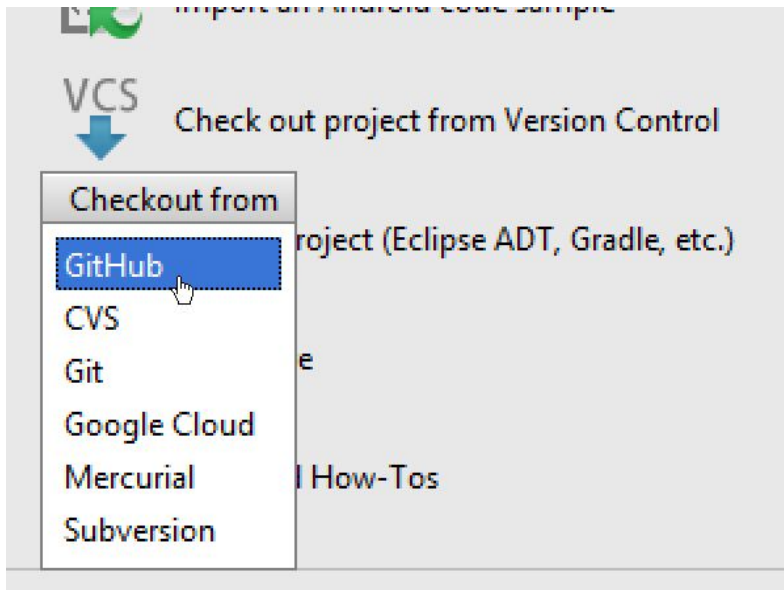
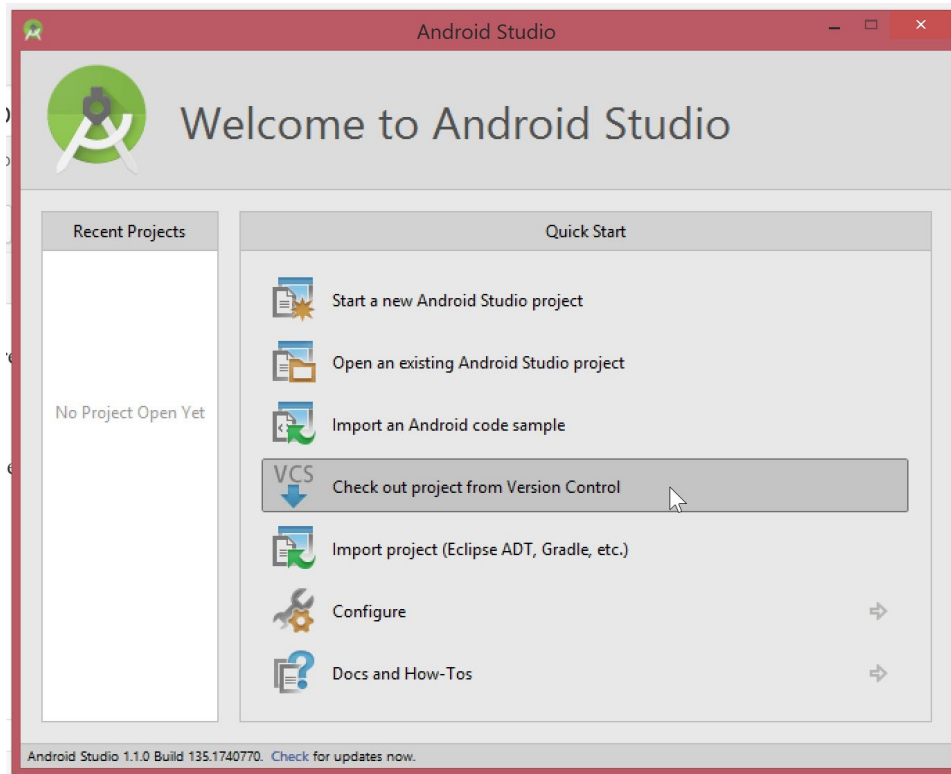


