

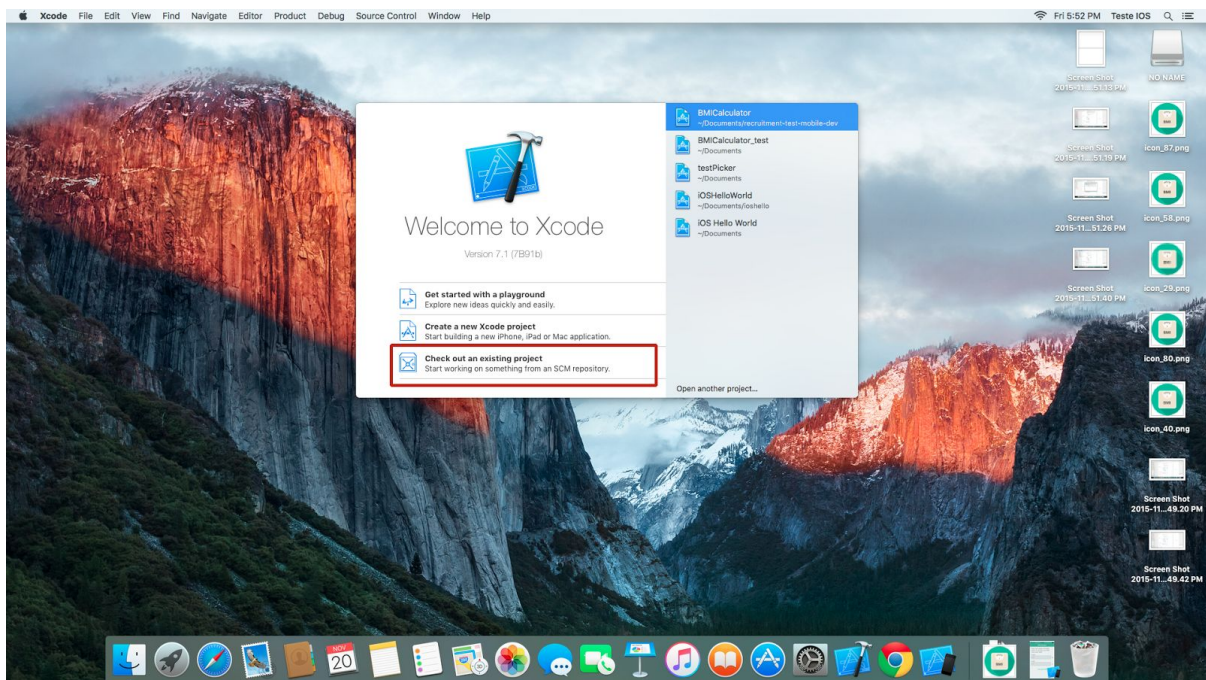
# BMI Calculator

## Installation Steps

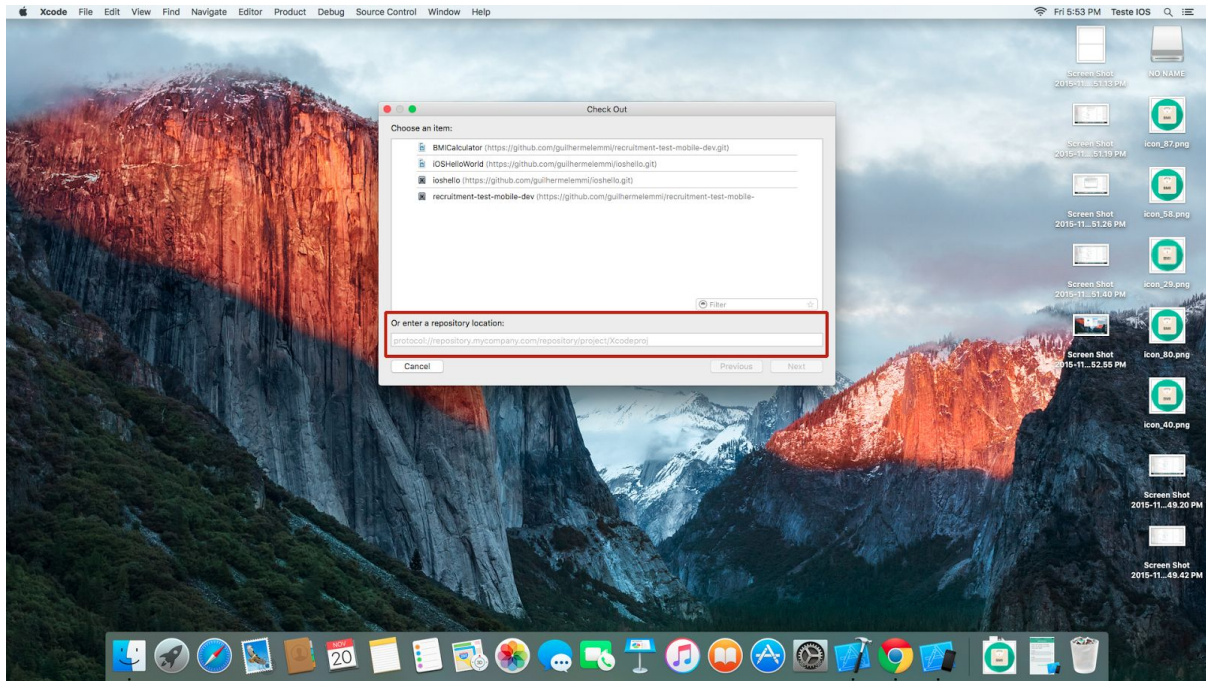
To install and test BMI Calculator follow the steps below:

Running on XCode Simulator:

1. Open XCode and choose option "Check out an existing project";



2. On the checkout window, locate the "Or enter a repository location:" option, type the URL <https://github.com/guilhermelemmi/recruitment-test-mobile-dev.git> on that field and click "Next";

