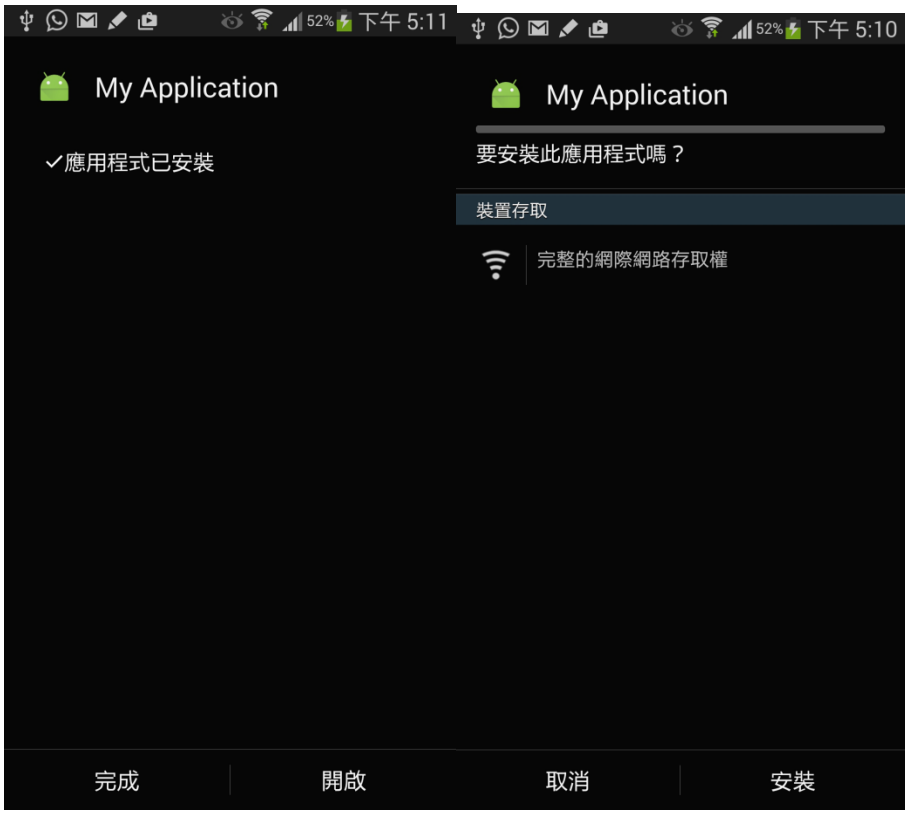
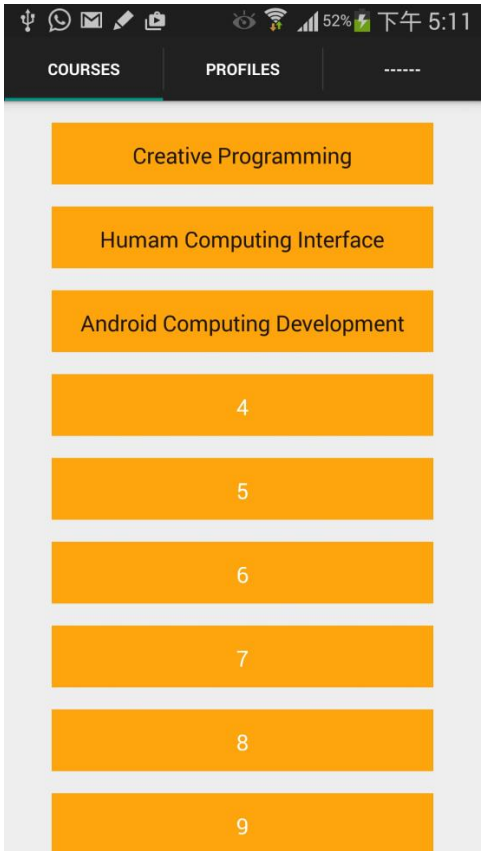
Table of Contents

InstallationofAndroid

Download the apk file that we provided to you on android device

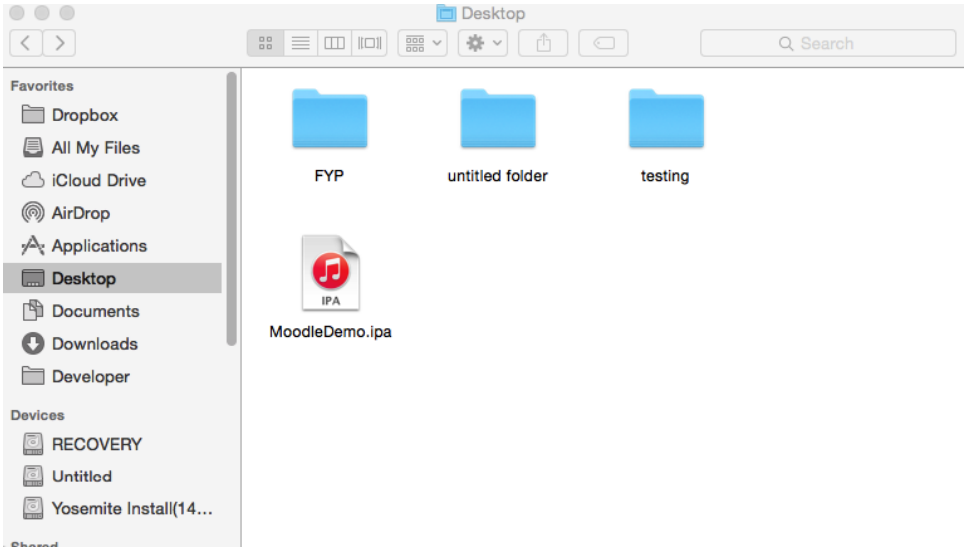



52% 下午 5:11
COURSES
PROFILES

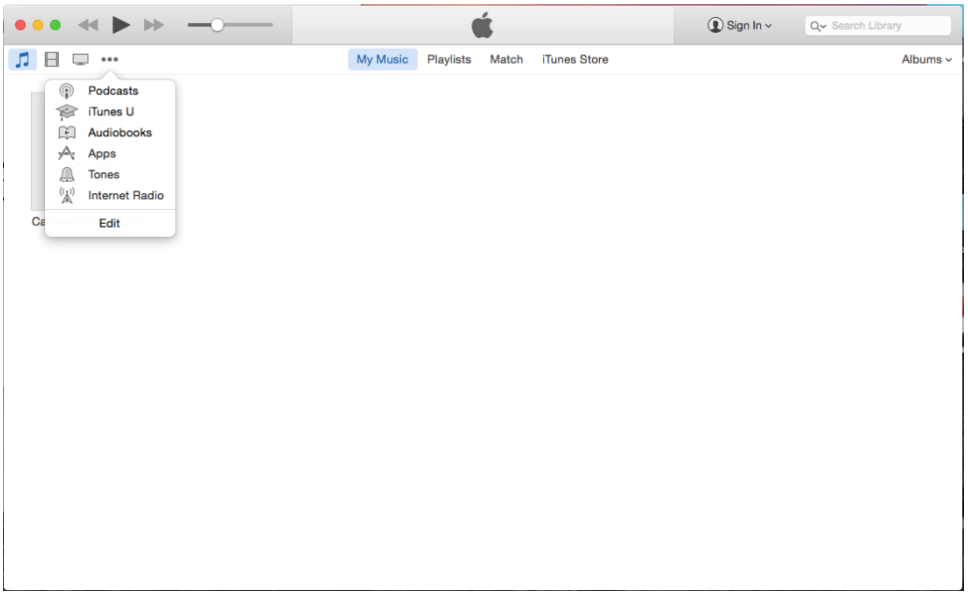
Creative Programming
Humam Computing Interface
Android Computing Development
4
5
6
7
8
9

Installation Guide of iOS app

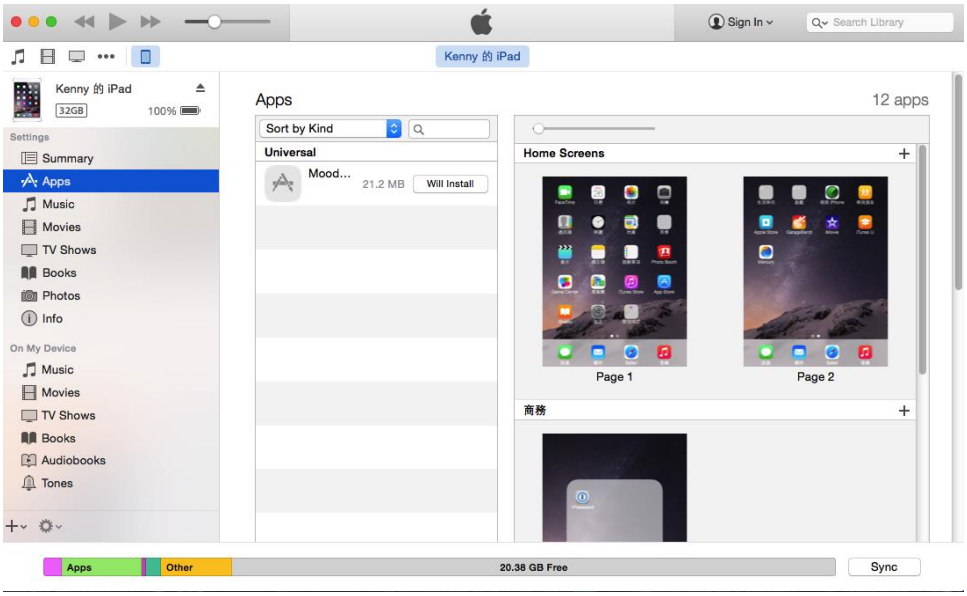
1. Double-click MoodleDemo.ipa



2. Click on "..." Popover, click Apps



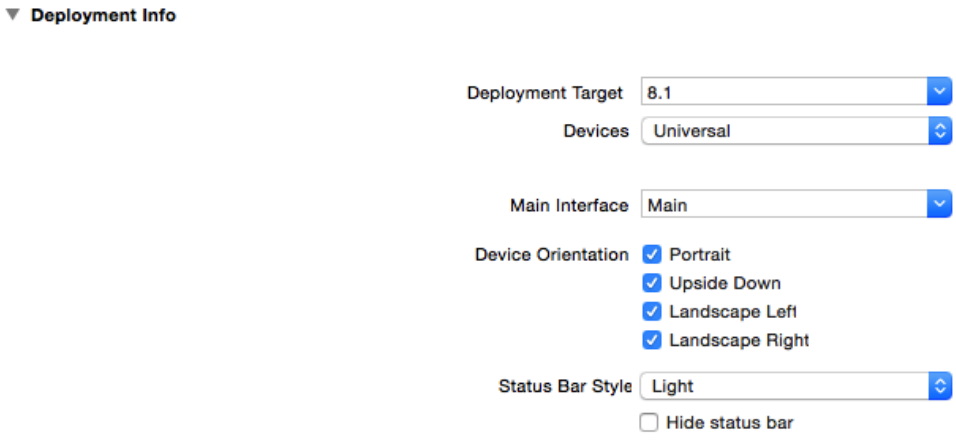
3. Plug in your device, Select your device, select Apps, press install and apply



iOS Building Procedure

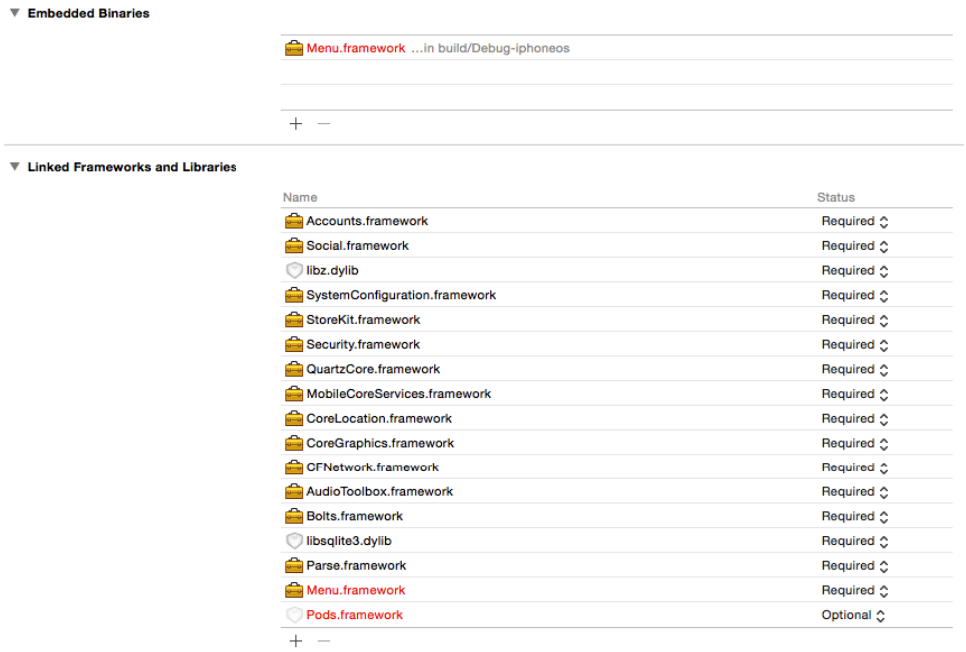
1. Build Prerequisite

This project is build on Xcode 6.3 and Swift 1.2. Building from other version have not been tested, It may not build successfully. Install latest version of Xcode by App Store, It should be all fine to setting the environment up. The minimum deployment target is iOS 8.1 and it is support for Universal app in both iPhone and iPad.



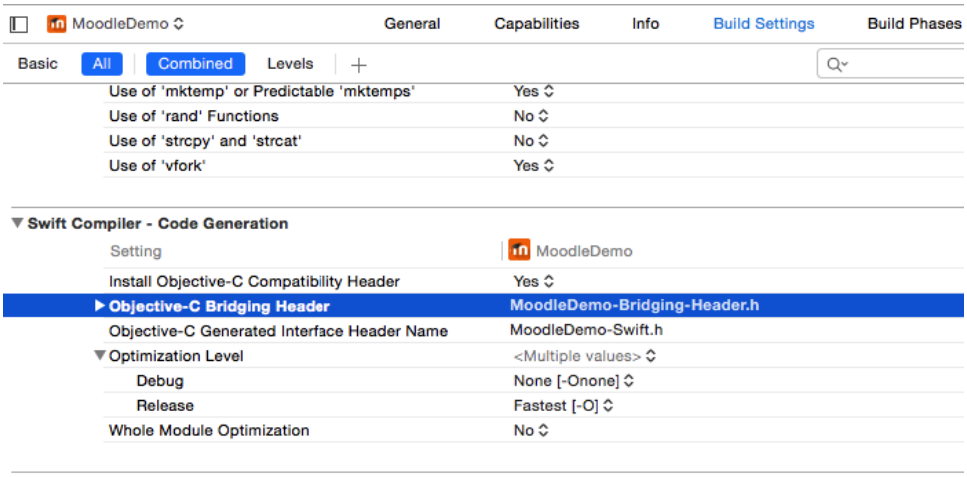
2. Linked Framework and Libraries

This project used many frameworks and libraries. To add a framework, click project file from project navigator on the left, click General tab, adding framework by clicking the plus button on Embedded Binaries or Linked Frameworks and Libraries.



3. Using Objective-c framework in Swift

Since some framework is written is Objective-c, so it needs to add a bridging file to enable Swift using the Objective-c framework. By adding Bridging file, click on Build Settings in project setting, in the title of Swift Compiler - Code Generation, add a key Objective-C Bridging Header if it is not existed, change the value to [project name]-Bridging-Header.h, in this case is MoodleDemo-Bridging-Header.h.

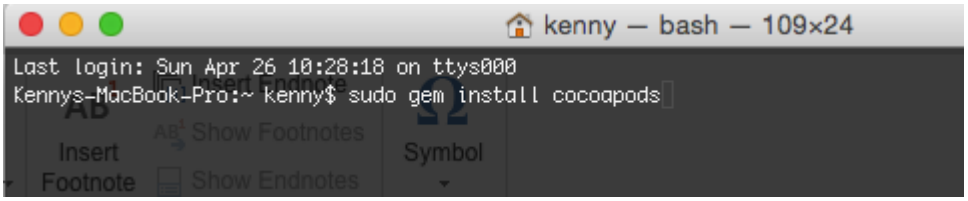


Next, you need to create a new file in the project named [project name]-Bridging-Header.h same as the bridging key setted before. In this file, just import Libraries as normal Objective-C did. Swift will read this file and import the Libraries on build.

```
//
//  MoodleDemo-Bridging-Header.h
//  MoodleDemo
//
//  Created by kenny on 11/1/15.
//  Copyright (c) 2015年 kenny. All rights reserved.
//

#ifndef MoodleDemo_MoodleDemo_Bridging_Header_h
#define MoodleDemo_MoodleDemo_Bridging_Header_h

#import "sqlite3.h"
#import "SWRevealViewController.h"
#import "Chameleon.h"
#import "BFPaperTableViewCell.h"
#import "MZFormSheetController.h"
#import "Cartography.h"
#import "UICountingLabel.h"
#import "PNChart.h"
#import <Parse/Parse.h>
#import <XLForm/XLForm.h>

#endif
```

4. Cocoa Pods

This project also use Pods to manage the libraries. To install Pods, make sure you have default Ruby built on the system. Then, you have to write the command sudo gem install cocoapods in the terminal. This is basically the installation of Pods. To integrate with Swift 1.2, it is requires to have cocoapods version >= 0.3.6. Make sure install the latest version of cocoapods.



After that, you can use Pods on your project. Please following the below processes:

a. cd to the root directory of your project in terminal.

b. vi or vim a new file Podfile

c. In the Podfile, you have to add some libraries similar to the format shown below

```
platform :ios, '8.1'
pod 'XLForm', :git => 'https://github.com/xmartlabs/XLForm.git'

source 'https://github.com/CocoaPods/Specs.git'
platform :ios, '8.0'
use_frameworks!

pod 'Alamofire', '~> 1.2'
pod 'SwiftyJSON', '~> 2.2'
pod 'Socket.IO-Client-Swift', '~> 2.1.0'
```

d. Saved the file, and write pod install in the terminal

e. The terminal will do all things for you, after it finish loading, all the libraries are imported to the project.

5. Parse

Parse is a service for push notifications form Moodle service to devices. This project use Parse service. To use Parse, you have to register the key in the parse website. And using those keys on the service side. The client should also register the key in the Appdelegate.swift file. To view more information, please go to parse website https://www.parse.com.

