

# **ARMOR APPLICATION DEPLOYMENT MANUAL**

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## Introduction:

Armor Application is an Android mobile application that can notify users when it detects that a person is approaching from a closer distance than is advised.

As Armor Application is an Android mobile application, we have provided the detailed steps for installation and usage of the application in user manual.

This Deployment Manual Provides instructions for developers who want to do some research on this app and work on enhancing the application.

## Mandatory Installations:

Install the latest version of visual studio code.

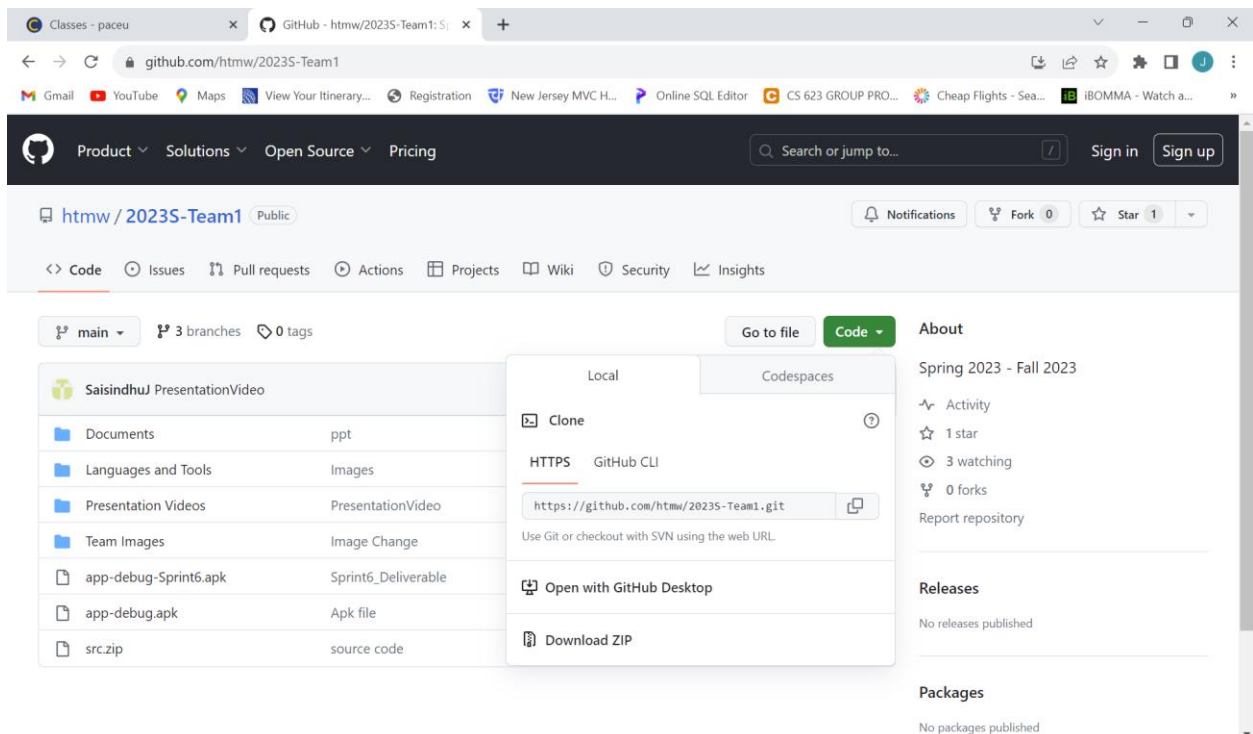
Install the gitbash.

Install the Android Studio.

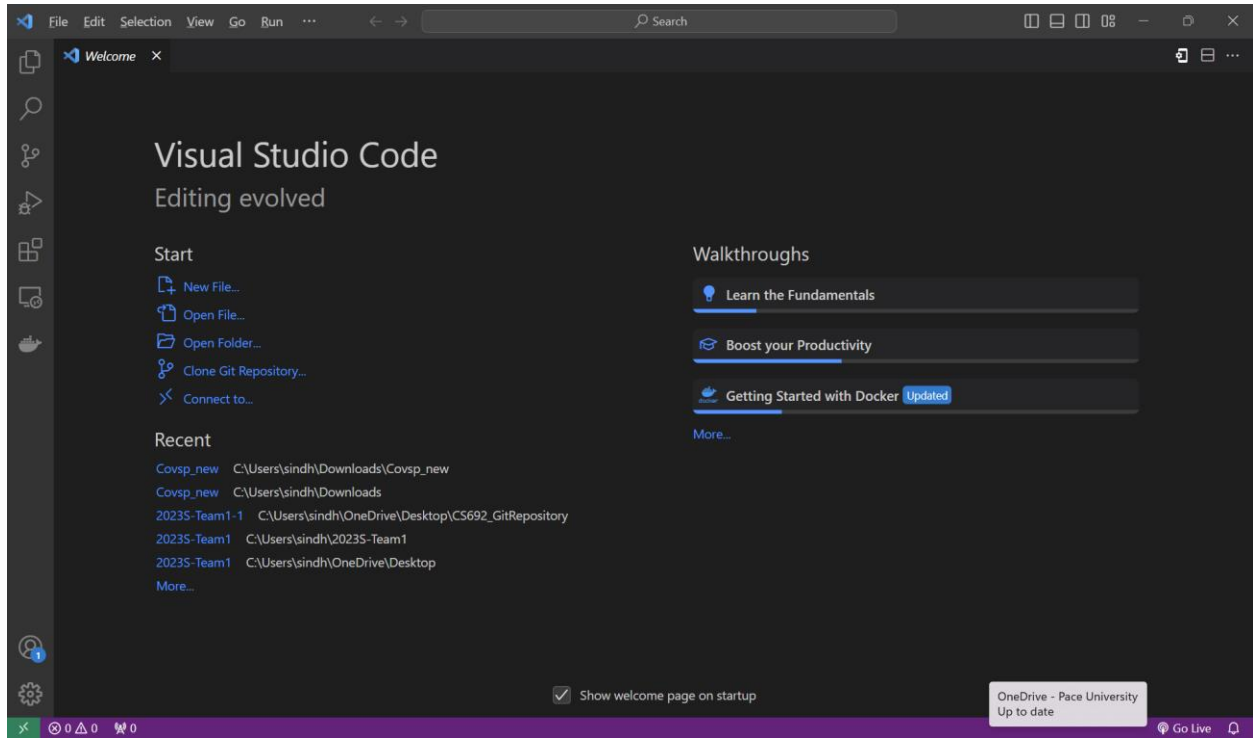
## Getting the Source Code from Git Repository:

Go to the link <https://github.com/htmwmw/2023S-Team1/wiki>.

