

# Android Deployment - Bluetooth Poker Application

*ECE 493 - Group # 2*

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## Abstract

The present document describes the necessary steps for getting the “Bluetooth Poker” application up and running in an external Android device. These steps include from the installation of Google’s Android SDK to importing the project, and then running it in an emulator or external Android Device.

## Assumptions and Requirements

In order to provide an unambiguous documentation, the authors have made the following assumptions and requirements:

- The system where the SDK will be installed complies with the minimum requirements for the Android SDK (<http://developer.android.com/sdk/index.html> under “System Requirements”)
- The user has obtained the necessary project files (“Bluetooth Poker” folder) submitted by the authors
- The user has access on running the mentioned application in an external Android device with version 3.0 or greater. This is critical since no Bluetooth functionality is provided by the Android emulator.
- The necessary Web Service components (namely the Server provided by ECE IT) are running and accessible.

## Installation of Android SDK

The first step towards running the “Bluetooth Poker” application is to install the Android SDK that Google provides free of charge to all Android developers.

- Note: you can skip this step if you already have installed the latest version of the SDK. If you have an older version, an update is not compulsory but highly recommended.

## **Android SDK Download**

1. With your web browser of choice, navigate towards the following webpage: <http://developer.android.com/sdk/index.html>

2. Click the button labeled “Download the SDK”. Please ensure you are downloading the correct version for your Operating System

## Get the Android SDK

The Android SDK provides you the API libraries and developer tools necessary to build, test, and debug apps for Android.

If you're a new Android developer, we recommend you download the ADT Bundle to quickly start developing apps. It includes the essential Android SDK components and a version of the Eclipse IDE with built-in **ADT (Android Developer Tools)** to streamline your Android app development.

With a single download, the ADT Bundle includes everything you need to begin developing apps:

- Eclipse + ADT plugin
- Android SDK Tools



**Download the SDK**  
ADT Bundle for Mac

3. Read the Terms and Conditions, check the “I agree” box and click the “Download the SDK Bundle” button below.

Before installing the Android SDK, you must agree to the following terms and conditions.

### Terms and Conditions

This is the Android Software Development Kit License Agreement.

#### 1. Introduction

1.1 The Android Software Development Kit (referred to in this License Agreement as the “SDK” and specifically including the Android system files, packaged APIs, and Google APIs add-ons) is licensed to you subject to the terms of this License Agreement. This License Agreement forms a legally binding contract between you and Google in relation to your use of the SDK.

1.2 “Android” means the Android software stack for devices, as made available under the Android Open Source Project, which is located at the following URL: <http://source.android.com/>, as updated from time to time.

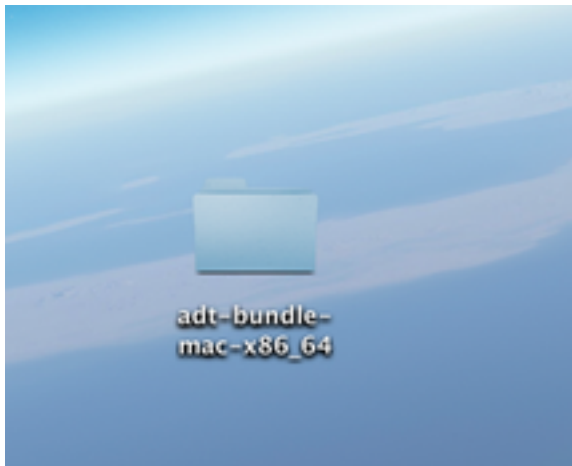
1.3 “Google” means Google Inc., a Delaware corporation with principal place of business at 1600 Amphitheatre Parkway, Mountain View, CA 94043, United States.

