

## Prejudged Submission - Statement of Assurance

Insert all the following information as you would for a final submission.

Software Used:	<p>Java SE 8, XML: to be able to write functional code.</p> <p>Android Studio (Version 4.1.2): to provide a powerful, organized platform in which to write all code for the application.</p> <p>Figma: planning tool to brainstorm and draft prototypes of the application.</p> <p>Android OS: to test and run the application on an Android device.</p> <p>AVD (Android Virtual Device): to test and run the application on an emulated Android device.</p> <p>Firebase Authentication: to store information about users of the application.</p> <p>Firebase Firestore: to store data necessary for the functionality of the application on the cloud and in an organized manner.</p> <p>Facebook for Developers libraries: to be able to code features directly linked to the Facebook platform in order to provide deep integration with Facebook into the application.</p> <p>Google Authentication libraries: to be able to code user authentication features to synergize with Firebase Authentication.</p> <p>Adobe Illustrator (CC 2020): to create a logo/icon for the application to be used in various places.</p> <p><a href="#">CircleImageView library</a>: to create circular images to display in the application.</p> <p><a href="#">Picasso library</a>: to facilitate image uploading with a powerful library.</p>
Sources of Information:	<p><a href="#">Stack Overflow</a>: to receive help from others online about issues during development.</p> <p><a href="#">Facebook for Developers</a>: to learn how to utilize Facebook's resources for developers in order to provide deep integration of Facebook into the application.</p>

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	<p><a href="#">Android Developers</a>: to view tutorials and walkthroughs on techniques of Android application development in order to be able to code more features in the application.</p>
Copyright Notations:	<p>Under the Creative Commons 3.0 Act and under Educational Fair Use Law, that the freedom to use or adapt any material is allowed as long as the sources, authors, and indication of changes/adjustments are reasonably mentioned.</p> <p><a href="#">Hdodenhof</a>: for creating the CircleImageView library.</p> <p><a href="#">Square, Inc.</a>: for creating the Picasso library.</p> <p>Facebook icon (In public domain through Wikimedia Commons)</p> <ul style="list-style-type: none"> <li>• <a href="https://commons.wikimedia.org/wiki/File:Google_%22G%22_Lo_go.svg">https://commons.wikimedia.org/wiki/File:Google_%22G%22_Lo_go.svg</a></li> </ul> <p>Google icon (In public domain through Wikimedia Commons)</p> <ul style="list-style-type: none"> <li>• <a href="https://commons.wikimedia.org/wiki/File:Google_%22G%22_Lo_go.svg">https://commons.wikimedia.org/wiki/File:Google_%22G%22_Lo_go.svg</a></li> </ul>
Instructions for Running Project:	<p><b>Prerequisites:</b></p> <p><u>To run the application on your computer</u></p> <ul style="list-style-type: none"> <li>- A device that has Android Studio with an AVD (Android Virtual Device) emulator device enabled</li> <li>- Android OS API SDK 26, (recommended API SDK 29)</li> </ul> <p><u>To run the application on your personal device</u></p> <ul style="list-style-type: none"> <li>- Android OS API SDK 26, (recommended API SDK 29)</li> <li>- Method of transferring files between computer and mobile device (e.g. Google Drive)</li> </ul> <p><b>Installation Instructions:</b></p> <p><u>For personal device</u></p> <p>After downloading the zipped submission folder and unzipping it on the device, make sure to have the file “app-release.apk” available to open on the mobile device (this can be done by either downloading the submission folder onto the device, or uploading it to Google Drive). If there appears a warning about potential harm to the device, click “Install Anyway” to proceed (the reason for the warning is that Google does not recognize apps that are not published on the Google Play Store). Once the application is installed, click to open it.</p> <p><u>For Android Virtual Device Emulator</u></p> <p>Power on the emulated device, and find “app-release.apk” in the</p>

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	unzipped submission folder. Then, drag the file onto the screen of the emulated device to install it. If it does not open automatically after installation, find the app (called "Collar," Green tie logo) in the device's app drawer and click to open. If an error occurs on the emulator while installing the apk, make sure the emulator does not already have the apk installed on it.
Template(s) used, Sources:	No templates were used.

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