

Train4Goals – Installation Guide

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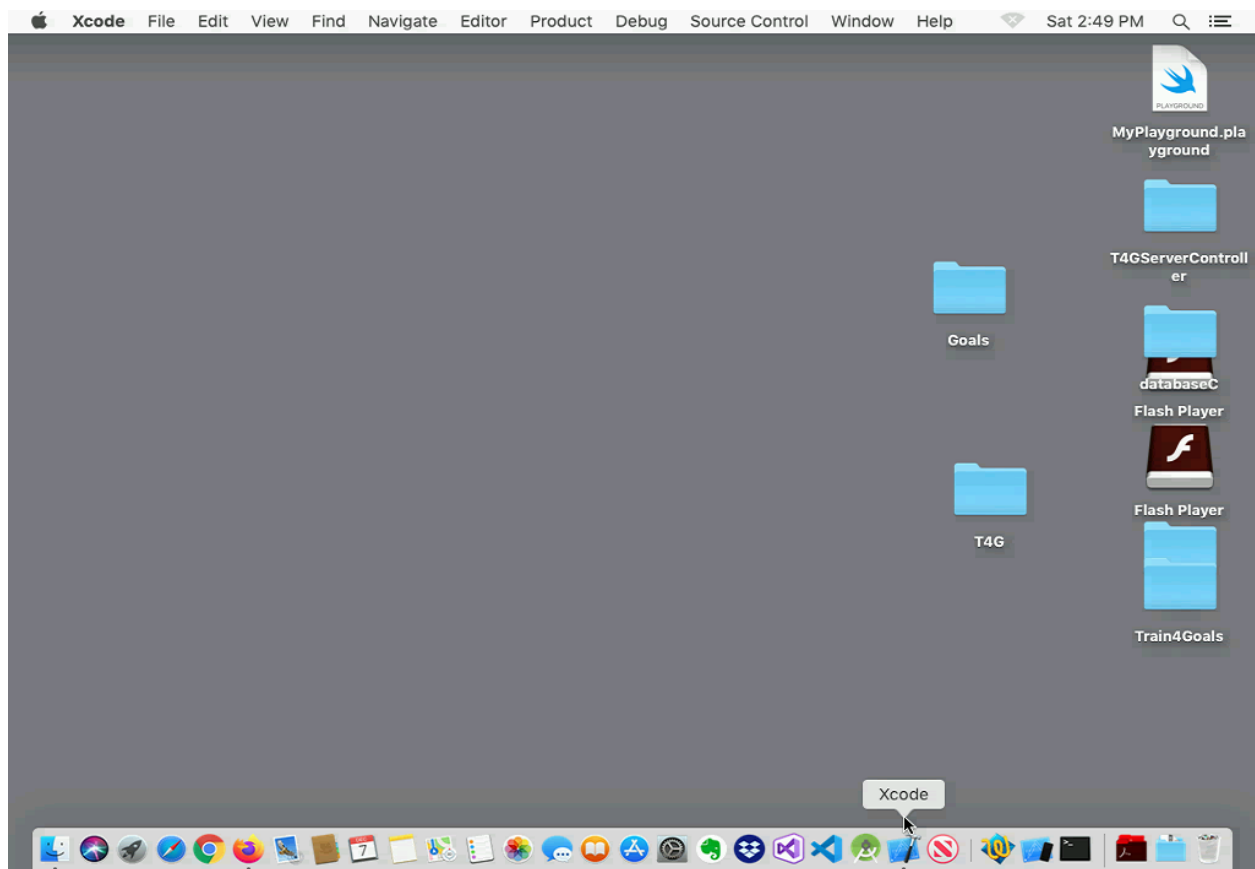
Tools and Dependencies

