

Architecture

MovieDb

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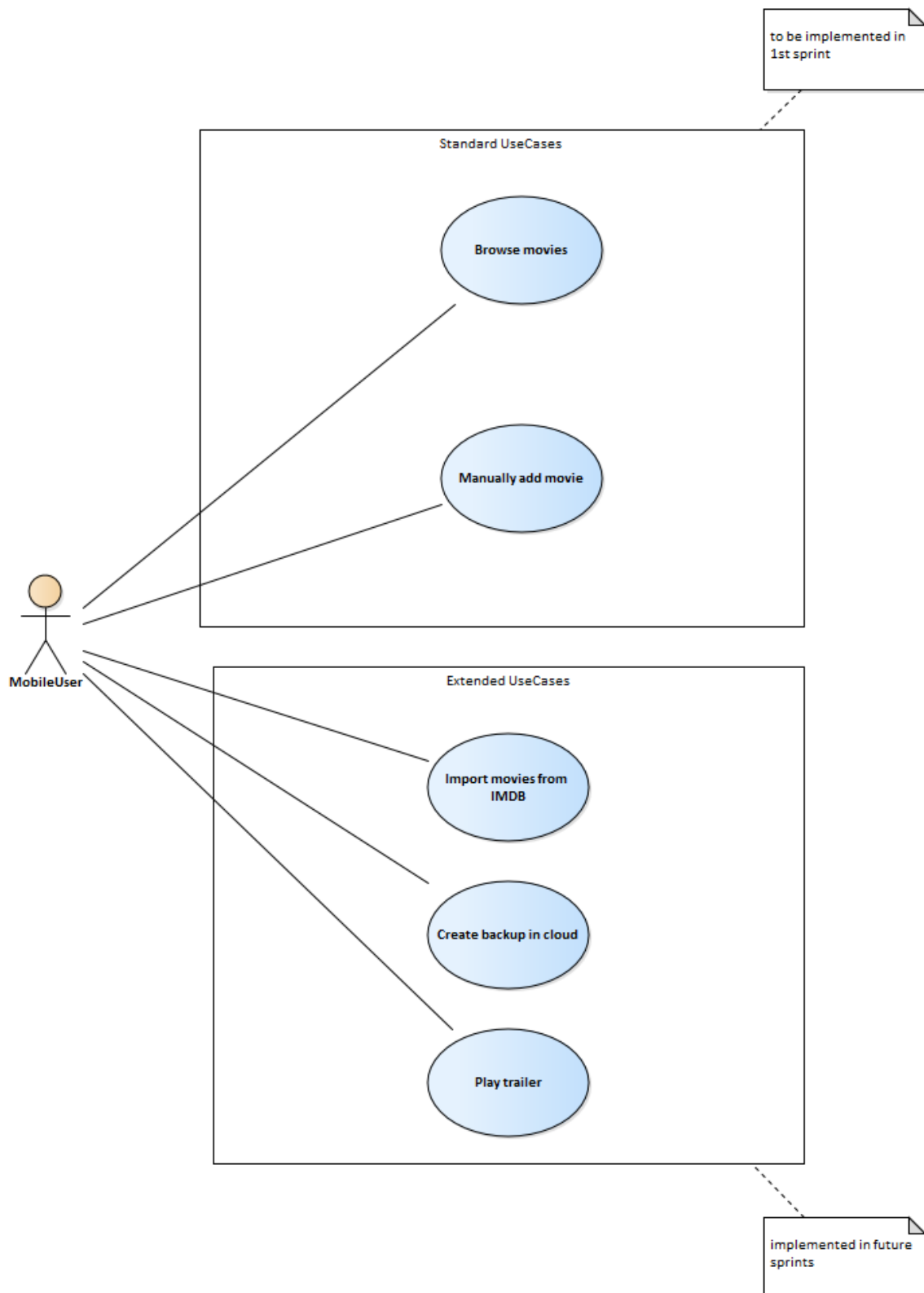
Dokument- version	Erstellungs- Datum	Ersteller	Beschreibung
V 1.0	03. Sep 21	L. ter Hofte	Initial
V.1.1	12. Sep 21	L. ter Hofte	Debugging Variable push from one activity to the next