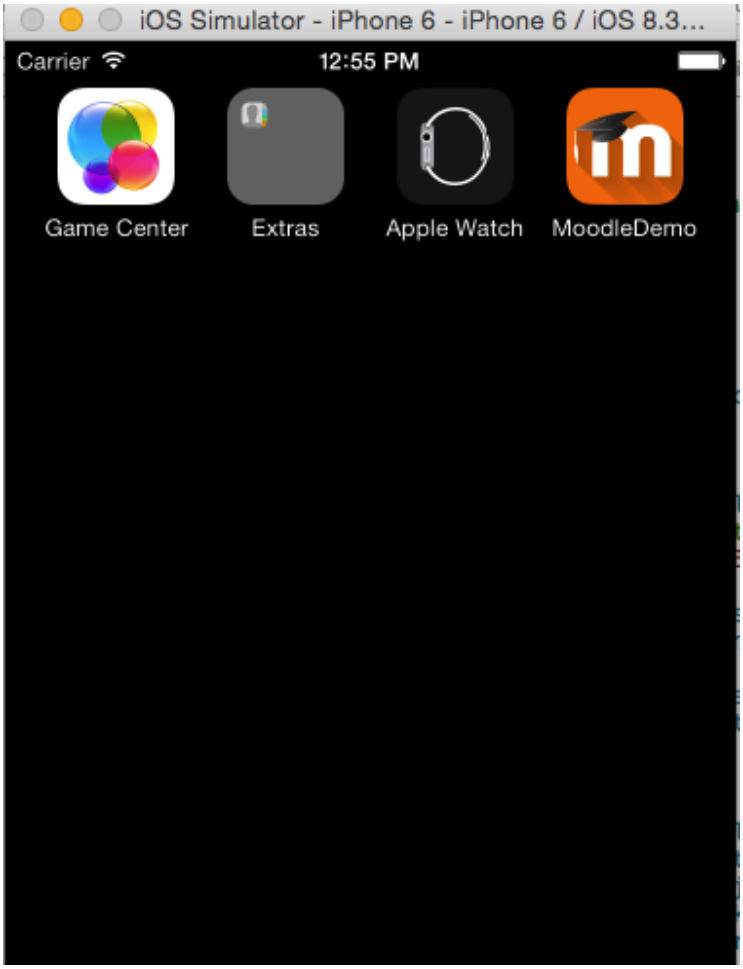
```
import UIKit
import Parse

@UIApplicationMain
class AppDelegate: UIResponder, UIApplicationDelegate {

    var window: UIWindow?

    func application(application: UIApplication, didFinishLaunchingWithOptions launchOptions: [NSObject: AnyC
        // Override point for customization after application launch.
        Parse.setApplicationId("5VKX8rhB2spHzGESopLXELhKVwTZNug31zuV0ui4", clientKey: "NABHyX6Ns8NKtzTTsbPgWr

        var userNotificationTypes = UIUserNotificationType.Alert | UIUserNotificationType.Badge | UIUserNotif
        var setting = UIUserNotificationSettings(forTypes: userNotificationTypes, categories: nil)

        application.registerUserNotificationSettings(setting)
        application.registerForRemoteNotifications()

        return true
    }
    func application(application: UIApplication, didRegisterForRemoteNotificationsWithDeviceToken deviceToker
        var currentInstallation = PFInstallation.currentInstallation()
        currentInstallation.addUniqueObject("elesson", forKey: "channels")
        currentInstallation.setDeviceTokenFromData(deviceToken)
        currentInstallation.saveInBackgroundWithBlock { (data, error) -> Void in
            //callback
            println("saveInBackgroundWithBlock called")
        }
    }
    func application(application: UIApplication, didReceiveRemoteNotification userInfo: [NSObject : AnyObject
        PFPush.handlePush(userInfo)
    }
    func application(application: UIApplication, handleEventsForBackgroundURLSession identifier: String, comp
        var bgSession = SessionProperties.backgroundSession
```

6. Install the app

In this step, all settings are basically done. You just need to import the source code to the project. It should be fine to build. The project having a repository in Bitbucket. It records all the backup, changes and commit. This is the link to the repository https://prefix-R@bitbucket.org/prefix-R/moodledemo.git. You can fork to the repository and try building this project.

Kenny	ee35bfb	backup	2015-02-01
Kenny	4d5dbe0	nocomment	2015-01-31
xcode	7cca78e	Fixed some cloud background issues	2015-01-31
Kenny	d62bda5	Long way to go	2015-01-31
prefix-R	3c0329c	backup	2015-01-28
student	41b1c4f	init file tab	2015-01-24
prefix-R	e28aaa8	sat	2015-01-24
prefix-R	36d8e0a	Demo purpose	2015-01-19
prefix-R	524296d	update	2015-01-17

Run the project, the app should be installed to the simulator successfully.



7. Install in real device

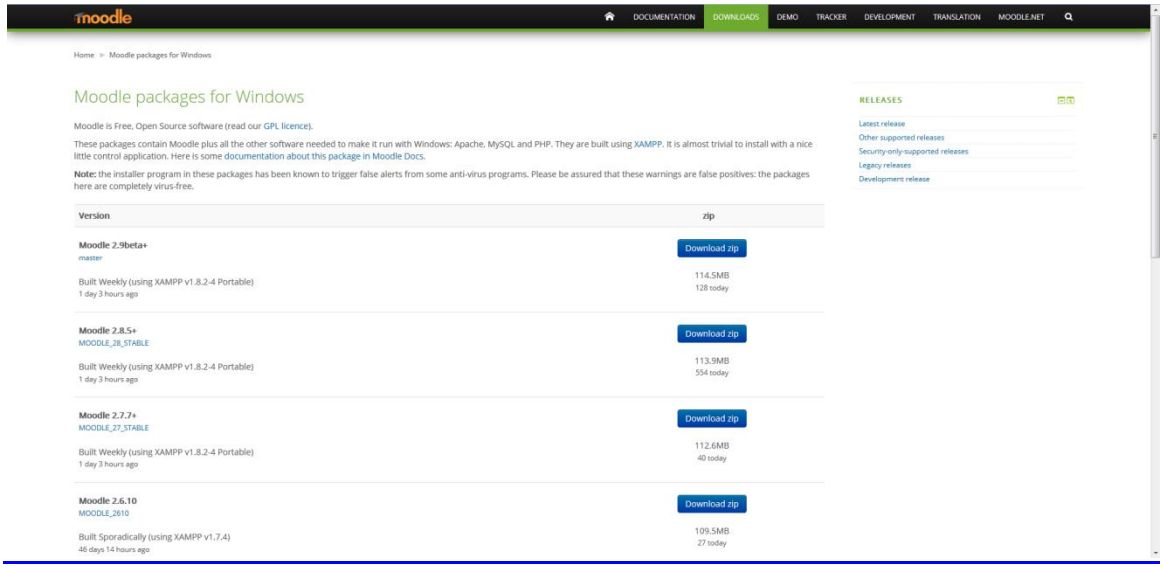
To install the app into the real device, you have to set up the code signing and provisioning profile in Build Settings. You should havinga Apple ID for doing so and paid $99 for developer account. For more details, please visit the apple developer website.

Installation of Web Moodle

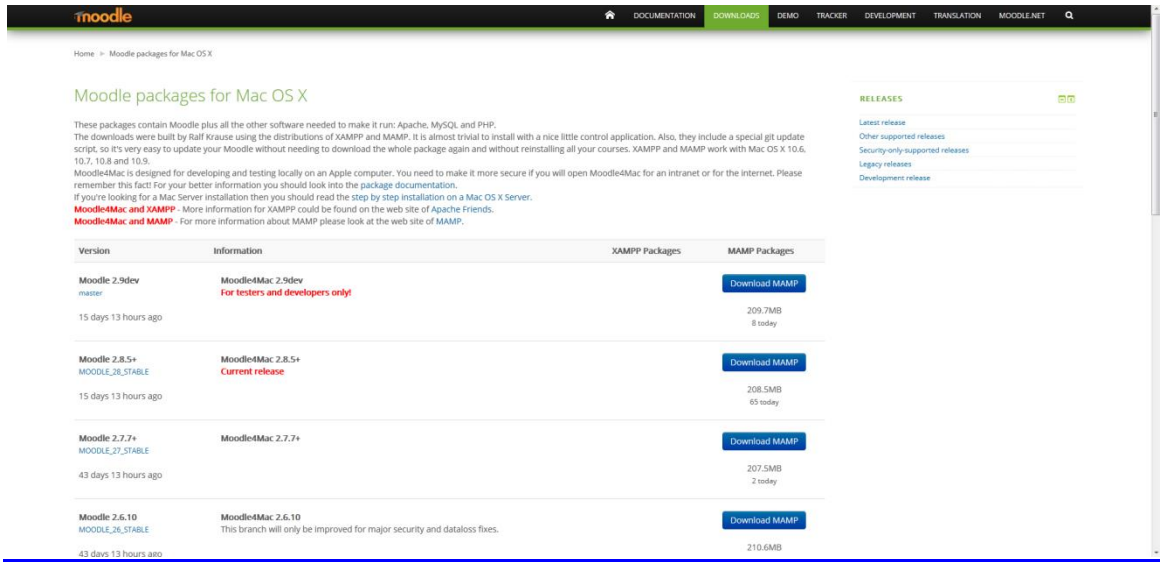
Step 01:

Download the Moodle package at following links:

- For Windows users:http://download.moodle.org/windows/



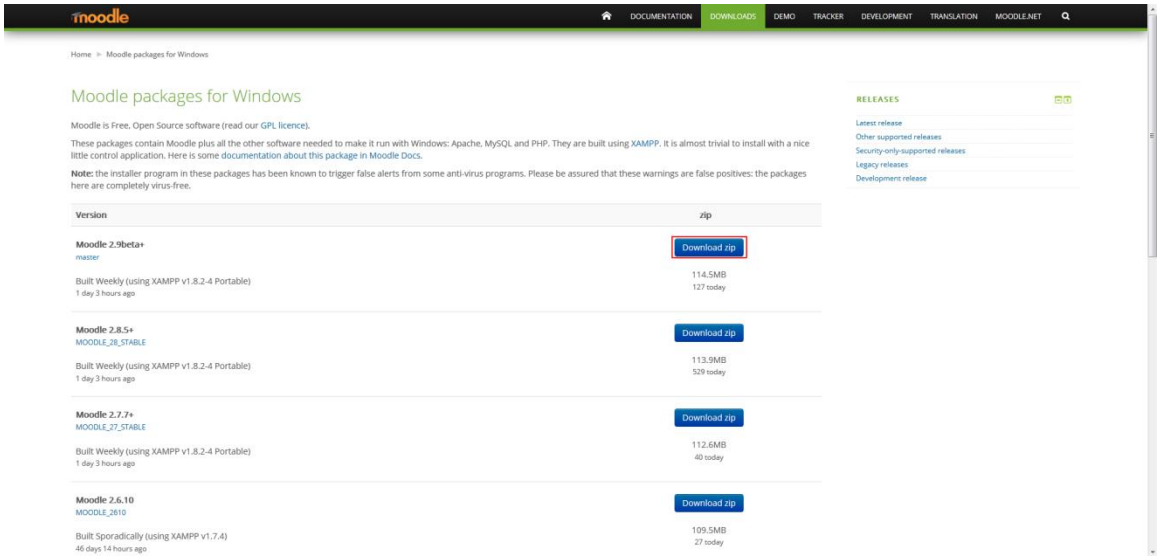
- For MAC OS X users: http://download.moodle.org/macosx/

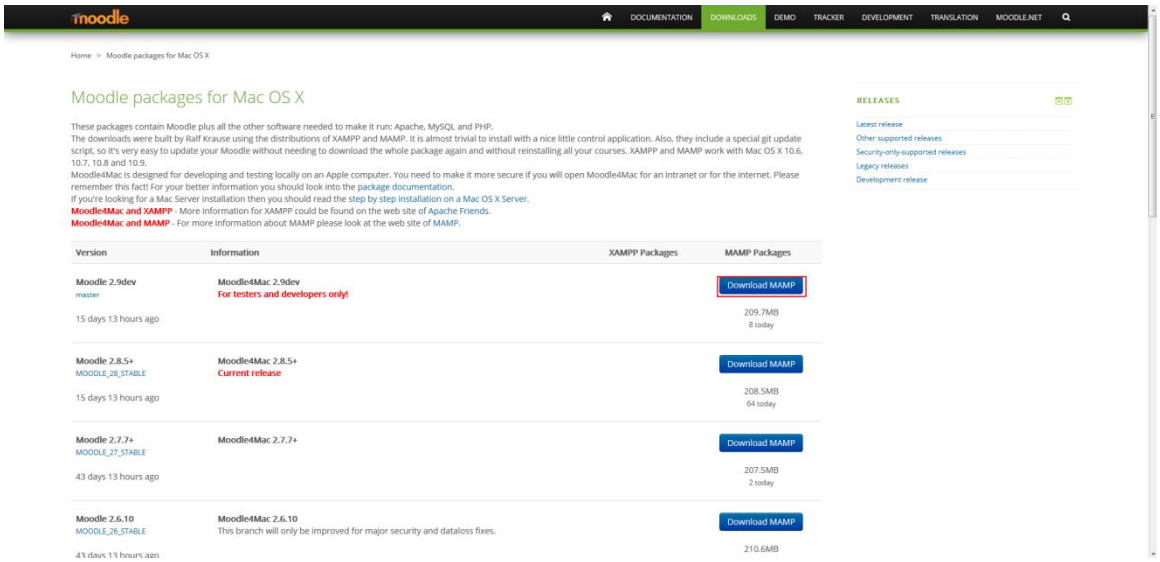


-

Step 02:

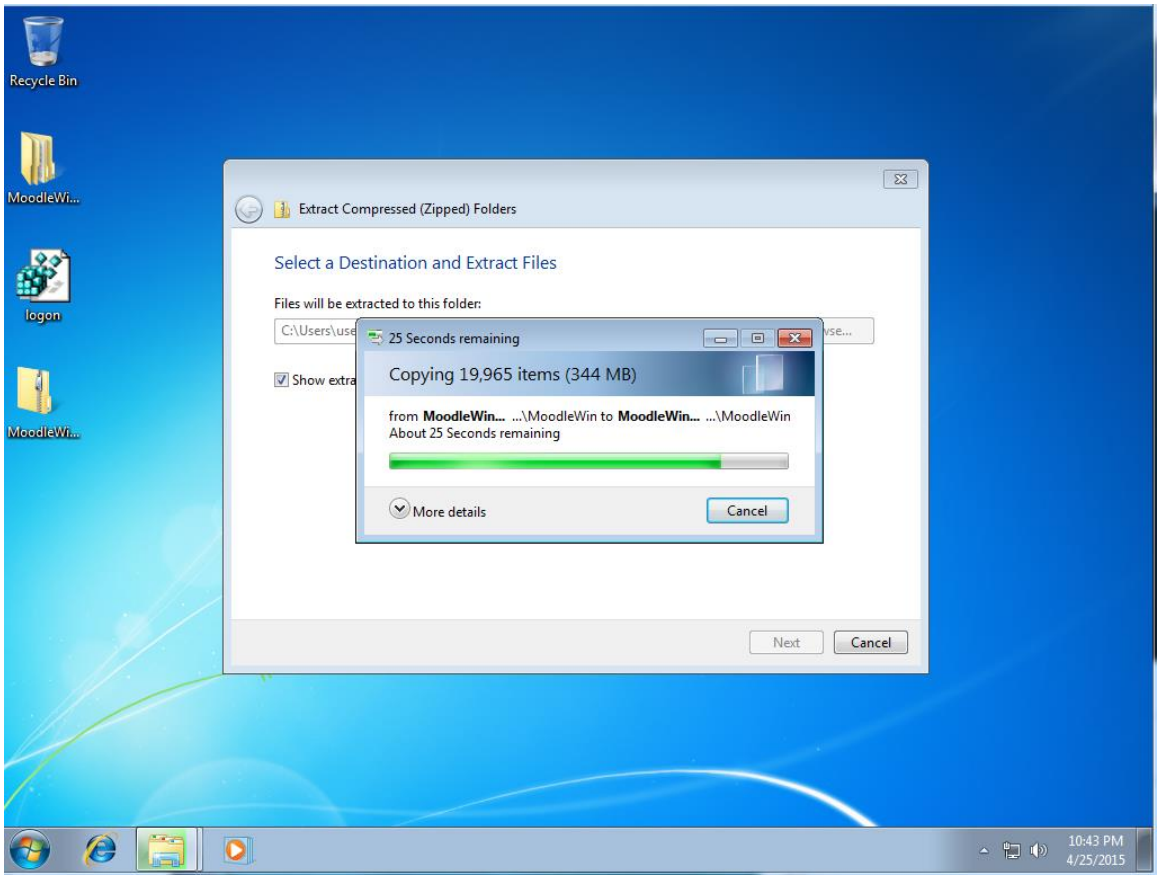
Click ‘Download ZIP’ or ‘Download MAMP’.





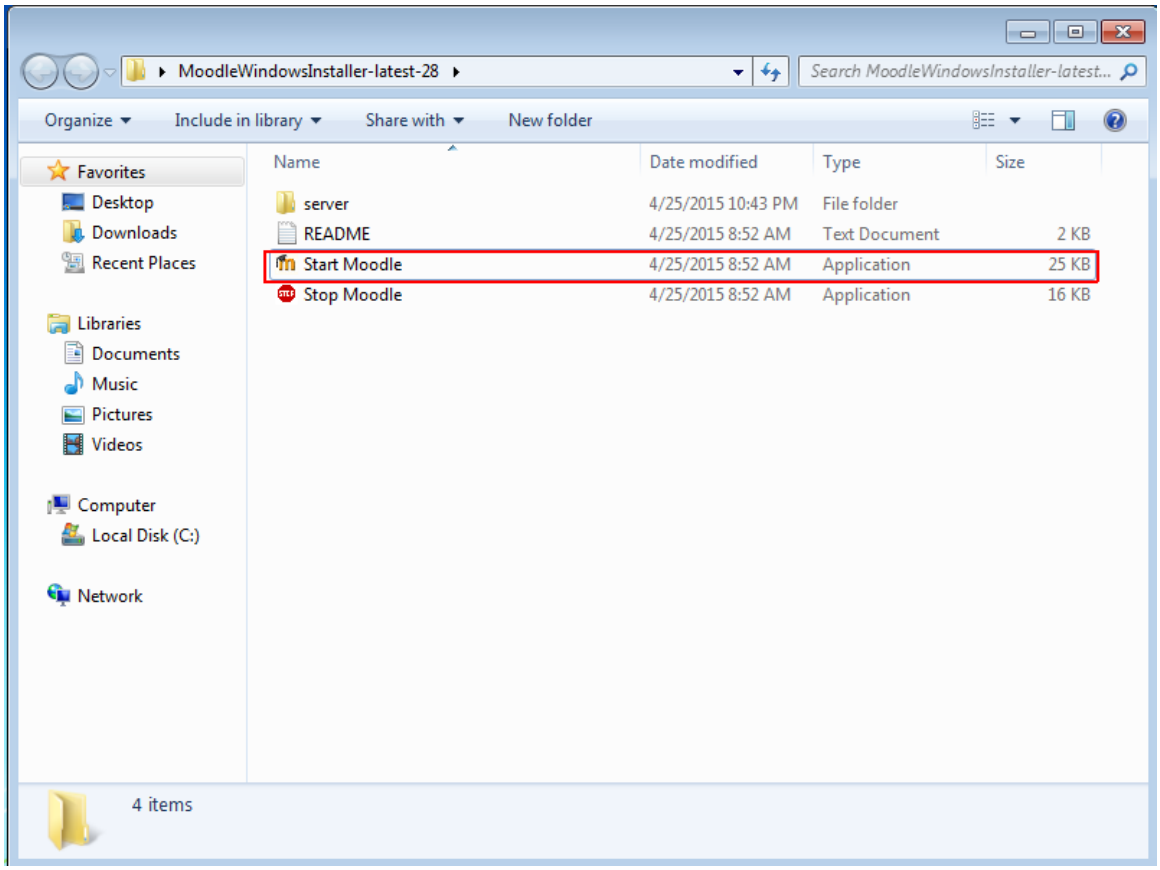
Step 04:

Unzip the folder.



