



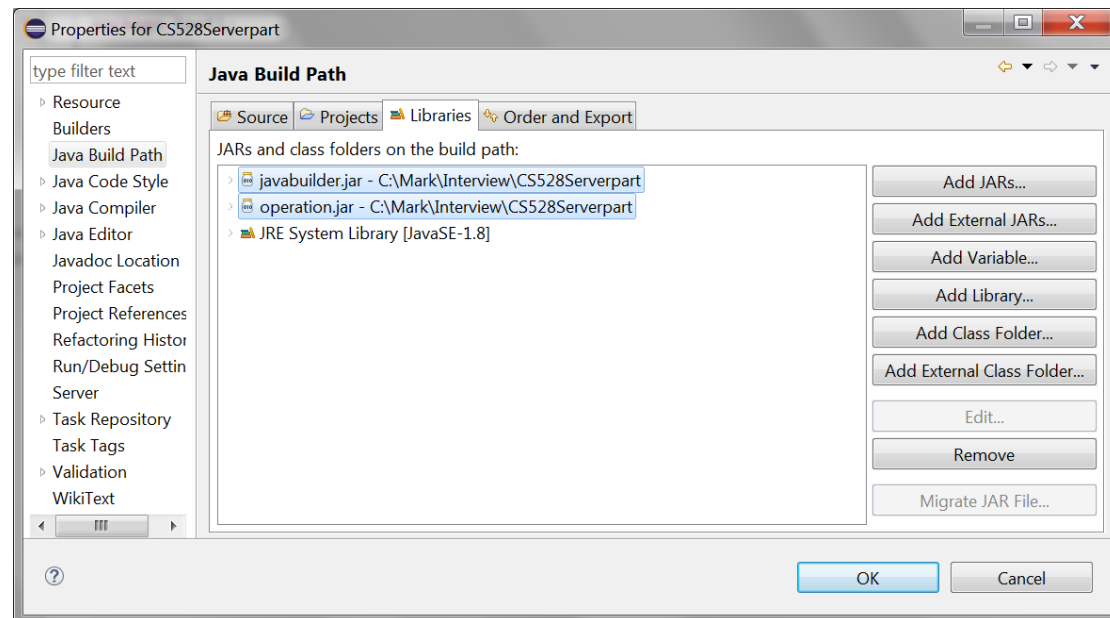
CS528 Final Project Readme File

Bin Yu, Jiang Miao, Fu Zhan

Our project contains server part on computer, hence before you run APK on mobile, the first thing is configuring environment on your own computer.

1. Import our server part into Eclipse.
2. Add these two JAR files into project property;

 javabuilder.jar	5/3/2016 9:39 AM	Executable Jar File	436 KB
 operation.jar	5/3/2016 7:56 PM	Executable Jar File	55 KB



- 3 Be care about this part, change the path of these three files in ServerReceive.java

```
146
147
148     String a = "C:/Mark/Interview/CS528Serverpart/speaker.wav";// Receiving file from APP
149     String b= "C:/Mark/Interview/CS528Serverpart/data.mat"; // Data includes codebook
150
151     // According to match degree, generating a sequence which similarity from larg to small
152
153     result = myAdd.operation(10,a,b);
154
155     String path="C:/Mark/Interview/CS528Serverpart/result.txt";
156     File refile = new File(path);
```

4. Run ServerReceive.java, If you see this figure on console, it represents server running environment is ok

```
ServerReceive [Java Application] C:\Program Files\Java\jre1.8.0_92\bin\javaw.exe (May 3, 2016, 8:55:21 PM)
Server: Waiting for Client!
```

5. Change the IP address and port number at
%YourDir%\FindUrVoice\app\src\main\java\com\example\binyulocal\findurvoice\MainActivity.java
Make sure this is your own server and other services doesn't occupy the port at this time.

```
MainActivity.java x Client.java x splash.xml x result.java x activi
play
34 private TextView response;
35 MainActivity m_Activity = this;
36 //Socket
37 final static String Addr = "192.168.1.3"; //Local IP
38 final static int Port = 4004;
39
```

6. Generate APK again, if you can see this splash screen, it means all configuration works have been completed, you can enjoy our APP and sing what you want!