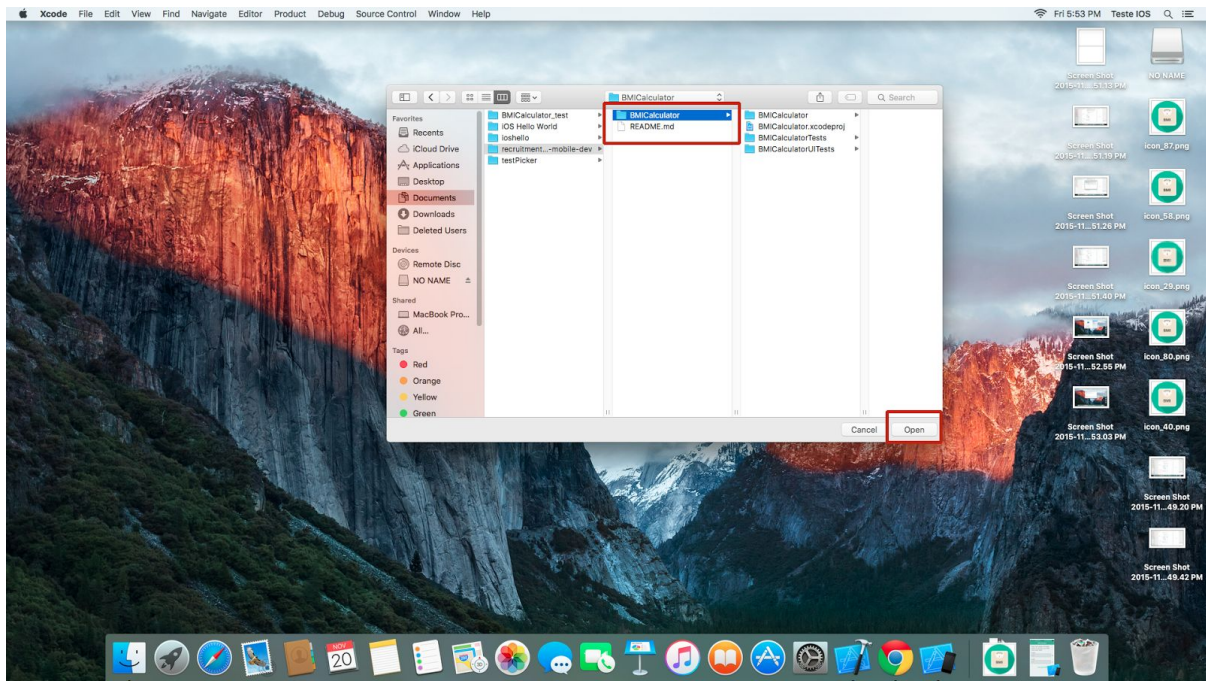


3. Choose a location to save the project on your machine and click "Next";
4. Reopen XCode and this time choose option "Open another project" on the XCode Welcome screen;

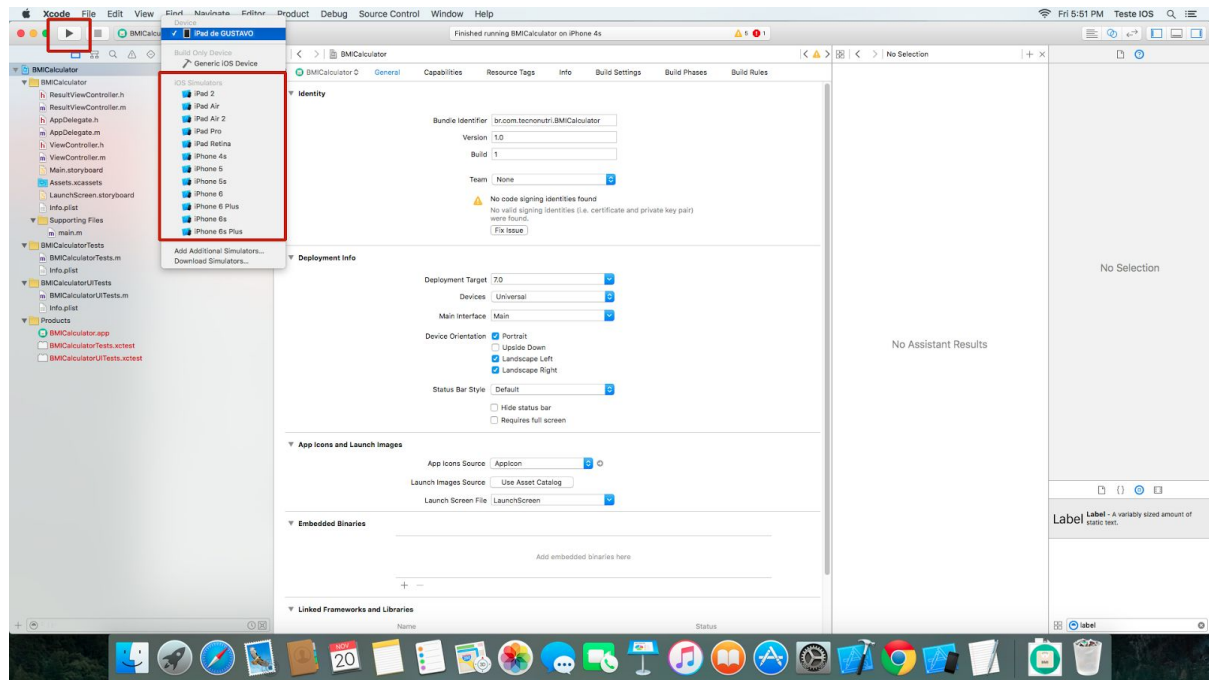




5. Locate the directory where you saved the project on step 3 and, within it, select folder "BMI Calculator" and click "Open";