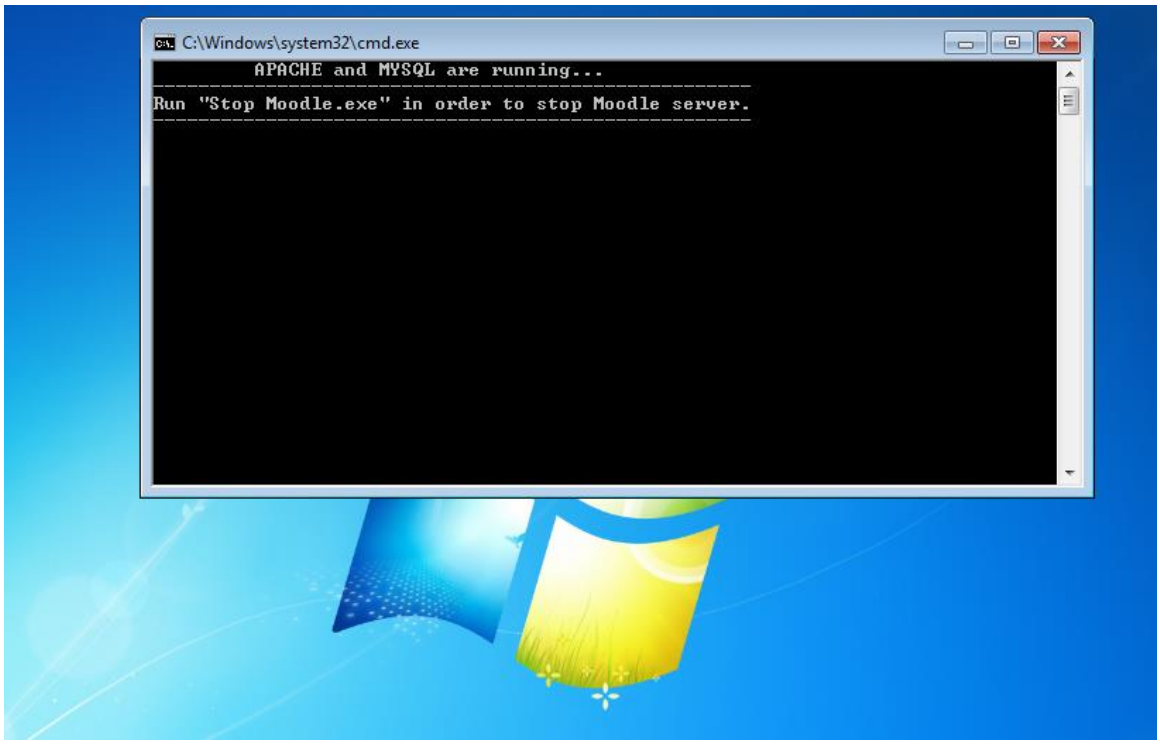
Step 05:

After unzipped the folder, run the ‘Start Moodle’ application.



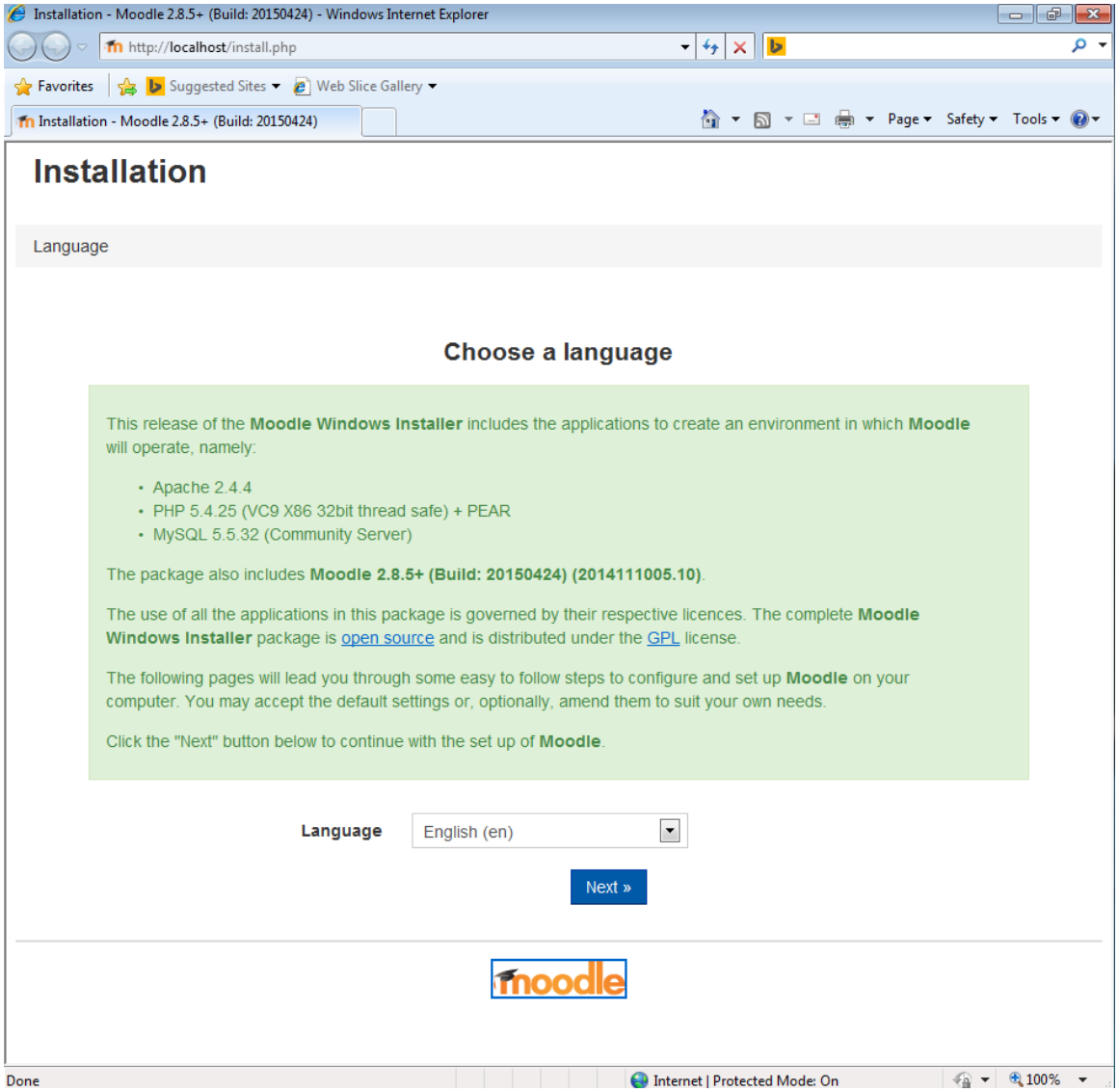
Step 06:

Wait until message ‘Run “Stop Moodle.exe” in order to stop Moodle server.’ was displayed on cmd.exe.



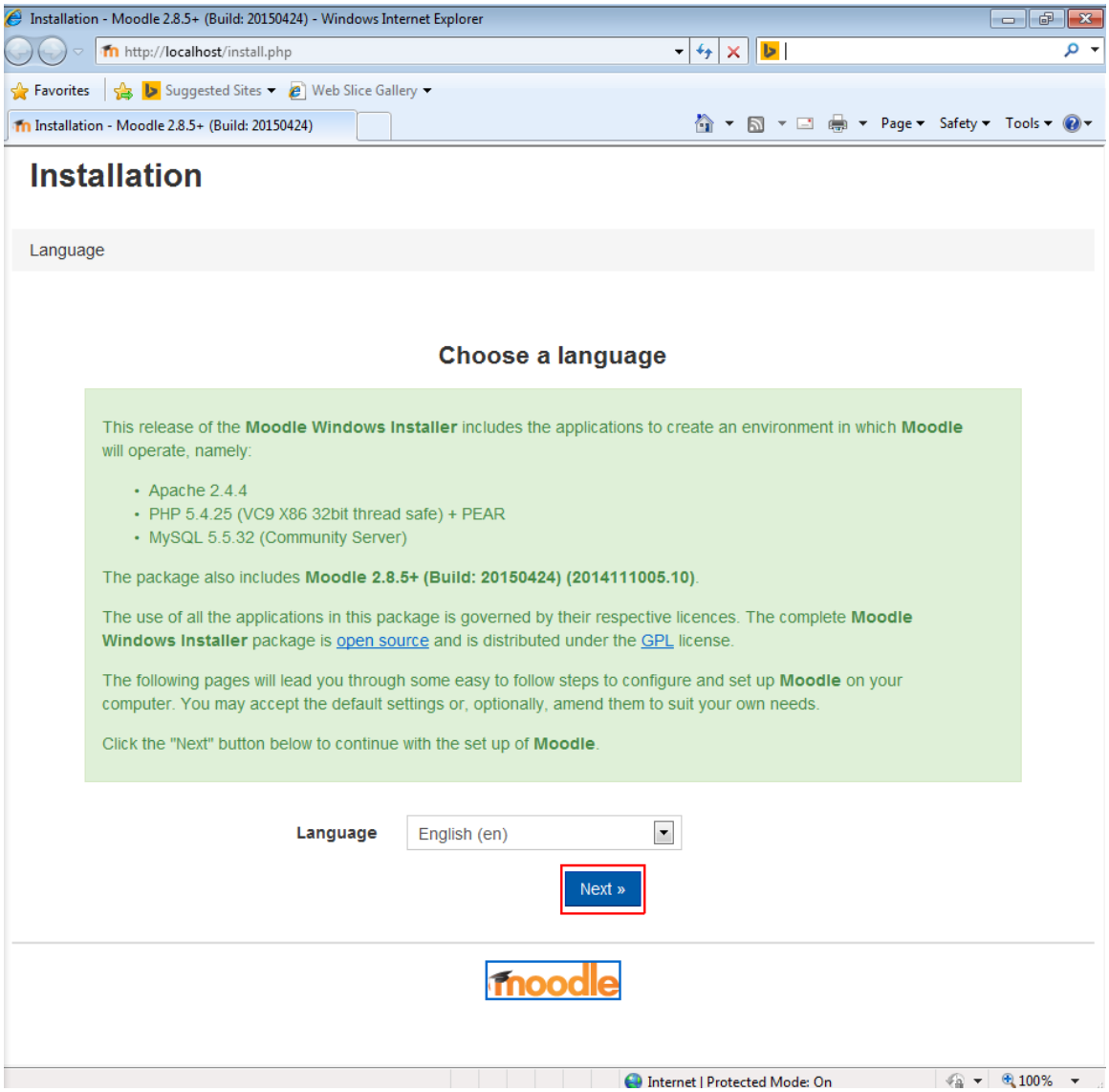
Step 07:

Open a browser and type ‘http://localhost/‘ or‘127.0.0.1’ and press enter.



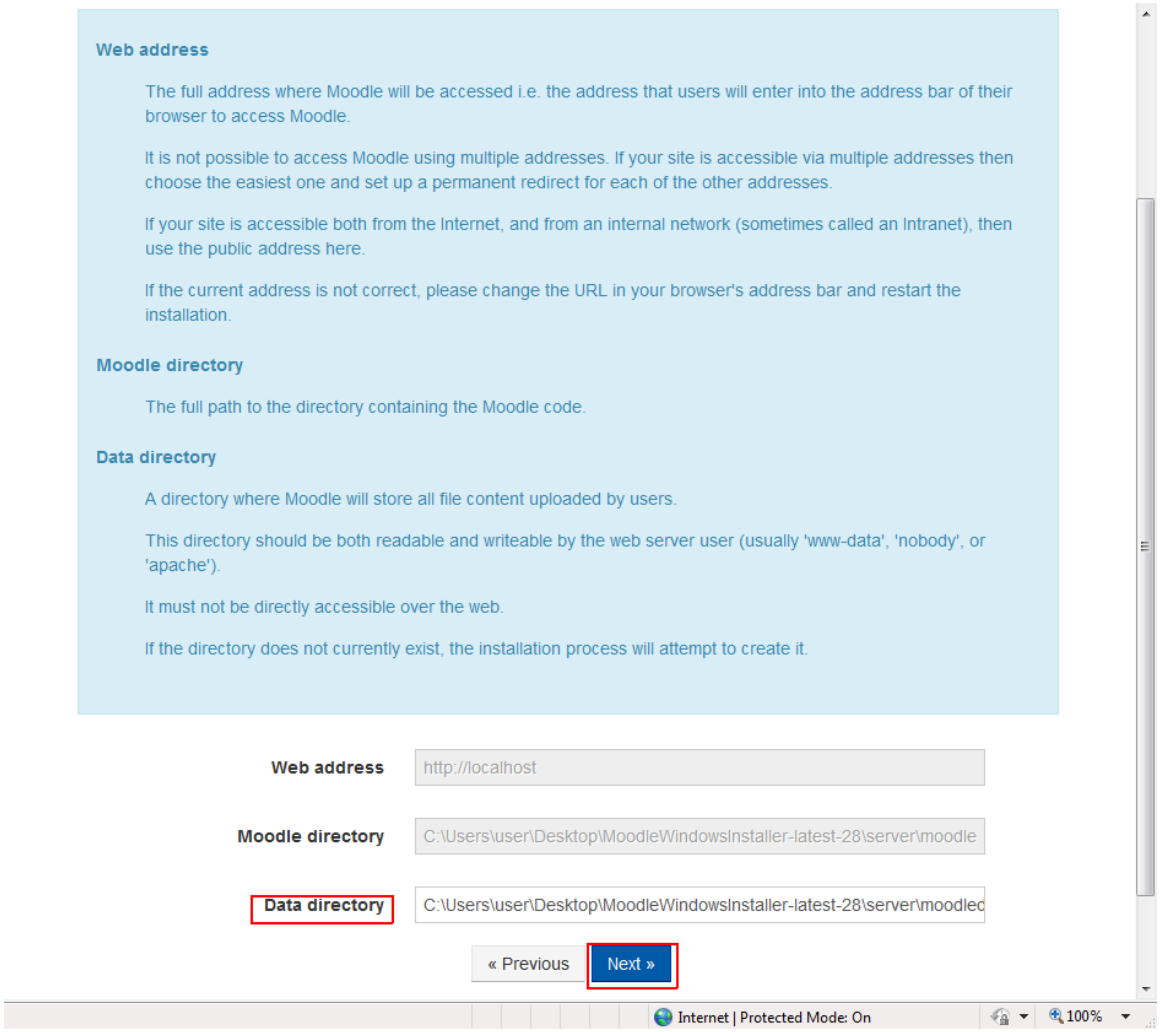
Step 08:

Choose a language and click ‘Next’.



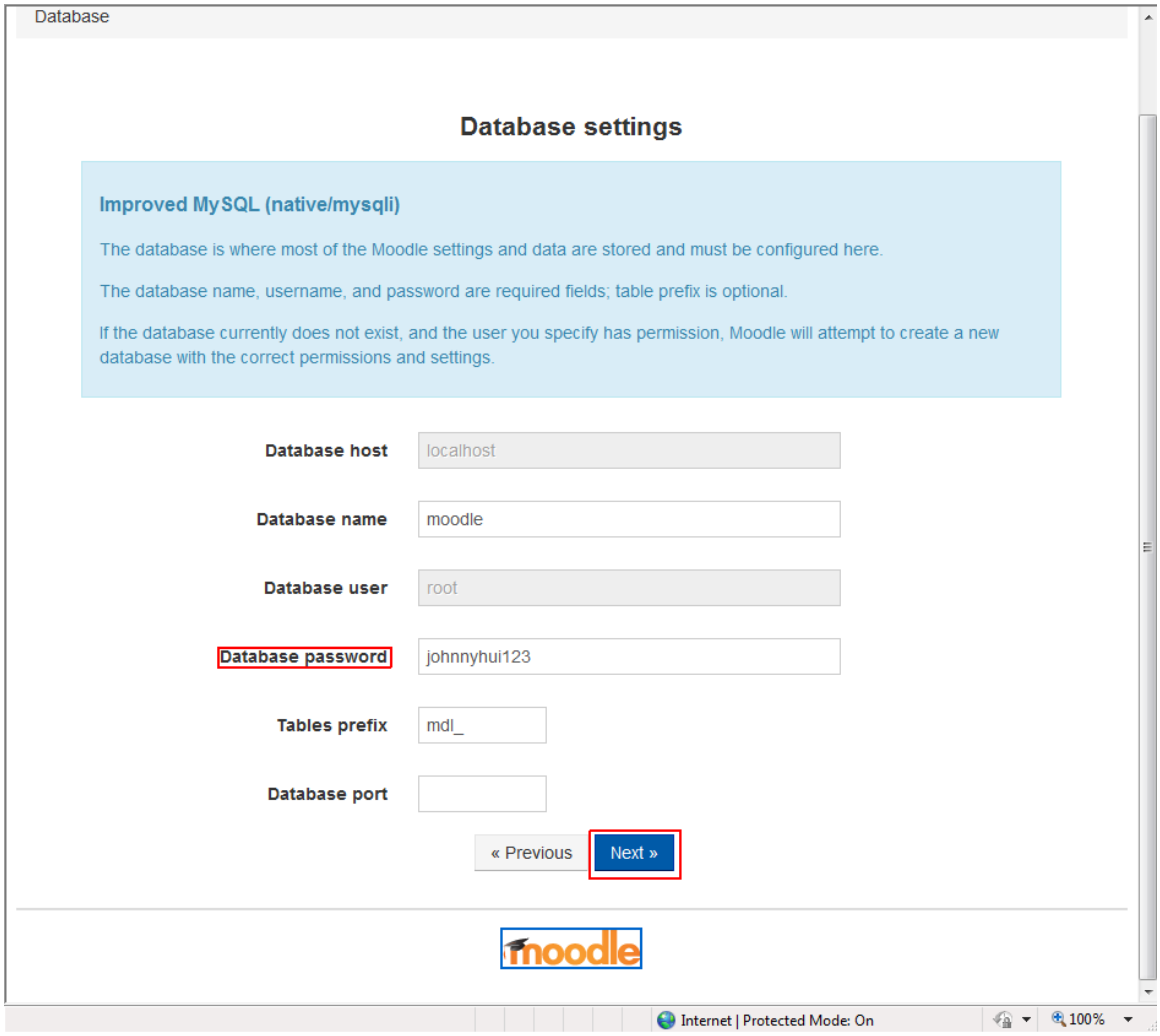
Step 09:

You can edit the data directory location in below column, if not, click ‘Next’.



