Cancel

Finish

### Local Destination

Configure the local storage location for ZooTypers.



Destination


Directory:

Initial branch:

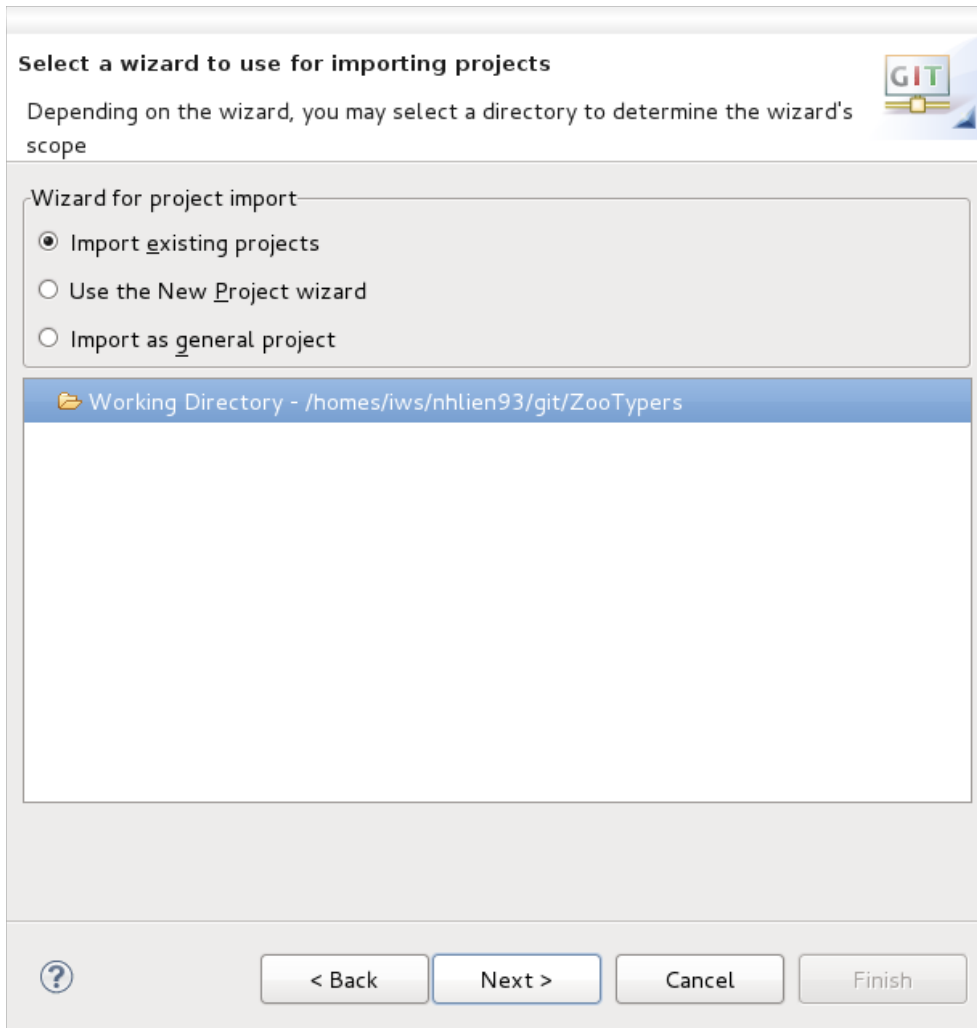
☐ Clone submodules

Configuration

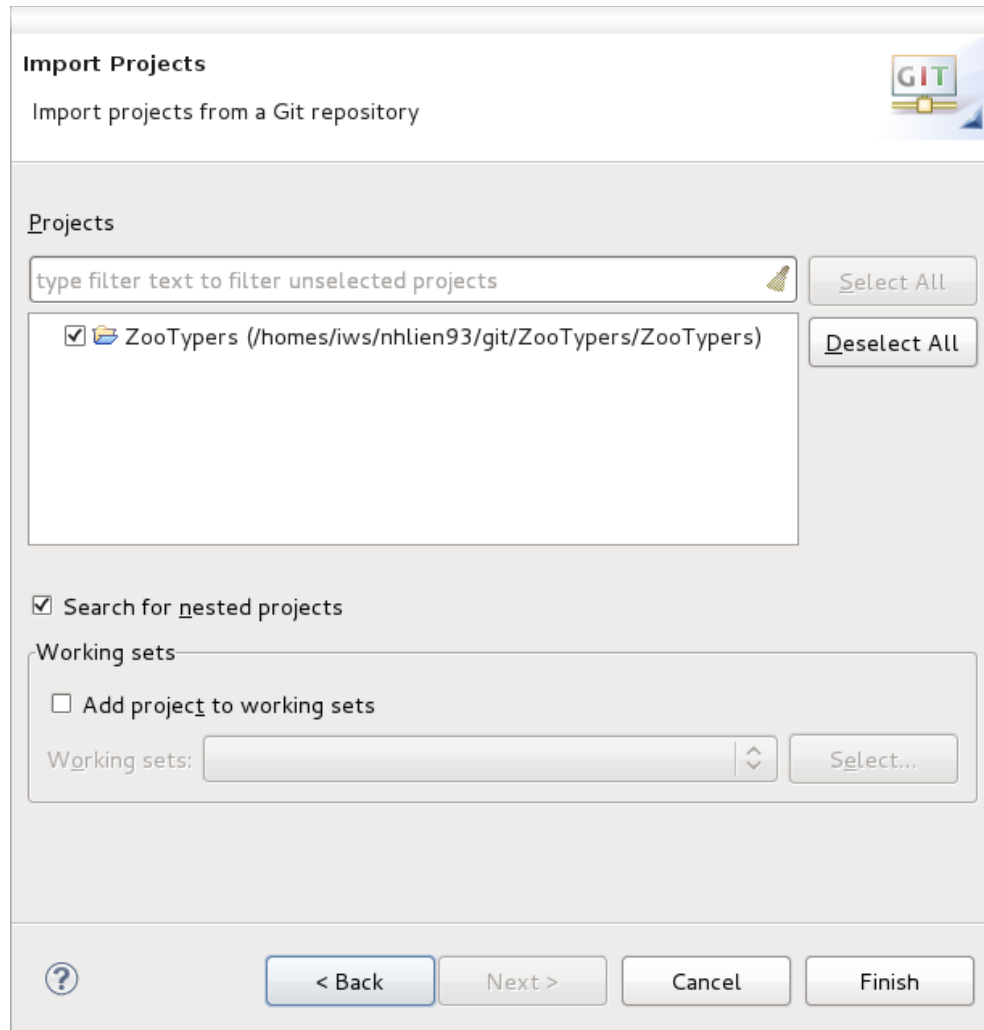