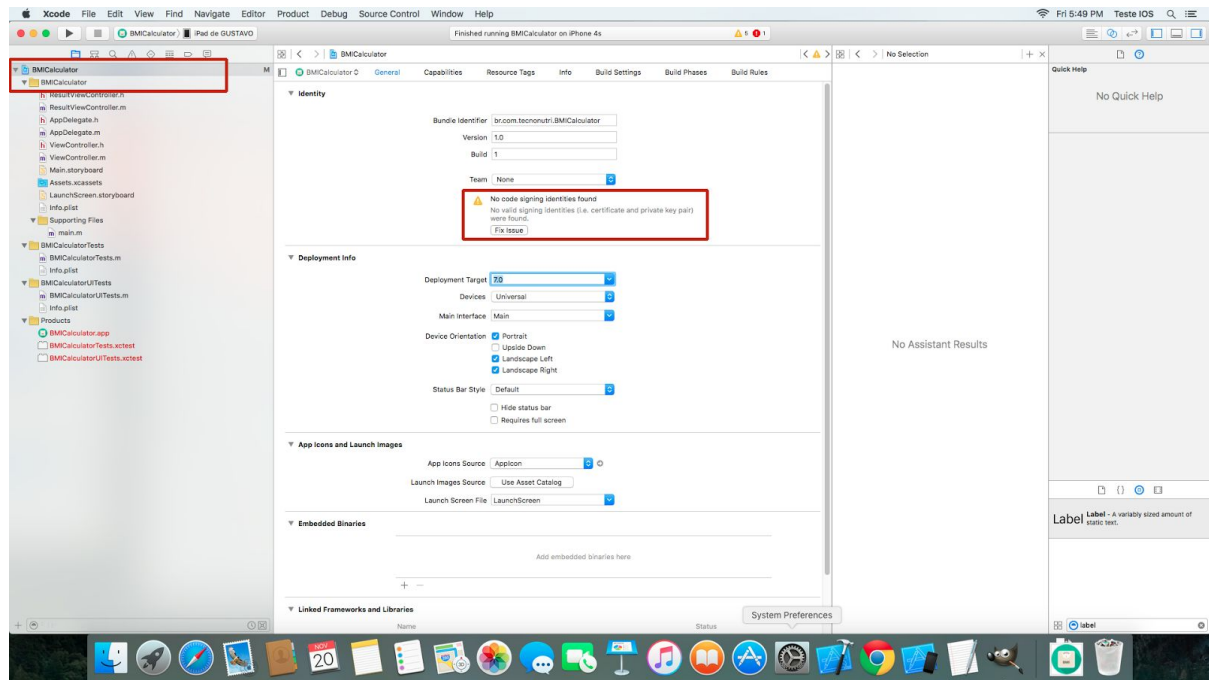


6. XCode will open the project. To test the app on the XCode Simulator, simply click on the "Play" button in the top toolbar, selecting the appropriated Simulator device as needed.