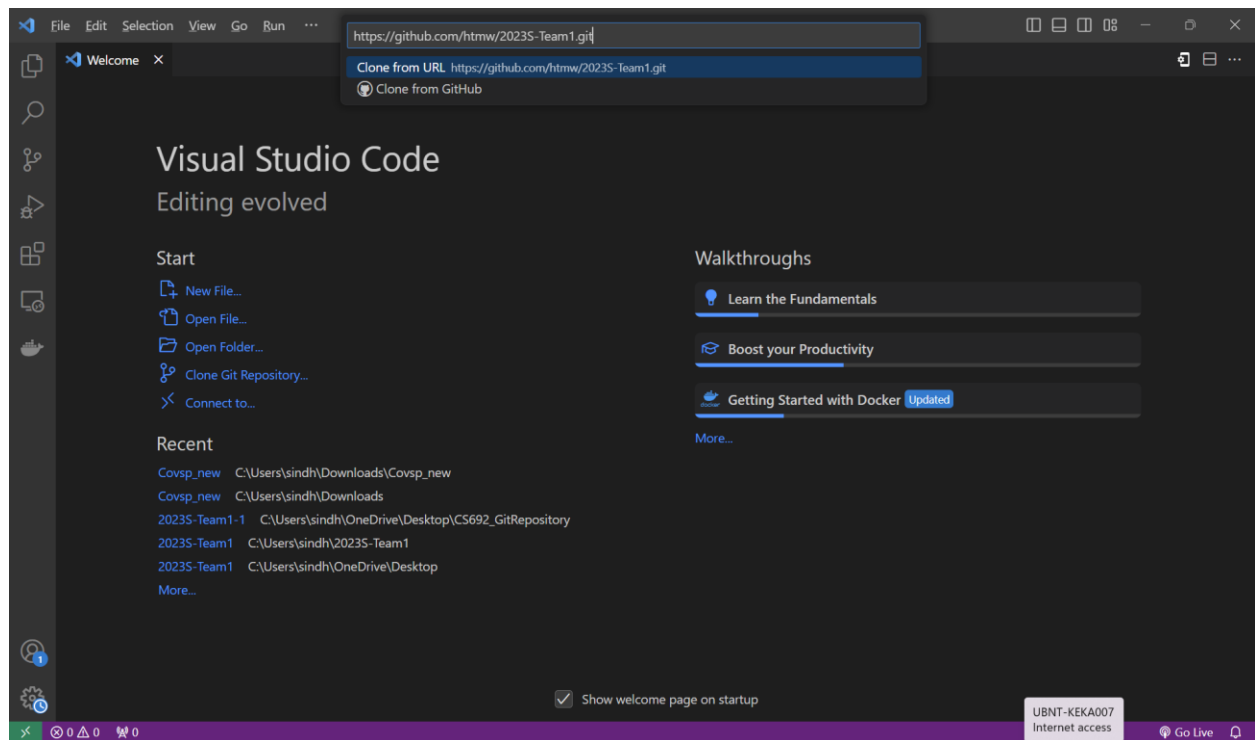
Click on the code tab as shown below and copy the git repository link.



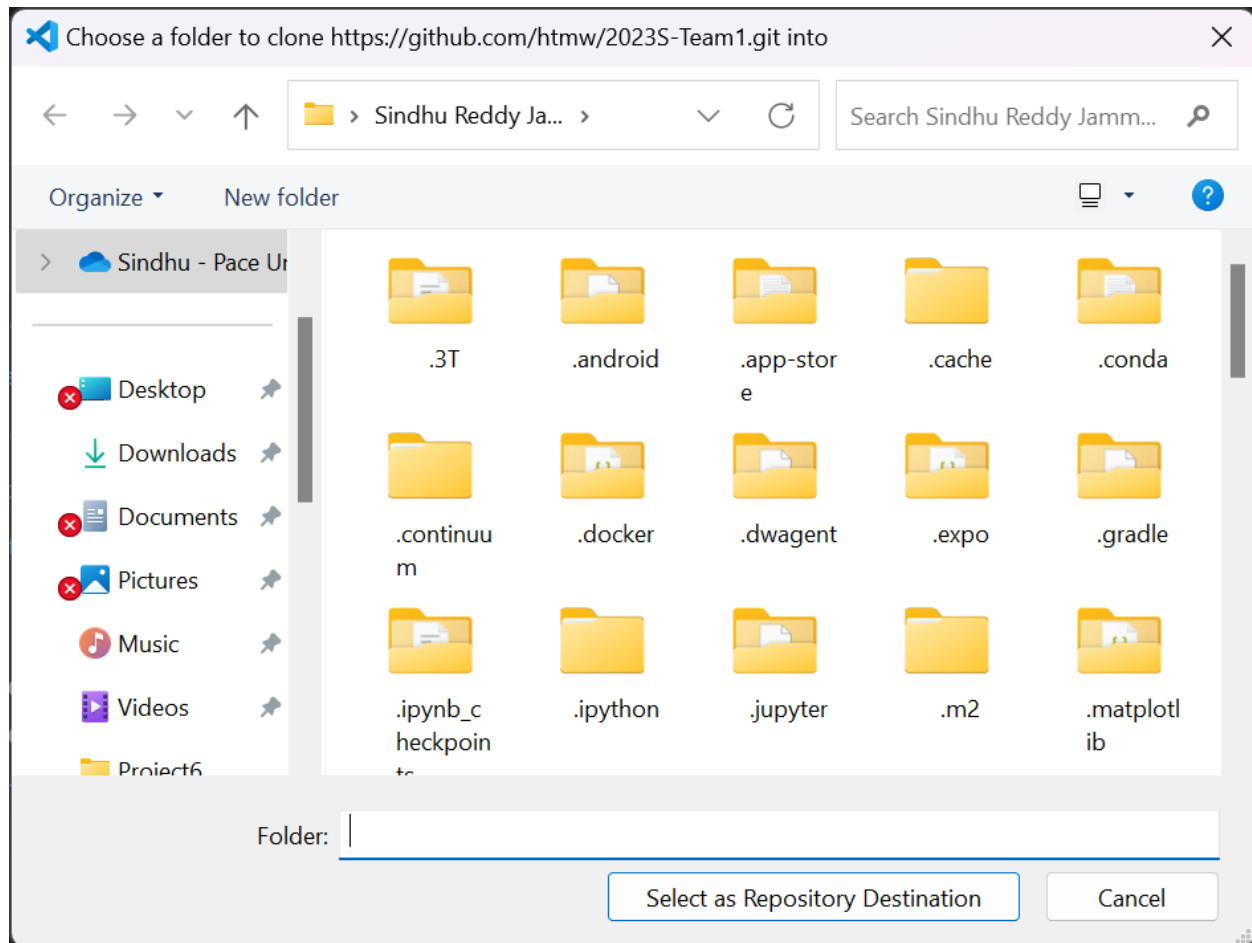
Open visual studio code.