1. Vision

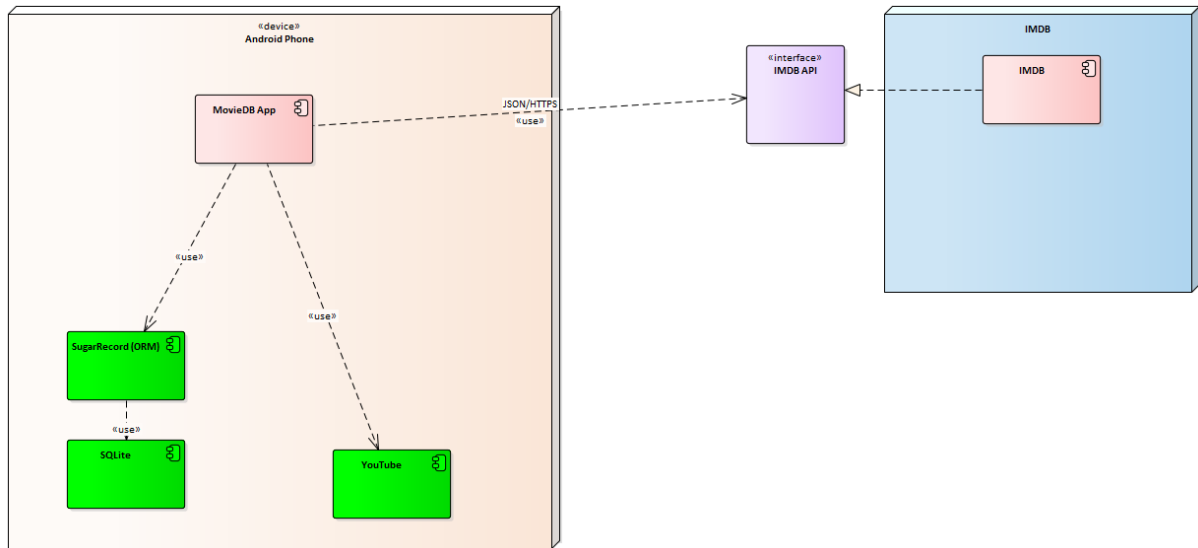
My Vision while creating this app was to create a small Android app which displays the information of movies. These movies are saved within a database or will be requested by an "API" service, which at the time of writing, still needs to be implemented. The user should also be able to make his own entries into the app. These movies will instantly be displayed in the corresponding genre-movie-list. This app will be constructed in multiple iterations. We focused on simplicity and with the least amount of unnecessary code

2. Main Use Cases

Following diagram shows the main use cases that were being implemented.