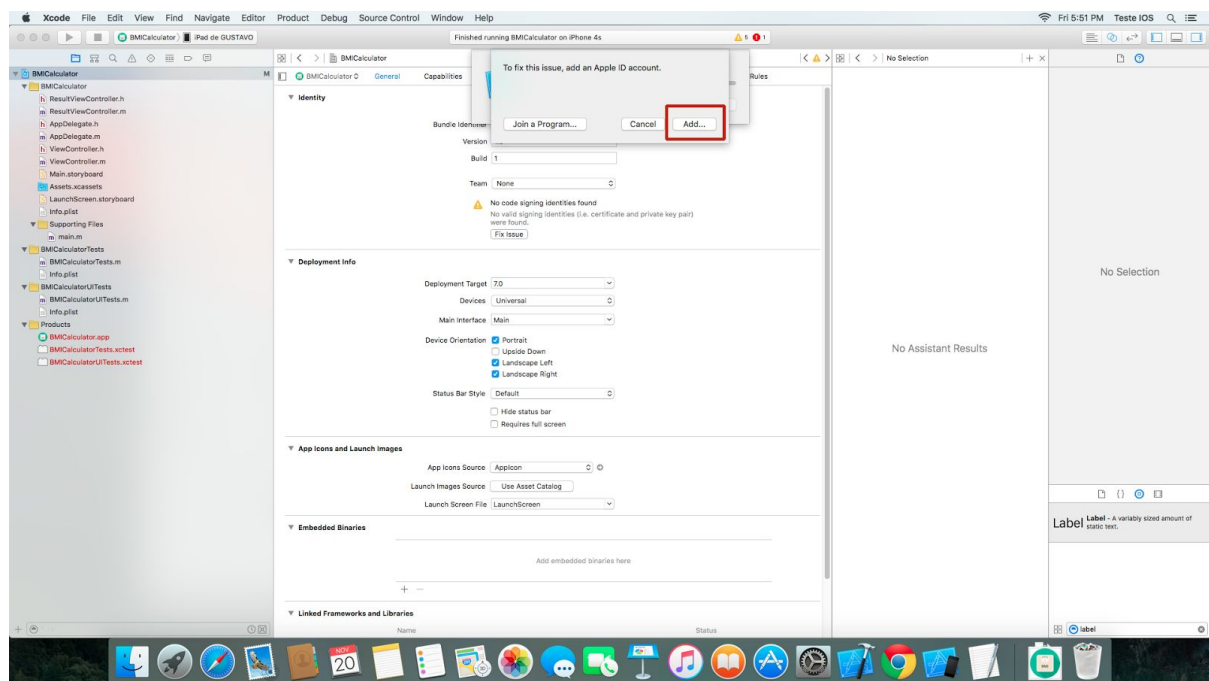


## Running on a Real Device:

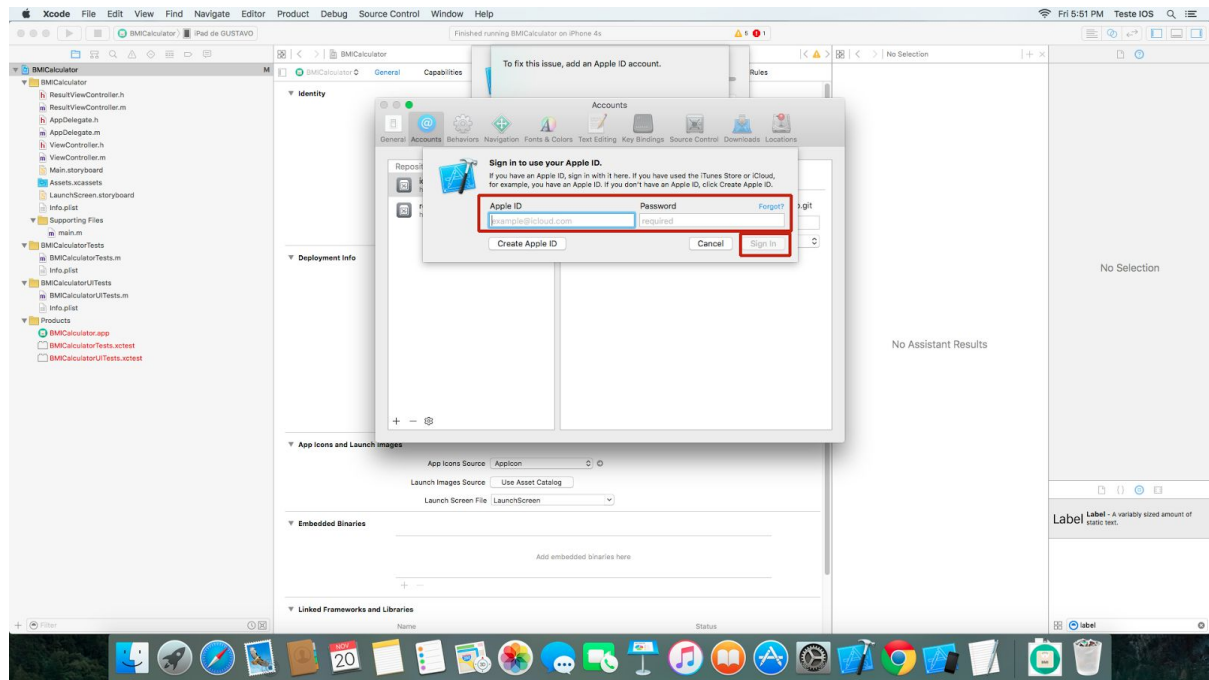
1. To test the app on a real device, first complete steps 1 to 6 above (Running on XCode Simulator), then make sure that you have selected the top most "BMICalculator" folder in the Navigation Area in the left-hand column of your XCode screen.
2. In the central column, click on the button "Fix issue" under the "No valid signing identities (i.e. certificate and private key pair) were found" alert message;