- Programming Languages:
 - Swift
 - Primary language used for iOS development. Used for the actual application.
 - PHP
 - Popular server programming language. Used to develop the APIs to access the database.
 - MySQL
 - Database query language. Used to access and modify the database.
- Frameworks:
 - Slim Framework
 - Slim is a PHP framework used to create APIs. The APIs were used to get the data from the database to the client.
- Package Management
 - Composer
 - Composer is a PHP package manager that allows us to install the necessary packages needed to use PHP tools. In our case, we used Composer to install Slim Framework.
- Integrated Development Environments (IDEs)
 - Xcode
 - Official Swift IDE. Created by Apple for use in developing for their platforms. Only useable on Mac.
 - Visual Studio Code
 - Popular IDE from Microsoft. Easy to use and supports a wide variety of languages. Was used for the server programming.
- Server Hosting
 - a2hosting.com
 - Web hosting company. Hosts both the server and the database. Used to allow everyone to use the server without having to create a local environment.
 - XAMMP

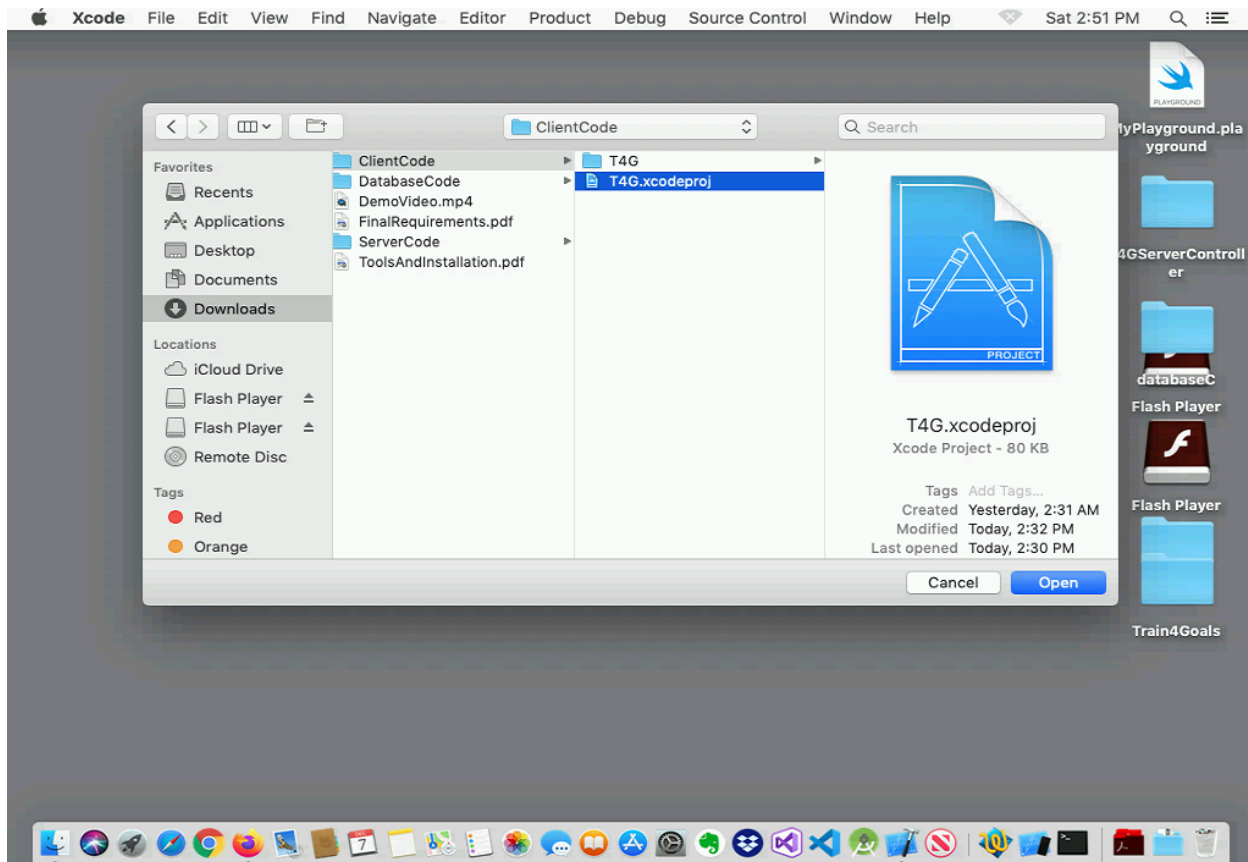
- Program used to host a local server environment. Used to test the server and database before placing in the server.
- Version Control
 - Git and GitHub
 - Popular repository site. With GitHub, we were able to keep our files in sync and up-to-date
 - Client GitHub: <https://github.com/mcinerneym/Train4Goals>
 - Server GitHub: <https://github.com/mcinerneym/Train4Goals-Server>
 - Database GitHub: <https://github.com/mcinerneym/Train4Goals-Database>
 - GitKraken
 - A program for using GitHub. Allows users to easily push and pull code from GitHub without using a web browser or a command terminal.