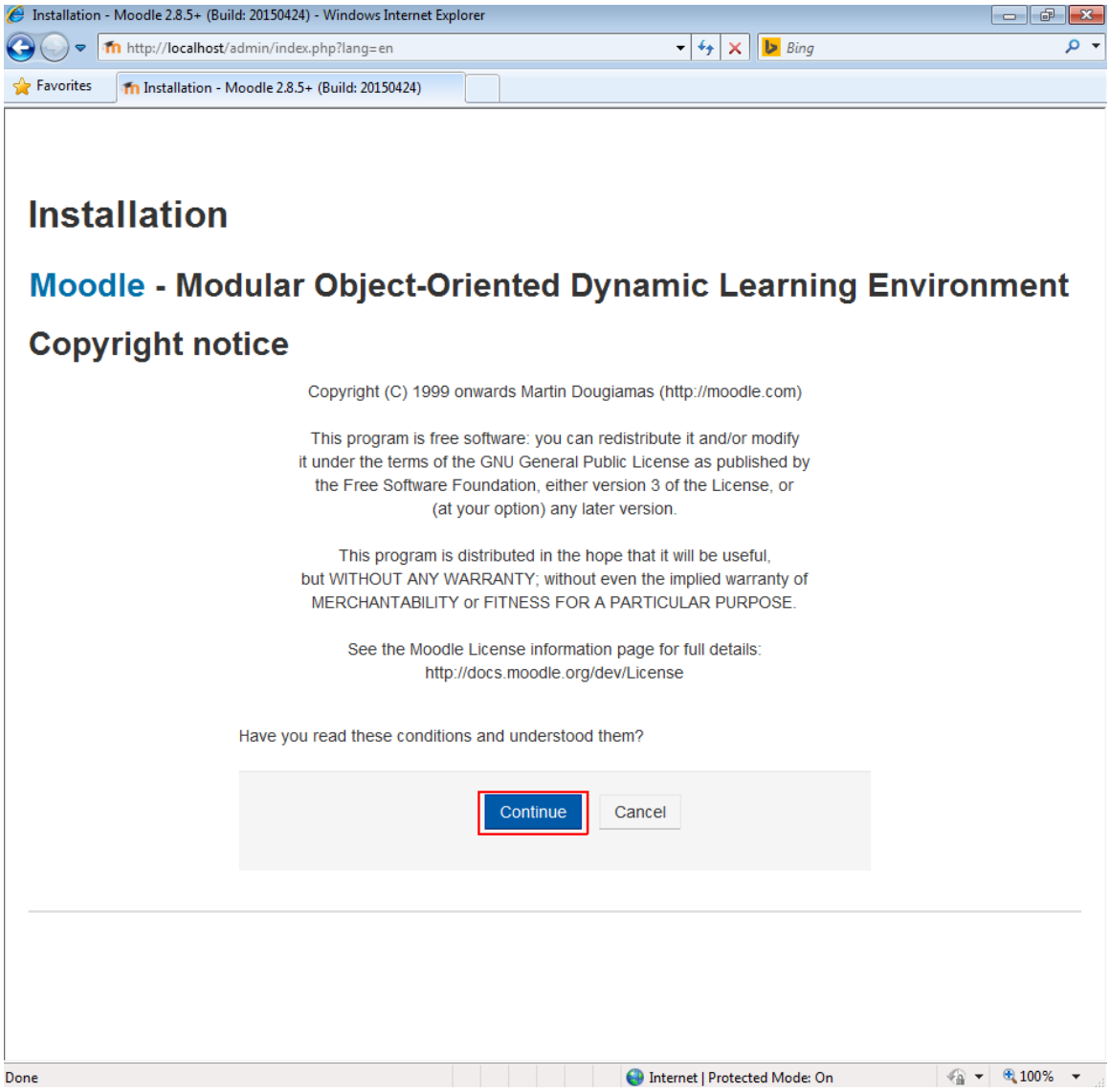
Step 10:

Fill the database password, and click ‘Next’.



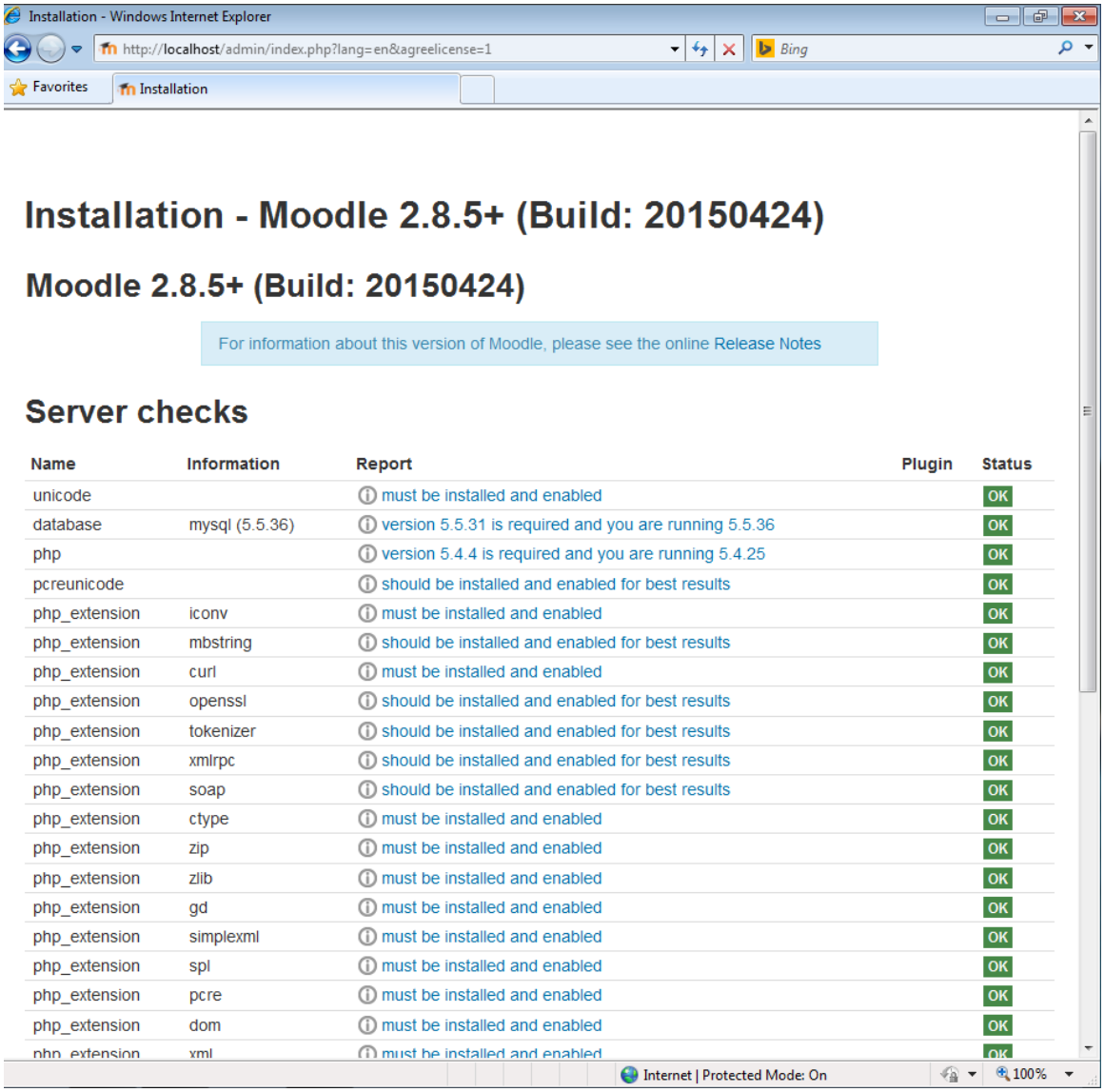
Step 11:

Read the Moodle Copyright notice and Click ‘Continue’.



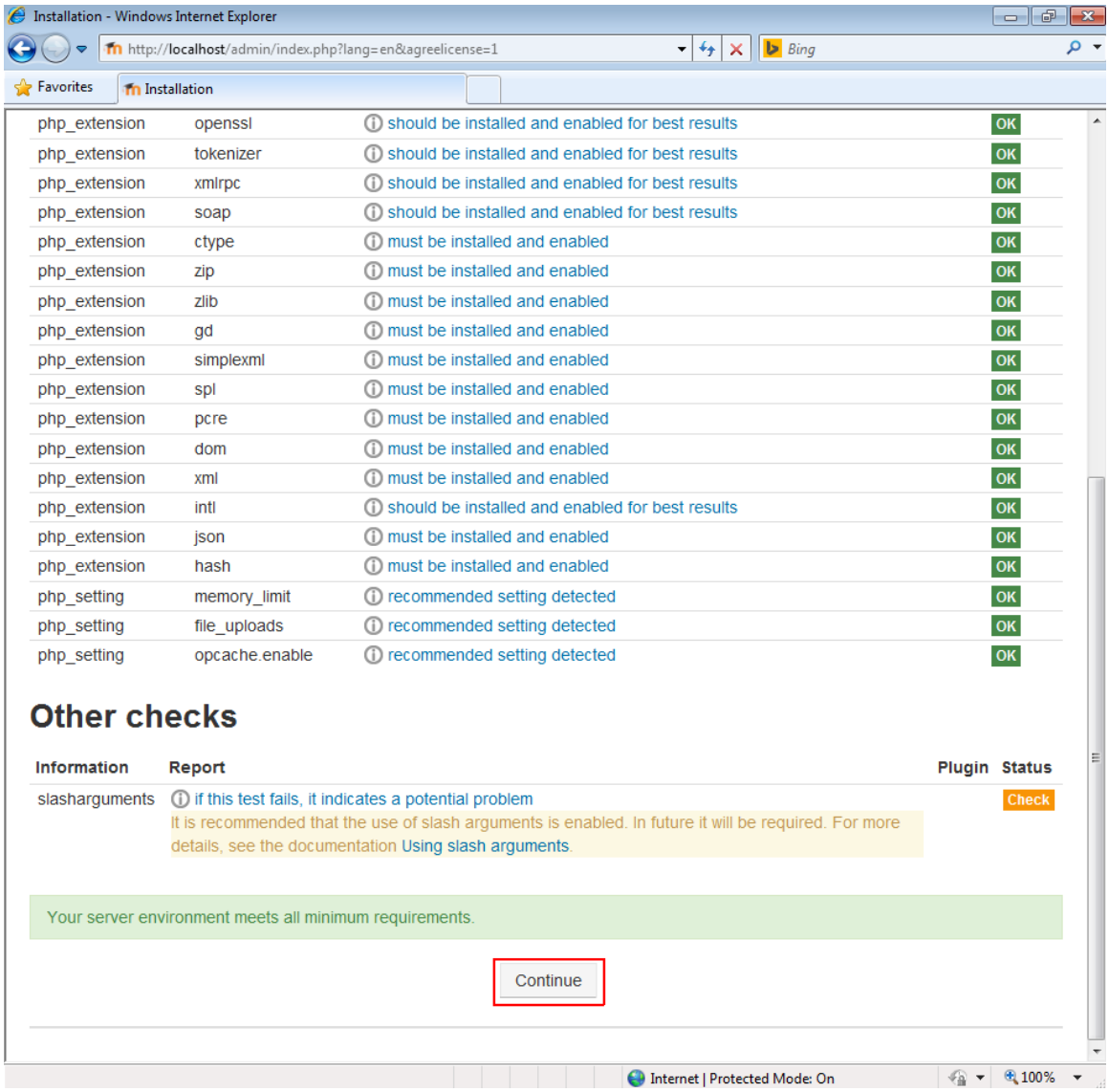
Step 12:

Wait for the checking process.



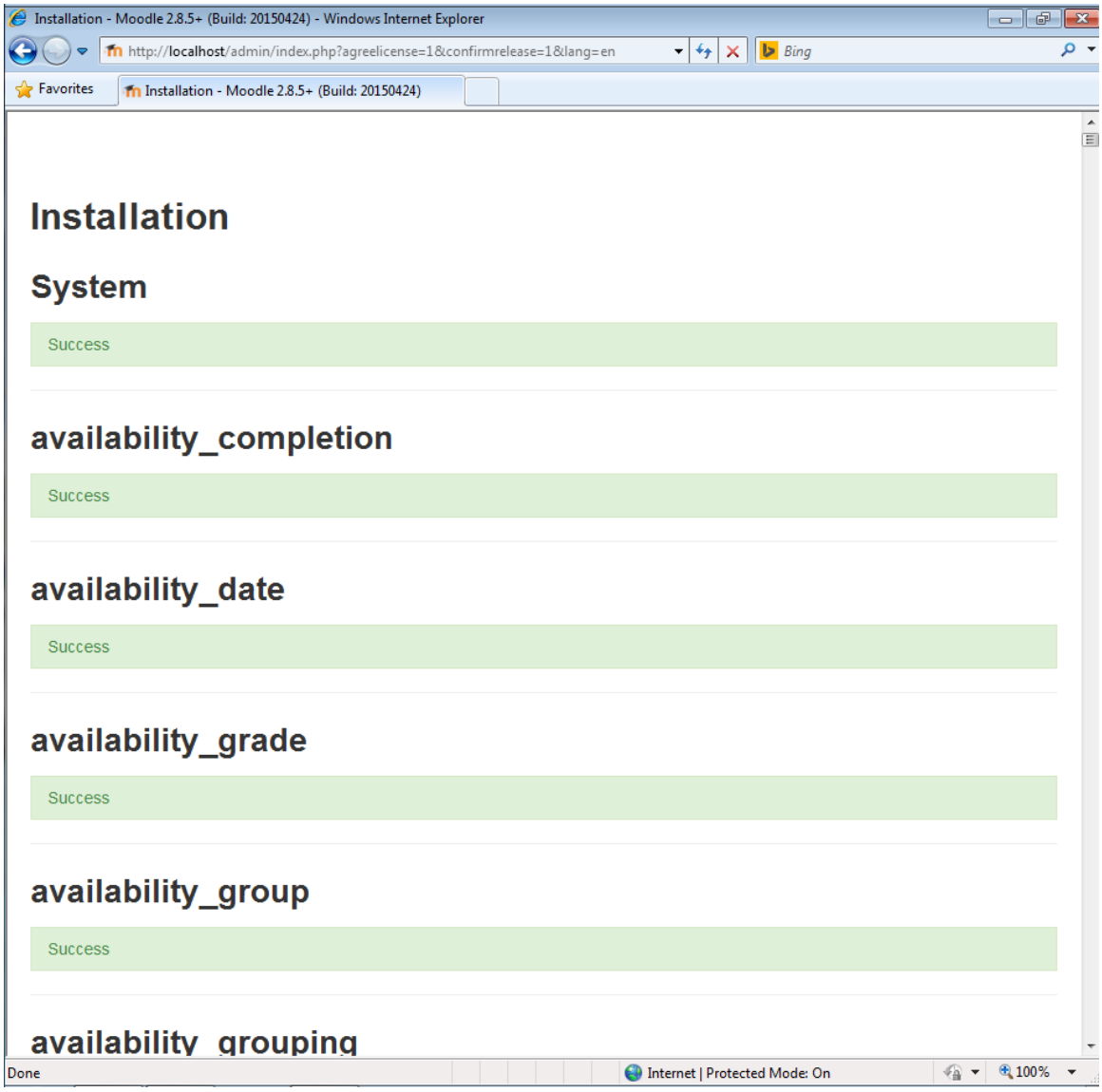
Step 13:

After finished the checking process, click ‘Continue’ at the bottom of the web page.



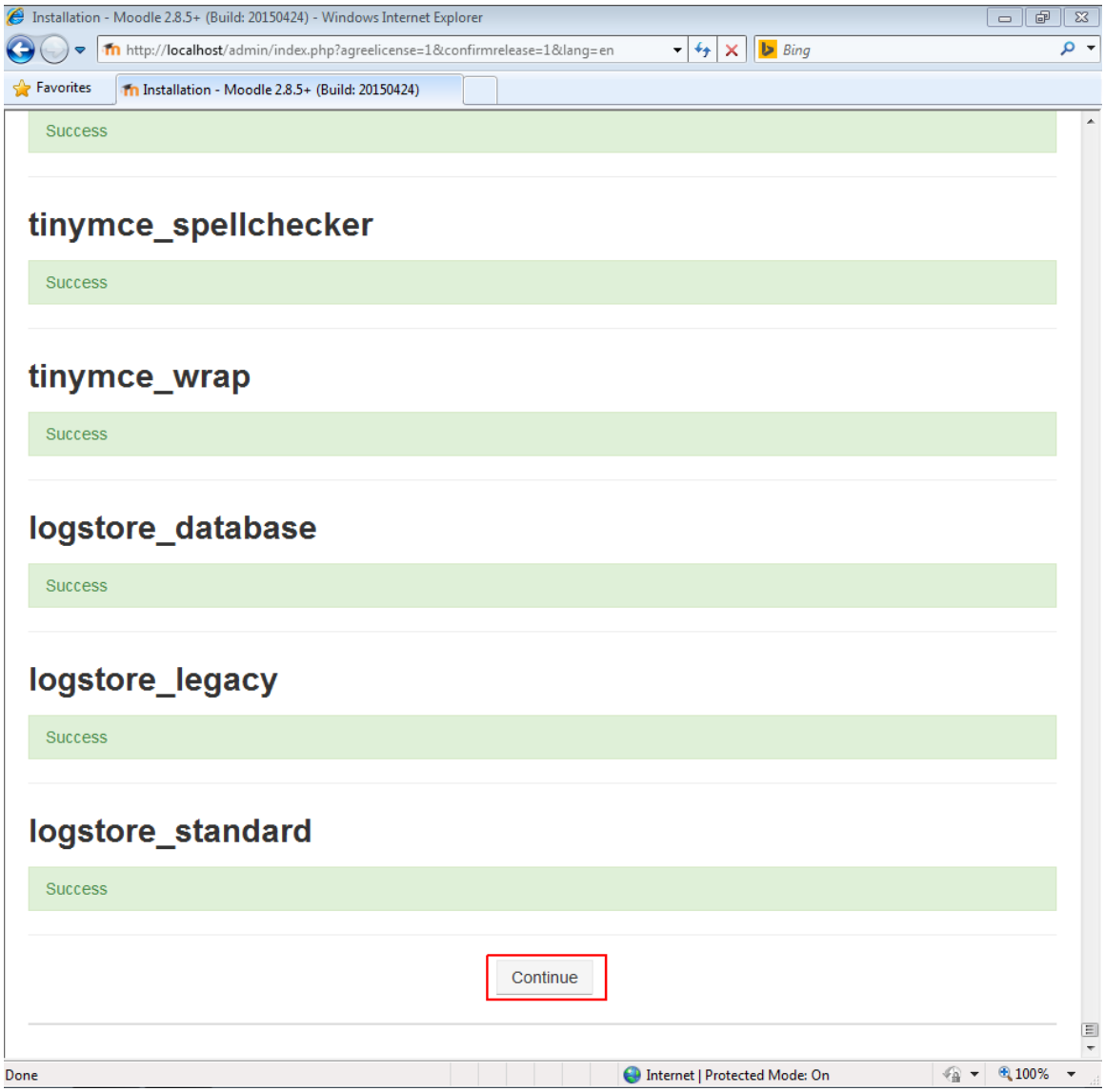
Step 14:

Wait for the installation process.