Remote name:



The project will be imported and shown. Import existing projects, and once again click next.



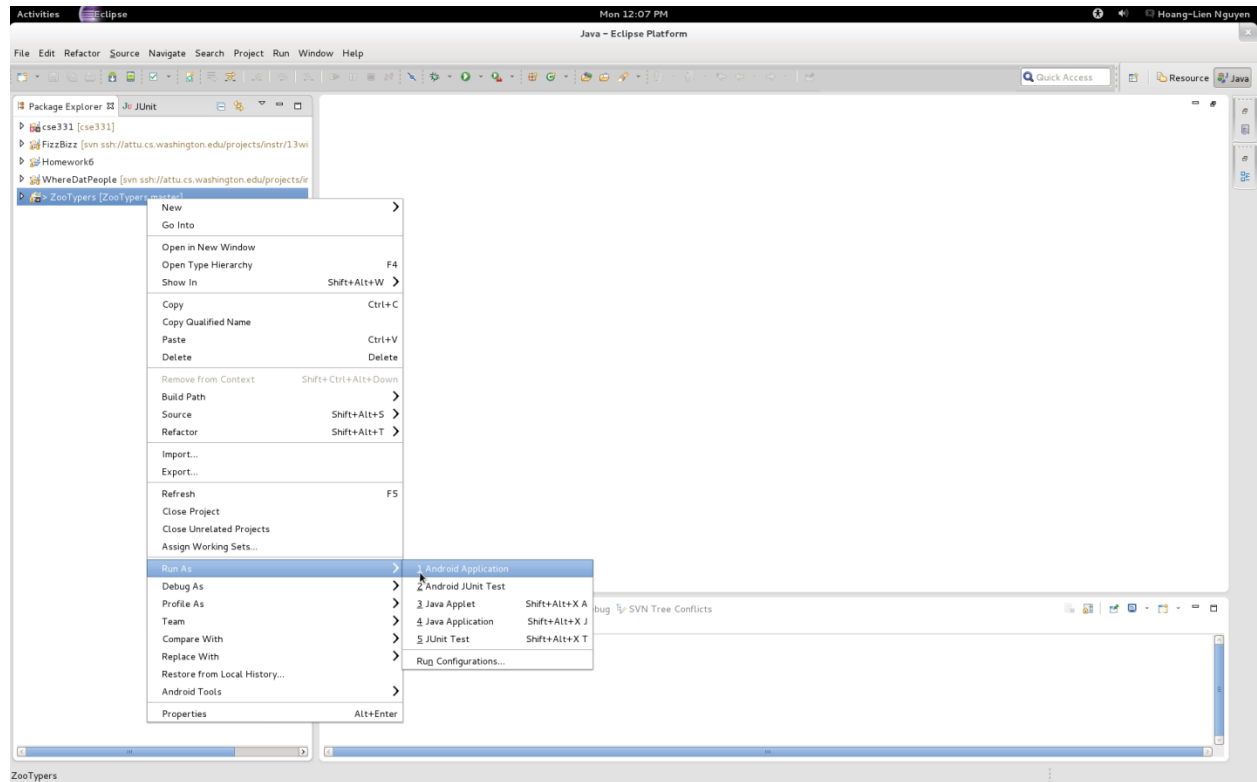
Ensure that the ZooTypers project is checked on the next screen, and click Finish.



