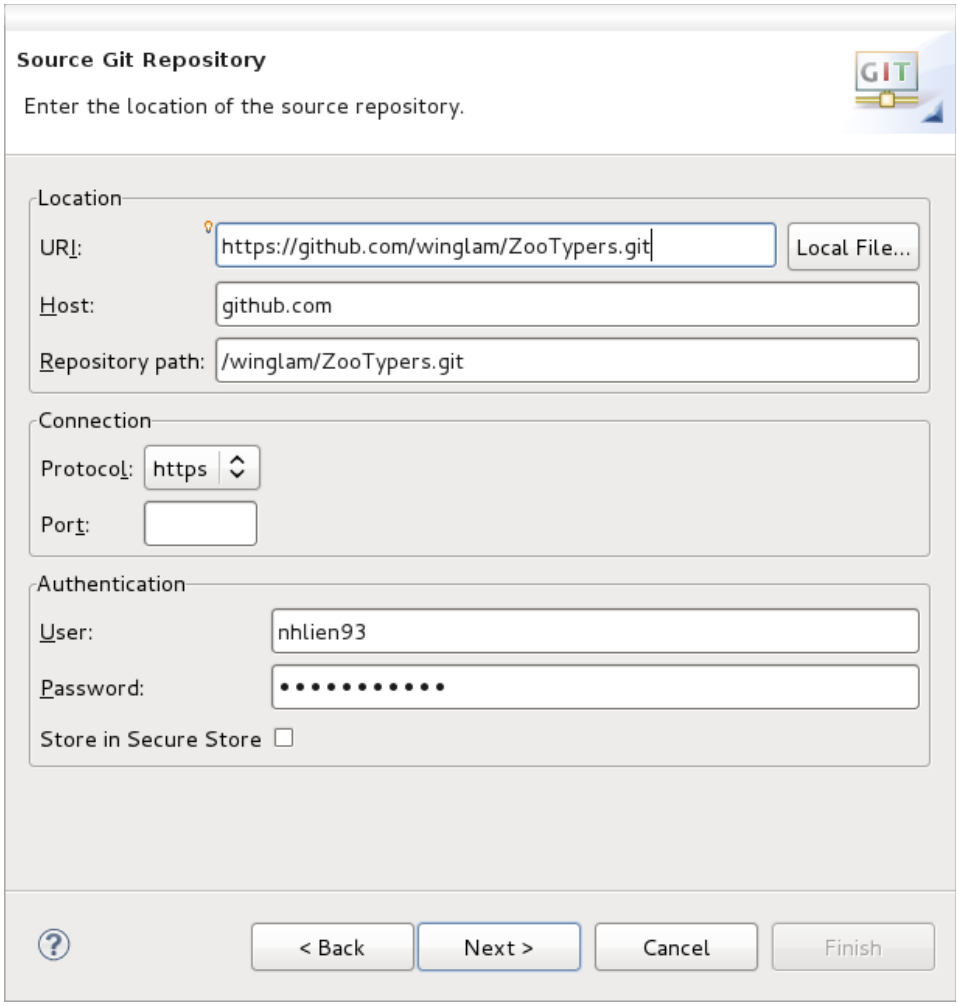
We are assuming: java, Eclipse, and Android SDK are already set up and running. The steps below were performed on a CSE linux lab machine.