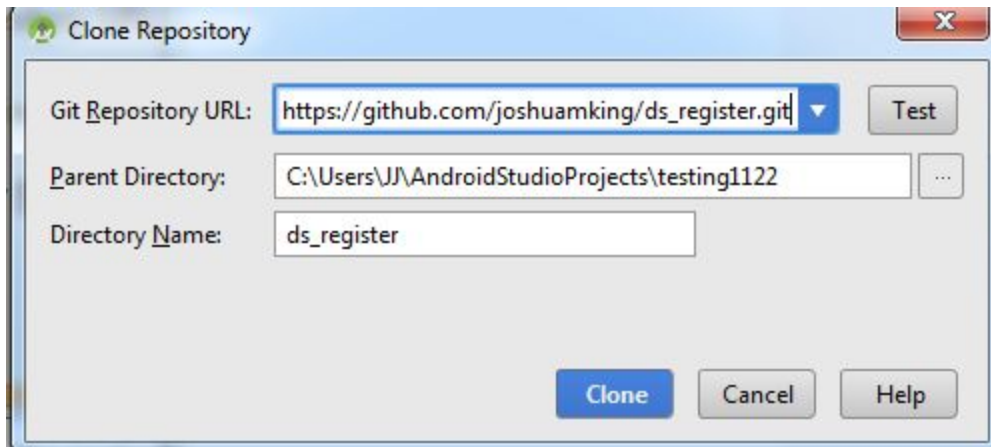
## Cloning Github project to Android Studio

1. Install Android studio(<https://developer.android.com/studio/index.html>)
2. Open Android Studio and select Check out project from Version Control. Then select *GitHub* from the drop down list



3. When prompted, sign In to your GitHub account

4. Enter [https://github.com/joshuamking/ds\\_register.git](https://github.com/joshuamking/ds_register.git) to Vcs Repository URL. Enter your project's directory in Parent Directory and name the project in Directory Name.



5. Open and click "yes" to open project.

## Add Firebase to your app

To add Firebase to your app you'll need a Firebase project and a Firebase configuration file for your app.

1. Create a Firebase project in the Firebase console.
2. Click **Add Firebase to your Android app** and follow the setup steps.
3. When prompted, enter your app's package name. It's important to enter the package name your app is using; this can only be set when you add an app to your Firebase project.
4. At the end, you'll download a google-services.json file.
5. If you haven't done so already, copy this into your project's module folder, typically app/.
6. To add Firebase libraries into one of your own projects:

Add rules to your root-level build.gradle file, to include the google-services plugin:

```
buildscript {  
    // ...  
    dependencies {  
        // ...  
        classpath 'com.google.gms:google-services:3.0.0'  
    }  
}
```

Then, in your module Gradle file (usually the app/build.gradle), add the apply plugin line at the bottom of the file to enable the Gradle plugin:

```
apply plugin: 'com.android.application'

android {
    // ...
}

dependencies {
    // ...
    compile 'com.google.firebase:firebase-core:10.0.0'

    // Getting a "Could not find" error? Make sure you have
    // the latest Google Repository in the Android SDK manager
}

// ADD THIS AT THE BOTTOM
apply plugin: 'com.google.gms.google-services'
```

## Running the app on your phone

Connect your device to your development machine with a USB cable. If you're developing on Windows, you might need to install the appropriate USB driver for your device. For help installing drivers, see the OEM USB Drivers document.

1. Enable USB debugging on your device by going to Settings > Developer options.
2. Note: On Android 4.2 and newer, Developer options is hidden by default. To make it available, go to Settings > About phone and tap Build number seven times. Return to the previous screen to find Developer options.

Run the app from Android Studio as follows:

1. In Android Studio, select your project and click Run from the toolbar.
2. In the Select Deployment Target window, select your device, and click OK.