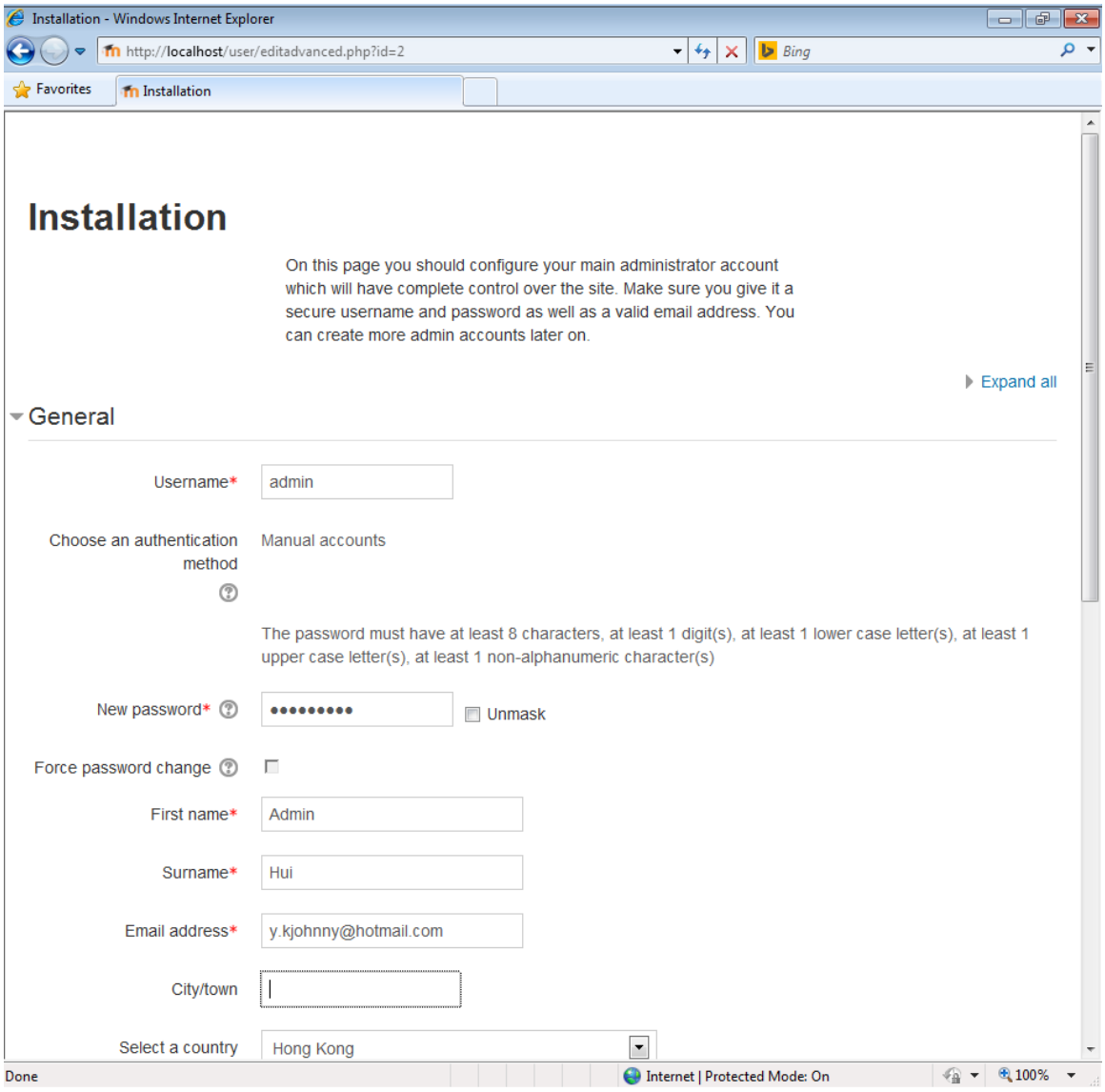
Step 15:

After finished the installation process, click ‘Continue’ at the bottom of the web page.



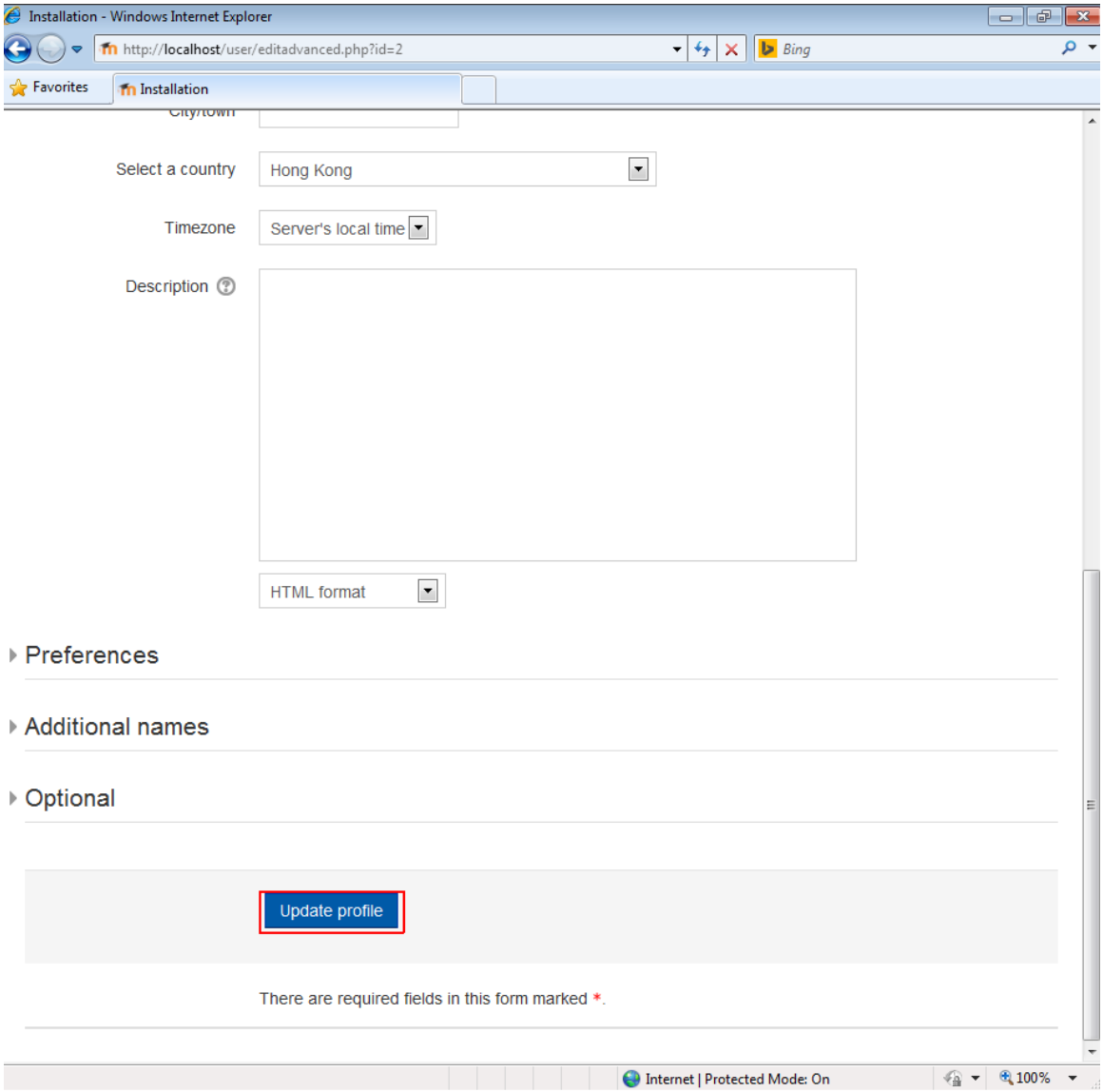
Step 16:

In this page, fill all the columns that are stated with '*', other columns are optional to be filled.



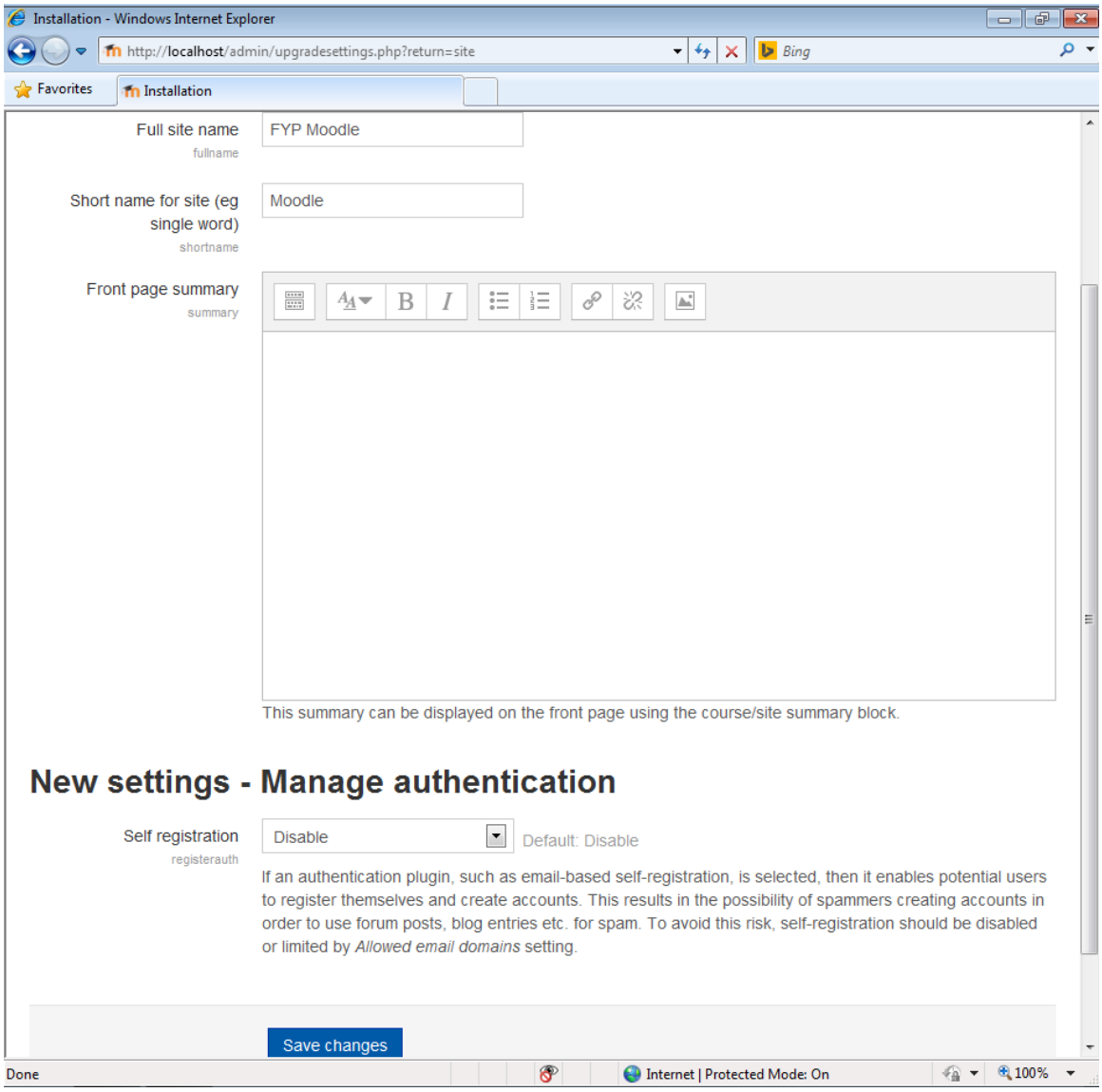
Step 17:

Click ‘Update profile’ if all required data are filled.



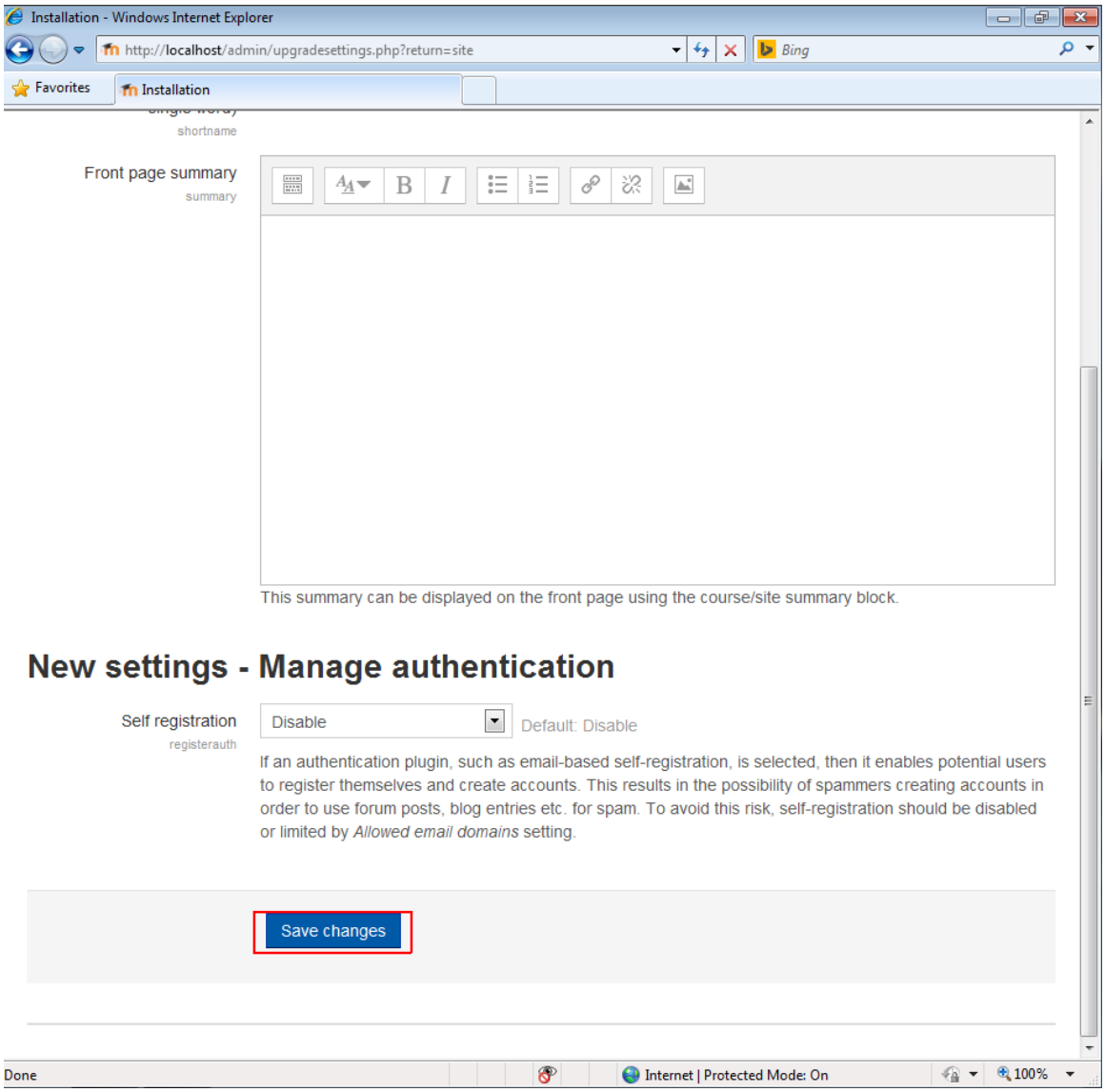
Step 18:

Fill the ‘Full site name’ and ‘Short name for site’ columns and others if you want.



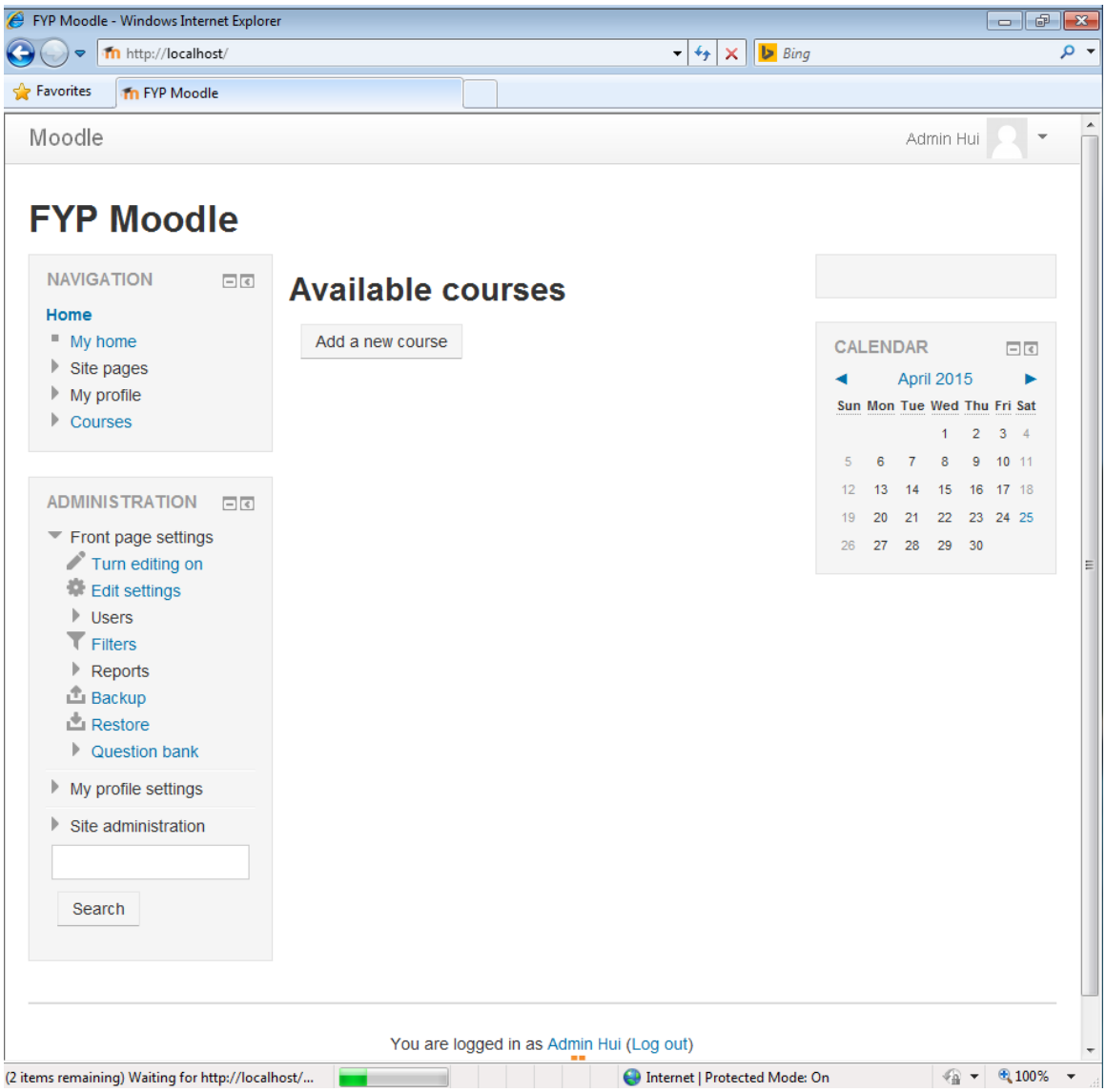
Step 19:

Click ‘Save changes’.



