10/11/2012

|  |
| --- |
| Version 1.0 | Spang |

|  |  |
| --- | --- |
| Spang | Developer guide |

Table of Contents

[Spang Developer guide 2](#_Toc338709033)

[What you can do 2](#_Toc338709034)

[What you cannot do 2](#_Toc338709035)

# Spang Developer guide

Spang is an API which is intended to enable and simplify the communication of data between an android device and a computer. For API documentation, please refer to the document *“API Walkthrough.pdf”.*

Please note that the android application requires that the host computer is running the console application “Spang/Release/Final/Spang-PC/Spang-PC.exe” in order to connect to it.

### Prerequisites

1. Make sure you have a Windows computer with .NET 4.5 installed, and that it is connected to the same network as the device running the android application.

### *To get started:*

1. Clone the git repository at <https://github.com/gustavAR/Spang>
2. Import the following projects into Eclipse:
   * Spang-core (for API)
   * Spang-mobile-MainActivity (for android application)
   * Spang-core-tests (for tests)
3. Setup buildpaths using preferences🡪android🡪add library in spang-mobile-MainActivity and add the Spang-core project.

### *To run the tests:*

1. Right click Spang-core-tests and choose to run as a JUnit test.
2. Make sure the tests are built using the eclipse unit test settings and not the android unit test settings.
3. The test will be run

### To run the program:

Right click Spang-mobile-MainActivity and select run as android application.