Click on the Clone Git Repository link and paste the copied URL from the GitHub.



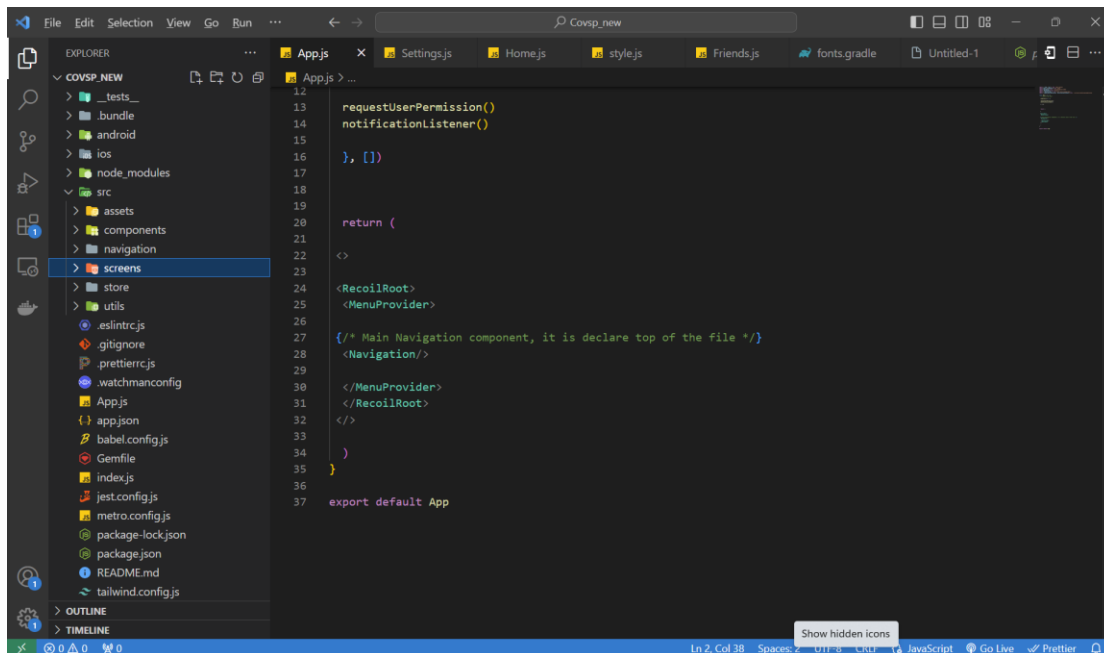
Select the destination path for source file.



Once the source code is copied from the URL it will open the code in structured format in visual studio code as shown below.

## File Structure:

Application code has file structure. Each folder contains its own specified files. For example, assets folder contains all the assets used in the application like images. Components folder has reusable files.

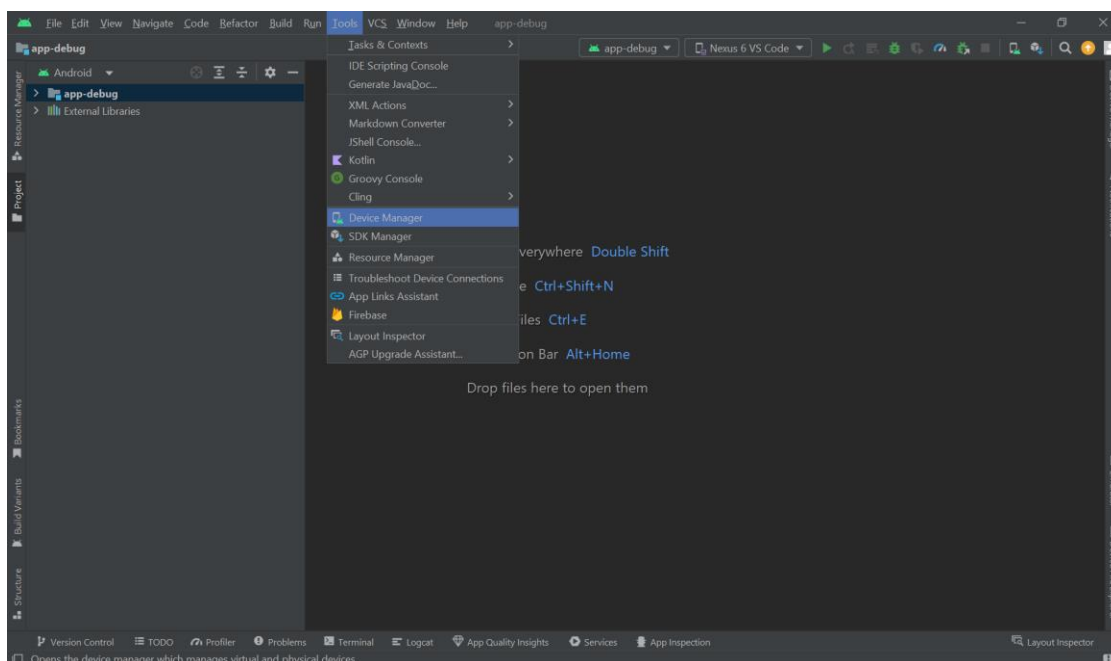


In src → Screens → we have js files for all screens of the application. One can edit these screens for change in functionality of the application.

