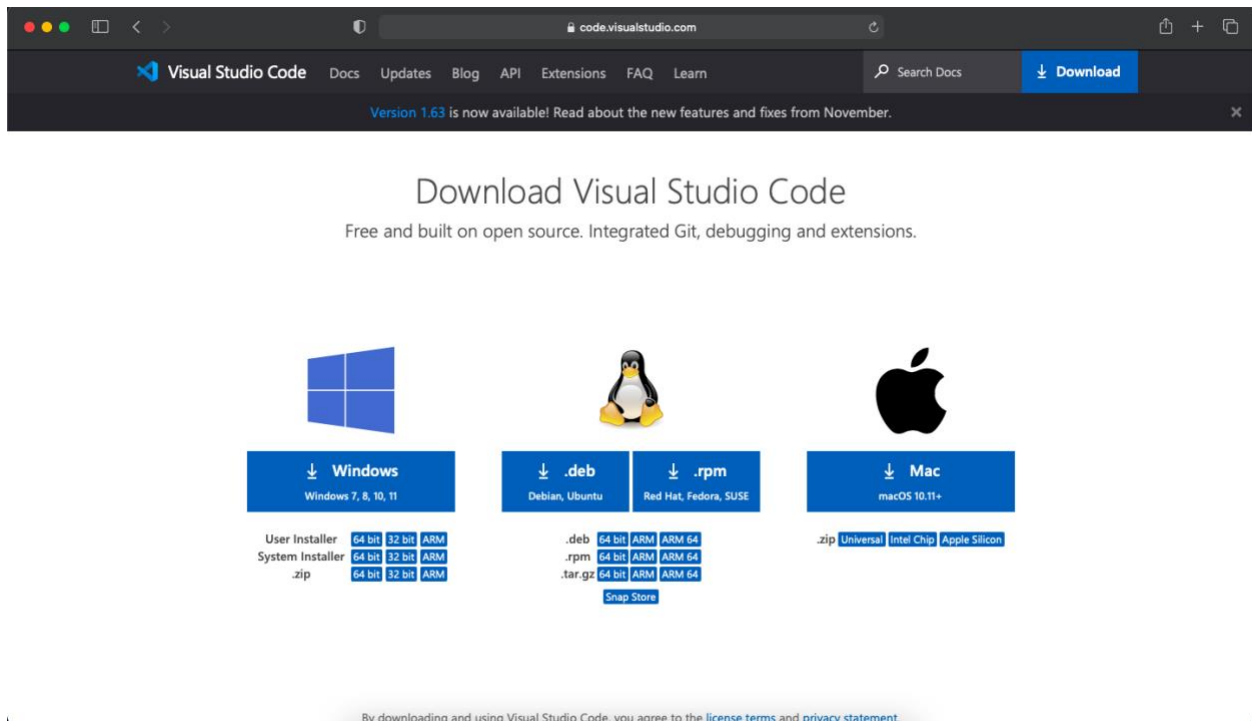


Installation Guide

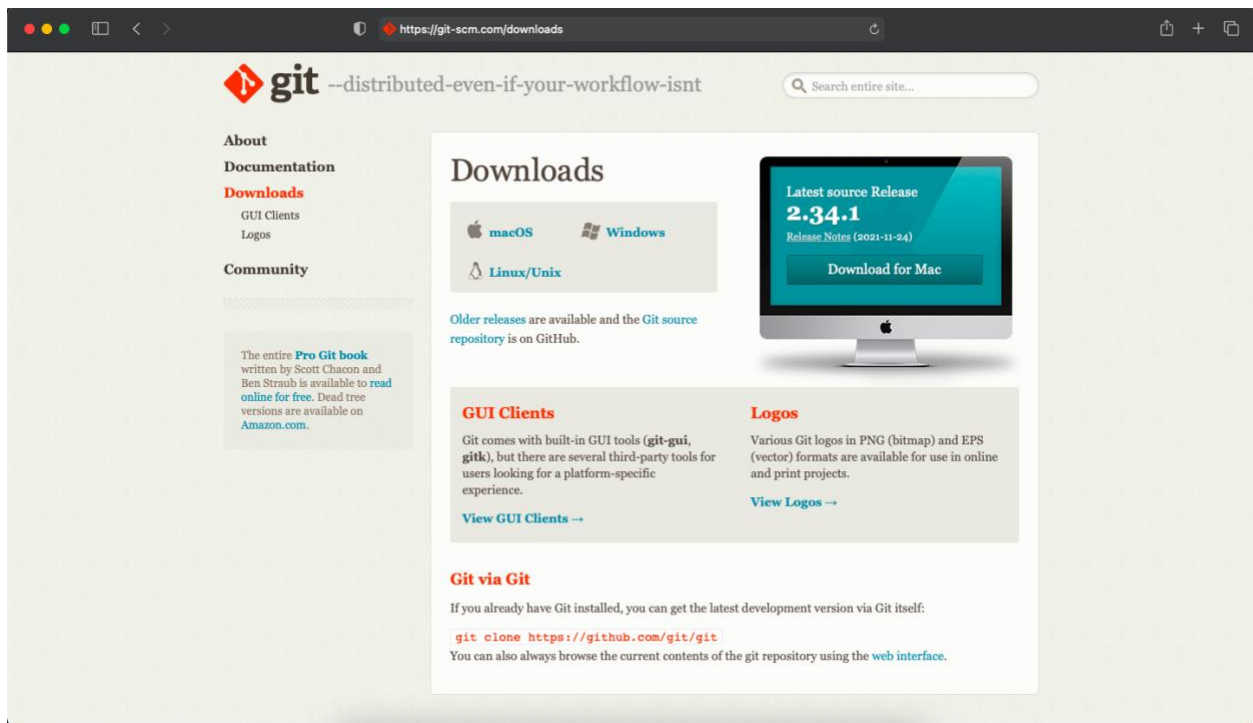
Installation Document

Step 1: Downloading IDE / Android Emulator / Visual Studio Code

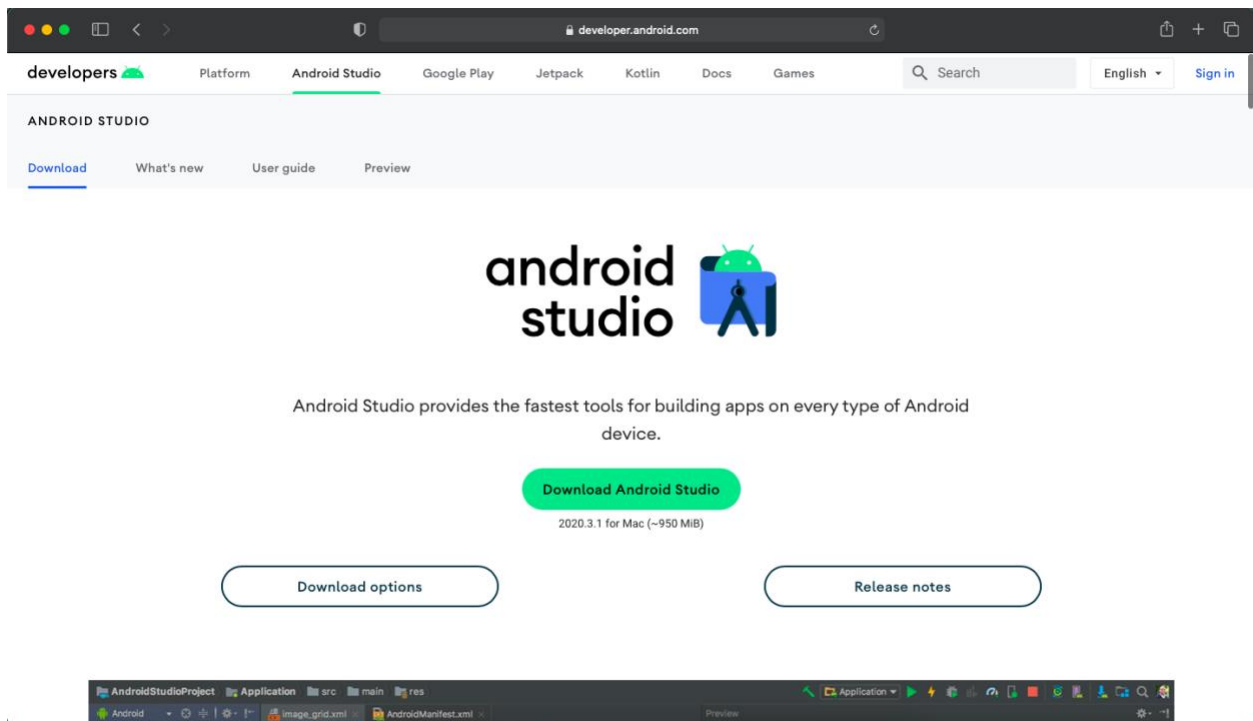
Make sure you install an IDE to run java, the one we chose to work with is Visual Studio Code. If you don't have an IDE you can download Visual Studio Code the following link leads to the IDE <https://code.visualstudio.com/download>. In the image below you have the landing page for the download link. You are able to use it with windows, Linux or Mac.



