

**Brock Butler Class Design Document**  
**CD–UI-LOGIN Login Activity Class Design**  
**Date Modified: 03/04/2013**  
**Version: 1.2**

**Revision History**

Date	Version	Change	Author
02/28/13	1.0	Initial Draft	Mathew Menonkariyil
03/04/13	1.1	Revision 1	Taras Mychaskiw
03/04/13	1.2	Removed unnecessary class variables (i.e. Buttons, Checkboxes, etc.). Added functionality to the class that allows for logging in and storing preferences.	Vince Pascuzzi

**Description**

Login Class authenticates logging into the application or skipping the logging process altogether this extends the activity class

**Methods**

- **void init( );**
  - Initializes UI content and Views.
- **void onBackPressed( );**
  - Overrides default behaviour by prompting user with a confirmation dialog to exit or remain in the application.
- **void onCreate(Bundle savedInstanceState );**
  - Overrides default behaviour by checking the savedInstanceState Bundle for saved preferences (i.e. “Remember me” and “Always skip login”).
- **int submitLogin( );**
  - Gets EditText content provided by user and works in conjunction with James' login script. A ProgressBar is displayed as the login script runs. Returns zero if login successful and the Main Activity is consequently launched; non-zero for error and returns to this Activity.
- **void skipLogin( );**
  - Displays a confirmation dialog explaining benefits of using the login feature. If dismissed (i.e. the dialog box receives a negative action), the Main Activity is launched.

- **void launchMain();**
  - Called in sequence with submitLogin() and skipLogin(). Performs clean-up of Login Activity and stores the state of the “Remember me” and “Always skip login” preferences; the former storing only the Brock email address.

### **Class Design Sign-off**

Name	Approval Status
Mathew Menonkariyil	
James Grisdale	
Taras Mychaskiw	