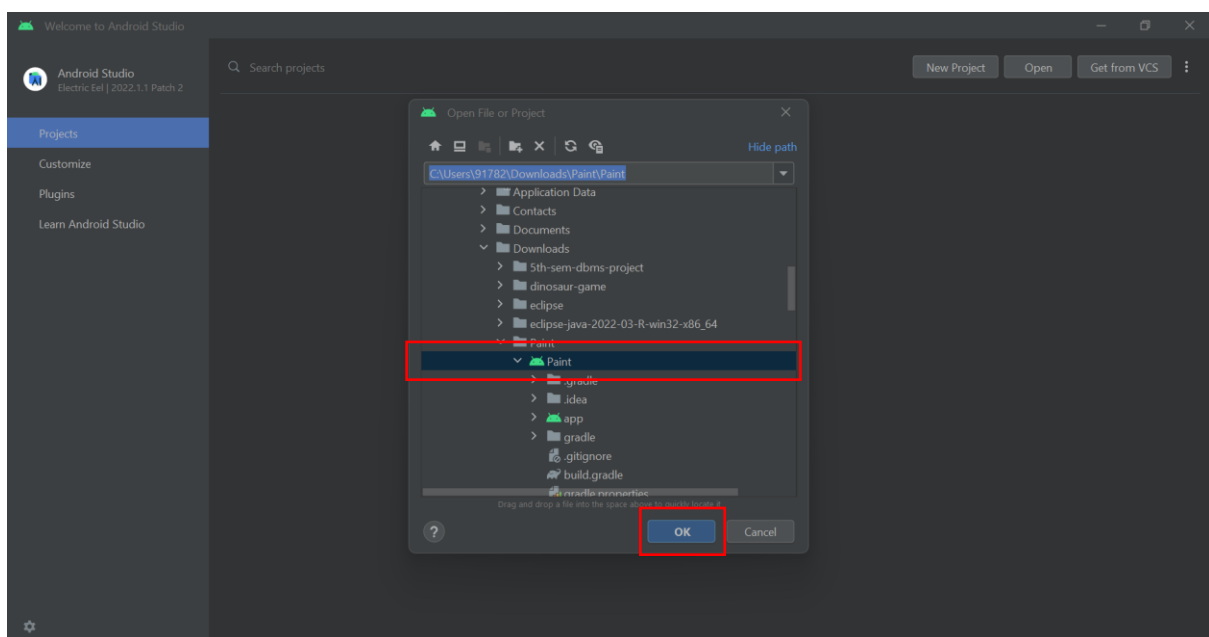


STEPS TO RUN THE APP

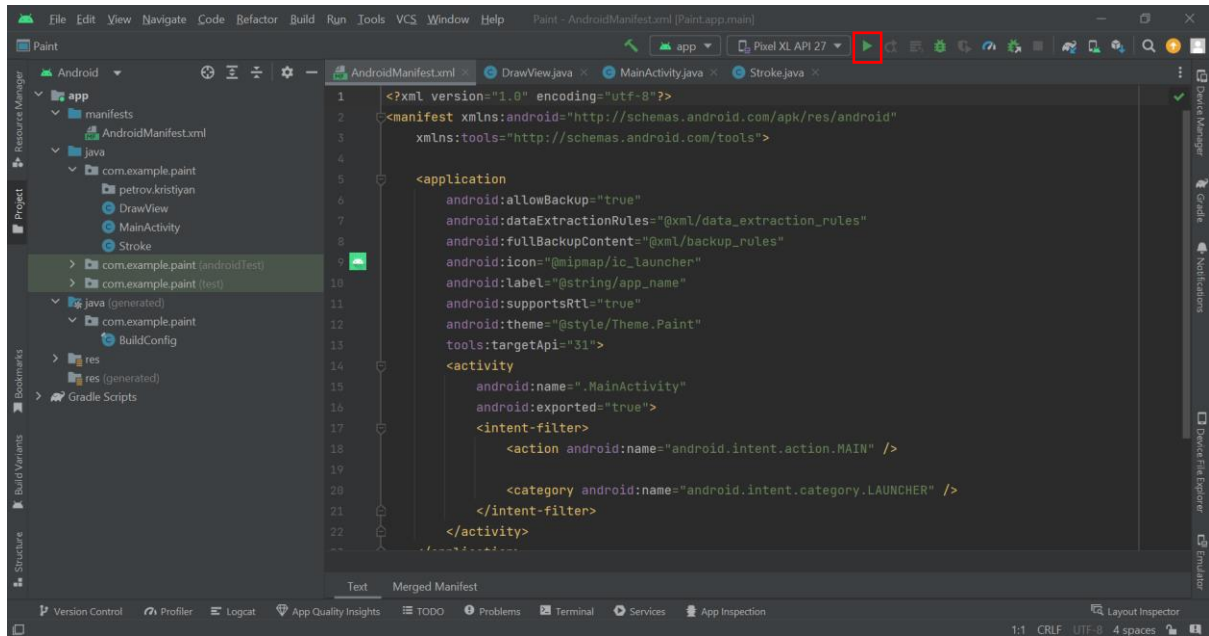
STEP 1: OPEN THE ANDROID STUDIO APP AND CLICK ON OPEN