Step 20:

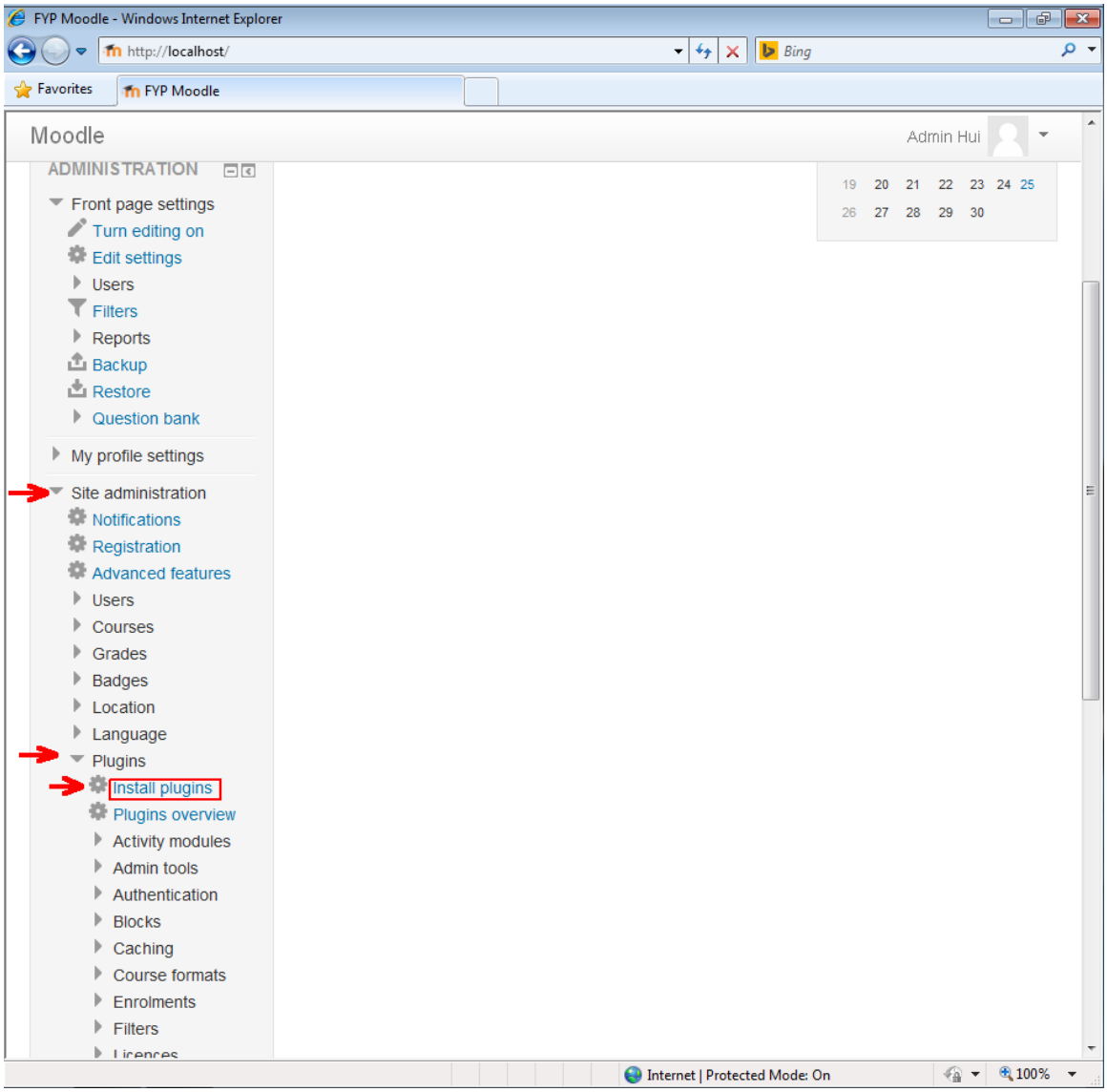
The installation of the moodle is done.



Installation of the eLesson Module

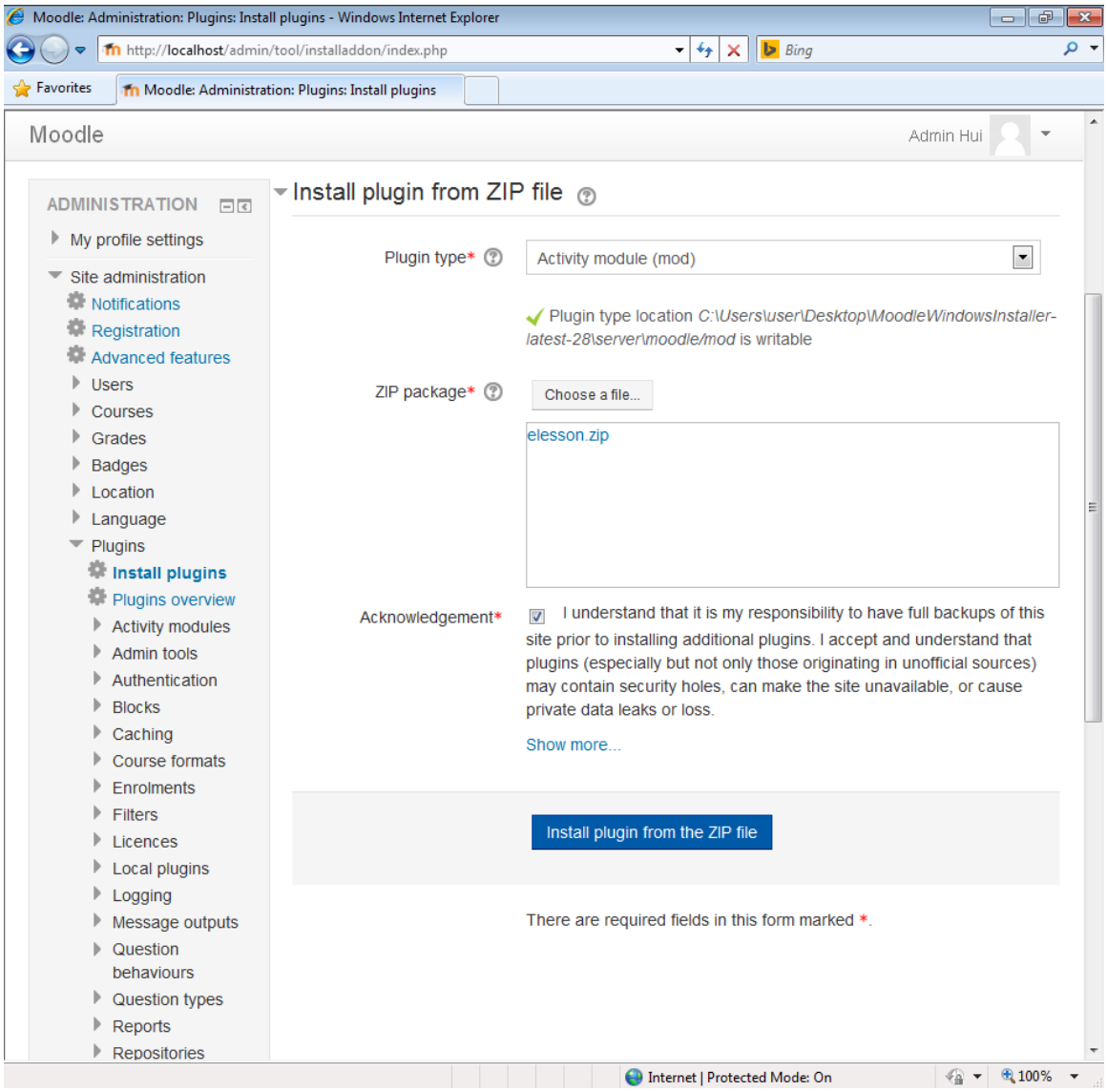
Step 01:

In ‘ADMINISTRATION’ navigation bar on the left side of the web page, expand ‘Site administration→Plugins’ and click ‘Install plugins’.



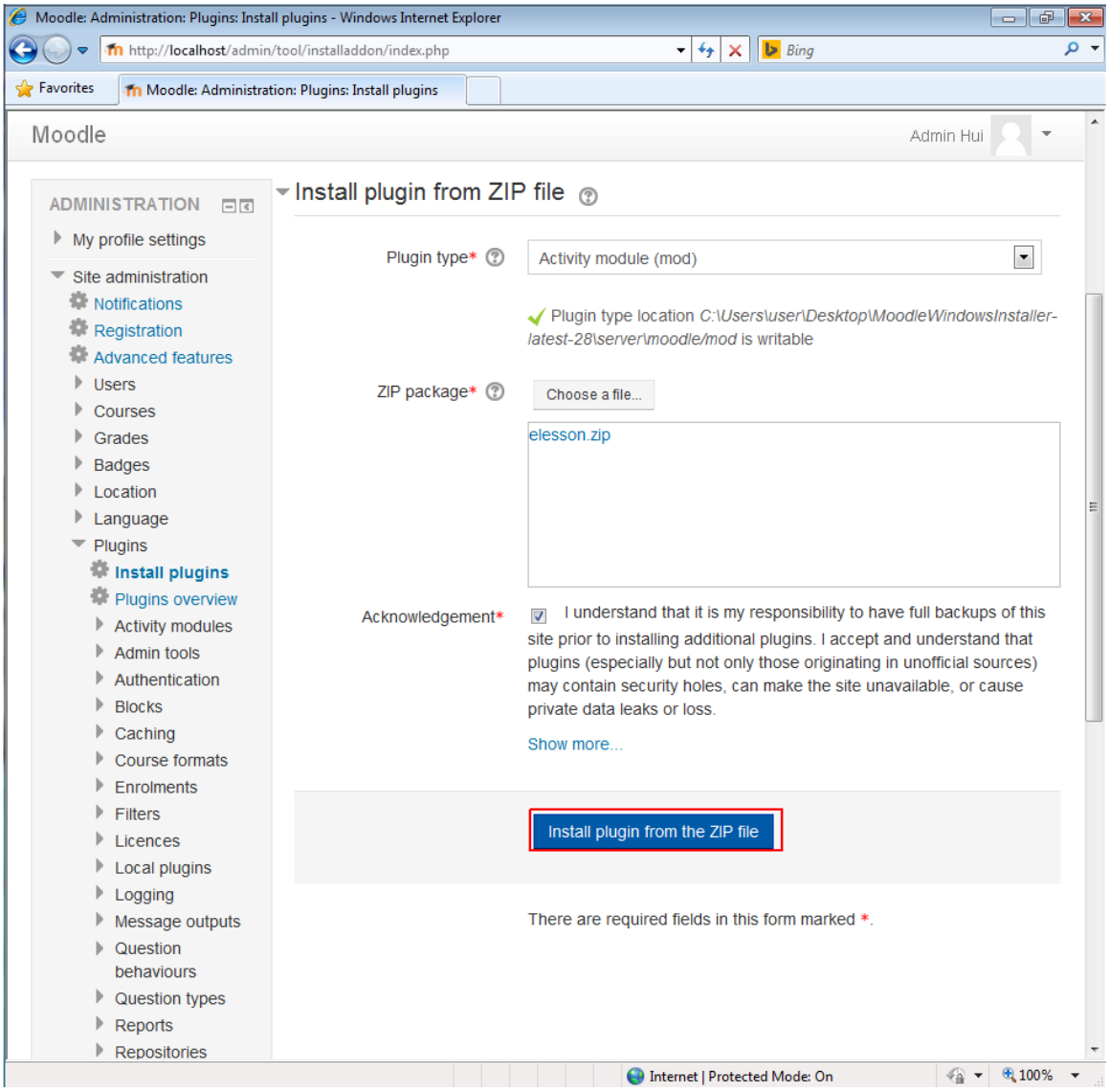
Step 02:

Drag and drop the file ‘elesson.zip’ into the ‘ZIP package’ file picker, choose ‘Activity module (mod)‘ for ‘Plugin type’ column, and check the ‘Acknowledgement’ checkbox.



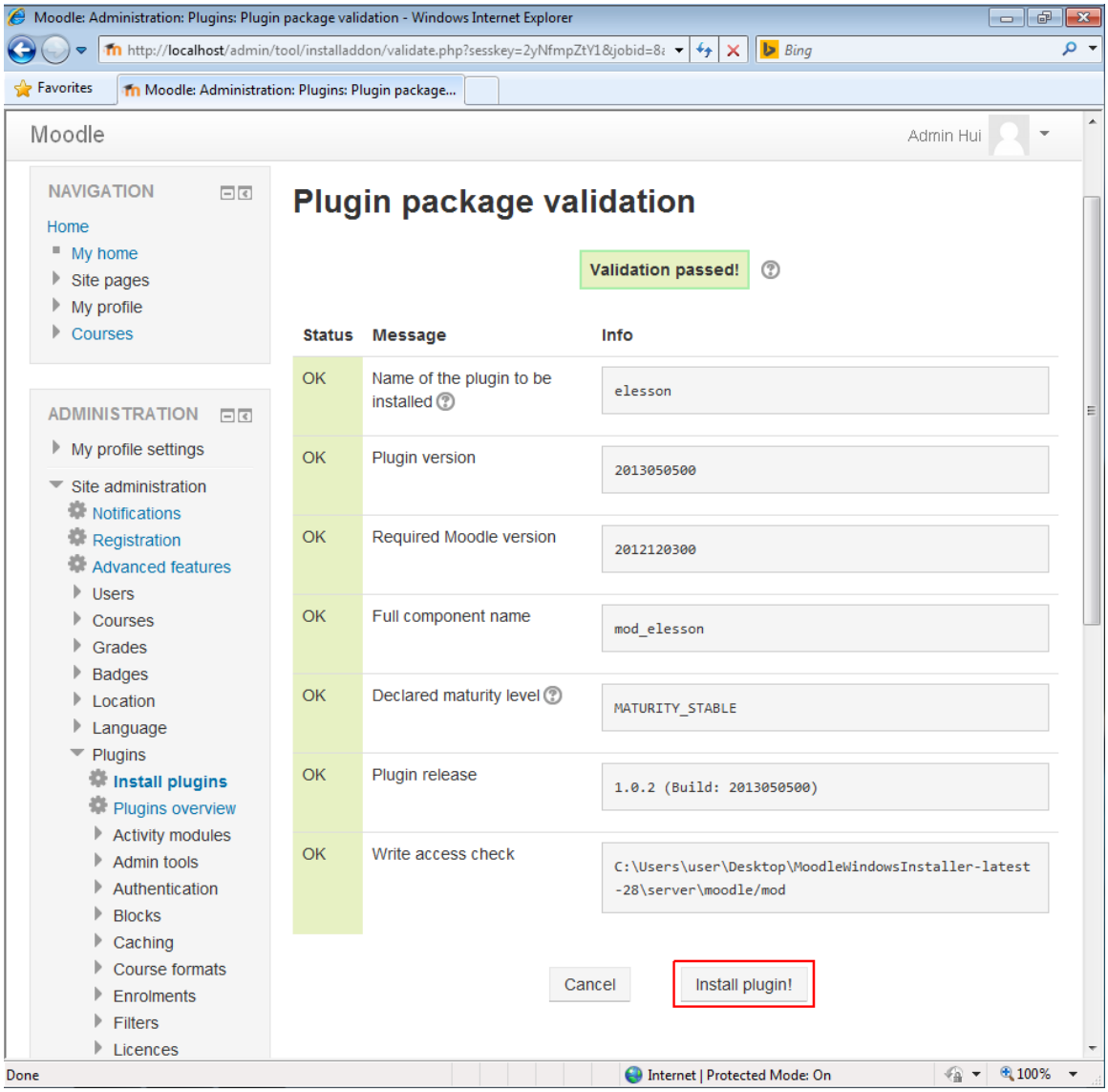
Step 03:

Click ‘Install plugin from the ZIP file’.