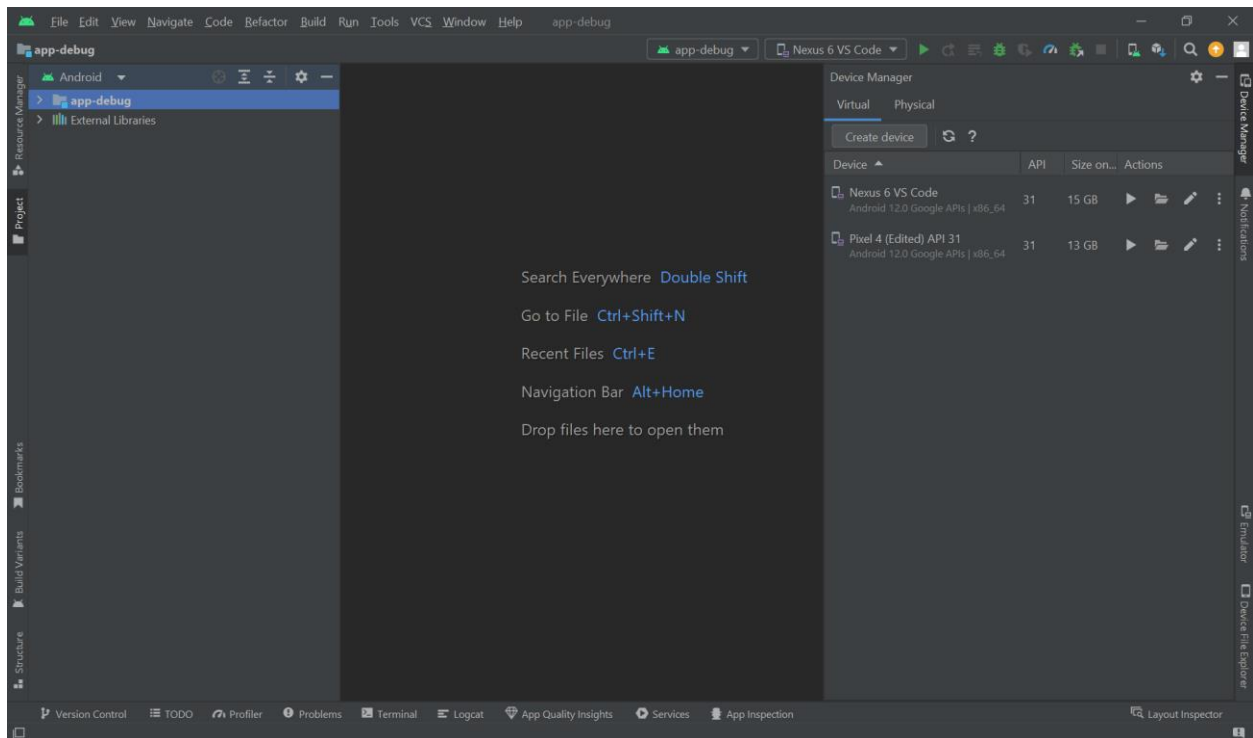
## Installation of Android studio and Virtual Device Setup:

Download latest version of Android Studio from <https://developer.android.com/> website. Once the download is complete, run the program file Android studio will get installed in the device.

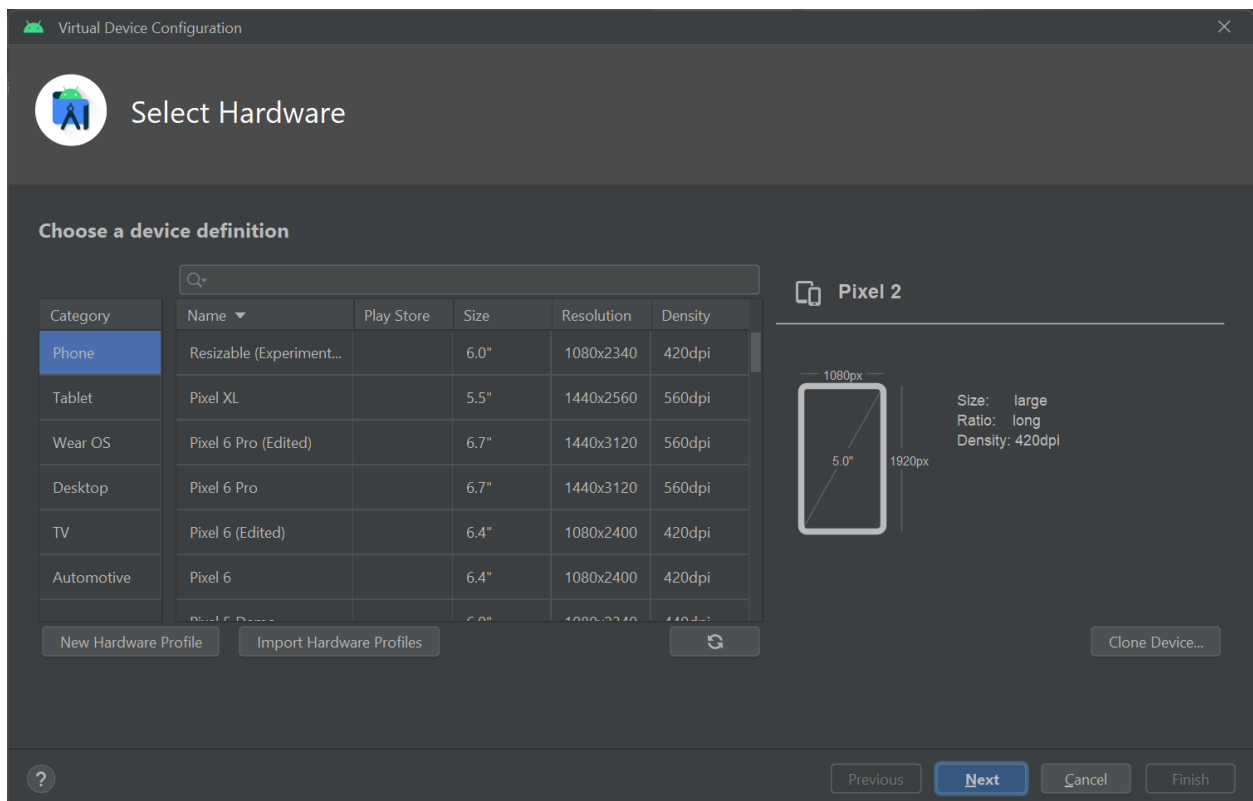
Once the installation is completed, open the Android Studio. Go to Tools → Device Manager



