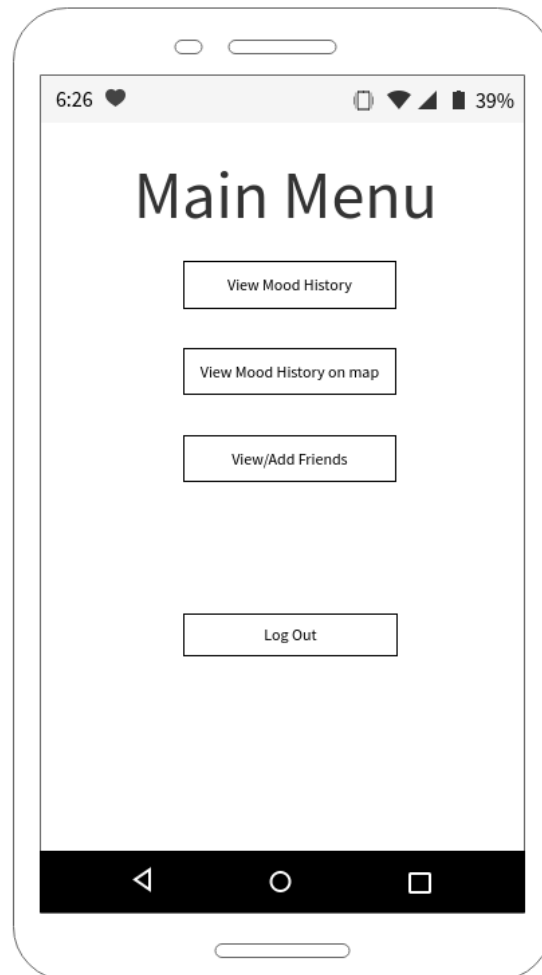


Comments:

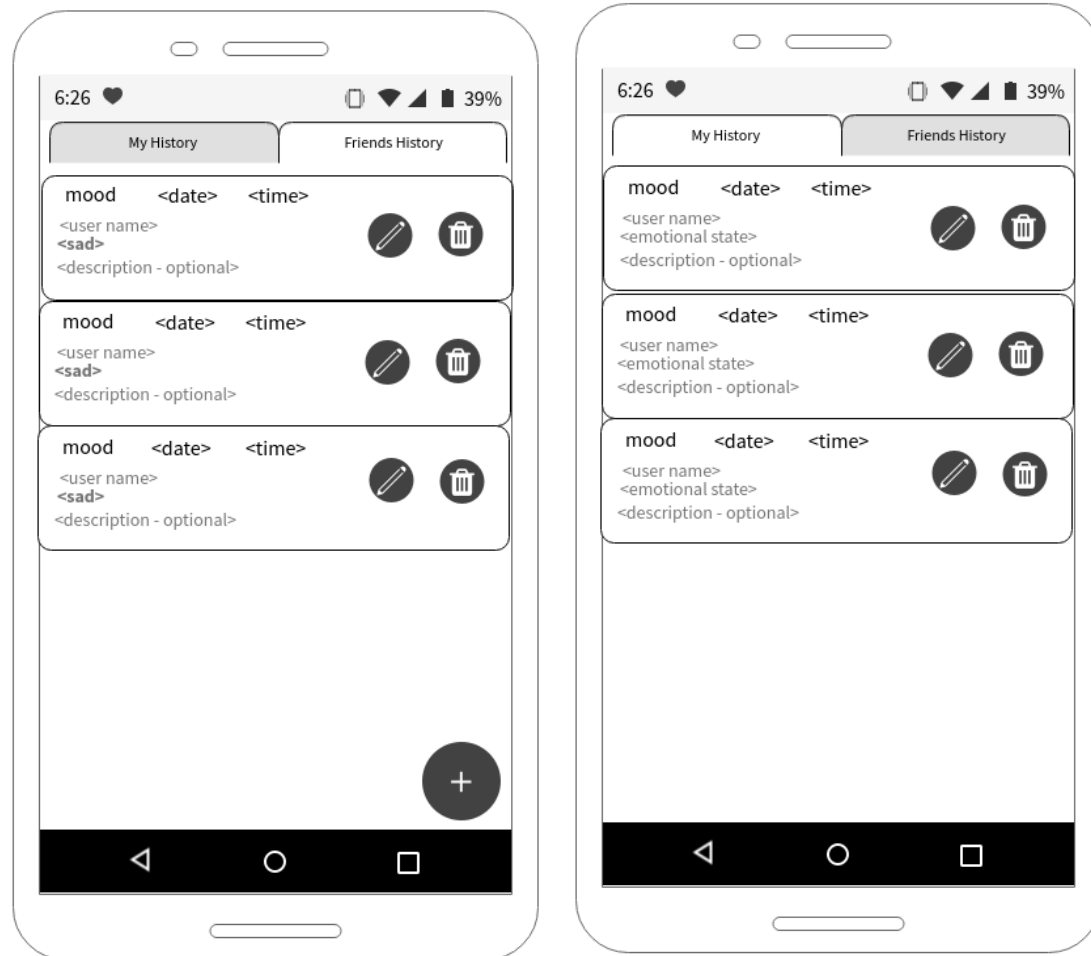
The layout should contains the following Widgets

