

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	
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