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PhotoShell Report
How to run and create binary of PhotoShell IOS app

To run PhotoShell app you need something.

1.A PC with mac operating system.OSX 10.9 will be needed.

2.Then you have to download Xcode(Integrated development Environment for IOS).You can download it from <u>here</u>.But it requires Apple Developer account to login.We will discuss the account creation process later in this documentation.

When you have Xcode and the PhotoShell app code you can open it very easily.

1.Open the PhotoShell folder.

2.You will see a file named "PhotoShell.xcodeproj" just double click on it.It will open.

For changing the images ,just go to the "PhotShell" folder.You can see the example images.Replace the images with your new images.Remember that the name of the images must have to be the same.like the example images Slide*.JPG.

When you run the app and press GO button accepting the terms and condition an album named "PhotoShell" will create in your photo library.The images will copied there.

Apple Developer Account

To run this app in a real device or to publish it in iTunes you will need a developer account.Apple will charge you $100 for one year subscription. To open a developer account you have to follow several steps.<u>This</u> is a very good tutorial to create an account.This tutorial is a bit old.You may not find the UI as like the screenshots.But the main process is same like

the tutorial.After you successfully joined the developer program , you can download Xcode from <u>here</u>.Then you can follow the the rest of the tutorial to create certificates.

Now, to run the app in real device and submit it to the app store you can follow <u>this</u> tutorial.It is the part 2 of the previous tutorial.So you may find the screenshots a bit old.

If you follow the tutorials properly you can successfully run the project and submit it in App Store.Some points you must remember

1.The code can handle 30 images not less nor more than 30.

2.The name will be Slide1.JPG, Slide2.JPG, Slide3.JPG and …..Slide30.JPG. So you need to put all 30 images in "PhotShell" folder.And keep the images name same.