Next software to have is Git to be able to clone the water wand directory. If you don't have git already the following link will lead you to the download website <https://git-scm.com/downloads>.

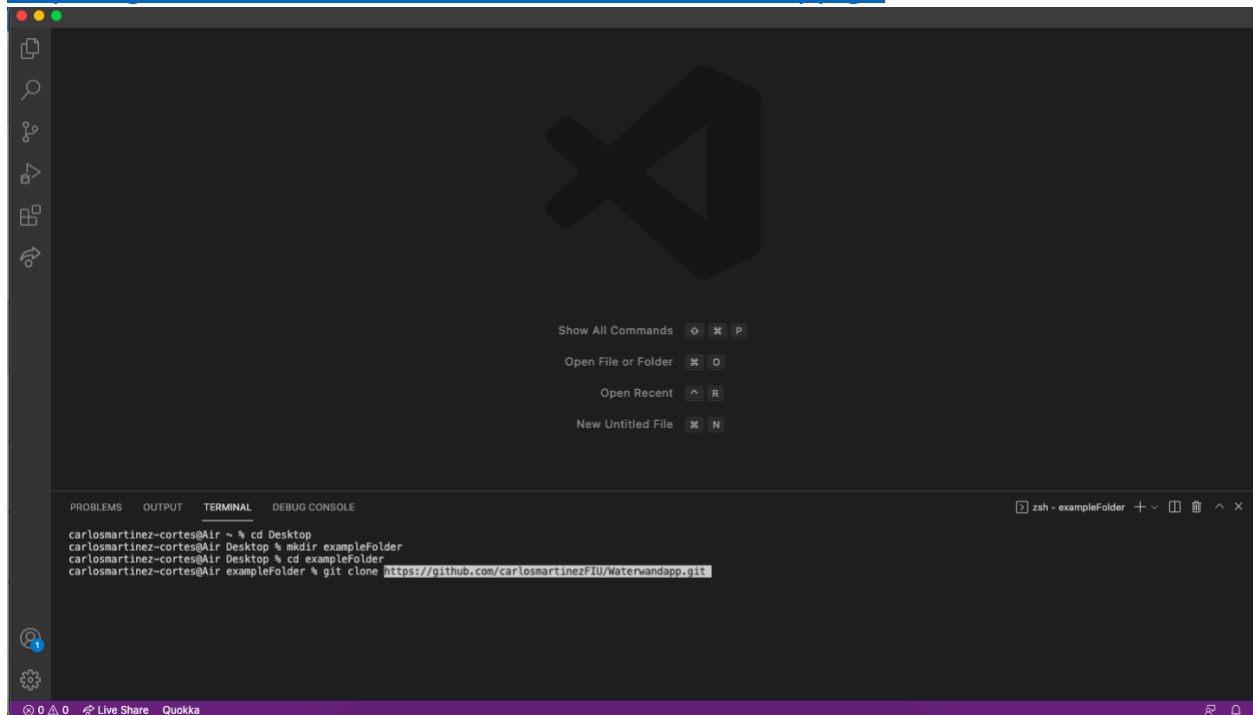


The following will be to have an Android Emulator. This will allow you to deploy the application in a virtual environment where you can test the application. The Emulator we use was Android Studios. Visit <https://developer.android.com/studio#downloads> to download the free version.