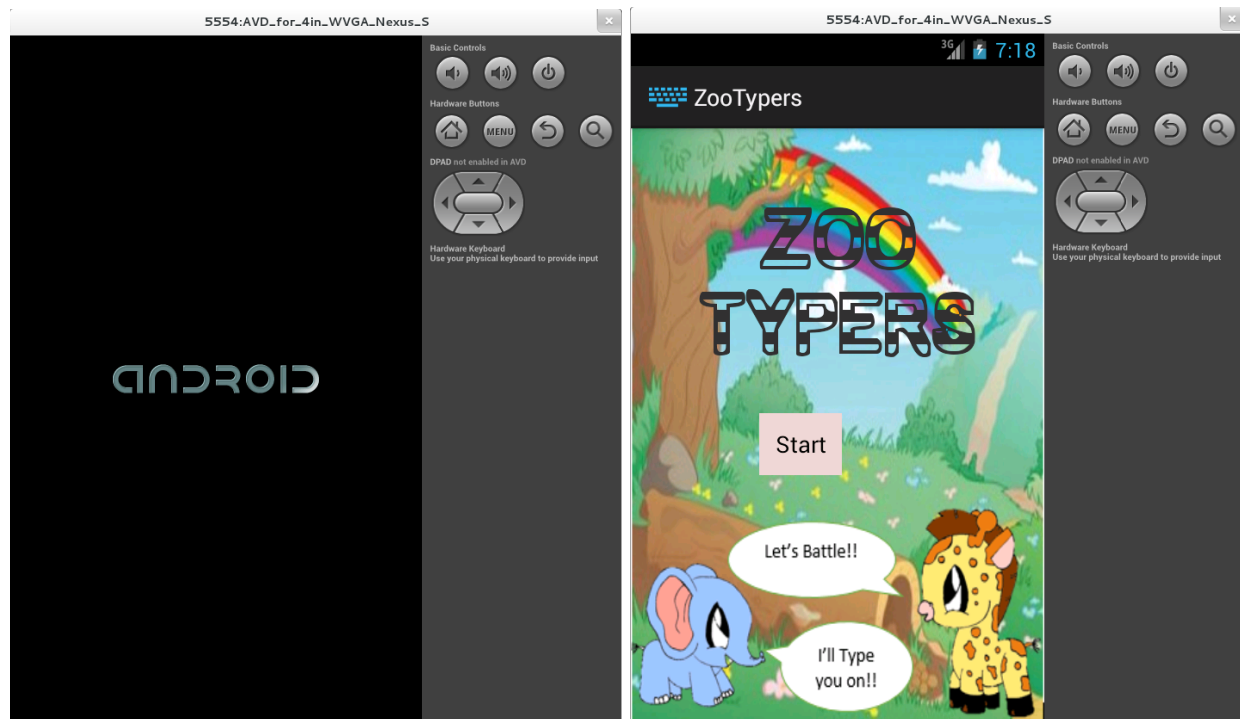
The project will then show up in Eclipse.

