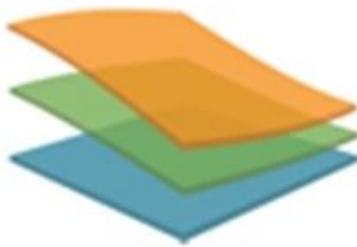


# Layers **APP** Store



## **Learning Layers**

Scaling up Technologies for Informal Learning in SME Cluster

[User Manual](#)

## 1.Users

### a.Browsing

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## 2.Developers

### a.Signing in

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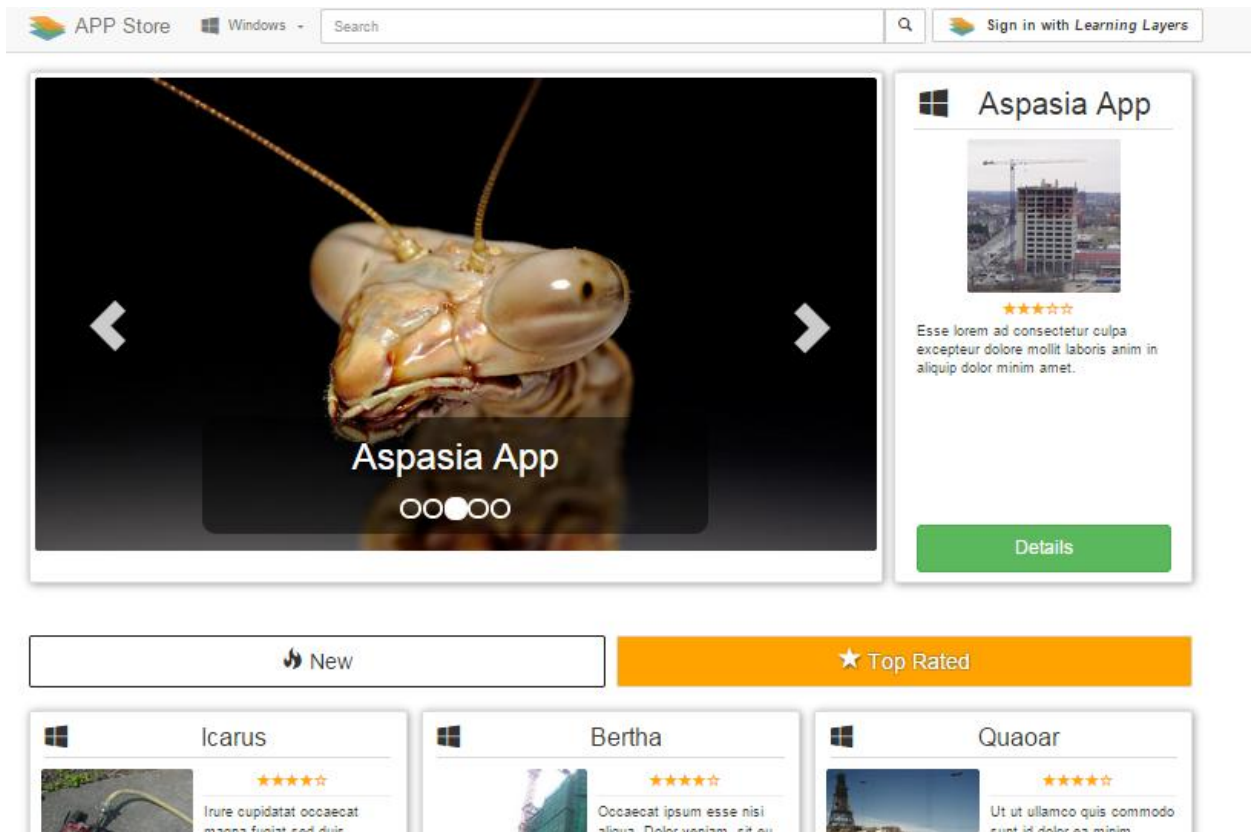
### c.Editing an app

### d.Deleting an app

# 1.Users

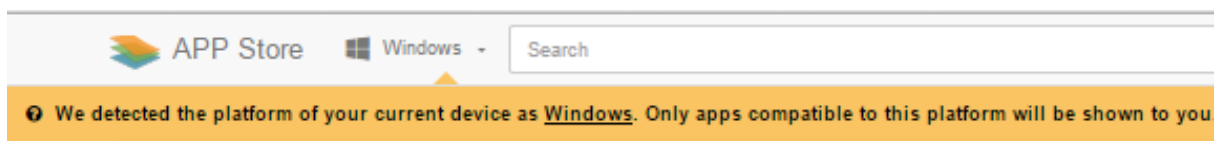
## a.Browsing

The front page of LAPPS is shown on picture 1.