- An Image View displaying Logo (Project Name)
- An Edit Text view for Username
- An Edit Text view for password
- a button with Text "Sign Up" and a button with Text "Log In"
- After pressing Login Button and detected that participant entered wrong password, text should be displayed under password Edit Text in red that saying "Invalid password, please try again".
- After pressing Login Button and detected that participant entered username that doesn't exist, text should be displayed under username Edit Text in red that saying "Invalid username, please try again".
- After pressing Signup Button and detected that the username that participant entered already exist, text should be displayed under username Edit Text in red saying "Username already exists, please try another username".
- If Participant successfully logged in or signed up, should direct participant to Home Screen.



Comments:

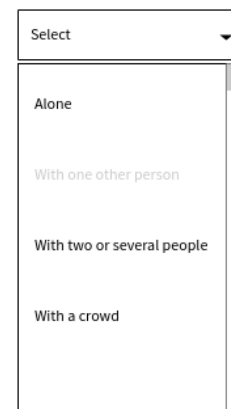
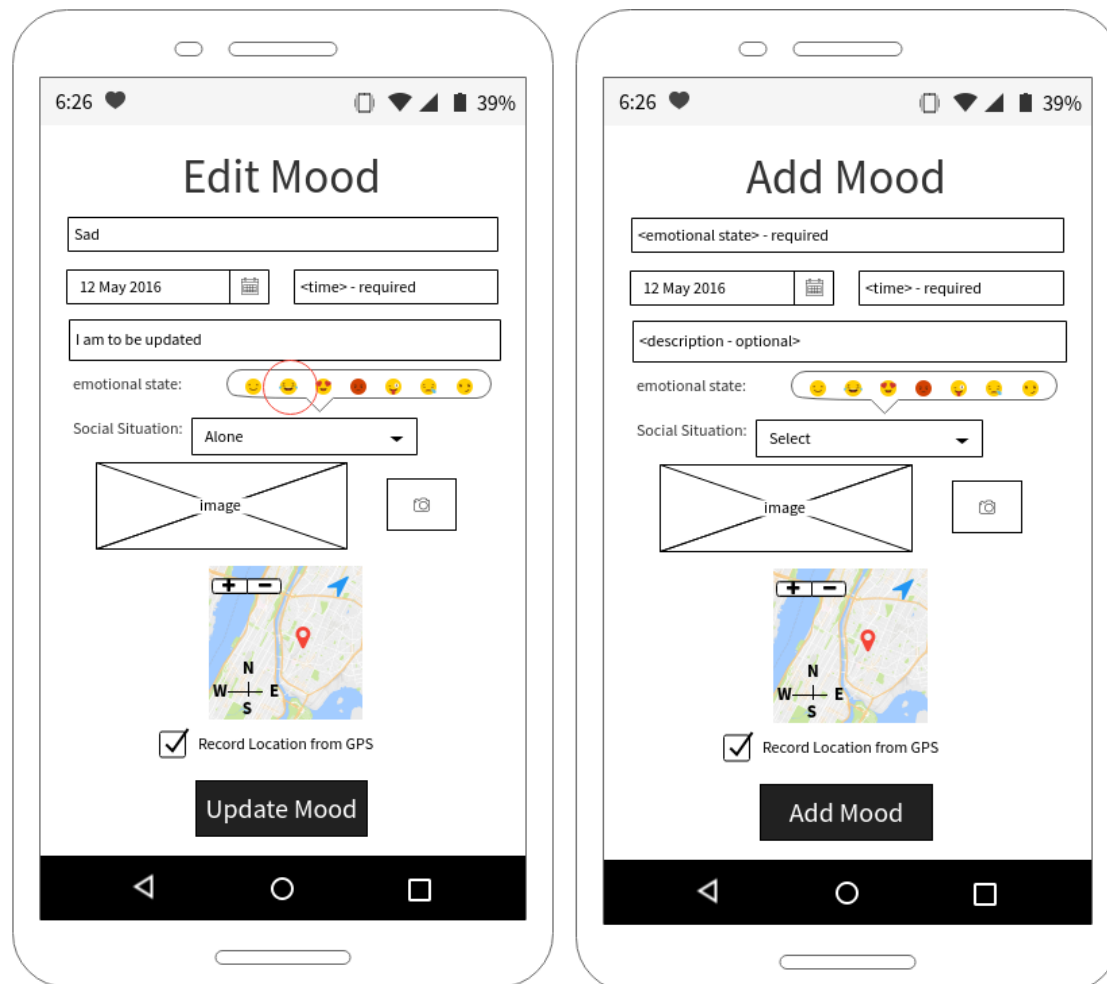
- the layout should be in constraint layout which contains several buttons as follows:
- should contain a Button that when clicked, go To Add Friends & View Pending Friend Requests Screen
- should contain a Button that when clicked, Go To Map View Of MoodEvent History Screen
- should contain a Button that when clicked, Go To MoodEvent History Screen
- should contain a Button that when clicked, Log out the current Participant and return to the Participant Login/ Signup Screen