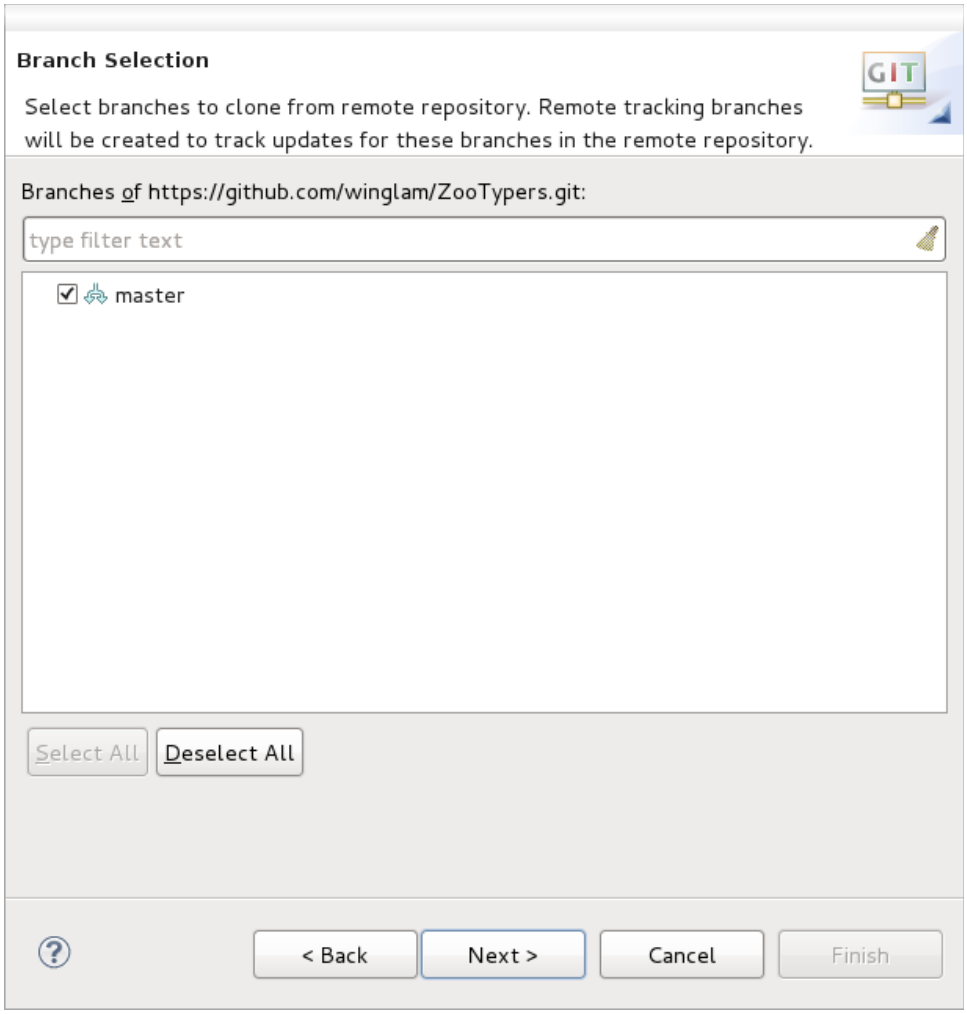
Checking out & Building:

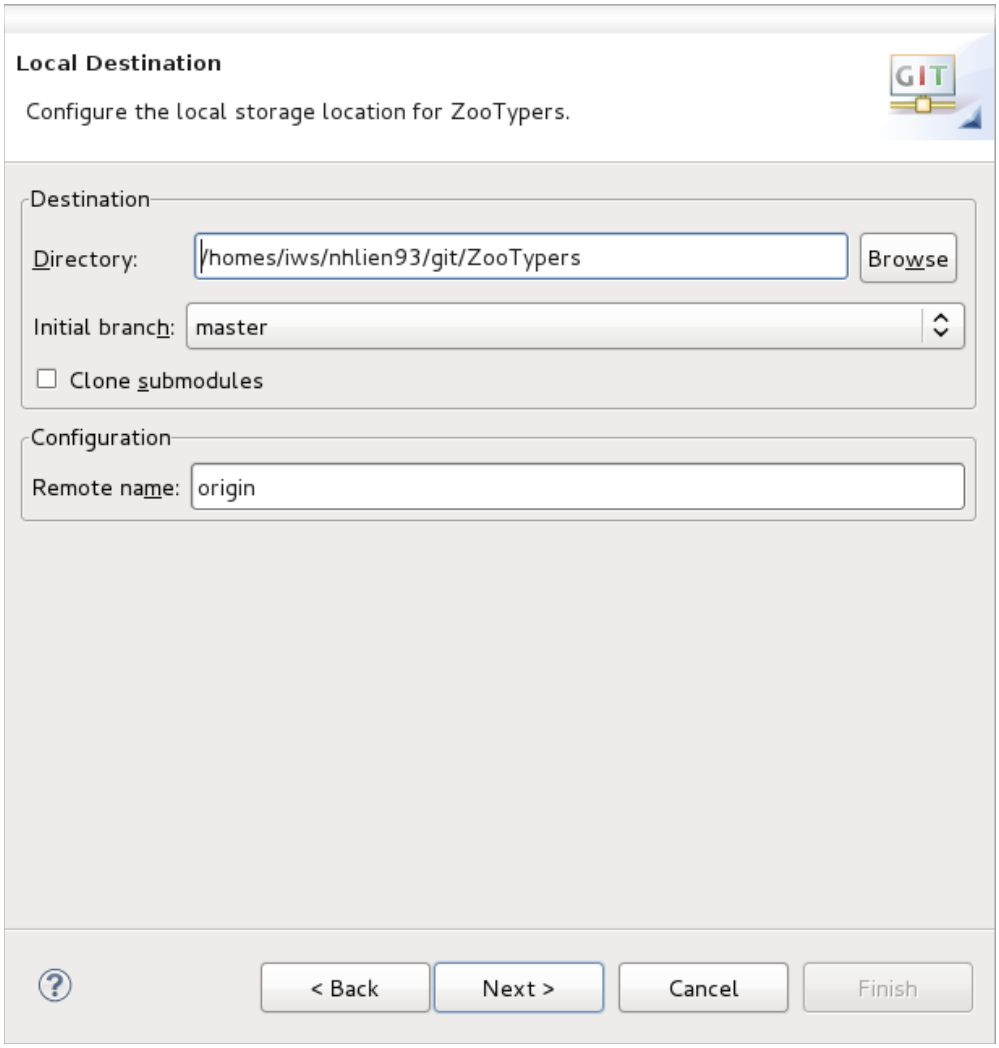
First, install and set up EGit; instructions can be found here: http://www.banym.de/eclipse/install-git-plugin-for-eclipse. Eclipse must be restarted for EGit to take effect.

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 with your github username so that it can be added.