Picture 1. The front page of LAPPS

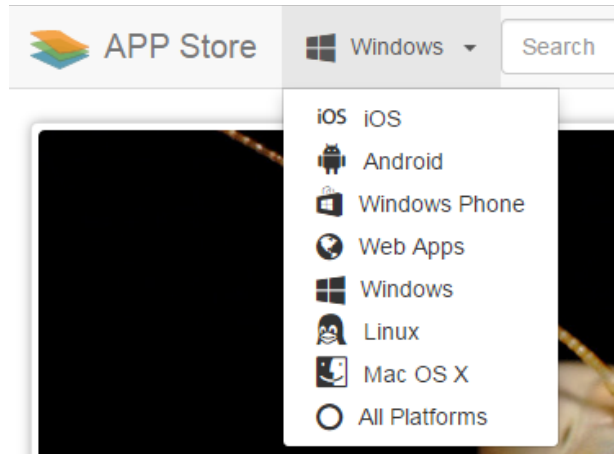
First time user opens LAPPS the automatic identification of user's platform is performed. The message of the detected platform is shown on picture 2.



Picture 2. Automatic platform detection message.

## i. Platform Selection

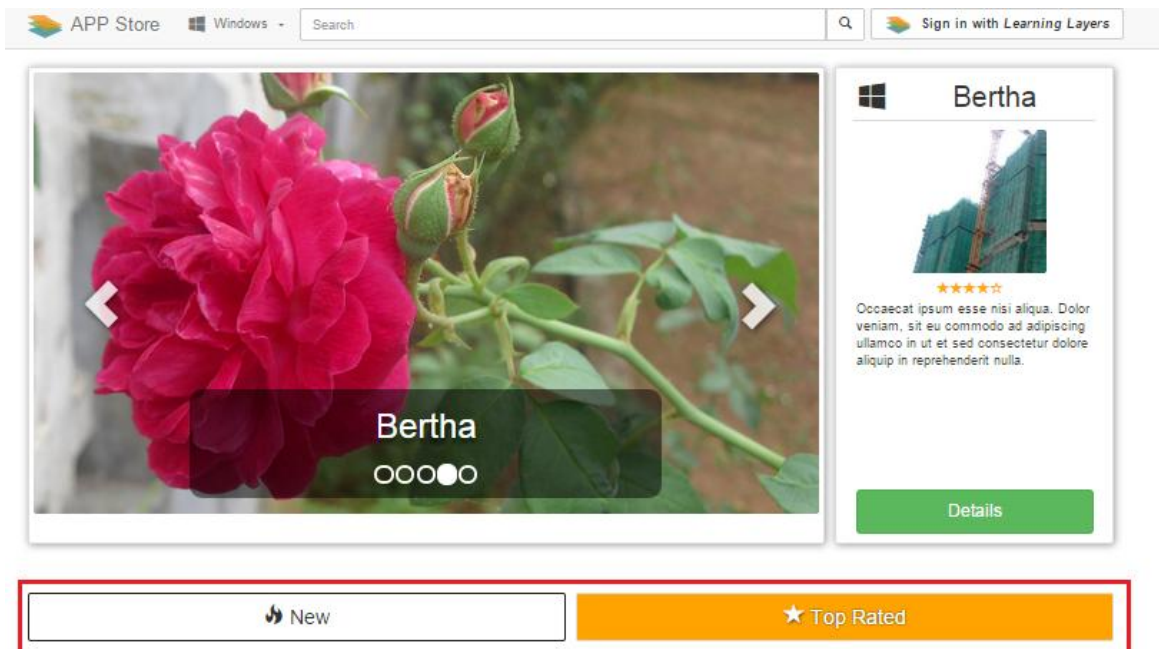
User can select desired platform for applications (only applications for that platform will be displayed). This is done via selecting the platform from drop-down list shown on picture 3.



Picture 3. Platform selection.