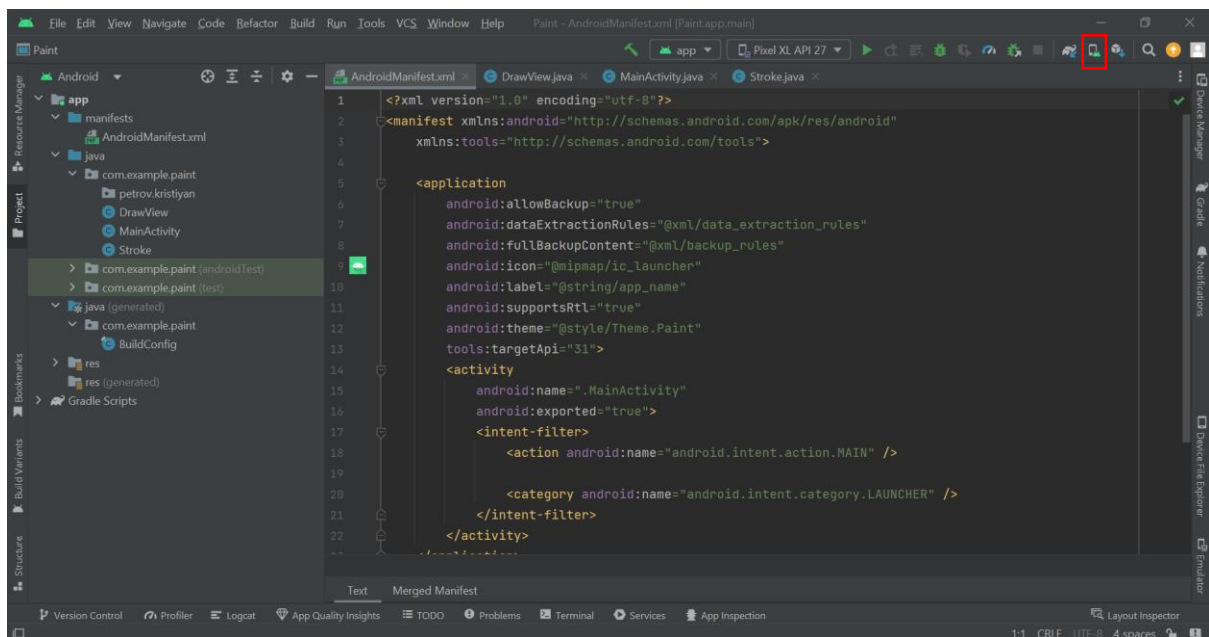
STEP 2: THEN BROWSE TO THE FOLDER WHERE YOU HAVE DOWNLOADED THE PROJECT, CLICK ON THAT FILE AND PRESS OK. WAIT UNTIL THE GRADLE IS BUILD



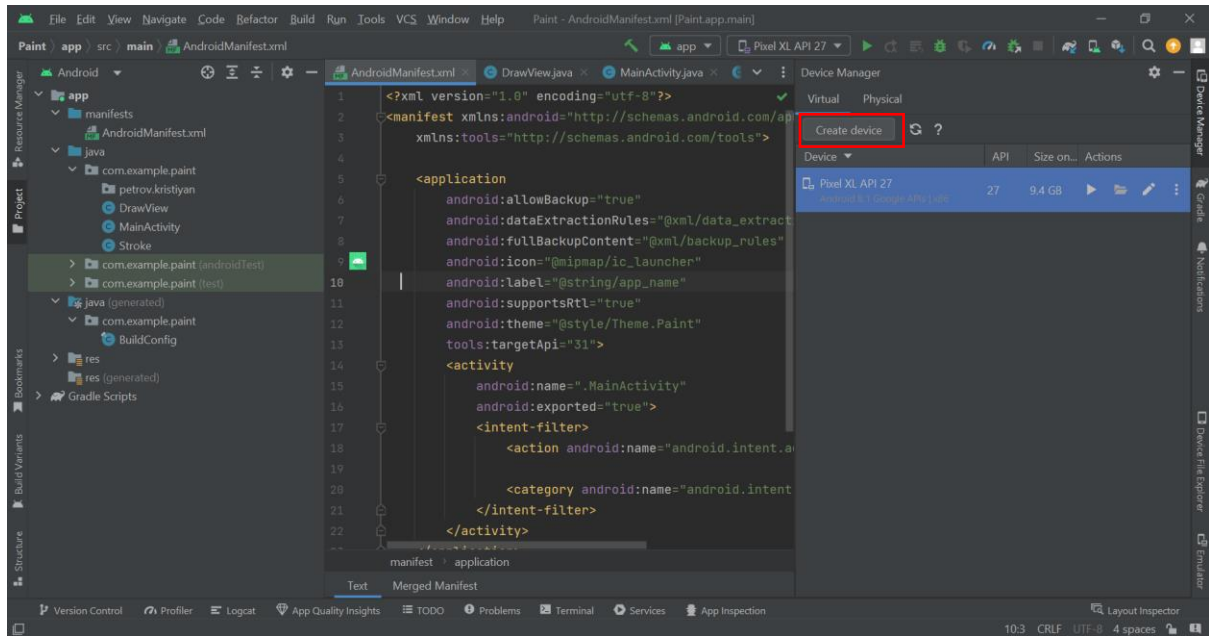
STEP 3: WHEN THE GRADEL IS BUILD IT WILL DISPLAY THE XML AND THE JAVA CODE AND CLICK ON THE RUN BUTTON. BEFORE RUNNING THE CODE, YOU MUST DOWNLOAD THE EMULATOR FROM THE DEVICE MANAGER