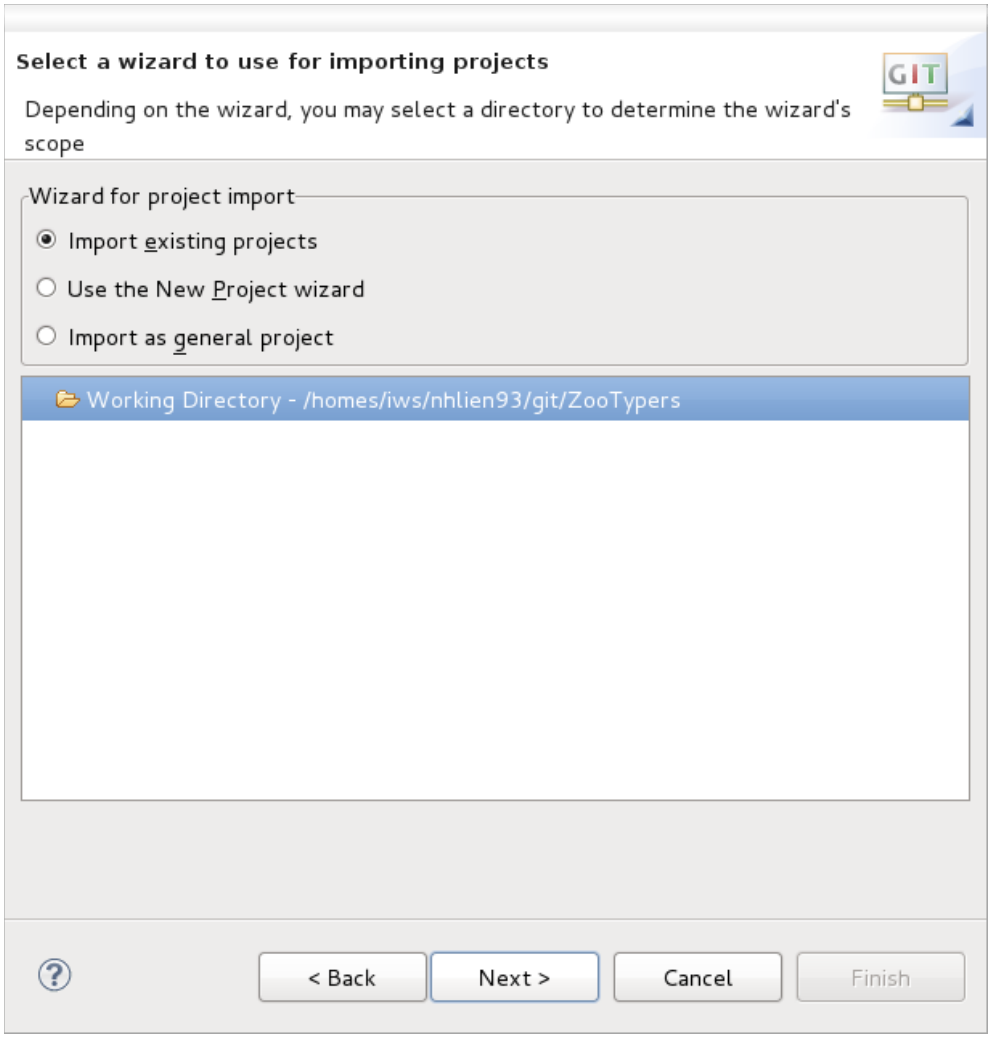


The next few screens require no changes before clicking next:

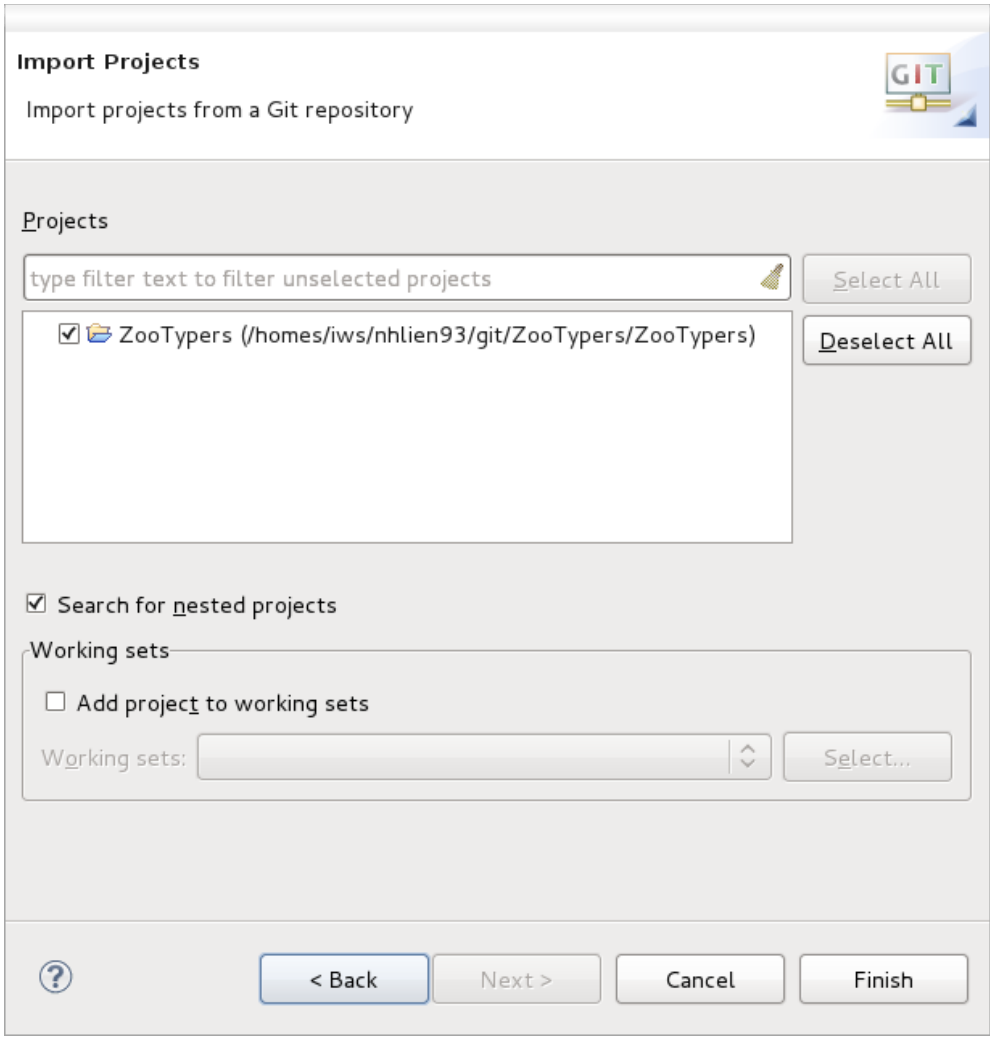




The project will be imported and shown. Import existing projects, and once again click next.



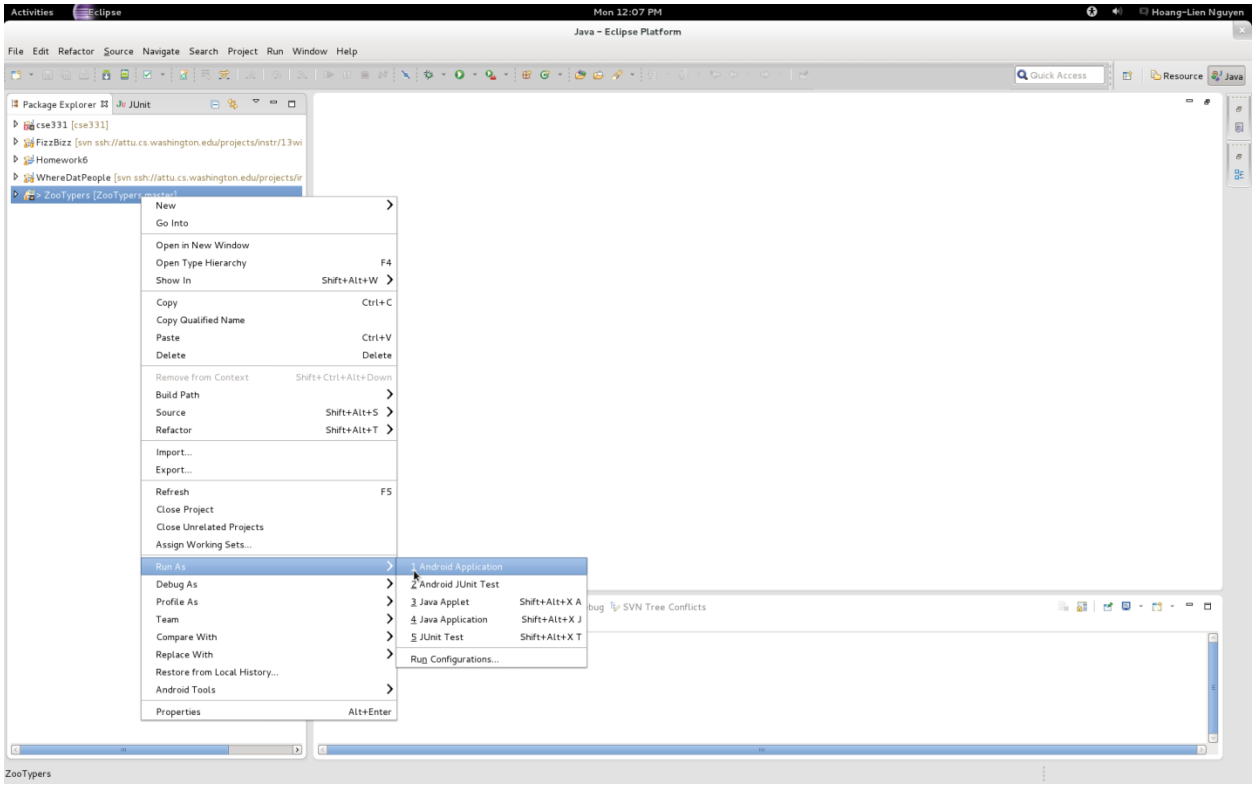
Ensure that the ZooTypers project is checked on the next screen, and click Finish.