## ii. Apps display mode selection

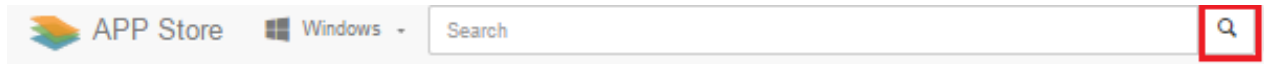
User can switch between two modes of applications display: **New** (displays the latest application first) and **Top Rated** (displays the highest rated applications first). The switch is performed by pressing one of the buttons highlighted on picture 4.



Picture 4. Switching between application display modes.

## b. Search

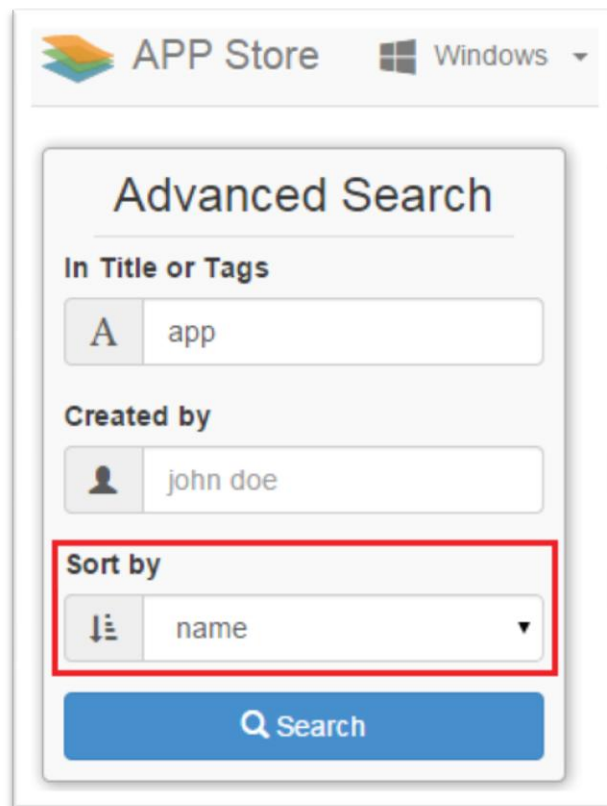
User can perform search among the applications, using the search field at the top of the store (for default search among the names and tags) or by pressing Advanced Search button (shown on picture 5) for more detailed search.



Picture 5. Advanced Search.

## i. Sorting the results

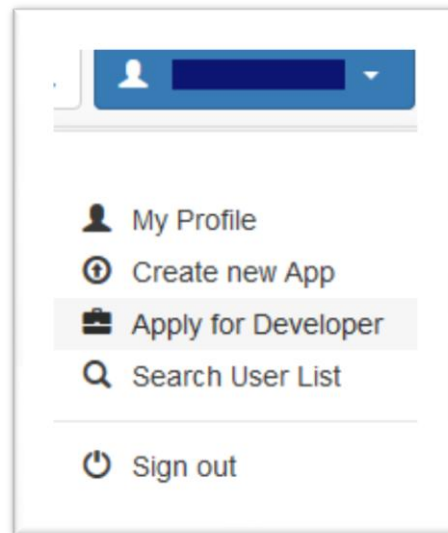
The search results can be sorted via Advanced Search bar shown on picture 6.



Picture 6. Sorting search results

## c. Applying for Developer rights

User can apply for developer rights by pressing the profile bar in the top right corner and pressing “Apply for Developer” as shown on picture 7.