Installation

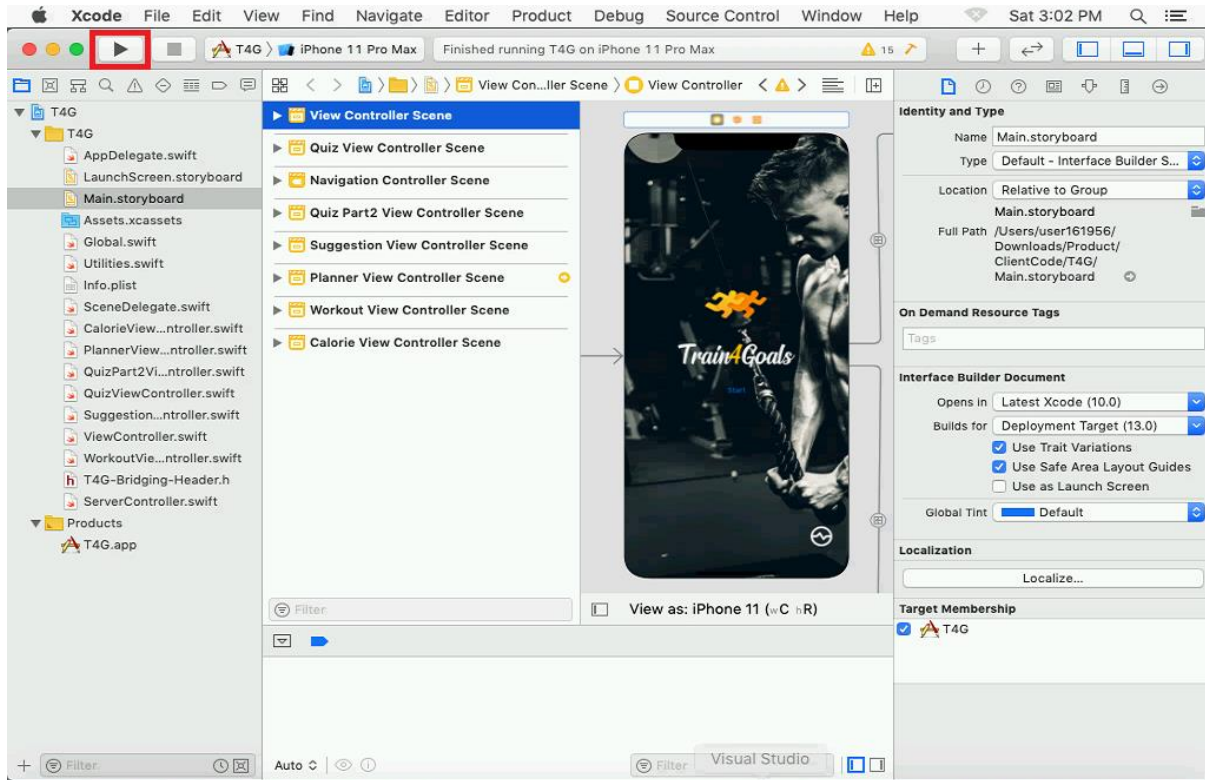
- Requirements
 1. Mac with MacOS
 - Needed to run Xcode.
 2. Xcode
 - Needed to run the application.
 3. ClientCode
 - Folder included with this guide. Contains all the code for the iOS app.
- Steps
 1. Open up Xcode



2. Go to File->Open. When the Finder opens, go to the location of the ClientCode folder and open the T4G.xcodeproj file.



3. When the editor opens, press the Run button (highlighted below) or press Command+B then Command+R to build and run the product.



4. If everything was done correctly, the simulator should open the application.