☒ I have read and agree with the above terms and conditions

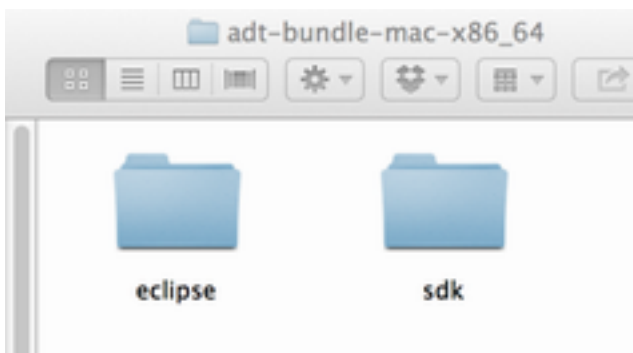
[Download the SDK ADT Bundle for Mac](#)

4. Your Download will begin. Please ensure that you are aware of the location where the file is being saved.

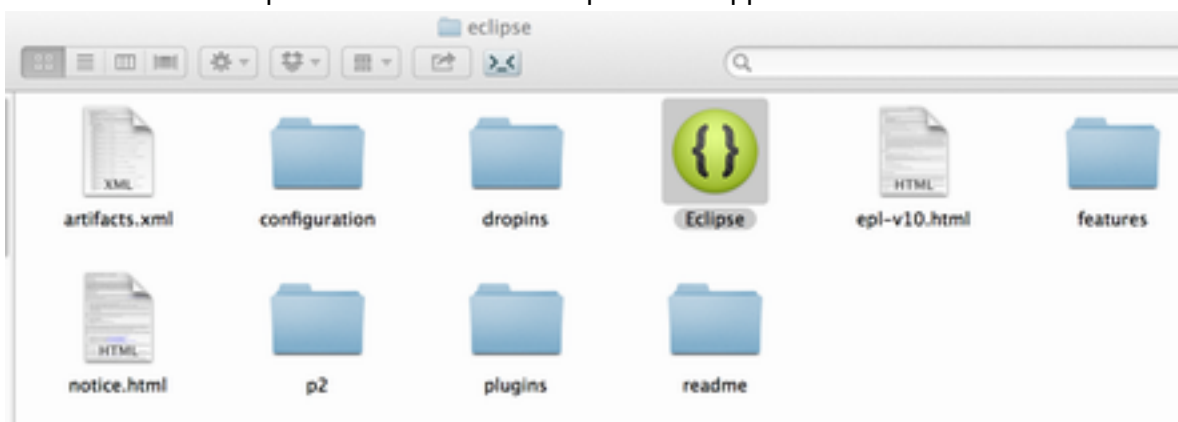
5. After the file has downloaded, extract its contents and place it in a location of your choice. In this example, we will place it on the Desktop.



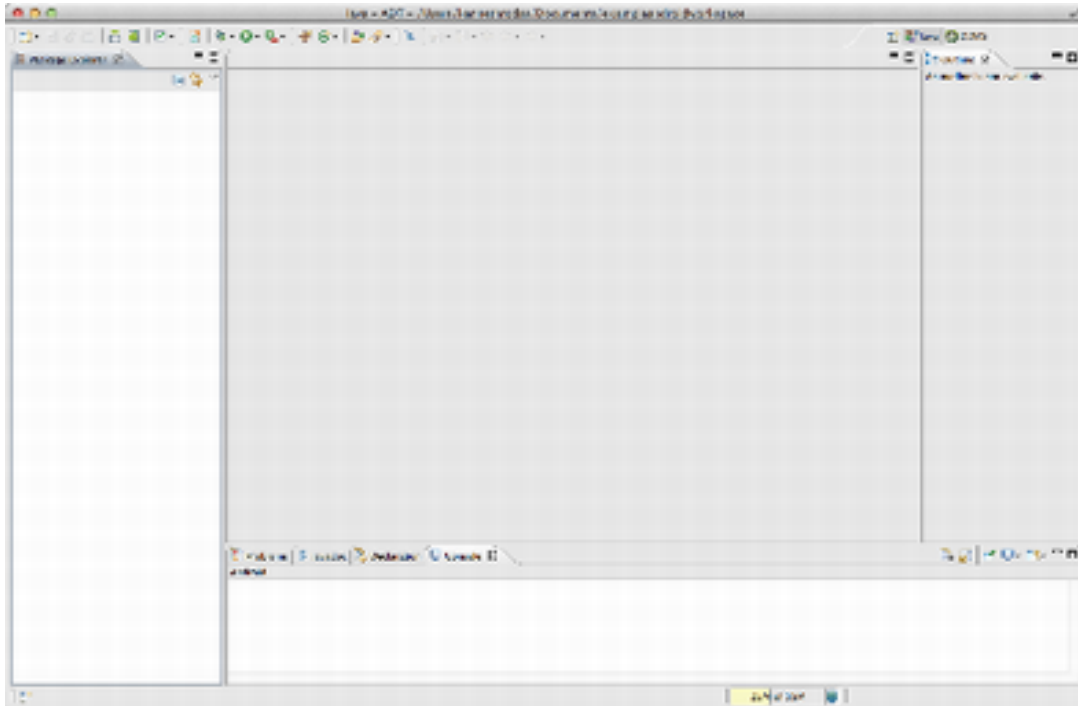
6. Navigate towards the content of the folder. You will see two folders here: “eclipse” and “sdk”.