You can create Virtual device or add Physical device also through USB cable.

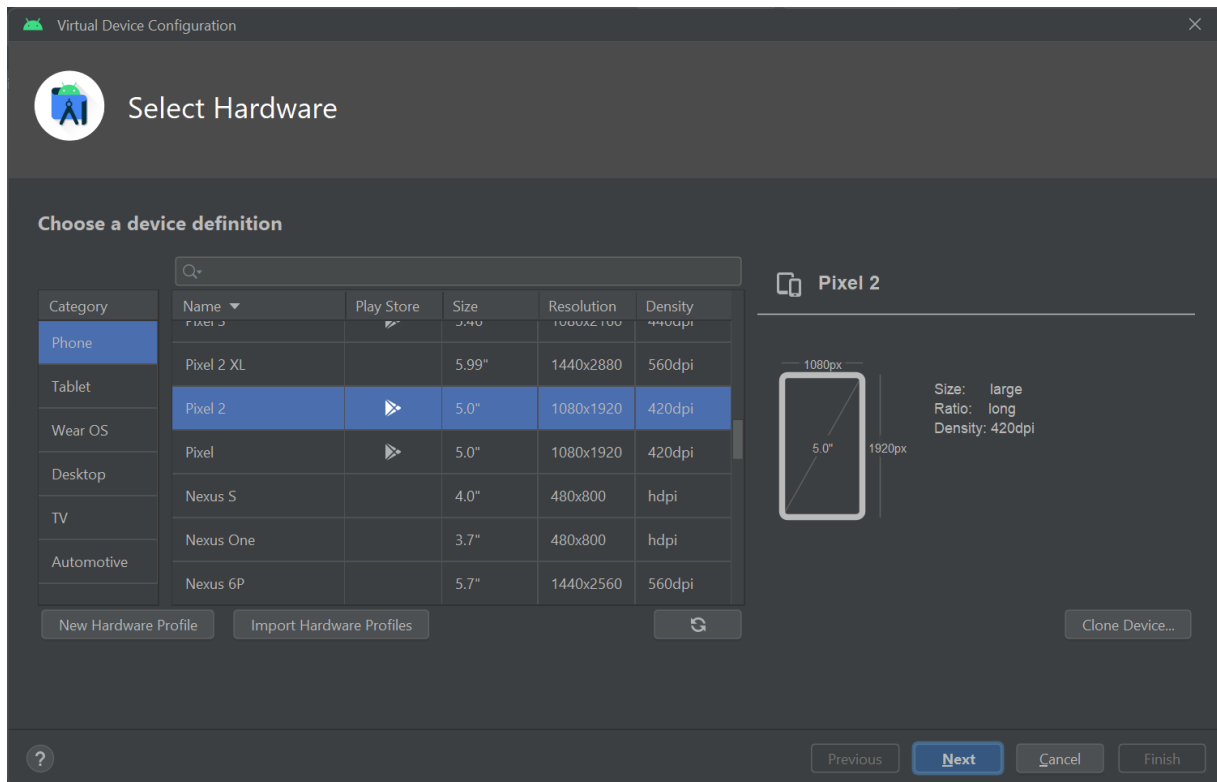


Click on Virtual and Create device It will ask for the specifications of the device as shown below.