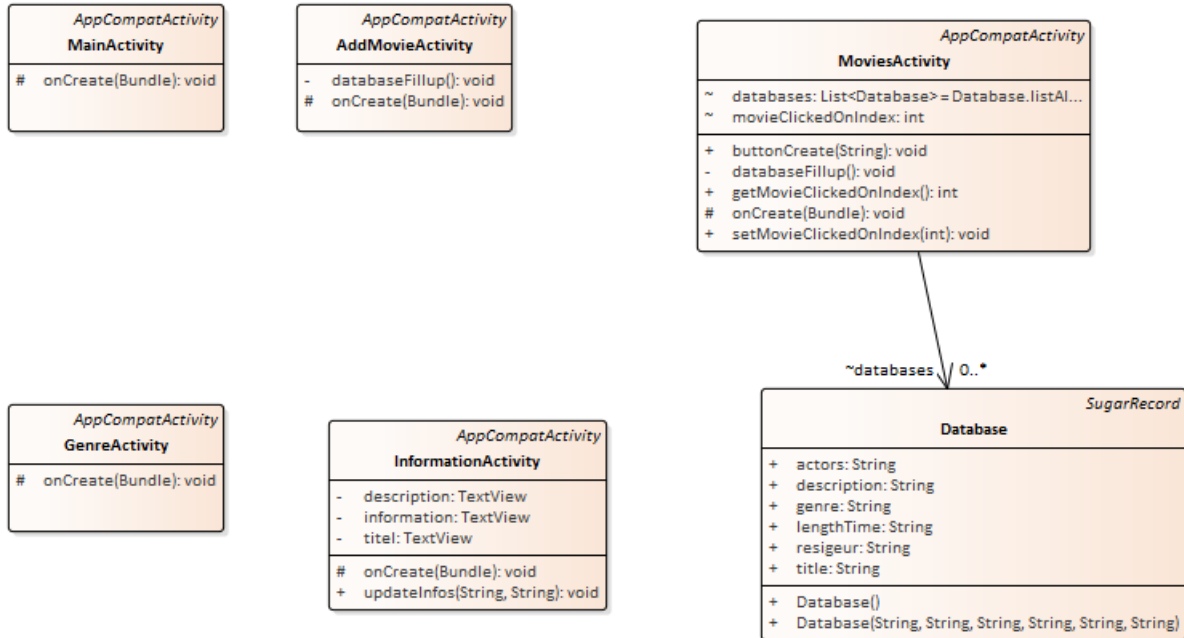
3. System Architecture



App

4. Selected implementation details

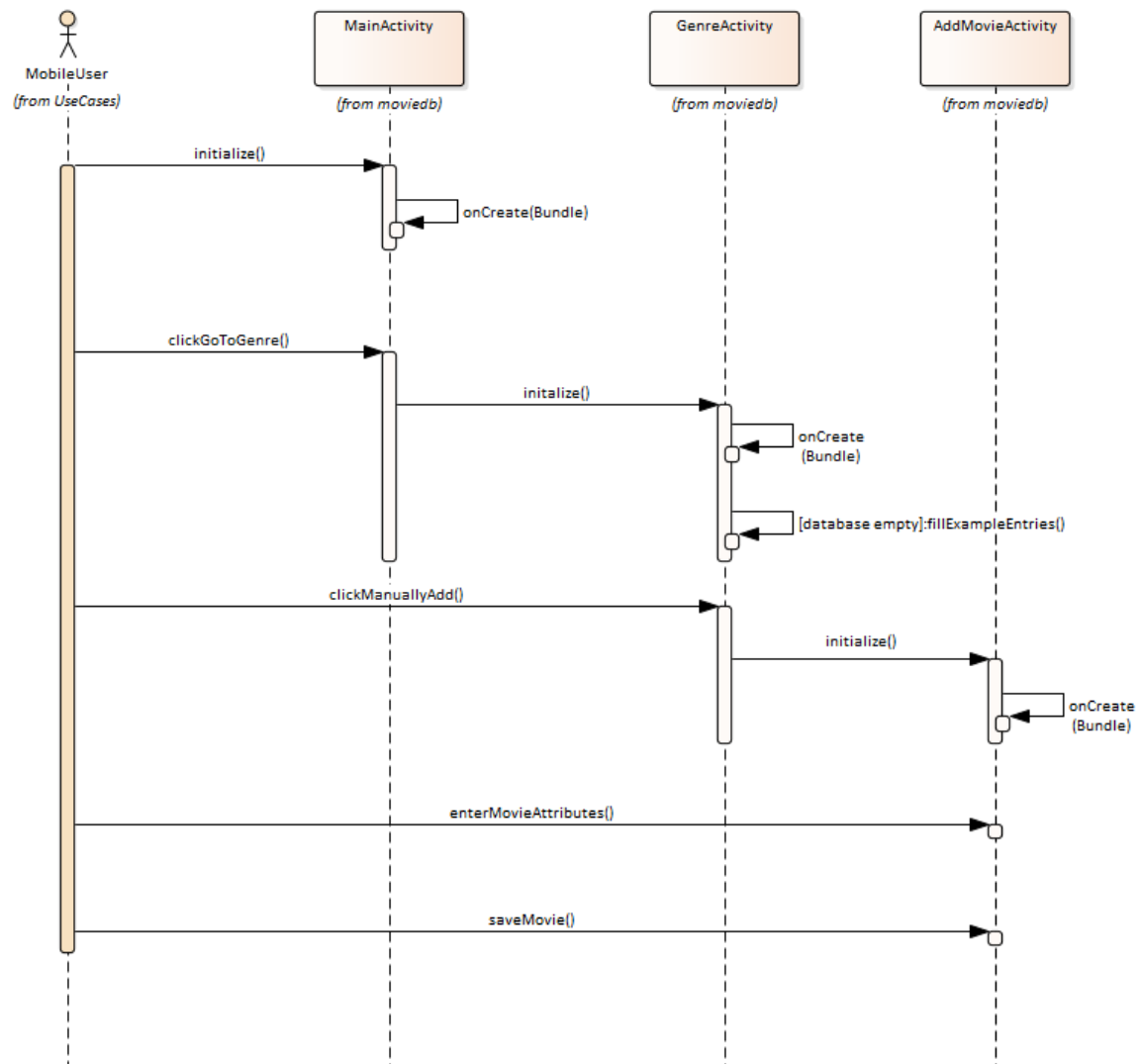
4.1. Overview Package MovieDB



I used "Android Studio" as my IDE for this project. Android Studio was made by the same company as IntelliJ. I used SugarRecord¹ an external library. It allows me to easily setup a database which stores information locally and is retrievable even after a restart. SugarRecord is built up on SQLite.

¹ <https://satyan.github.io/sugar/getting-started.html>

4.2. Implementation UC “Manually add movie” (Sequencediagram)



5. App in Use

These pictures show the app running within the “Android Studio Emulator”, running on the Pixel with Oreo 8.1.

