

Homework

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1. Overview

The purpose of this assignment was to build a simple *Log in* application for mobile devices. The two major platforms on the market are Android and iOS.

Android is the world's most popular mobile platform, powers hundreds of millions of mobile devices in more than 190 countries around the world. It's the largest installed base of any mobile platform and growing fast — every day another million users power up their Android devices for the first time and start looking for apps, games, and other digital content. That's why we chose **Android SDK** to develop our application.

The application was built using the **Eclipse IDE**, with the **ADT plug-in** for **Android SDK**.

2. Specifications

- a. The application will display a welcome page
- b. The user will be able to log in or create an account
- c. An authenticated user can modify the profile, with the data being saved in a database
- d. An authenticated user can change the password

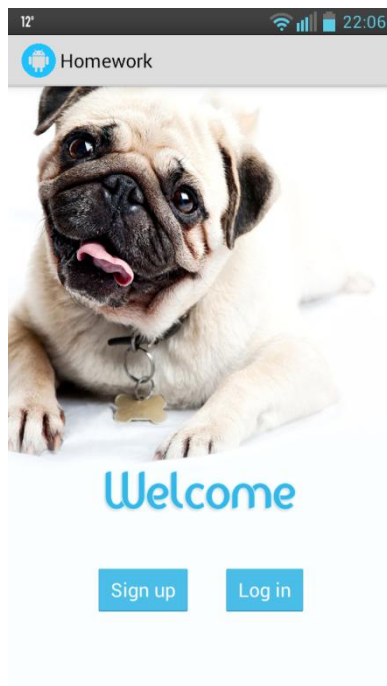
3. Perquisites

- a. A device with at least Android 4.0 (Ice Cream Sandwich)
- b. The device must have an internet connection
- c. The application is target for the Android 4.3, API Level 18
- d. 1 MB of free space

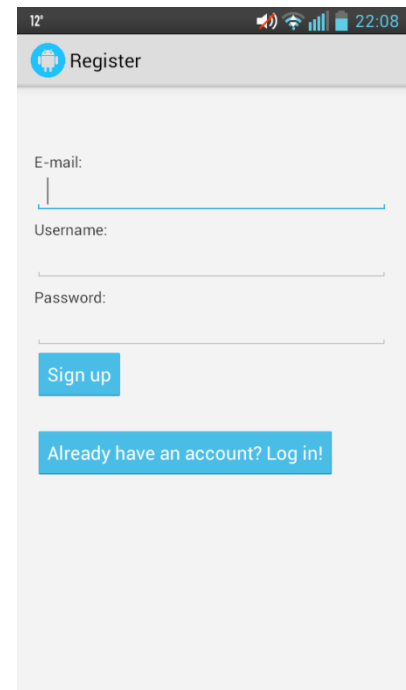
4. Documentation

a. Creating an account

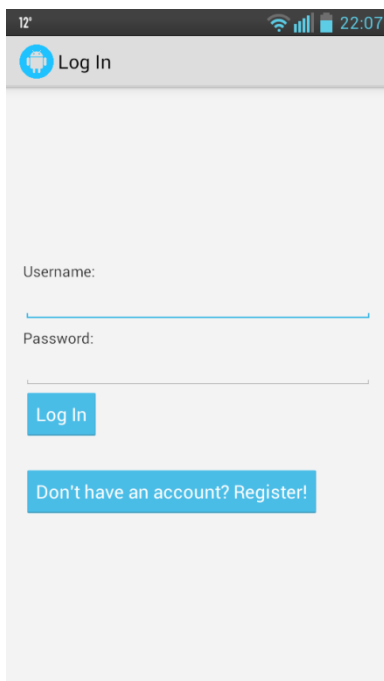
Launch the application on your phone and from the welcome screen (Fig 1) choose **Sign Up**. A new activity will appear where you can enter your information (Fig 2). Press **Sign Up** again to create the account. If everything was right, the application will open the **Log In** activity (Fig 3).



(Fig 1)



(Fig 2)



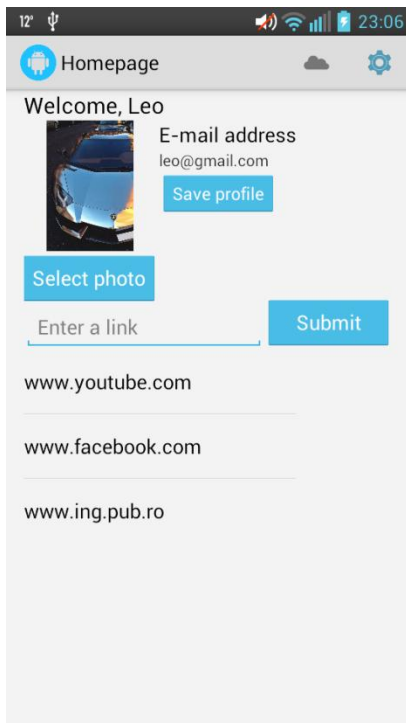
(Fig 3)

b. Log in

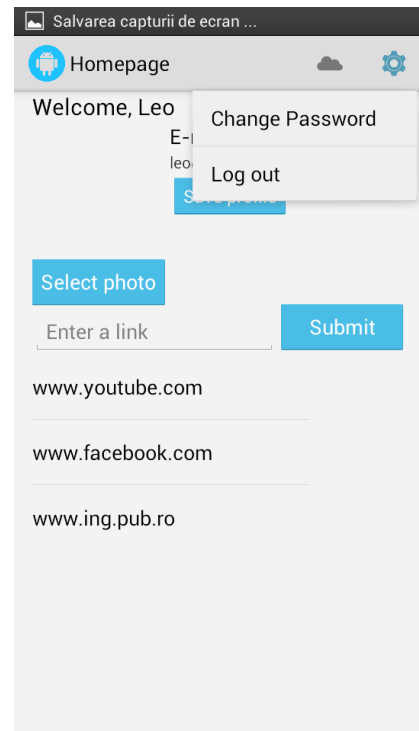
If you already have an account, fill in the username and the password in the **Log In** activity (Fig 3).

c. Manage profile

After successfully logging into the application you will be redirected to your **Homepage** (Fig 4). If you have a new account, the links list will be empty. You can complete your profile by adding a photo and some links which you would like to visit. You can also change your e-mail address if you tap on it. Then, hit the **Save Profile** button at the end in order to save your data. **Caution:** The updates will not be saved after you close the application without pressing **Save Profile** button.

