COP290: User Registration App

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TEAM AkAAsh

1 Introduction

This is a team registration app. a user can register their team on server by using this app. this is a very small app. this app take care of the fact that a user cannot be registered more than once. user can register on this app by only using their name and entrynumber.

Our App registers a team of 2 or 3 people on a central server. Team info like Team Name, Size of the team, Names and Entry Numbers of the members, is given by the user when prompted by the app. First of all, the welcome screen of our app asks user to select their size of team, which is either 2 or 3. The user is taken to the next screen for entering the member's details. This screen may prompt user to enter info for 2 or 3 members depending on the size selected by him on the welcome screen. If user want to select a dierent size, he may go back to welcome screen by pressing back button. When the user enters the details, each of the names and entry numbers are veri

ed with the correct format and user is indicated regarding the same. Once each entry is unempty and valid, user is allowed to submit the details to the central server. Once registered, user is indicated if the registration completed successfully or not.

2   User Interface

- Details of the screens visible to the user:
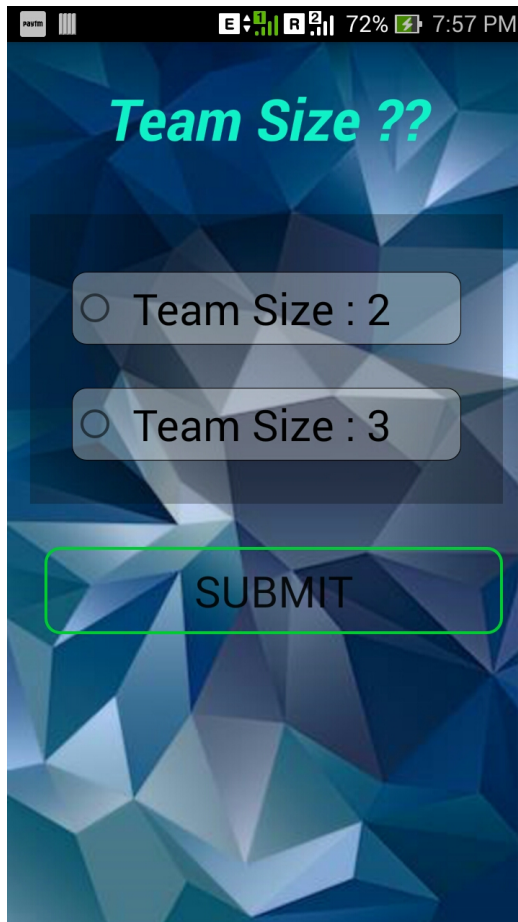
- – **opening screen** 1st screen has the radio group of radio buttons from which user selects the team size. if your phone is not connected to internet then it will give the toast "no internet connection".if you press the submit button it will show the toast "first select the team size" otherwise it will move u to the other screen according to the selected team number.

– **second screen** this screen will open if u click the team size of 3. this screen have the fields to be entered for team details and a submit button to finally submit the details. This final screen has the text fields to enter the details and it shows appropriate error message on the wrong format entered.if your will fill all the details in appropriate format then details goes to the server. if a user is already registered the server respond"user already registered". otherwise server responds "registration successful"
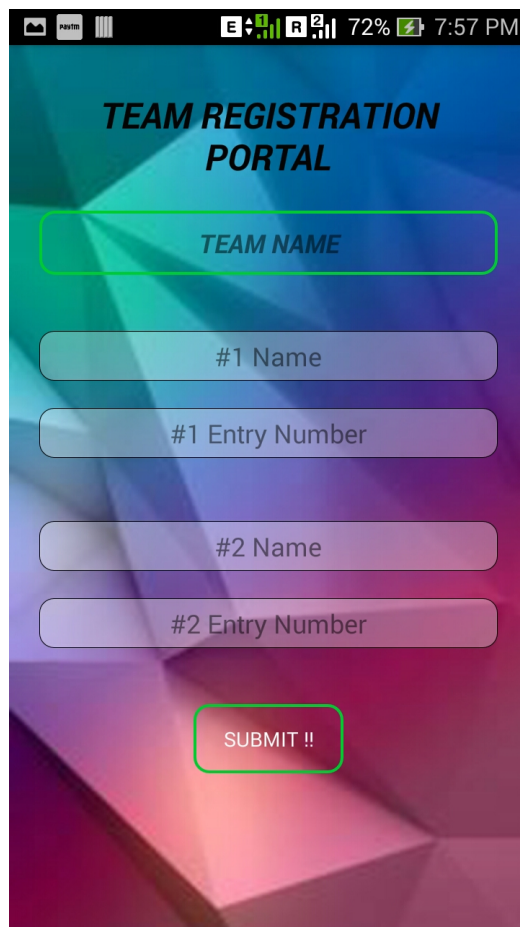
– **third screen** this screen will open if u click the team size of 2. this screen have the fields to be entered for team details and a submit button to finally submit the details. This final screen has the text fields to enter the details and it shows appropriate message on the wrong format entered.if your will fill all the details in appropriate format then details goes to the server. if a user is already registered the server respond"user already registered". otherwise server responds "registration successful"

• **Animations:** The app has nice backgrounds. On the 2nd and 3rd screen when you try to enter the detail colour of textbox changes and size of textbox increases and boundry become green. when you leave any textbox without entering any thing. the boundary of textbox will become red.and the size will remain increased.and a message will be dis-

played "this is a required field." if you enter the details in in the wrong format then the box will become red showing the messsage "wrong name/entrynumber format"

3 Implementation Details

- Methods to verify the user information: checkname and checkentrynumber

    - i have made a function to check name of user called checkname. it check that the first letter must be a alphabet.and other letters can be alphabets or spaces.

    - to check the entrynumber of user. i have made a function called checkentrynumber . first four letter of entry number should be year from 2011- 2014.next three letter must be the code for the departments which exist in iit delhi. last four letter must be a digit.

- Methods for network communication: we have used volley to send and receive data from server.i have made a function called registerfile which send and receive the data from server in appropriate format.

The code for the project is being maintained in this repository: https://bitbucket.org/account/us