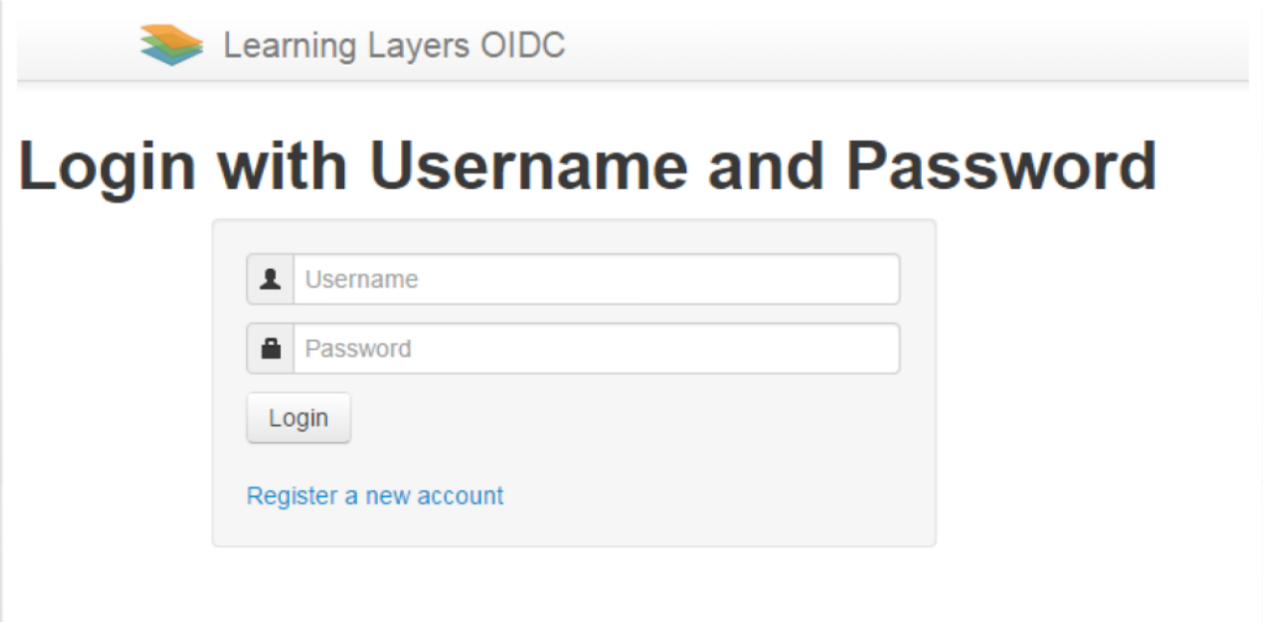
Picture 7. Applying for Developer rights.

## 2. Developers

### a. Signing in

User can sign in by pressing “Sign in with *Learning Layers*” button in the top right corner.

In the form showed on picture 8 user should enter the username, password and press “Login” button.



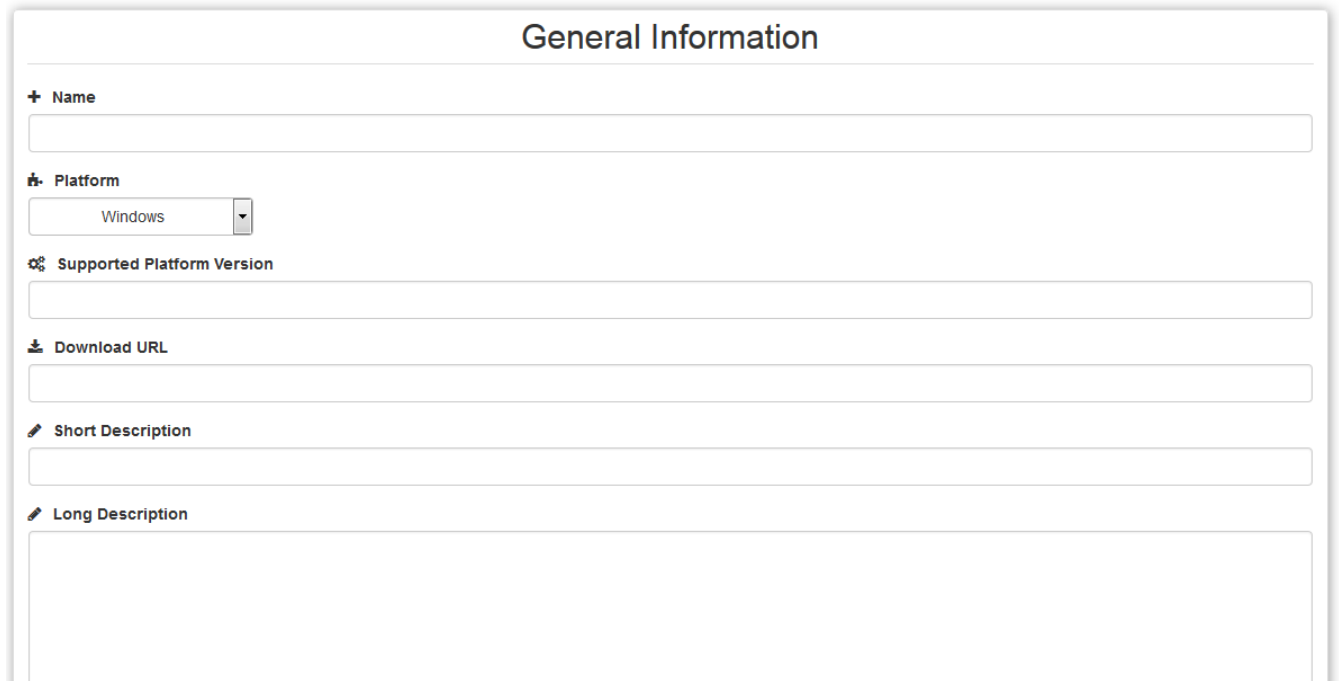
The screenshot shows a web interface for the Learning Layers OIDC login. At the top, there is a header bar with the Learning Layers logo (three overlapping colored squares) and the text "Learning Layers OIDC". Below the header, the main heading is "Login with Username and Password". The login form is a light gray box containing two input fields: "Username" with a person icon and "Password" with a lock icon. Below these fields is a "Login" button. At the bottom of the form, there is a link that says "Register a new account".

