P3\_DOC

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1. Design pattern used
2. Test Classes
   1. Saurabh Shah test class for NoteFile class
      1. Test class location: 3354-Macrohard\BookshelfTop\app\src\test\java\com\example\bookshelftop\NotesUnitTest.java
      2. NoteFile class location: 3354-Macrohard\BookshelfTop\app\src\main\java\com\example\bookshelftop\NoteFile.java
3. Instructions to build and run software
   1. On startup, some lines referring to the package might have to be changed. Android studio will usually automatically fix this.
      1. Ex: package com.example.bookshelftop;
   2. Make sure that the “app” is being run and not a test case or other executable
      1. Make sure that the API level is 28 or higher
      2. App was tested on an emulated Google Pixel
   3. After app has been placed on the phone or emulator
      1. Go to google chrome and search “config.txt download” in the google search engine
         1. Select the first option, with the url <https://osdn.net/projects/sfnet_openfootie/downloads/config.txt/>
         2. Select the link that says “([config.txt ( external link: SourceForge.net)](https://osdn.net/frs/g_redir.php?m=kent&f=openfootie%2Fconfig.txt) ”
         3. Click download anyways
      2. Go into the phone settings (app with gear symbol)
         1. Click “Apps and Notifications”
         2. Click “BookshelfTop”
         3. Click “Permissions”
         4. Turn the storage option to “on” (slider turns green)
      3. Config.txt is now in the downloads folder
   4. Return to the app
      1. Click “import book”
      2. Enter the name of the file being imported, followed by .txt
         1. In this case, enter “config.txt”
         2. Make sure the filler text is deleted
      3. Click the back button (triangle on bottom left of phone screen)
      4. Click “Bookshelf”
         1. Select the book that was imported (config.txt)