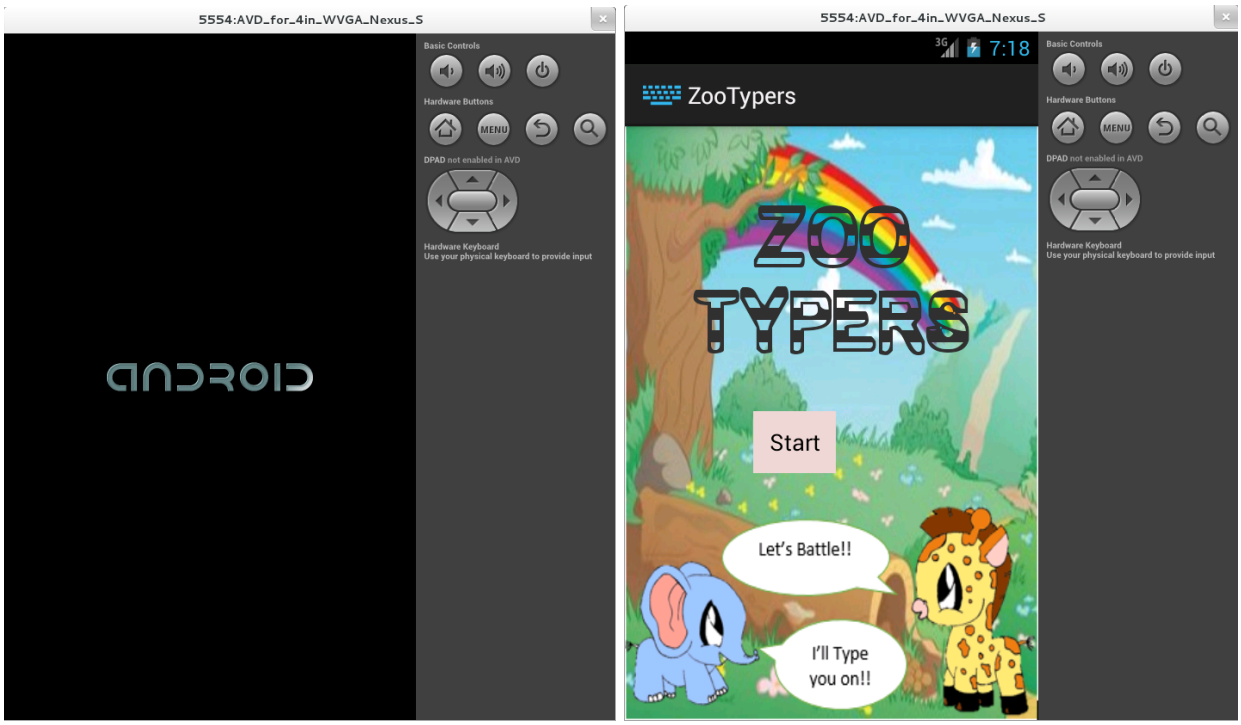
The project will then show up in Eclipse.