Picture 8. Signing in with Learning Layers.

## b. Uploading new app

Developer can upload new application by pressing his profile bar in the top right corner and selecting “Create new App”.

The form for uploading new app is shown on picture 9.



The screenshot shows a web form titled "General Information" for uploading a new application. The form contains several fields with icons indicating their purpose:

- Name:** A text input field with a plus icon (+).
- Platform:** A dropdown menu with a flag icon, currently set to "Windows".
- Supported Platform Version:** A text input field with a gear icon.
- Download URL:** A text input field with a download icon.
- Short Description:** A text input field with a pencil icon.
- Long Description:** A larger text area with a pencil icon.

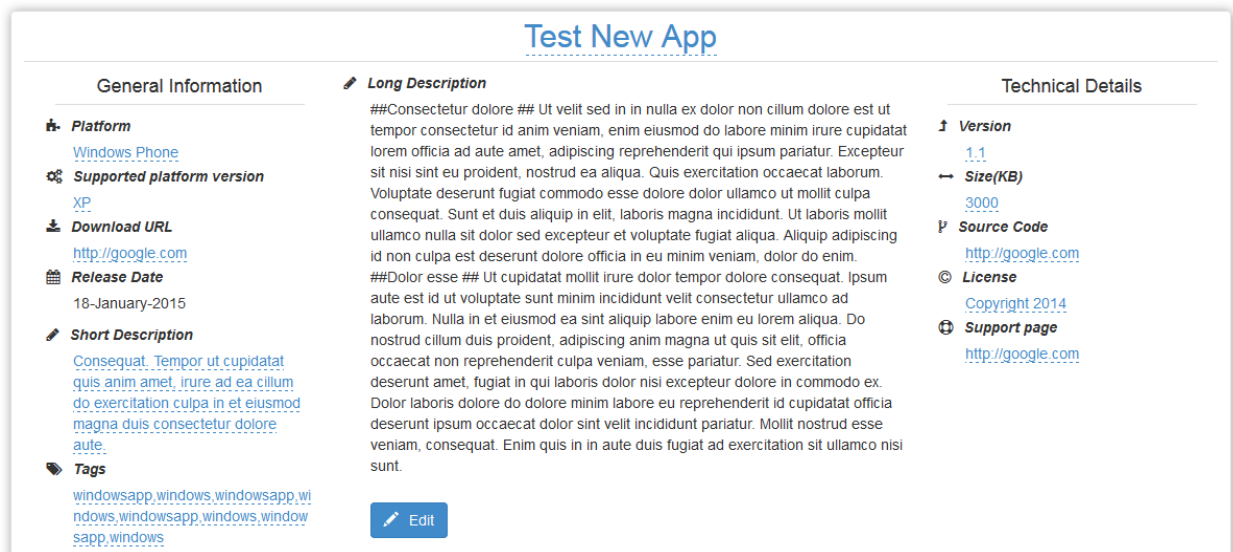
Picture 9. Uploading new app.



## c. Editing an app

To edit an app developer should select the desired application and press “Edit” button in the application page.

The editing mode for application is shown on picture 10.



Picture 10. Editing an app.

## d. Deleting an app

To delete an app developer should press “Delete” button as shown on picture 11



Picture 11. Deleting an app.