**TOURIST GUIDE APPLICATION – SETUP DOCUMENTATION**

**DETAILS:**

* Integrated Development Environment (IDE): Android Studio 2.1.2 SDK 24
* Platform: Windows 10 64 bit (Build 14393)
* Programming Languages: Java, XML

**PRE-REQUISITES:**

1. Android Studio 2.1.2
2. Latest SDK 24
3. SQLite Database
4. Notepad ++ (Incase if you want to view source code and xml files without using android studio)
5. Network (WiFi/Lan) connection for the system (I used Maps API and Picasso which require internet connectivity)

**HOW TO IMPORT AND RUN:**

1. Download the project folder (RAR file) and extract it in a specific location.
2. Open Android studio 🡪 File 🡪 Import Project 🡪 Navigate to the project folder location.
3. Open the project then 🡪 Build 🡪Clean Project and Rebuild the Project.
4. Run 🡪 Run app (Shift + F10).
5. Use either Genymotion or Android emulator (Min API 23 even though it will work with API 19).

When the application installs and opens in emulator, register for a new account, then navigate back to login screen and input the credentials. You will get logged in then there will be two features:

1. Find Place

2. Create Place

**USING THE APP:**

* To find an existing place it is simple and straight forward.
* You can create new place by giving Name, description and setting location using the marker. For image URL you need to type the whole URL but a simple alternative method is to navigate to android SDK in your system and go to platform-tools. Open command prompt in platform-tools and type 🡪 adb devices and enter (If you see the devices then you are good to go) then 🡪 adb shell input text ‘Your URL here’ and enter. For two or more URL separate each URL by a semicolon and then press enter. (Demonstrated in the video)
* After setting location using the marker 🡪 save the place. It will get saved and you can go back and find it in Find Places page.
* Java source code can be found in this location:

Tourist Guide App\app\src\main\java\tourist\android\com\newproject

**APP ICON DESIGN:**