Step 2: Cloning the repository

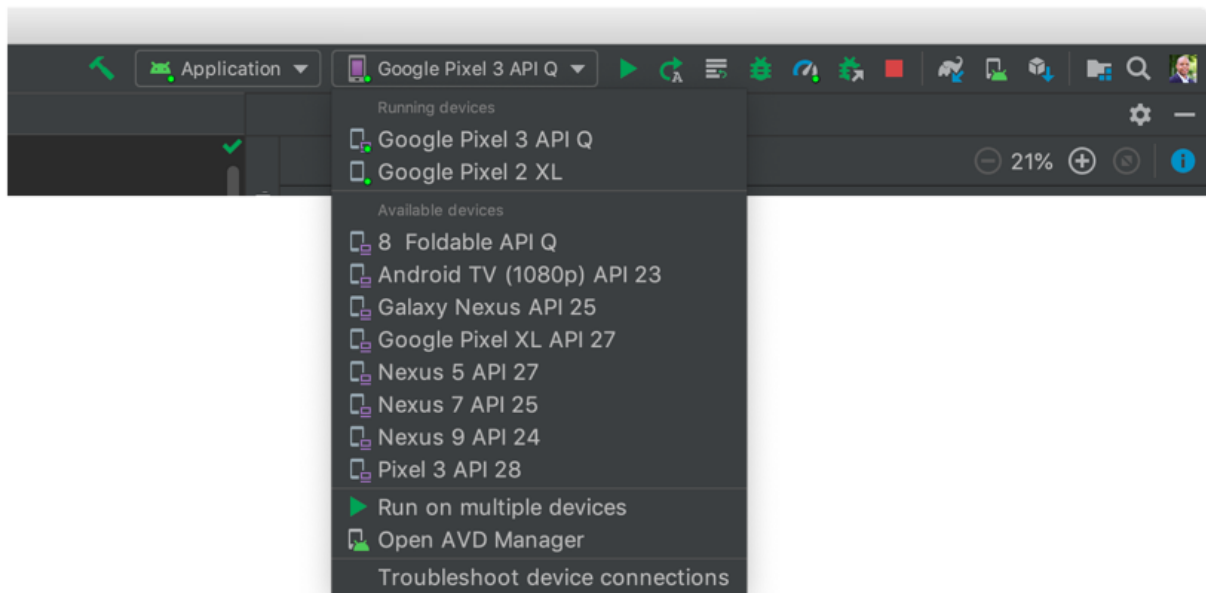
Now we have to clone the project using Git. First if you are running Mac you can open your terminal and run the following command. Git clone <https://github.com/carlosmartinezFIU/Waterwandapp.git>, if you are using Visual Studios Code you can go to the tabs on top of the window and select new terminal. Once in the terminal you can change directory to your desktop using `cd Desktop/` then you can make a directory using `mkdir <name>` after that you can change directory to the new directory created. In there you can run the following code git clone <https://github.com/carlosmartinezFIU/Waterwandapp.git>.



Step 3: Getting Emulator ready to run Application

When you are in Android Studios you first have to make an AVD Manager or Android Virtual Device. Then we can create a Virtual Device. Once that is done we can wait to create the Virtual Device, once its finished we can run the Emulator

1. In Android Studio, [create an Android Virtual Device \(AVD\)](#) that the emulator can use to install and run your app.
2. In the toolbar, select the AVD that you want to run your app on from the target device drop-down menu.



3. Click **Run** .

Step 4: Running the Application Project

When running the Code in Visual Studio Code open the terminal and in the terminal you can run the command `npm install`. This will download the necessary packages you need to run the application.

Congratulations if following the steps correctly you will be ready to run the Water Wand Application.