

Mentor Match System Manual (Team 19)

26/4/2017

Web application technical information

Requirements

- AngularJS 1.+, but not 2.
- Ionic 1.3.2
- Cordova 1.+
- Git

Optional Requirements

- XCode

Install instructions

To create Ionic projects, you'll need to install the latest version of the CLI and Cordova. Before you do that, you'll need a recent version of Node.js. [Download the installer](#) for Node.js 6 or greater and then proceed to install the Ionic CLI and Cordova for native app development:

```
$ npm install -g ionic cordova
```

Once that's done, you have successfully installed the ionic framework. Clone the project from our [git hub repository](#) for our web application using the command.

```
$ git clone https://github.com/mbellgb/syseng19-webapp.git
```

Once you have cloned our repository, change to the base directory of the application.

```
$ cd syseng19-webapp
```

In order to host our application, run ionic serve to host our application on your local browser.

```
$ ionic serve
```

Hosting our application on Ionic View

Ionic View is an application that can be downloaded in the Google Playstore for Android devices and App store for IOS. Ionic View allows us to host our application on native mobile platforms.

Once you have downloaded the Ionic View application, create an Ionic View account and preview our application. An application ID is required to host our application. The Application ID is

3ea1e71c.

Building our application on Native Devices.

The ionic platform allows us to build web applications on native mobile platforms such as Android. In order to build our web application on Android devices, first install the needed Cordova platforms

```
$ ionic build android
```

In order to build the IOS platforms, simply substitute android with ios. Building the app on Android is much easier than IOS. To build the application on android, run the following command

```
$ ionic run android
```

***Note that your Android device must be plugged in to your computer and developer mode is enabled**

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If you are building for iOS, you'll need to sign up for an Apple Developer account to test as a native app on an iPhone or iPad. Once you have an account and you have set up Xcode with your certificates to enable device testing, you'll want to open the Xcode project from `platforms/ios/` and do your testing from Xcode.