7. Double-click the eclipse folder. Note the “Eclipse” icon application inside this folder.



8. Double-click the “Eclipse” icon to start up Eclipse. If this is the first time running Eclipse, you will be required to set your workspace directory. Please refer to the Eclipse documentation for more information about workspaces.
9. Once Inside Eclipse, you will see a window like this one



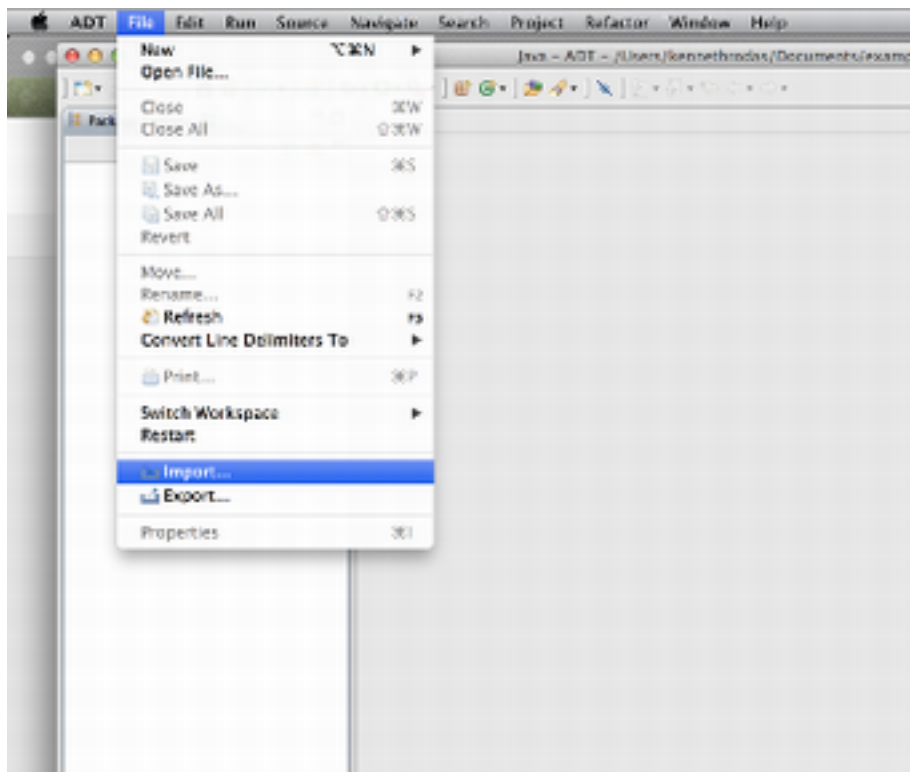
The Android SDK is now ready to run the application.

Please proceed to the next section for the instructions on how to install the Bluetooth Poker Application in the SDK.

