# Usability:

The application is run in an Android Studio workstation format. This is available to download on https://developer.android.com/studio. Once the installation of the application is completed (GrittyCC) It can then be opened by accessing the folder through "File > Open" to import this project into the workspace.

Once this is installed the device will be ran on an emulator or if you have a USB Type C cable plugged into your phone and USB port, Android Studio will automatically find your device and use it to run the application . The Android Emulator component can be found in the SDK Tools tab of the SDK Manager. Once set up this device will become known as an Android Virtual Device (AVD).
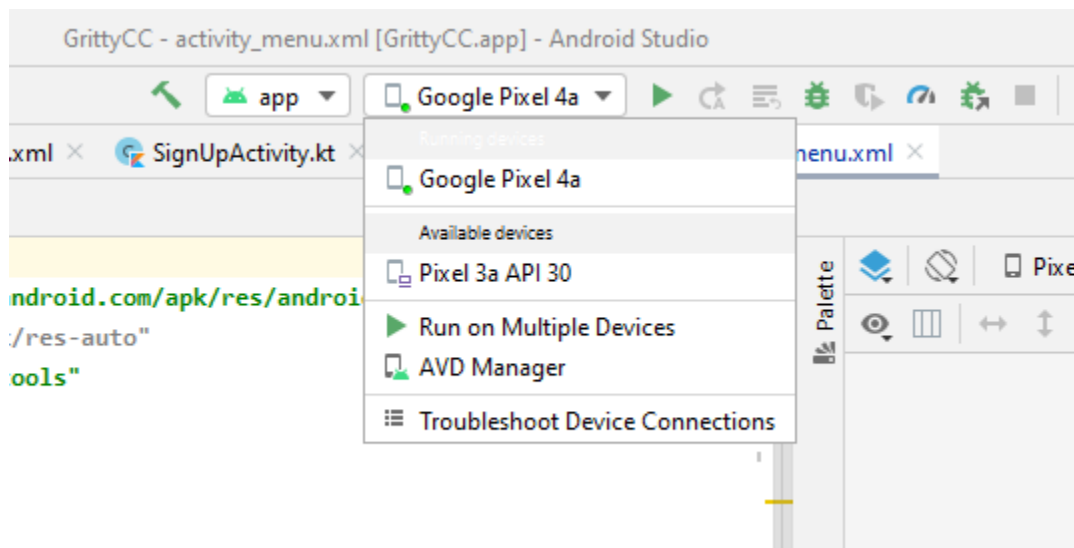
To run the application, click the green start arrow seen in the figure above.
This will build and run the application on the chosen AVD (Google Pixel 4A is my personal device). AVD can be created by using the AVD manager which can also be found in the dropdown menu displayed above.

The user will then be greeted with a splash screen which will display for 5 seconds before launching the application.

This approach to launching the application has been verified as working on several machines.