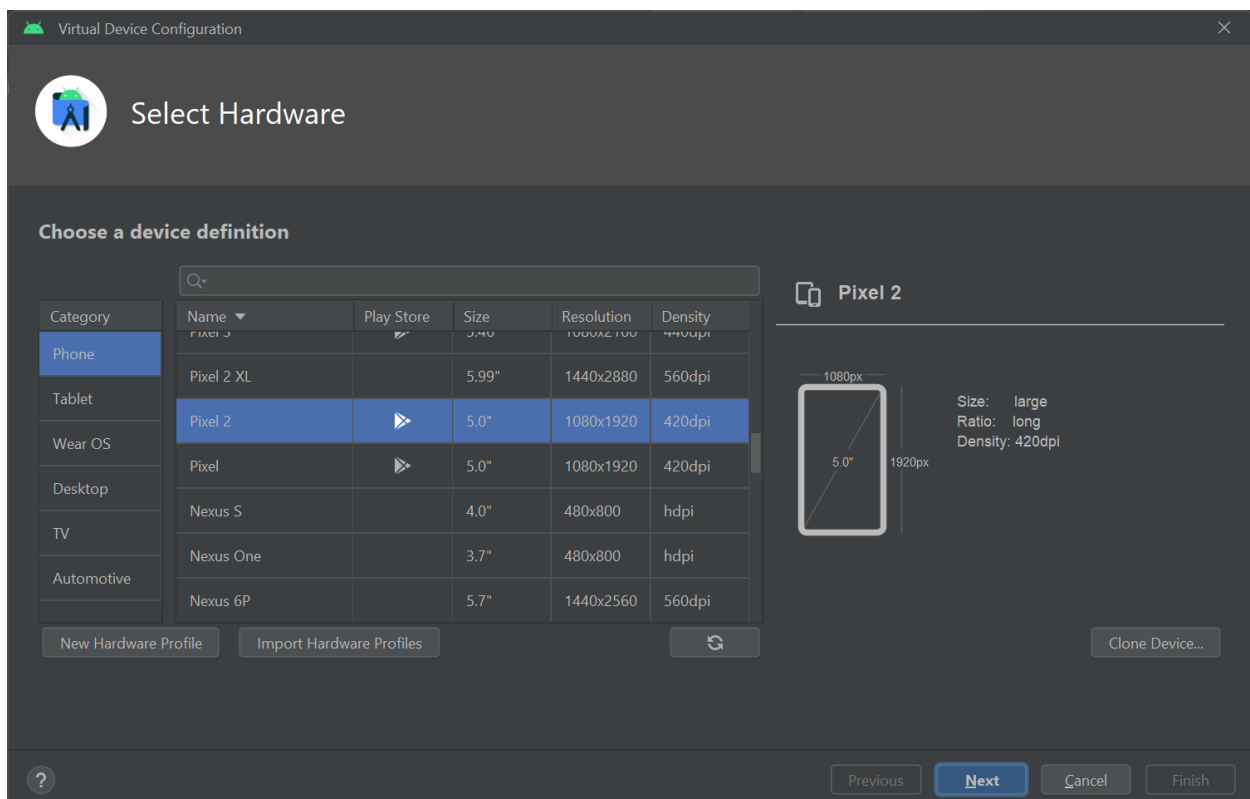




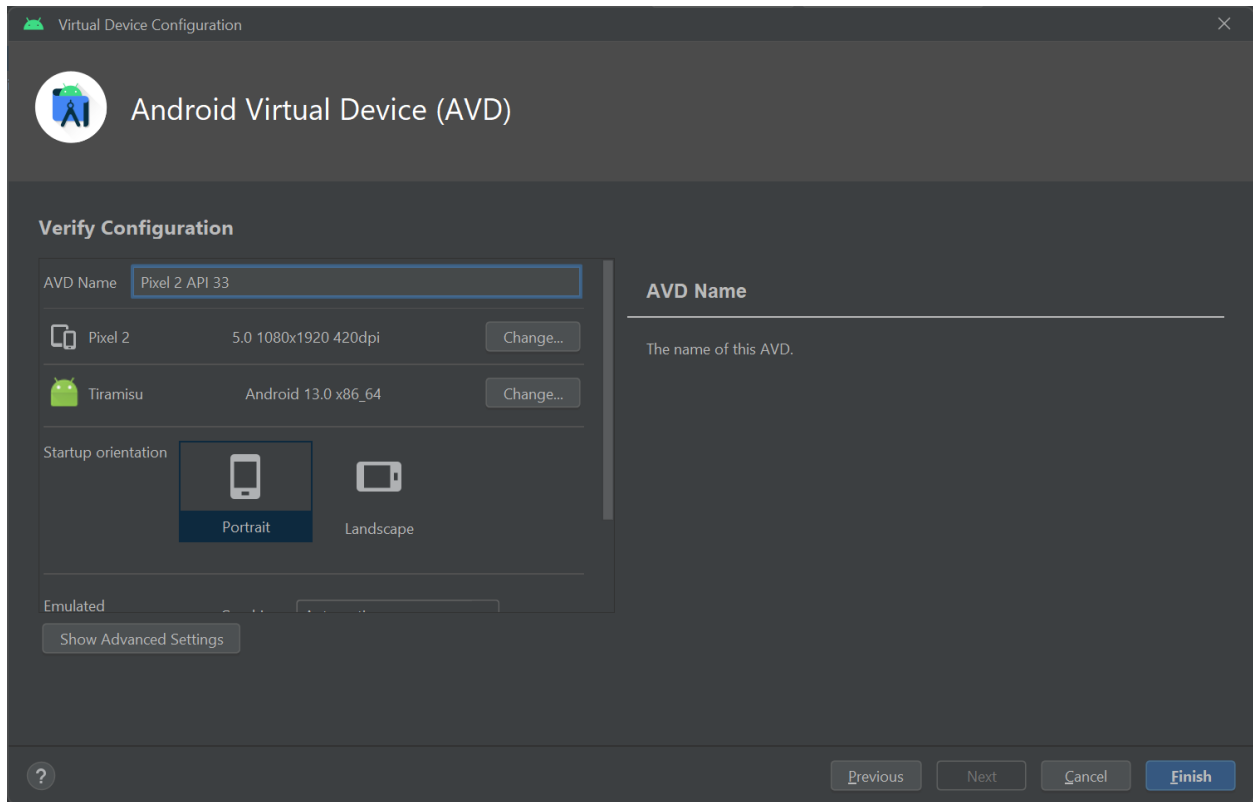
Once you select the specifications and click on the next



