Installation Manual

DOCUMENT CONTENTS:

* Detailed instruction on how to install the system
* This deliverable will be assessed as part of the Implementation & Testing Phase

Installation Manual

UEFA Ranking System Android Application Installation Manual

1. provide Github command to clone the project
2. 2. mention what you need to develop i.e Java, Android SDK, MySQL
3. 3. mention how to compile, run, install, deploy etc.

## Download Project

The full project can be obtained through a GIT repository on GitHub. Github and its command Git Shell are required for installation.

Steps to Clone Project:

1. To perform a fresh export of the data a bare clone of the repository is required for the specified local directory of the developers choosing:



After successfully cloning the repository, the ‘mirror’ option can be selected to push the clone to the developer’s new repository.



The temporary local repository can now be removed.



You have now successfully cloned the project, the next steps will focus on the different elements of development within the project.

## Development

The project is effectively broken up in to two main components, Server side (Azure) and a Client Side (Android).

The main components of the server side consist of the following:

* ASP.NET Web API 2
* SQL Azure
* IIS Express
* JavaScript
* HTML
* Entity Framework 6
* ASP.NET MVC 5
* SSL
* OAuth 2 – Facebook, Google
* CSV Helper

The main components of the Client Side consist of the following:

* Android Studio IDE
* Java
* Android SDK (API Version 8+ supported)
* Apache HTTP Service Handler

All components listed above have been integrated within the projects and the majority is required for further development.

Database migrations through entity framework have been used to populate all initial data. The CSV files found in the Storage Git Folder are required. These can be implemented by currently inserting them in to the App\_Data folder and called upon through the Migrations Configuration class.

## Running Server and Client

1. 2. mention what you need to develop i.e Java, Android SDK, MySQL
2. 3. mention how to compile, run, install, deploy etc.

### Server Side

The Server side is fully implemented through Microsoft Visual Studio 2013 (Update4) using .Net framework 4.5.

**Note: These are required to run the Project Solution for the UEFA Ranking System.**

The server can then be started through IIS Express however many features such as Database and Authentication require an Azure Web Service Deployment of the Service.

The SQL Azure Database and its Initial Migrations must also be integrated when Deploying to an Azure Web Service. After doing this a fully working Server Side of the UEFA Ranking System will be running.

### Client Side

The Client Side has been fully implemented through Android Studio 1.1.0 however Version 1.0 + should suffice for development.

The compile should target SDK Version 21 and a Gradle build is required to compile it. Internet permissions should **always** be declared in the Manifest file due to the Core data being called from the Azure Service (or IIS Express service for testing purposes only).

The App can now be successfully compiled and ran from through an Emulator or a connected device with USB debugging enabled.

For distribution, a Signed APK can also be generated at Build time and installed on any Android Device.