### **Running:**

Right click the project → Run As... → Android Application

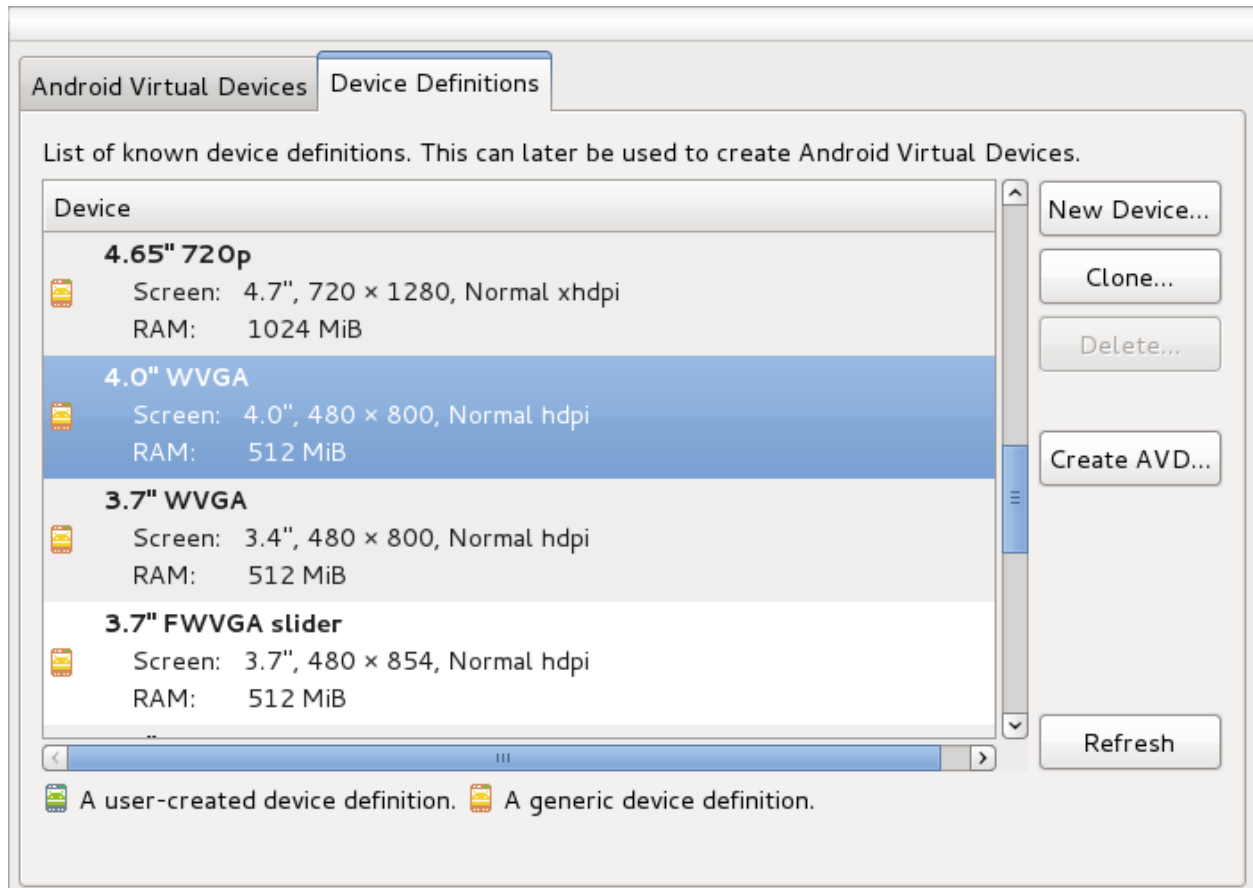


If no virtual device has been set up then go below under “setting up an Android Virtual Device” to create one.




### Setting up an Android Virtual Device


If no virtual device already exist then this screen will pop up. Select the Device Definitions tab, highlight the 4.0" WVGA device and click create AVD.




Change the settings of the AVD to match the ones shown below and click OK.

AVD Name:


Device:  


Target:  

CPU/ABI:  


Keyboard: ☒ Hardware keyboard present


Skin: ☒ Display a skin with hardware controls

Front Camera:  

Back Camera:  

Memory Options: RAM:  VM Heap:

Internal Storage:  MiB 

SD Card: ☒ Size:  MiB   
☐ File:

Emulation Options: ☐ Snapshot ☐ Use Host GPU

☐ Override the existing AVD with the same name

Run this emulator and then re-run the application as shown above.