Select the software image and click on the next

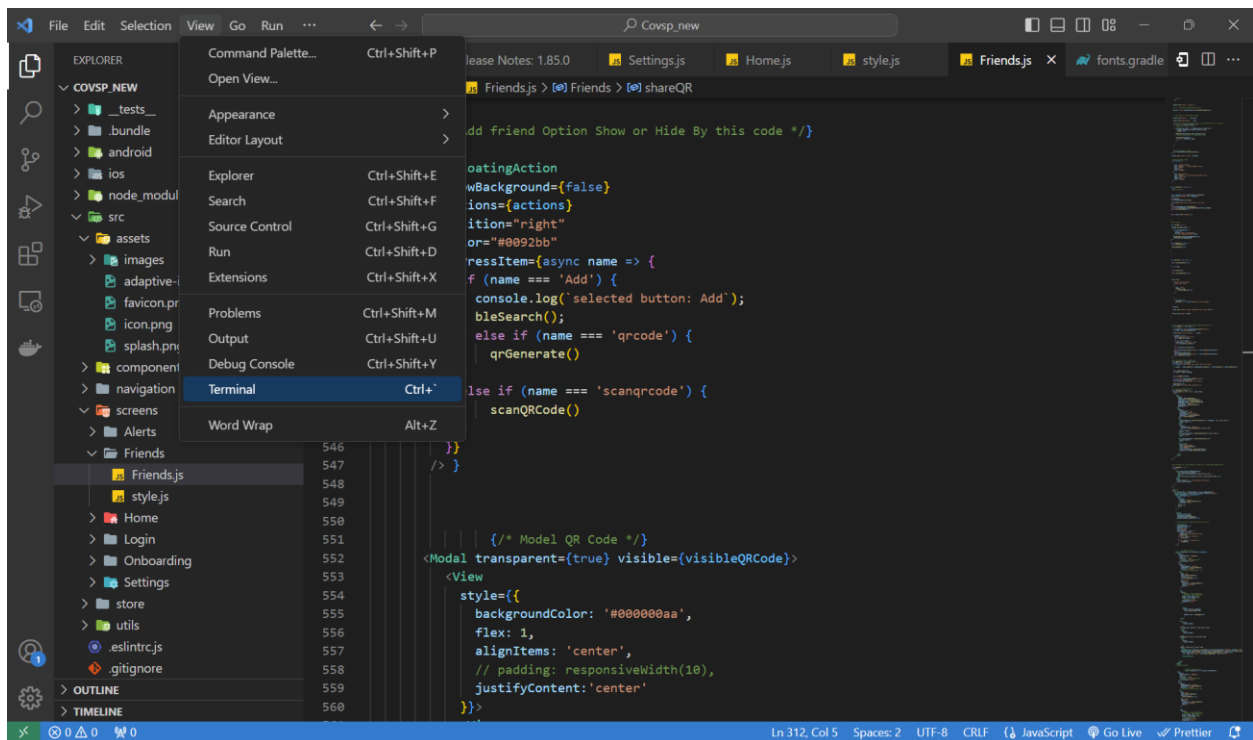


Change the device name If you like and click on the finish button. It will create virtual device as per the specifications you selected. We will see application running in the virtual device in coming section.