Running:

Right click the project → Run As… → Android Application

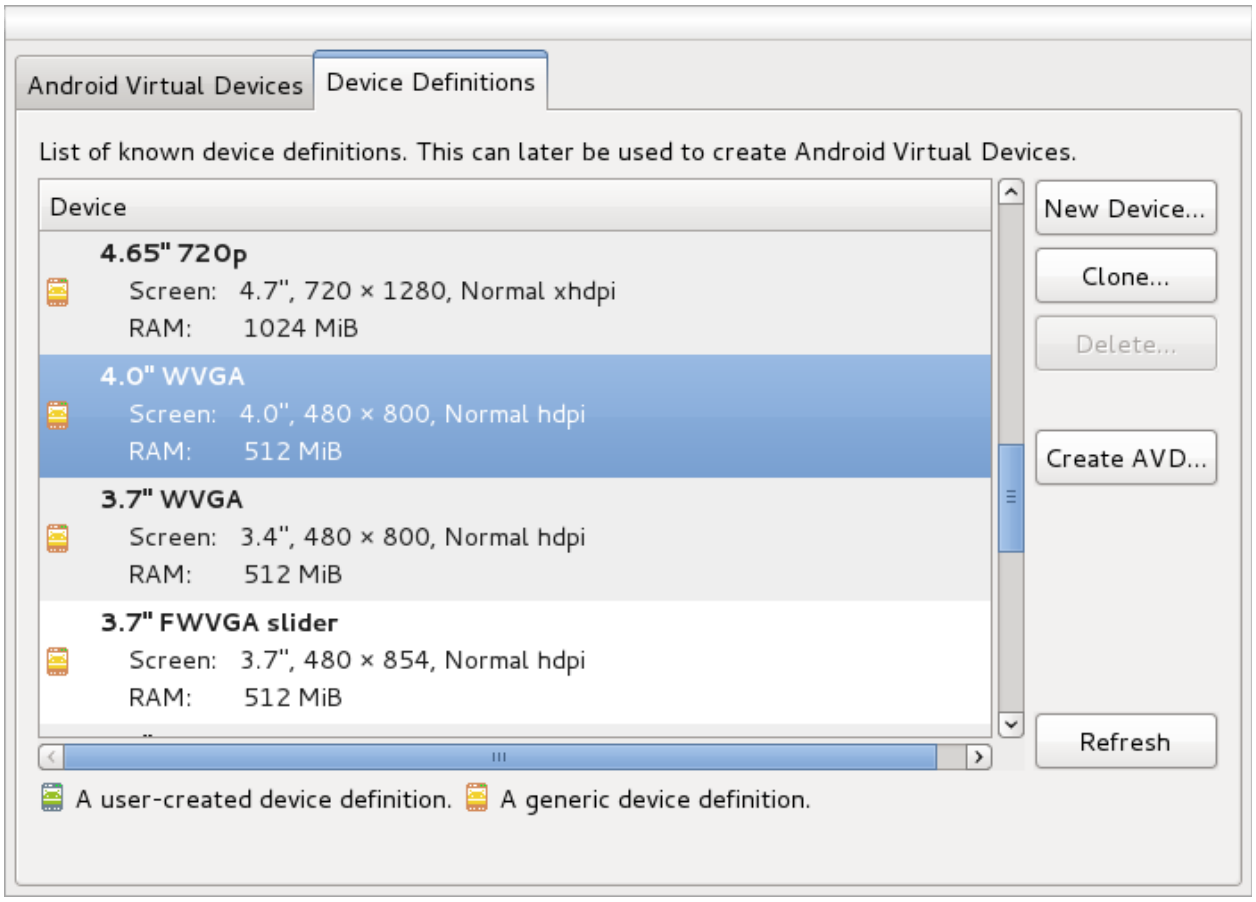


If no virtual device has been set up then go below under “setting up an Android Virtual Device” to create one.

