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- * Below is the link to the License file:
- * <https://github.com/udeepika/MyMoneyMate/blob/master/License.txt>
- * Author - Deepika Punyamurtula
- * email: udeepika@pdx.edu
- * Link to repository- <https://github.com/udeepika/MyMoneyMate>

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Developer Guide – Build Instructions

Instructions to Build the application -

1. The development system should meet the following requirements:

JDK 1.6

Follow link: <http://www.oracle.com/technetwork/java/javase/downloads/index.html>

Install Eclipse IDE, Indigo or higher from <http://www.eclipse.org/downloads/>

2. Download Android SDK.

Follow link: <http://developer.android.com/sdk/index.html>

3. Install SDK platform:

Select Windows > Android SDK and AVD Manager, choose Available Packages in the left panel.

Click the repository site checkbox to display the components available for installation.

Select SDK Platform Android 4.2.2, API 17 and click Install Selected.

For detailed instructions follow: <http://developer.android.com/sdk/installing/index.html>

4. Download and Install ADT plugin for Eclipse.

Follow link: <http://developer.android.com/sdk/installing/installing-adt.html>

5. Create an Android virtual device.

In Eclipse, choose Window > Android Virtual Device Manager. Click New.

The Create New Android Virtual Device (AVD) dialog appears. Give name for the AVD, like "DroidX".

Choose target as Android 4.2.2 API Level 17. Select a Device from the drop-down like "Nexus One".

Provide SD card size as 512 Mb.

Click Create AVD.

6. Open Windows > Preferences > Make sure the Android SDK and JDK are pointing to the SDK and JDK installed on your computer.

7. Open eclipse and import the project folder in your current workspace.

File-> Import-> Android-> Existing Android code into workspace

Select the root directory to be the project folder and tick "Copy projects into workspace". Next > Finish.

8. Download the achartengine JAR from the following link:

<http://www.achartengine.org/content/download.html>

9. Select the project in the Project Explorer. Choose Project > Properties > Java Build Path.

Select the "Libraries" tab. Click on "Add External JARs..". Navigate to the folder where the downloaded achartengine JAR is present and select it. Click Ok.

10. Choose Project > Properties > Java Build Path. Select "Order and Export". Click on the achartengine.jar to select it

Click on up/down to position it just below Android Dependencies. Click on Ok.

11. Go to Project > Clean

This opens up the Clean dialog. Choose Clean projects selected below and choose MyMoneyMate. Click Ok.

12. Click on Run to run the application as Android application.