PREREQUISITES

To set the android app up, we need to download and install few framework that are used to generate the Tranxit android application.

1. Java Development Kit latest

   Source to download:
   http://www.oracle.com/technetwork/java/javase/downloads/index.html

2. Android Studio 2.3 or above

   Source to download:
   http://developer.android.com/sdk/index.html

INSTALLATION

Tranxit User Application:

1. Extract the android package.
2. Open the Tranxit package in Android Studio and wait till the gradle build successfully.
3. On the project explorer window of Android studio, find and edit the following files
   a. Gradle Scripts/build.gradle (Module: app)
      i. applicationId "com.tranxit.app" -> change this to your app's Bundle ID
   b. app/java/com.tranxit.app/Helper/URLHelper.java file
      i. public static final String *base* = "http://demo.tranxit.co"; -> Change this to your app's base URL.
      ii. public static final int client_id = 2; -> Change this to your app's client_id.
      iii. public static final String *client_secret* = "yVnKClKDHPcDlqqO1V05RtDRdvtrVHfvjlfasfdaa"; -> Change this to your app's client_secret.
      iv. public static final String *STRIPE_TOKEN* = "pk_test_0G4SKYM246m8dK6kgayCPwKWTXy"; -> Change this to your app's Strip token.
   c. app/res/values/strings.xml
      i. <string name="app_name">Tranxit</string> -> Change this to your Application name.
      ii. <string name="google_map_api">AIzaSyA6e191dVE0EMKbLdwdZ5ONqAh4q2sPn4c</string> -> Change this to your google map api key obtained from google developer console.

4. Configure your Application on the Google Firebase console, and download the google-services.json, and replace them in app/ folder.
5. Change the splash screen and icon for your own brand.

Open the project folder from the PC and follow the below mentioned path:
Tranxit->app->src->main->res

You will find 'mipmap' folders in the different resolution names, you must save the icons and splash screens in these folders according to the device size.

Also You will find 'drawable' folders in the different resolution names, you must save the icons and splash screens in these folders too according to the device size.

Now hit on the 'run' button the application will run successfully in the virtual device.

If you are planning to upload the app in the Play Store, you must generate the build. To do so, click on 'Build' in Android Studio, choose 'Generate Signed APK' from the drop down. Now, click on create new and hit 'Next' to proceed.

Choose the path to the location where you want to save the key, give a folder name for the key and click 'OK'. Enter the information in the fields and click on 'Finish'.

The APK will be generated and stored in the folder named by you.

Tranxit Provider/Driver Application:

1. Extract the android package.
2. Open the Tranxit package in Android Studio and wait till the gradle build successfully.
3. On the project explorer window of Android studio, find and edit the following files
    a. Gradle Scripts/build.gradle (Module: app)
        i. applicationId "com.tranxit.app" -> change this to your app's Bundle ID
    b. app/java/com.tranxit.app/Helper/URLHelper.java file
        i. public static final String *base* = "http://demo.tranxit.co"; -> Change this to your app's base URL.

    c. app/res/values/strings.xml
        i. <string name="app_name">Tranxit Driver</string> -> Change this to your Application name.
        ii. <string name="google_map_api">AIzaSyA6e191dVE0EMKbLdwdZ5ONqAh4q2s

Pn4c</string> -> Change this to your google map api key obtained from google developer console.

4. Configure your Application on the Google Firebase console, and download the google-services.json, and replace them in app/ folder.
5. Change the splash screen and icon for your own brand.

Open the project folder from the PC and follow the below mentioned path:
Tranxit->app->src->main->res

You will find 'mipmap' folders in the different resolution names, you must save the icons and splash screens in these folders according to the device size.

Also You will find 'drawable' folders in the different resolution names, you must save the icons and splash screens in these folders too according to the device size.

Now hit on the 'run' button the application will run successfully in the virtual device.

If you are planning to upload the app in the Play Store, you must generate the build. To do so, click on 'Build' in Android Studio, choose 'Generate Signed APK' from the drop down. Now, click on create new and hit 'Next' to proceed.

Choose the path to the location where you want to save the key, give a folder name for the key and click 'OK'. Enter the information in the fields and click on 'Finish'.

The APK will be generated and stored in the folder named by you.