Developer Manual for Krogkollen

A short manual how to get started with running and developing for Krogkollen.

Get the source from github:

git clone [*https://github.com/zippeellii/Krogkollen.git*](https://github.com/zippeellii/Krogkollen.git)
this project is the folder labeled *'Project'*

Dependencies

To run and compile the application you need to have the following dependencies (apart from the source):

- Java 7 SE development enviornment
- Android SDK
- Android Device (Android 4.0+)

The application targets Android API level 16 but can be run on devices with API level 14. An explaination for this can be found in the design document.

Building process

Before we can start building the project we need to request a Google Maps v2 debug key. This key is unique for every computer.

Open up the your terminal of choice and run this command:

Mac/linux:
keytool -list -v -keystore ~/.android/debug.keystore -alias androiddebugkey -storepass android -keypass android

Windows:
keytool -list -v -keystore "%USERPROFILE%\.android\debug.keystore" -alias androiddebugkey -storepass android -keypass android

You should now see long list of information similare to this one:

```
Alias name: androiddebugkey
 Creation date: Jan 01, 2013
 Entry type: PrivateKeyEntry
 Certificate chain length: 1
 Certificate[1]:
 Owner: CN=Android Debug, O=Android, C=US
 Issuer: CN=Android Debug, O=Android, C=US
```

```
Serial number: 4aa9b300
Valid from: Mon Jan 01 08:04:04 UTC 2013 until: Mon Jan 01 18:04:04 PST 2033
Certificate fingerprints:
     MD5:  AE:9F:95:D0:A6:86:89:BC:A8:70:BA:34:FF:6A:AC:F9
     SHA1: BB:0D:AC:74:D3:21:E1:43:07:71:9B:62:90:AF:A1:66:6E:44:5D:75
     Signature algorithm name: SHA1withRSA
     Version: 3
```

Save the line that begins SHA1, it contains the certificate's SHA-1 fingerprint. The fingerprint is the sequence of 20 two-digit hexadecimal numbers separated by colons.

Open up a browser and navigate to: Google APIs Console. Create a project if you haven't got one and then activate *Google Maps Android API v2*. Click on API access and then create new Android key.

Now it's time to pull out that long key we saved earlier from the terminal. In the dialog that just opened up fill in the fingerprint key (SHA1) and add a semicolon and then add the package name of krogkollen which is *se.chalmers.krogkollen*. Should look something like this:

BB:0D:AC:74:D3:21:E1:43:67:71:9B:62:91:AF:A1:66:6E:44:5D:75;se.chalmers.krogkolle
n

Copy the resulting key and open up the krogkollen source and find the *AndroidManifest.xml* file in the project root folder. Find the application meta-data and then look for the *com.google.android.maps.API_KEY* value, change the value below that one to the resulting key from the *Google APIs Console*.

Now it's finally time to add libraries and build the project.

1. Add the Google Play Services library as a project if you're using Eclipse, or a module if you're using Intellij IDEA. Add a dependency from the project to the Google Play Services project/module.

2. Add google-play-services.jar as a dependency to the project. The file is found in the /libs/ folder of the project.

3. Add Parse-1.3.5.jar as a dependency. The file is found in the /libs/ folder of the project.

4. Add android-support-v4.jar as a dependency. The file is found in the /libs/ folder of the project.

5. Build and run the project.

NOTE: Since we are using Google Maps v2 and depend on a GPS service the application wont run on an emulator.

A list and explanation of the external dependencies mentioned above can be found in the "External dependencies" document.

Developer Manual for KrogkollenAdmin

A short manual how to get started with running and developing for KrogkollenAdmin.

Get the source from github:

git clone https://github.com/zippeellii/Krogkollen.git
this project is the folder labeled *'KrogkollenAdmin'*

Dependencies

To run and compile the application you need to have the following dependencies (apart from the source):

- Java 7 SE development enviornment
- Android SDK
- Android Device (Android 4.0+)

The application targets Android API level 16. An explaination for this can be found in the design document.

Building process

1. Add the Google Play Services library as a project if you're using Eclipse, or a module if you're using Intellij IDEA. Add a dependency from the project to the Google Play Services project/module.

2. Add google-play-services.jar as a dependency to the project. The file is found in the /libs/ folder of the project.

3. Add Parse-1.3.5.jar as a dependency. The file is found in the /libs/ folder of the project.

4. Add android-support-v4.jar as a dependency. The file is found in the /libs/ folder of the project.

5. Build and run the project.

A list and explanation of the external dependencies mentioned above can be found in the "External dependencies" document.