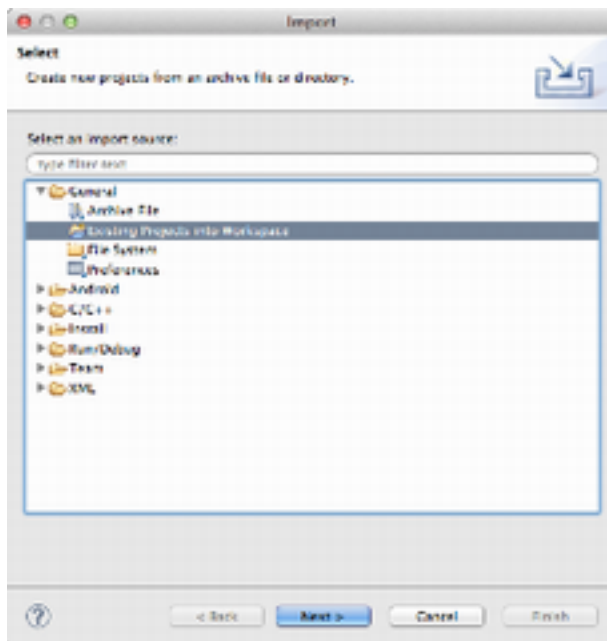
## Installing the “Bluetooth Poker” App in the Android SDK

This section focuses on installing the Bluetooth Poker Application in the Android SDK. Please note that the Android SDK must be installed prior performing any of the steps outlined in this section. Please refer to the previous section for instructions on how to install the Android SDK.

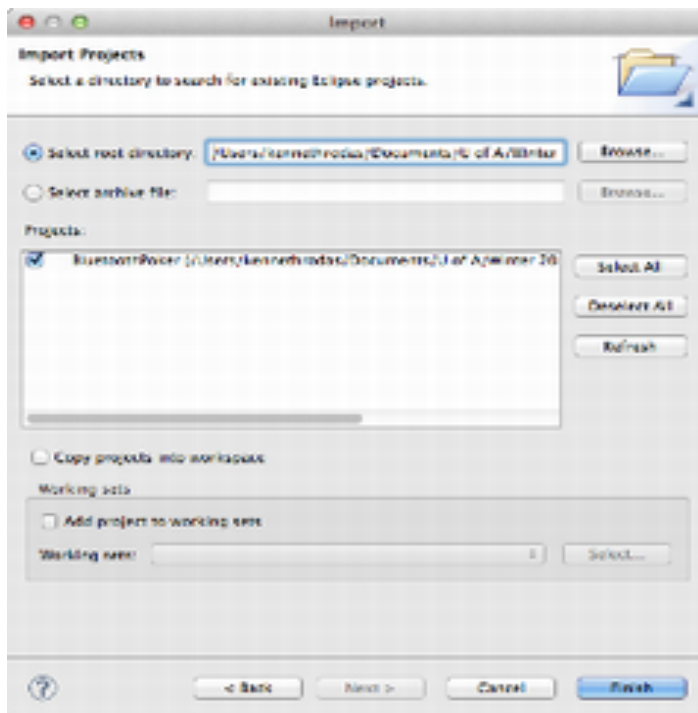
1. Download the submitted file for the Bluetooth Poker application. Please ensure that it is uncompressed.
2. In the Android SDK, choose File -> Import...