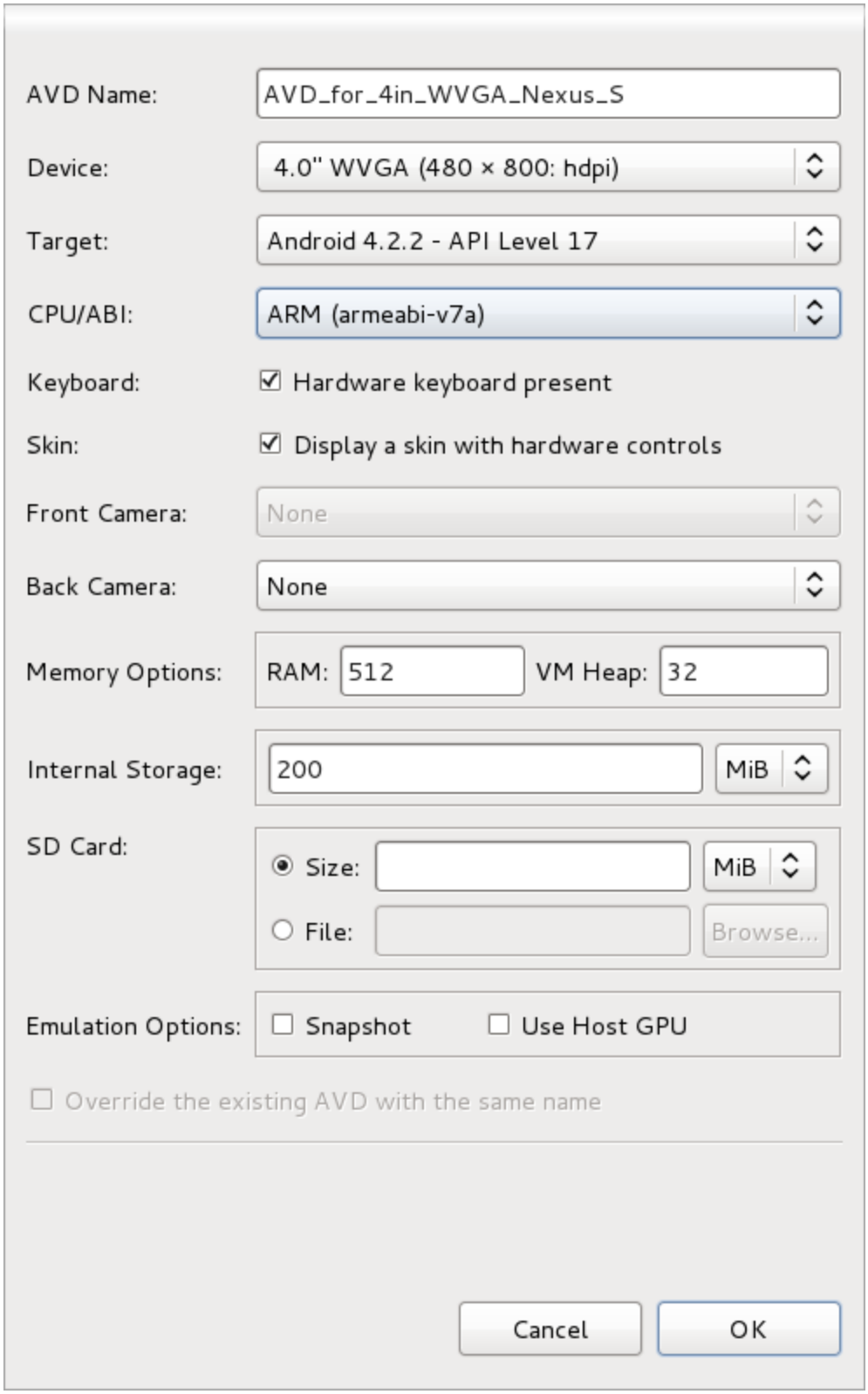


Setting up an Android Virtual Device

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.



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