

Brock Butler Class Design Document
CD–UI02 Main Activity Class Design
Date Modified: 03/05/2013
Version: 1.3

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
03/05/13	1.3	Added two methods to handle creation of options as well as handling them.	Mathew Menonkariyil

Description

The Main Activity class encapsulates the functionality of the entire application in that it contains 5 activities; Scheduler, Course Manager, Maps, Tour and Help. The user can also launch the Login Activity from the options menu to modify their preferences (i.e. “Remember me” or “Always skip login”).

Methods

- **void init()**
 - Initializes UI content and Views and adds anonymous listeners to the buttons in order to launch one of the 5 activities: Scheduler, Course Manager, Maps, Tour and Help on click.
- **void onBackPressed()**
 - Overrides default behaviour by prompting user with a confirmation dialog to exit or remain in the application.
- **boolean onCreateOptionsMenu(Menu menu)**
 - Initializes the contents of the options menu, which returns true if the menu is to be display and false if it is to be invisible, created only once in the beginning.
- **boolean onOptionsItemSelected(MenuItem item)**
 - This is called whenever an item in the options menu is selected, the MenuItem is the item that was selected and is used to handle that selection event.

Class Design Sign-off

Name	Approval Status
Matthew Menonkariyil	
James Grisdale	
Taras Mychaskiw	