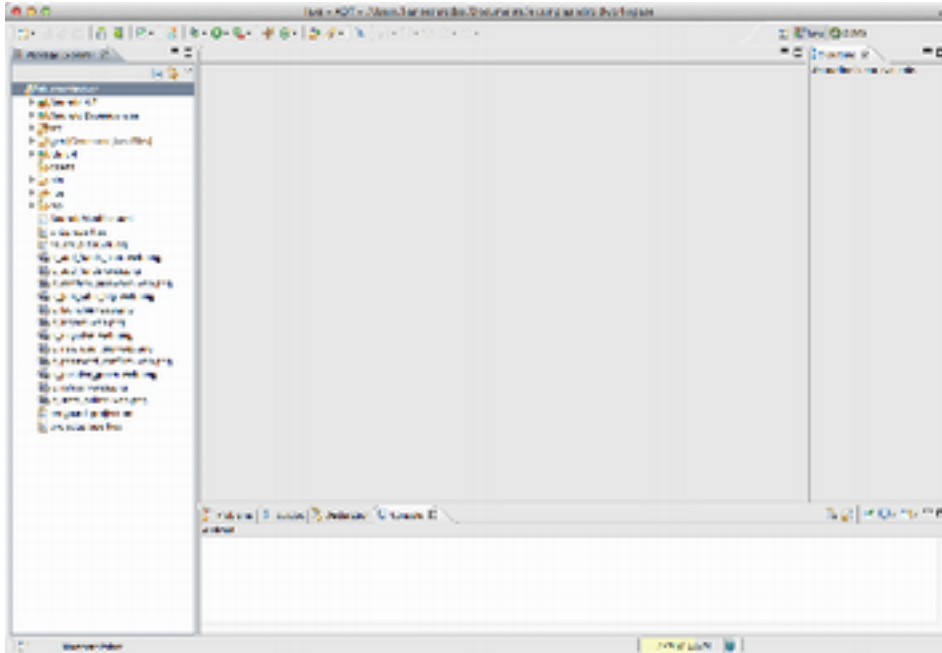
3. Under “General”, choose “Existing Projects into Workspace”



4. In the “Select Root Directory”, select the path to the project folder. In the case shown, the project is stored in a folder named “Android”, so we choose that folder as the root directory for our project. The SDK will automatically detect any existing projects within that folder; kindly double check that the Project Name is correct.

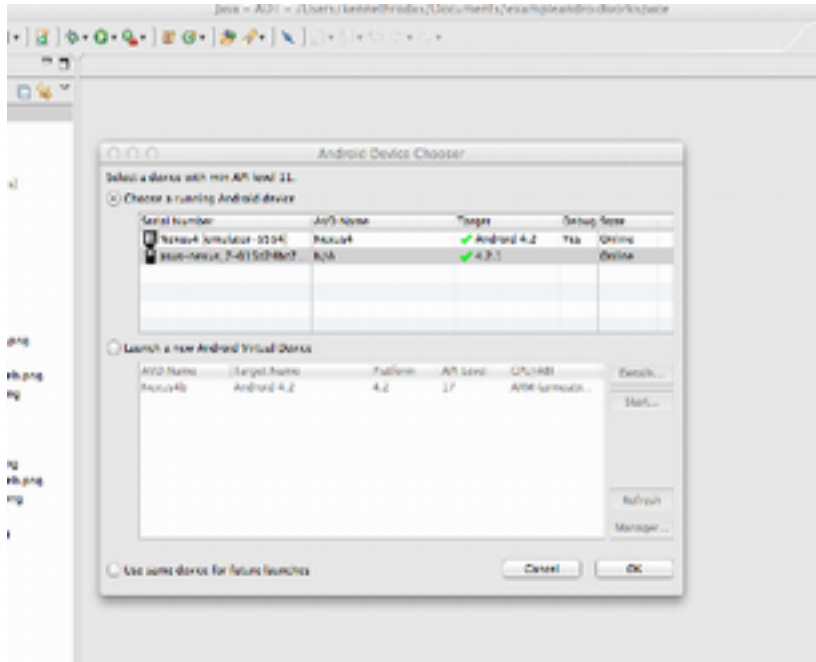


5. Click “Finish”. The project should now be imported to the selected Workspace. Android Eclipse should look like this:



6. Click the “Run” icon at the top of the window. A dialog will appear prompting to choose a device to run the application. Note: only devices with Android API level 11 (version 3.0) or greater will be displayed in the dialog.





7. Choose the desired device. The Application will now be running on the selected device.
8. If there are more devices where you would like the application running, simply repeat steps 6-7 for each of them.