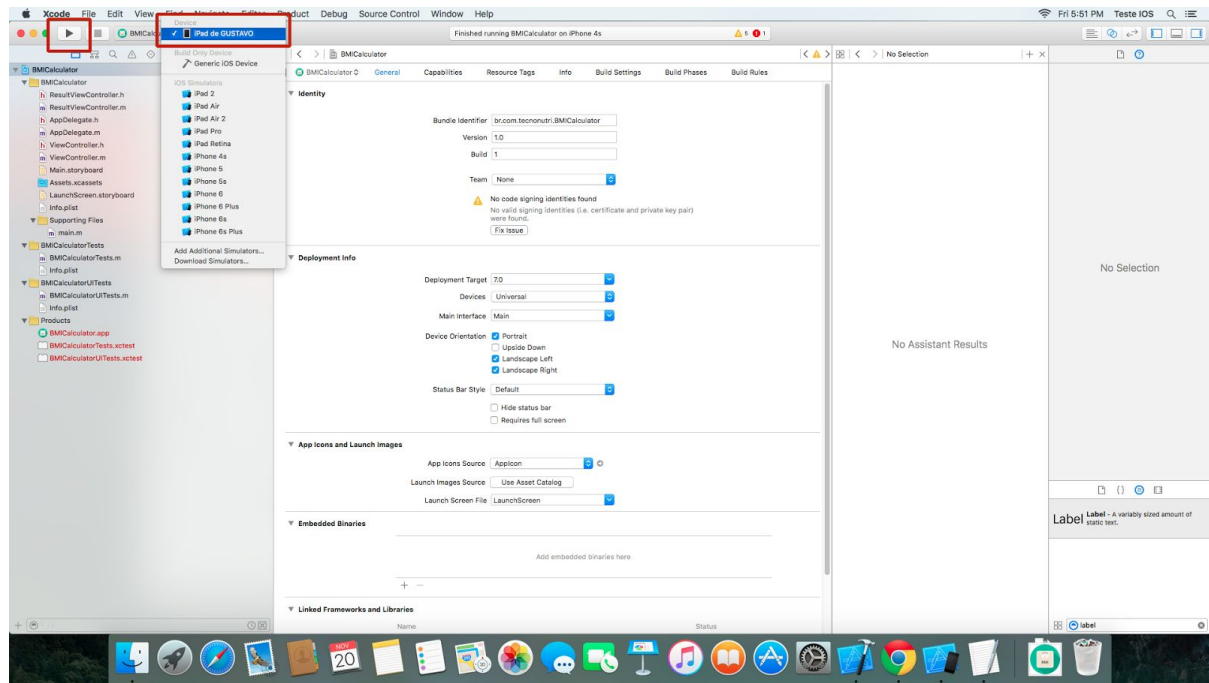
- Click on button "Add", in the alert window with message "To fix this issue, add an Apple ID account";



- Enter your Apple ID and Password and click on button "Sign In";



5. After configuring a valid Developer ID, connect an Apple device to the machine;
6. On the top toolbar, click on the target device selection button, right next to the "Play" and "Stop" buttons. Make sure that your connected device is displayed on the list (you might need to enable the connection on your device, clicking on option "Trust" in the "Trust this Computer?" window) and select it;
7. Click on the "Play" button to build the app and install it in your device.



8. Locate the app icon on your device and open it.