PhotoShell

This app will contain several JPG image and user can copy those image to sdcard.

Installation guideline

To run this project you need to have android development environment. Download adt bundle from [http://developer.android.com/sdk/index.html#download](http://developer.android.com/sdk/index.html%23download) and save it on your hard disk and extract this file. Now download JDK if you don’t have installed in your computer already. Keep this file in the same directory of adt bundle and install JDK. Now you are ready to run an android application.

Run PhotoShell:

If you don’t have android development setup then please follow the installation guideline. Run eclipse and right click on package explorer now select import. On next screen select android and choose Existing Android code into workspace, now press enter. On next screen click browse and go to the directory in your hard drive where you keep PhotoShell source code. Now select this folder. Now click Copy projects on workspace checkmark and now click Finish. If you face any difficulties of these steps please follow the link <http://programmerguru.com/android-tutorial/how-to-import-android-project-in-eclipse/> where you can get guideline how to import an existing source code to eclipse.

If you find any error then right click on PhotoShell in eclipse and go Android Tools -> Fix Projects Properties. You are ready to run photoshell now. Right click on photoShell and choose run as android. Now application will run on virtual device and you will find desired apk from bin folder of PhotoShell called PhotoShell.apk.

Guideline and limitation on Image savings:

From this app you can contain and save only 30 images and those images will have specific names. The name will be Slide1, Slide2, Slide3 and …Slide30. So you need to put all 30 images in asset folder of PhotoShell. Now run the project, build an apk and run this apk in an device. If you accept the term and click go button then app will create a folder called PhotoShell and will save those image on that folder. If the app find any missing image, it will not work. You can save any 30 JPG images in that folder. You just need to have the name of those images like Slide1, Slide2 and …Slide30 and keep those images on asset folder. Then run Photoshell project and build an apk. If you want to change the number of image you want contain by this app then you need to modify the source code a little bit. Open com.teckfiesta.photoshell packages from src folder and double click on PhotoShellHomeActivity.java class. Change the value of maxnumimage 30 to the value you want. Keep same number of images to asset folder, And definitely name of those image should be like Slide1, Slide2…up to the number you want. Now run PhotoShell project and you will get the desired apk.