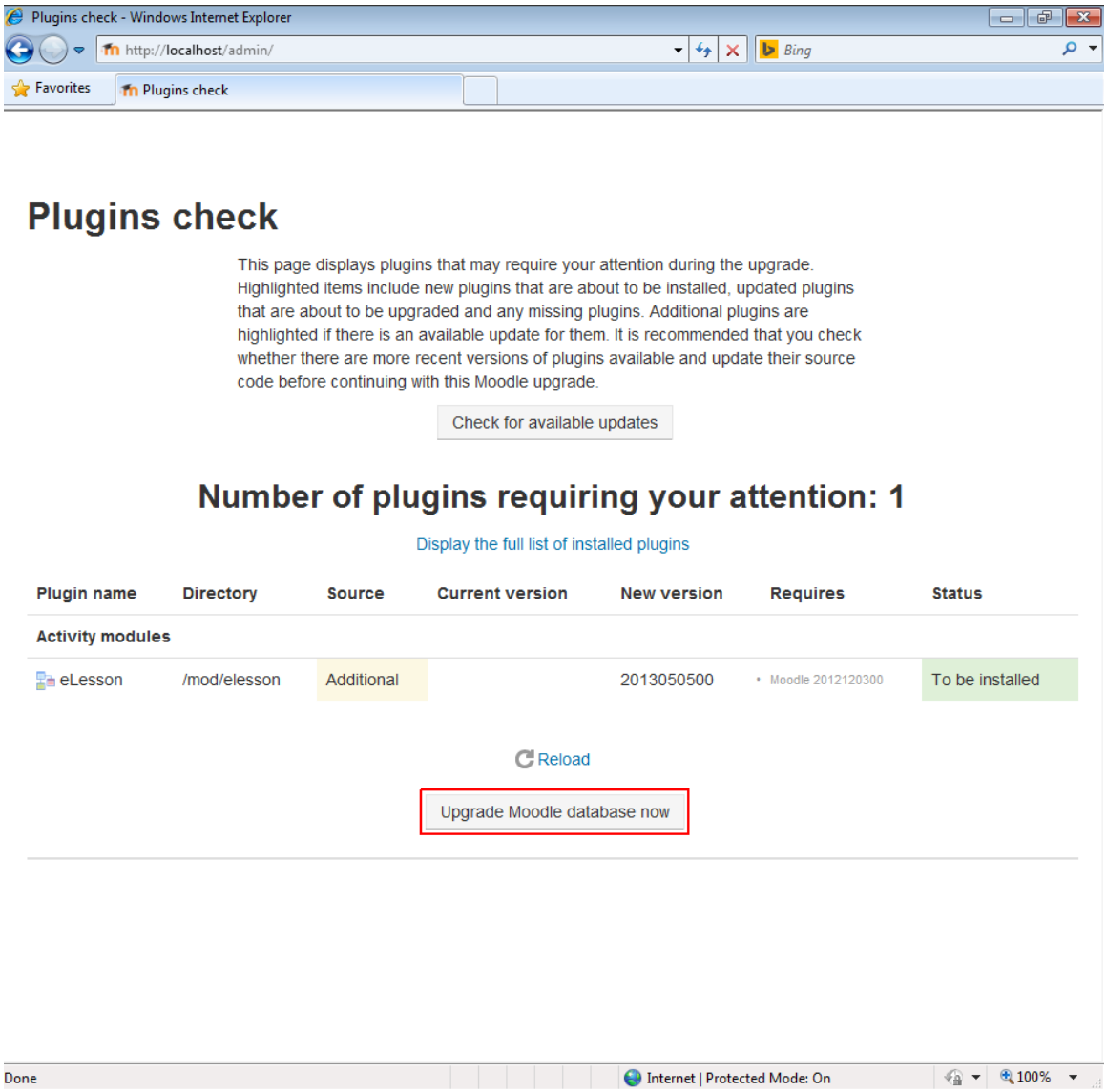
Step 04:

Click ‘Install plugin!’ if all validations are passed.



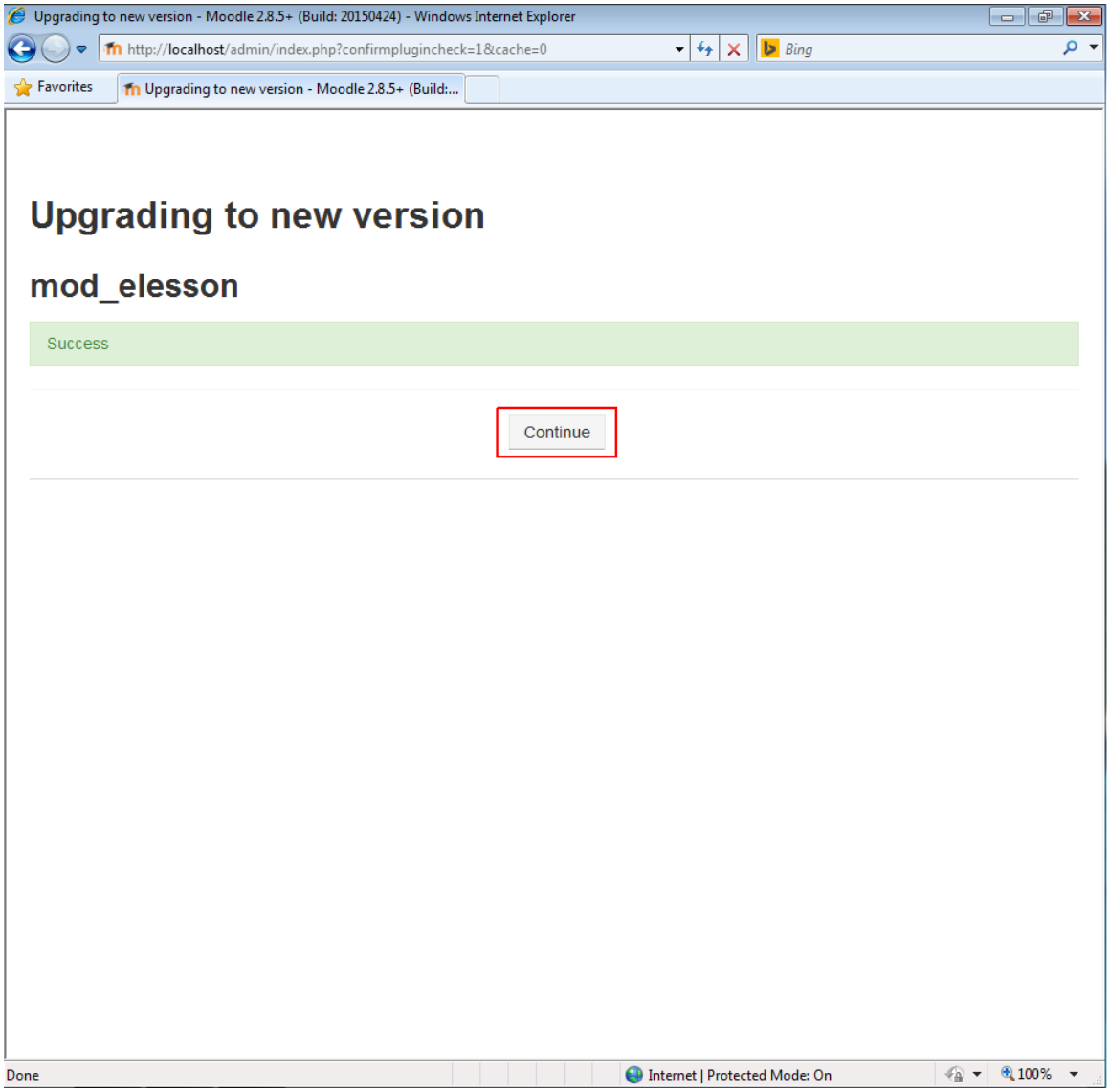
Step 05:

Click ‘Upgrade Moodle database now’ to install the plugin.



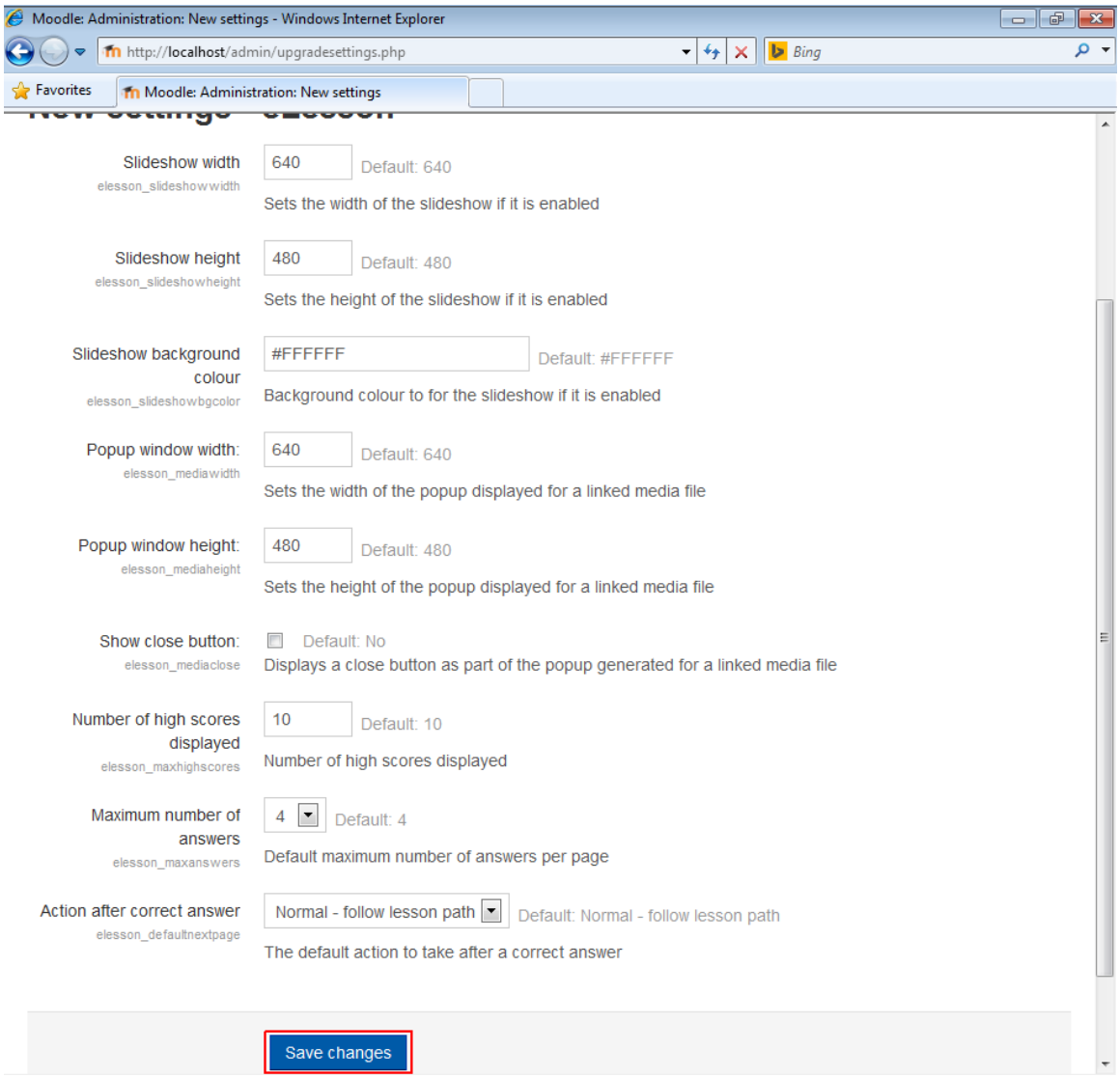
Step 06:

Wait until the installation process complete, and then click ‘Continue’.



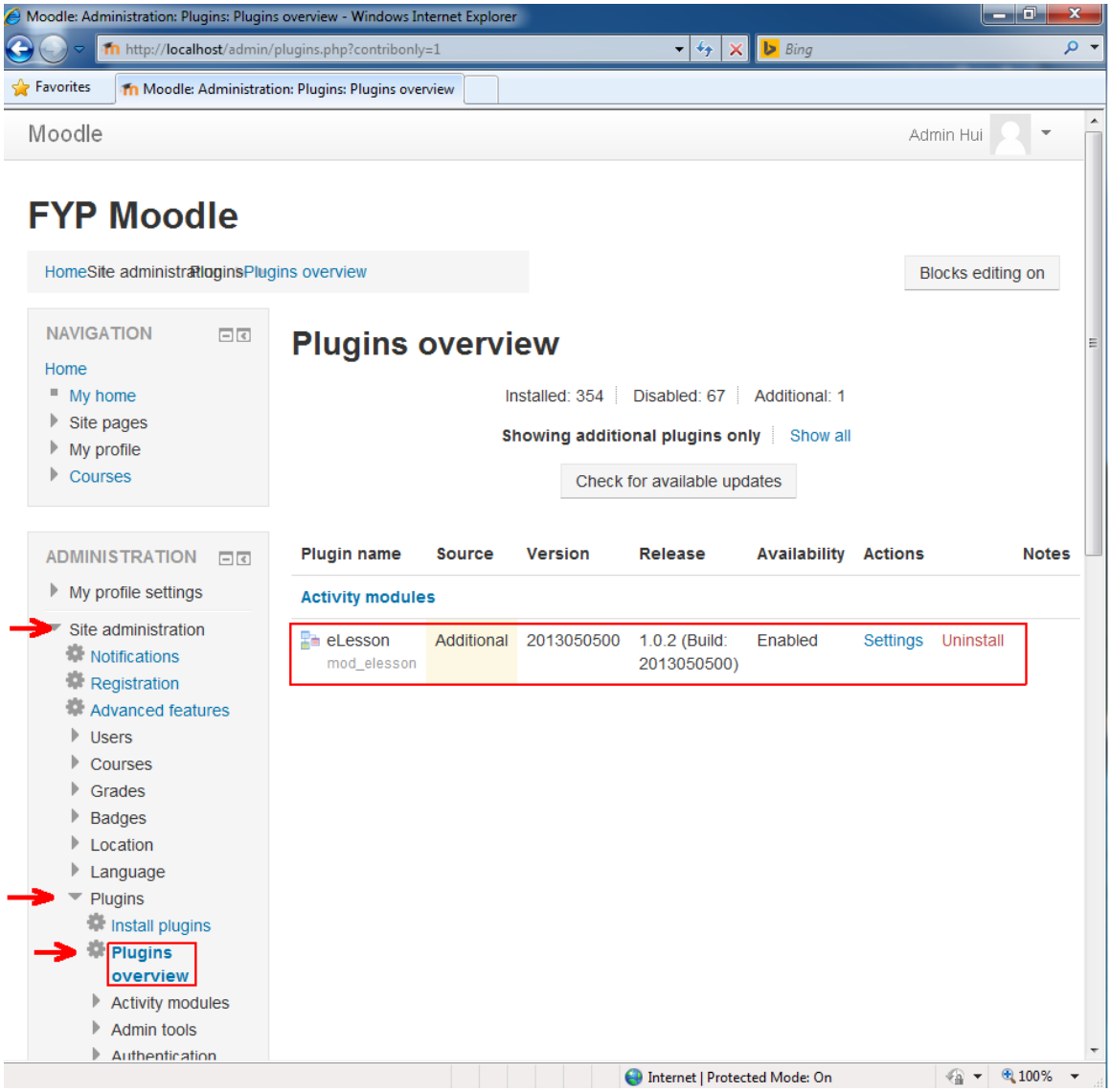
Step 07:

After configured the settings, click ‘Save changes’.



Step 08:

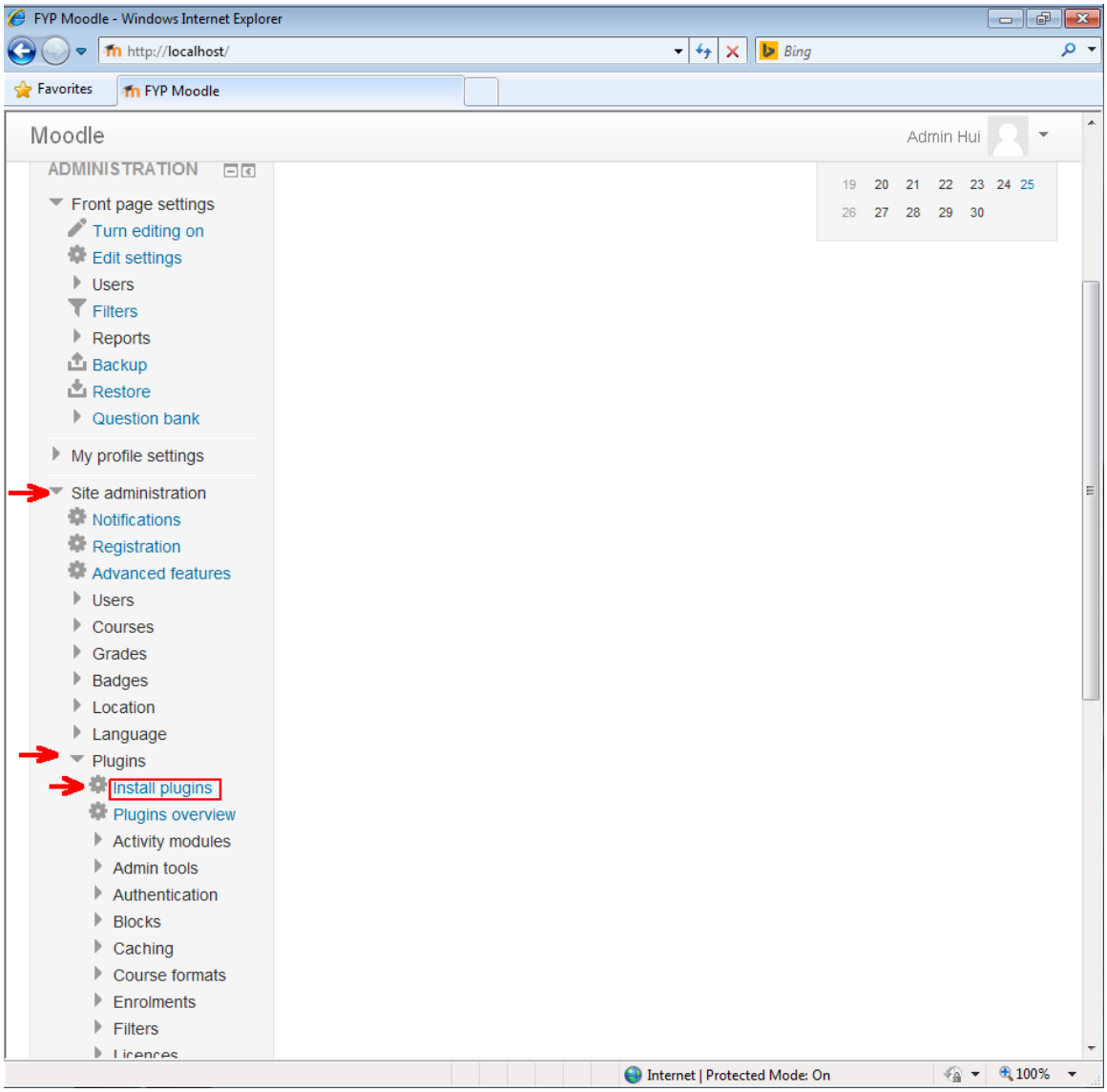
If the installation process is successful, you can see it in ‘Plugins overview’.