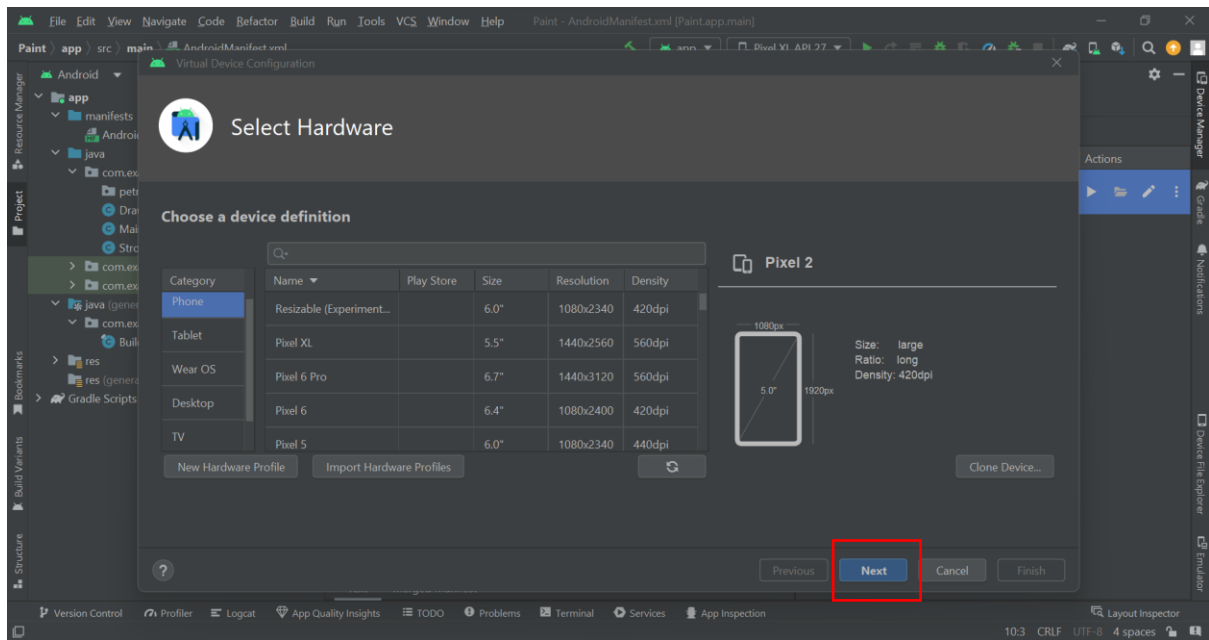
STEP 4: DOWNLOADING THE DEVICE FROM THE DEVICE MANAGER. GO TO THE DEVICE MANAGER BY CLICKING THE ICON AS SHOWN BELOW.



STEP 5: I HAVE ALREADY DOWNLOADED THE STANDARD DEVICE TO VIEW THE OUTPUT IN MOBILE VIEW YOU CAN DOWNLOAD ANY TYPE OF DEVICE BASED ON HOW YOU WANT TO VIEW THE OUTPUT BY CLICKING ONTO CREATE DEVICE



STEP 6: WHEN YOU CLICKED ONTO CREATE DEVICE IT WILL OPEN A NEW WINDOW WHERE YOU CAN DOWNLOAD THE DEVICE. YOU CAN CHOOSE ANY TYPE OF DEVICE YOU WISH FOR AND THEN CLICK ON NEXT AND DOWNLOAD THE DEVICE.



STEP 7: THIS HOW THE FILE OUTPUT WILL LOOK LIKE WHEN YOU RUN THE DEVICE/EMULATOR