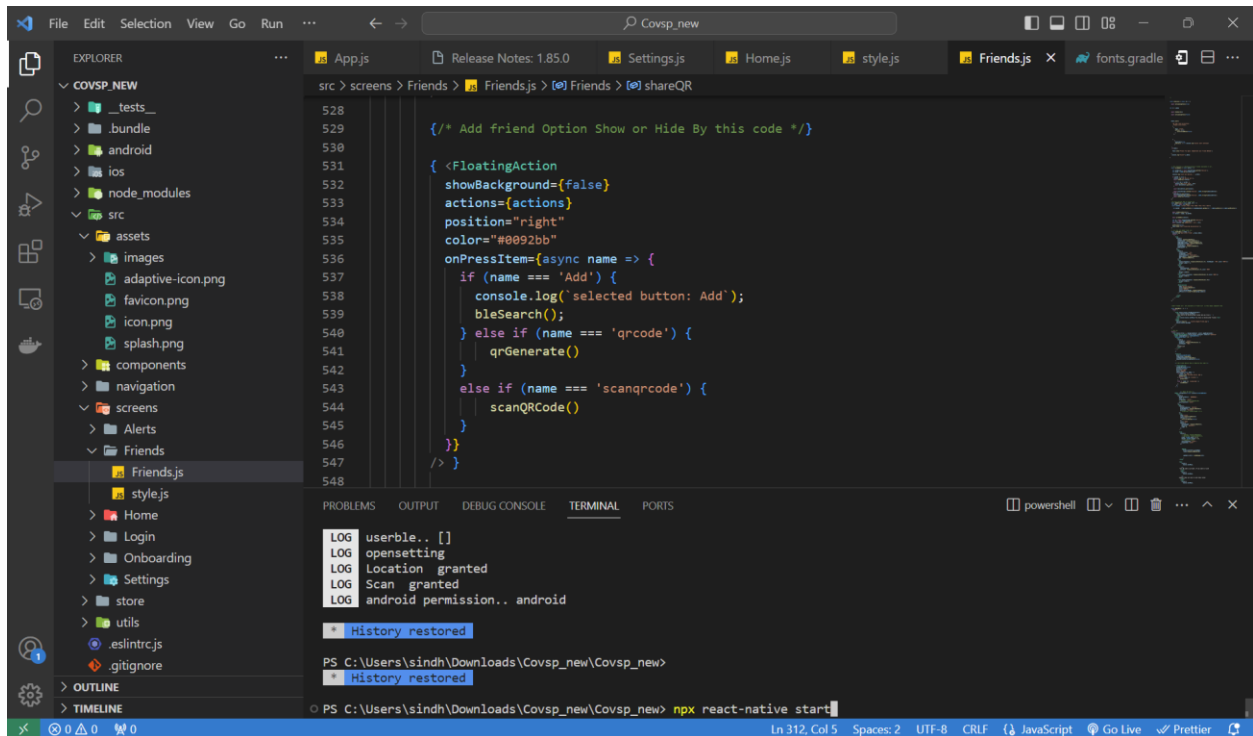


## Running The Application:

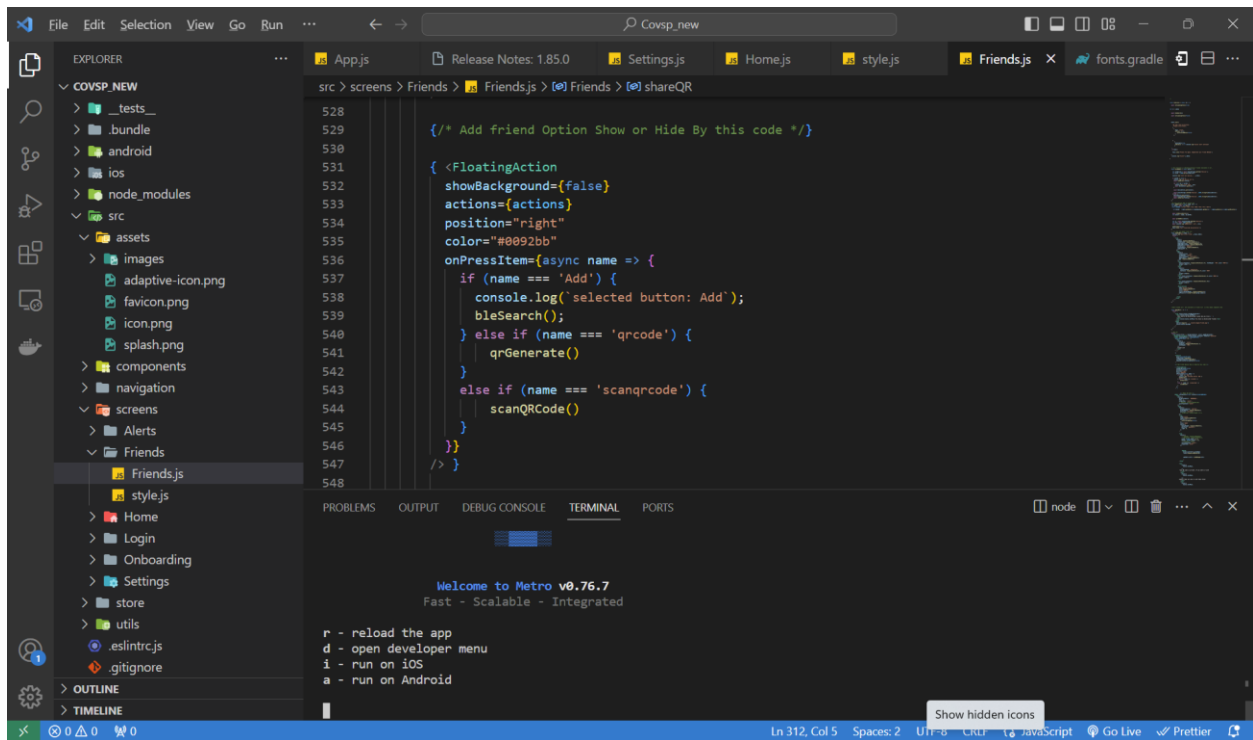
Open visual studio code and open the git repository of the source code. Click on the view → Terminal to open the terminal in visual studio code.



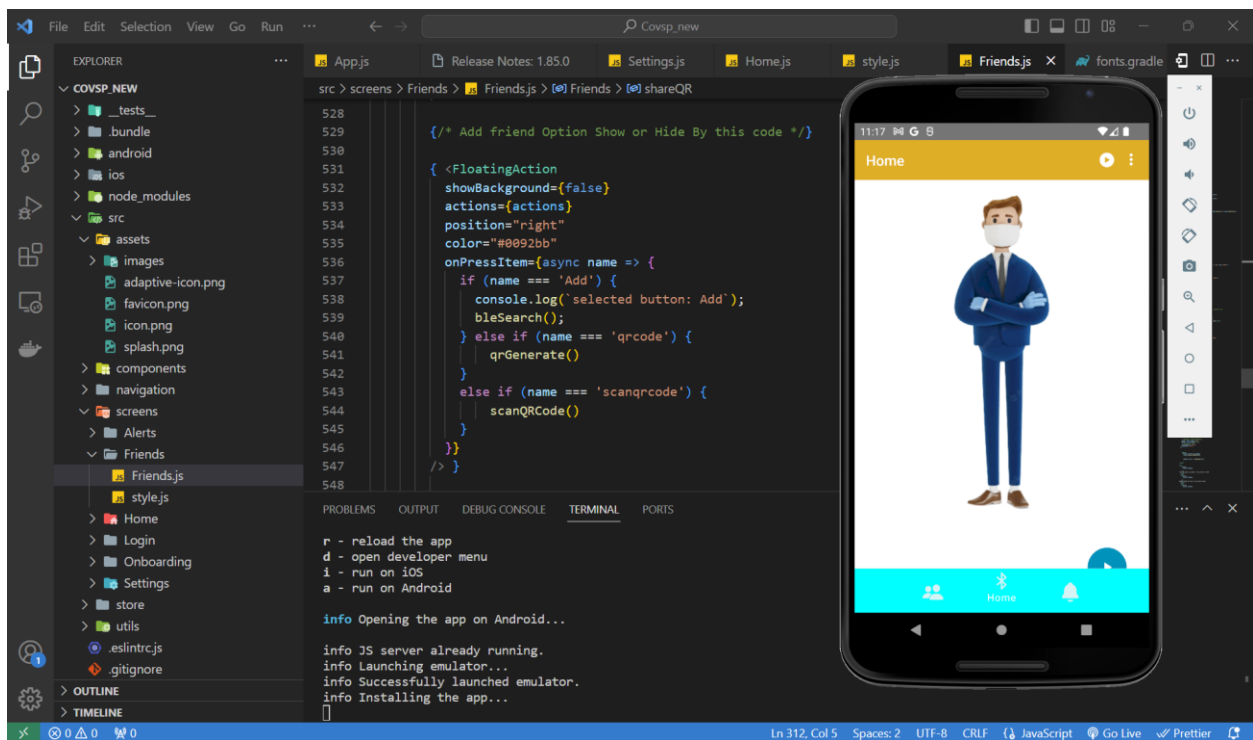
Give command `npmx react-native start`



Press a to run application in Android virtual machine we have setup in Android Studio.



Application will be opened in virtual device as shown below. The changes we have done in the visual studio code can be tested here.



## APK File Generation:

Once all the development is completed, we need to generate apk file which can be installed in mobile and used by the end user. To generate the apk file run this command **“./gradlew assembleDebug”** in terminal.

After the command is executed, the apk file is generated in below path.

**Android → app → build → outputs → apk → debug → app-debug.apk**

