Compair

Manual

1. Make sure you have Java JDK 1.7 or later and Android SDK (API 19 or later) installed on your computer and you have set up with your IDE.

In Eclipse

2. Open Eclipse, and choose the workspace where you want to import the application.
3. Then ***File -> Import***. Open the ***Android folder*** and choose ***Existing Android Into Workspace***.
4. Select the ***Root Directory*** to be the Team-2P folder (the one that contains the Compair folder). Then press ***Finish***.
5. From the toolbar on the top, select ***Run -> Run Configurations***
6. On the left side of the *Run Configurations* window open ***Android Application*** *down* and choose ***New_configuration***.
7. Then to choose the project we want, click ***Browse***, and choose Compair.
8. If there is no compatible AVD device, create a new Tablet device (Nexus 7, Nexus 10 or any other size), or choose a running Android Device.
9. Wait for the app to run, enjoy it.

In IntelliJ/Android Studio

2. Open IntelliJ IDEA, Choose ***Import Project*** from the *Quick Start* menu.
3. Navigate to the Project folder, and *highlight* the **Compair** folder, then press ***OK****.*
4. Then Choose ***Create project from existing sources****,* press ***Next****,* choose a project location*,* then press ***Next until the SDK window****.*
5. In that window press +, then ***Android SDK*** and find your SDK to import it. Once it's finished, press ***OK.***
6. If you have both the SDK and the JDK set up, press ***Next***, then ***Finish***.
7. Before we run the application, we have to set up the external libraries we have included into the app.
8. Go to ***File -> Project Structure.*** Choose ***Libraries and press +, then choose Java.***
9. To locate the libraries, go ***Compair -> libs.*** Then highlight **achartengine-1.2.0.jar.** Then press **OK.**
10. Repeat the same with **android-support-v4.jar**
11. For Run the application, follow the instructions:
    1. Choose ***Tools -> Android -> AVD Manager***
    2. Create a Tablet device from the existing ones, and once you done press the ***Play*** button to run the emulator.
8. Then choose ***Run -> Run 'Compair',*** *enjoy it*

External Libraries

achartengine

achartengine is a charting software library for Android applications. It can be used to build graphical chart views that can be added to a view group into a given layout.

The reason we chose **achartengine** is because it supports a multitude of different graph types, including line graphs, bar charts, area charts, scatter graphs and pie charts. When we chose it, we still weren't sure which graphs to use for the app, so using **achartengine** gave us options to pick from later on. Another reason we chose **achartengine** was because one of the our members, Sean, had previously worked with it.

You can find out more about **achartengine** on their website achartengine.org

The Android Support Library

According to the Android Support Library tools website:

> "*The Android Support Library package is a set of code libraries that provide backward-compatible versions of Android framework APIs as well as features that are only available through the library APIs.*"

One of the features we needed for the app was the use of **Fragment**s. We needed **Fragment**s to implement the welcome tutorial we added at the start. We didn't want to add in different activities, so we used fragments to implement multiple views into one activity which the user could scroll through horizontally.