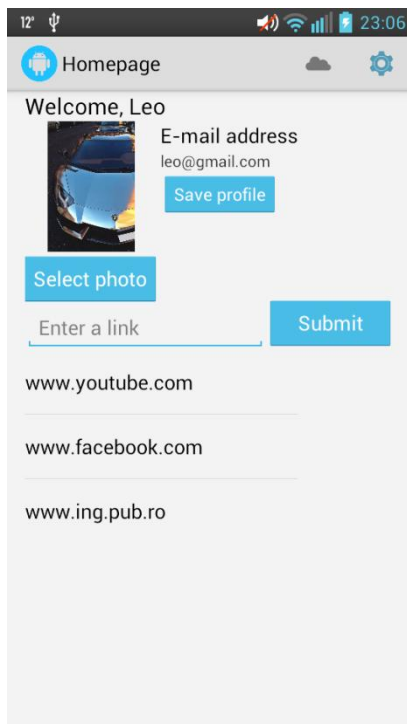


(Fig 4)



(Fig 5)

In order to change your password, tap the **Settings** button in the Action Bar. A menu will appear, as in Fig 5. Choose **Change Password** and then introduce your old password and your new password (Fig 6) and hit OK. It is not required to hit **Save Profile** after this operation.



(Fig 6)

5. Tests

a. Test 1 – Sign up

In order to register, the user is asked to complete the e-mail, username and password fields. You are not able to register with empty e-mail, username or password fields. The database is checked before, such that there are not identical usernames. If there is another account with the same username, the account won't be created and a message will be prompted (Fig 7). Also, if there is another account with the same e-mail address, the account won't be created and a message will be prompted (Fig 8).

Salvarea capturii de ecran ...

Register

E-mail:
ana@yahoo.com

Username:
Ana

Password:
...

Sign up

Already have an account? Log in!

This username has already been taken

(Fig 7)

11° 3:21

Register

E-mail:
ana@yahoo.com

Username:
Tania

Password:
...

Sign up

Already have an account? Log in!

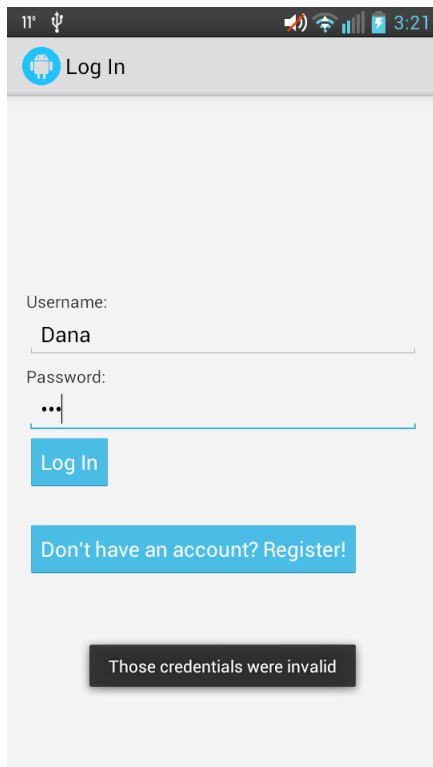
This e-mail has already been taken

(Fig 8)

b. Test 2 – Log in

If you already have an account, you can log in. But if the password or username field is empty, a message will be displayed.

Moreover, if the username or the password doesn't match any recording in the database, then a message like in Fig 9 will be displayed.



(Fig 9)

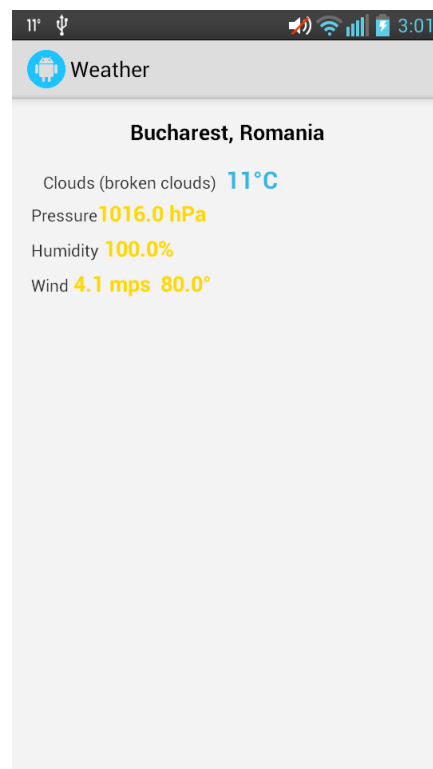
c. Test 3 - Profile

Each user can insert into their Profile/Homepage a profile picture and add some links, which can be opened in the browser (Fig 10). The user is allowed to change the old password with a new one (it's not implemented yet) and the e-mail address, then save the changes by hitting the **Save Profile** button.

By tapping the cloud icon in the Action Bar, the weather is displayed (fig 11) for the current location of the user (elements such as: the temperature, humidity, the wind direction, wind degree, pressure).



(Fig 10)



(Fig 11)