Installation of Web Service

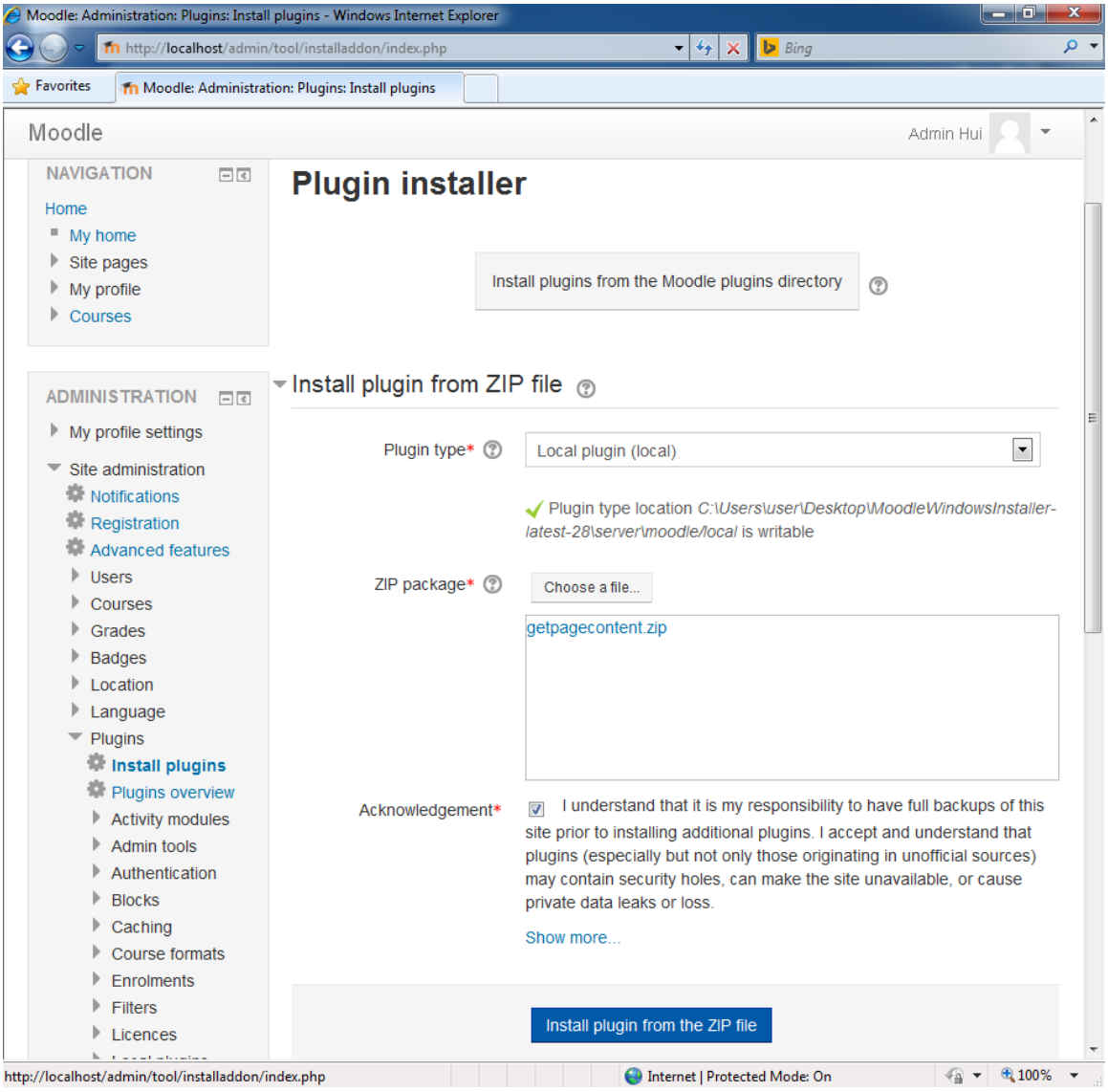
Step 01:

In ‘ADMINISTRATION’ navigation bar on the left side of the web page, expand ‘Site administration→Plugins’ and click ‘Install plugins’.



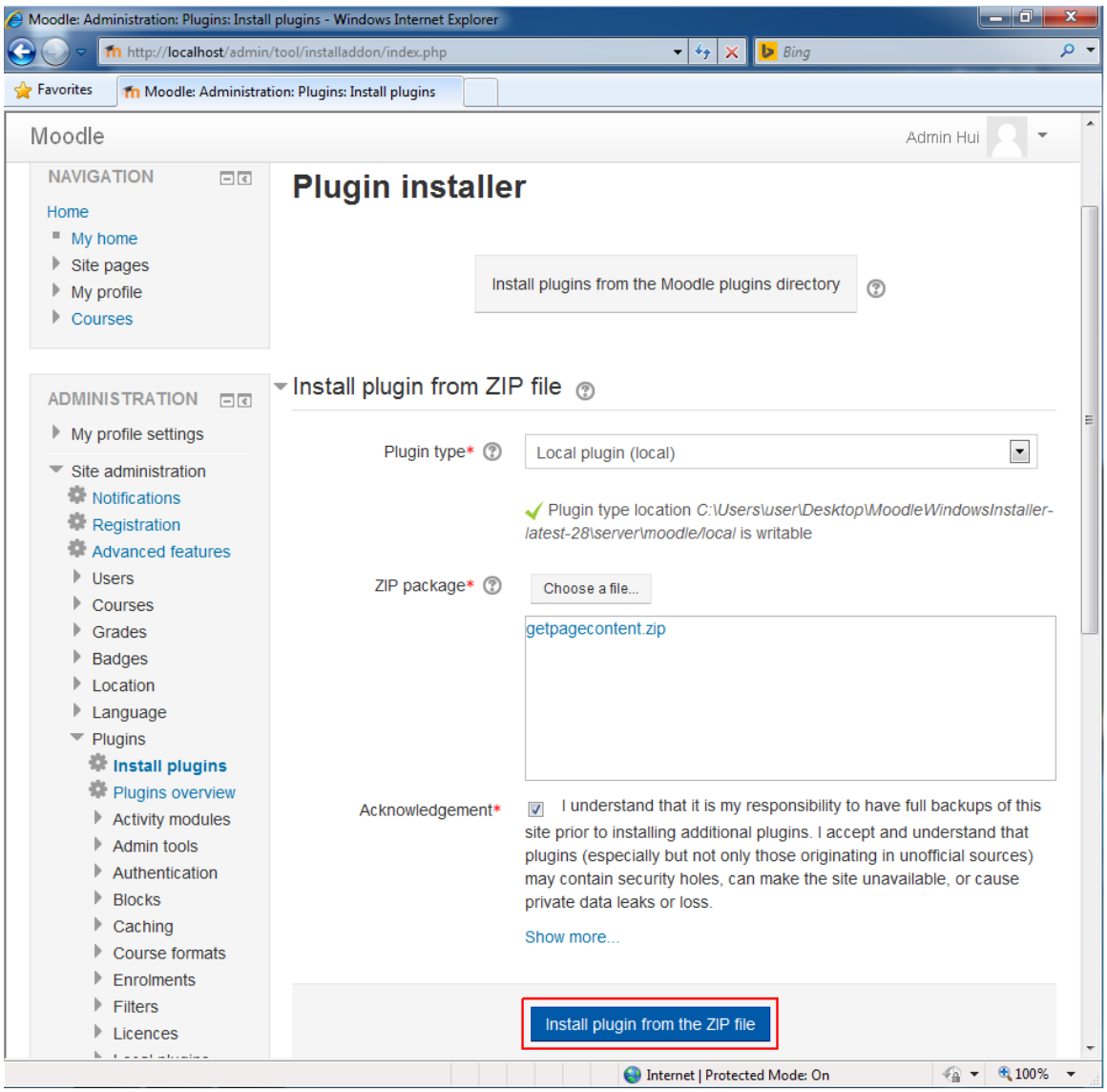
Step 02:

Drag and drop the web service plugin zip file into the ‘ZIP package’ file picker, choose ‘Local module (local)‘ for ‘Plugin type’ column, and check the ‘Acknowledgement’ checkbox.



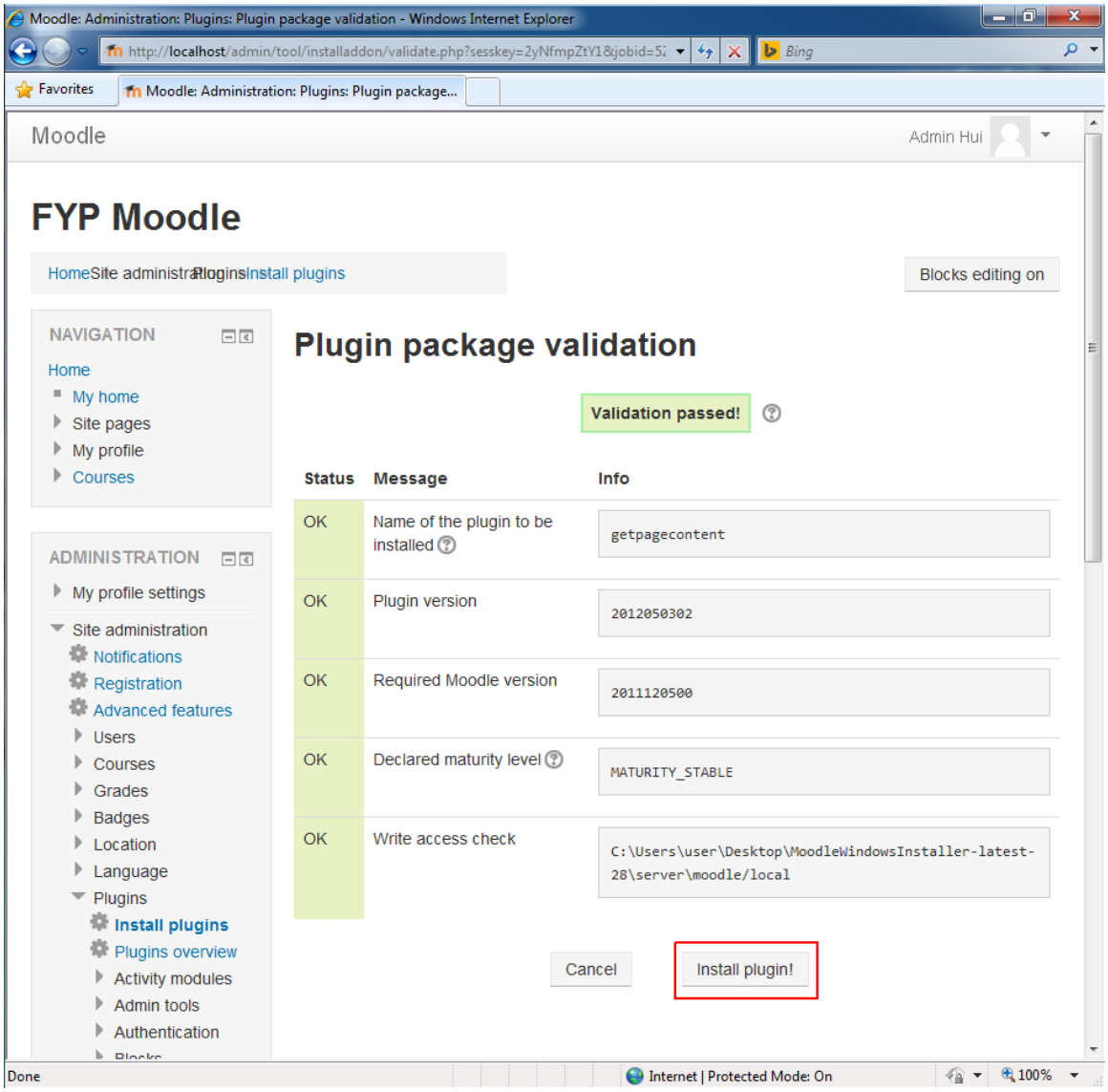
Step 03:

Click ‘Install plugin from the ZIP file’.



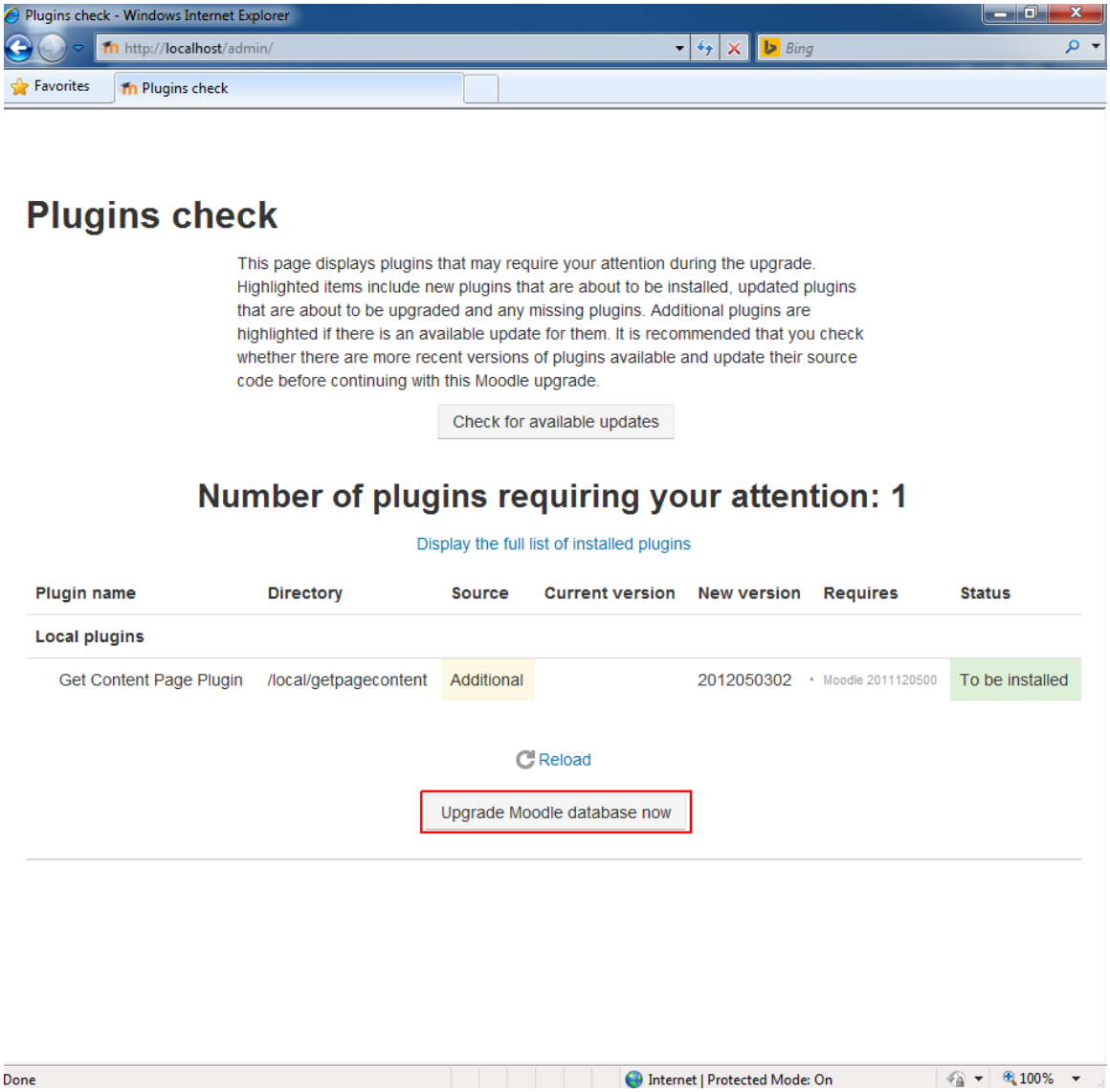
Step 04:

Click ‘Install plugin!’ if all validations are passed.



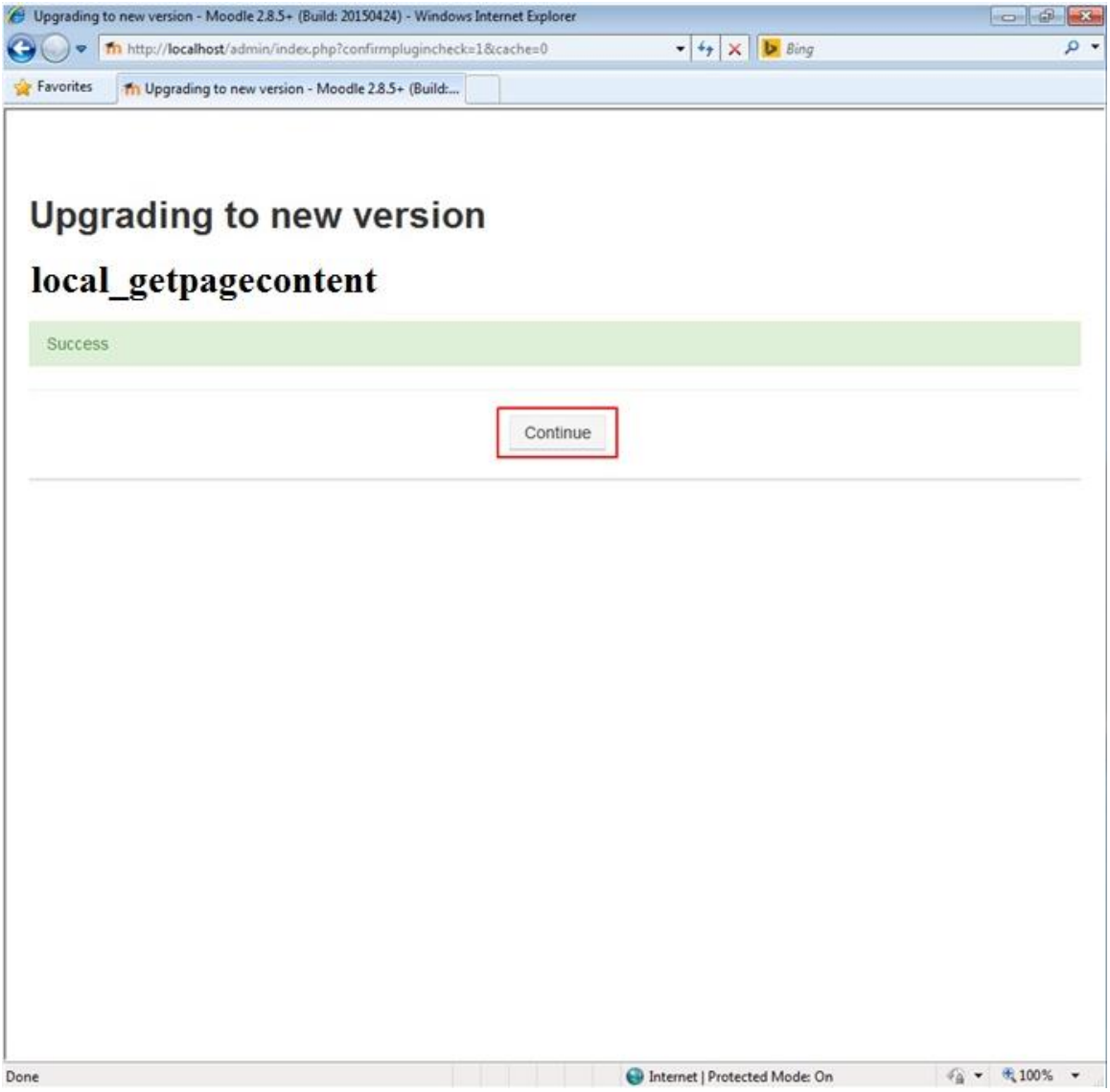
Step 05:

Click ‘Upgrade Moodle database now’ to install the plugin.



Step 06:

Wait until the installation process complete, and then click ‘Continue’.



Step 08:

If the installation process is successful, you can see it in ‘Plugins overview’.