Comments:

The layout should be in a tabbed layout with the following two tab:

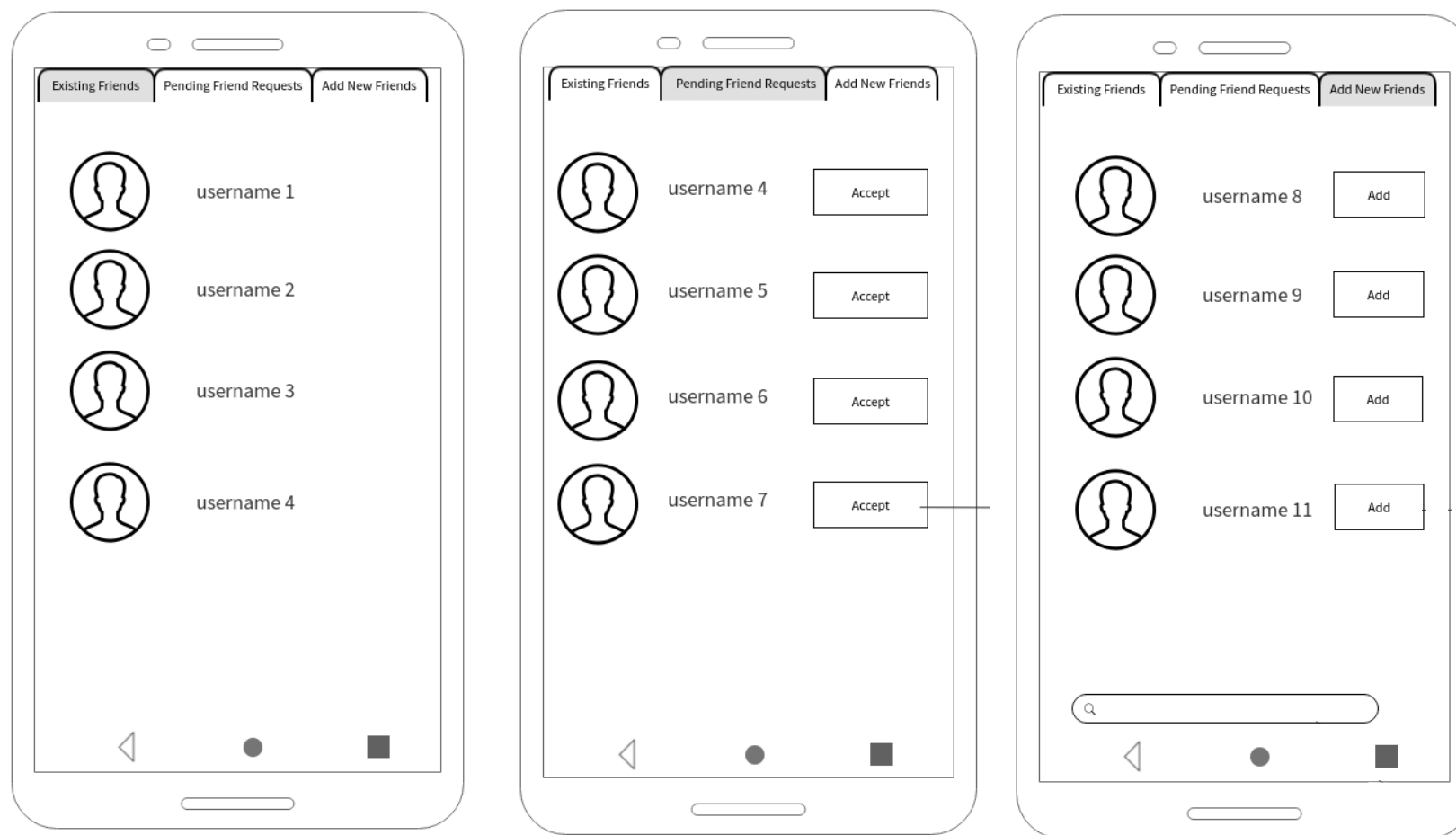
- **First tab** should contain a Recycler view which is used to display MoodEvent history of the current participant.
- A search bar above the Recycler View so that when participant enters, only the MoodEvent with emotionalState value same as the participant's inputs are left on the screen.
- A Floating Action button below the Recycler View which serves as a "Add MoodEvent" Button, when pressed, directs participant to Add/View/Edit MoodEvent Screen.
- Requires a Recycler View list item xml which displays minimum information(date, time, emotionalState.) of a MoodEvent, An edit button, when pressed redirects the current participant to Add/View/Edit MoodEvent Screen. Also a delete button, when pressed deletes the MoodEvent from the current participant's MoodEvent history
- **Second tab** should contain a Recycler View which is used to display MoodEvent history of the Friends of the current participant in read-only mode.
- Requires a Recycler View list item xml which displays minimum information(date, time, emotionalState.) of a MoodEvent.



Comments:

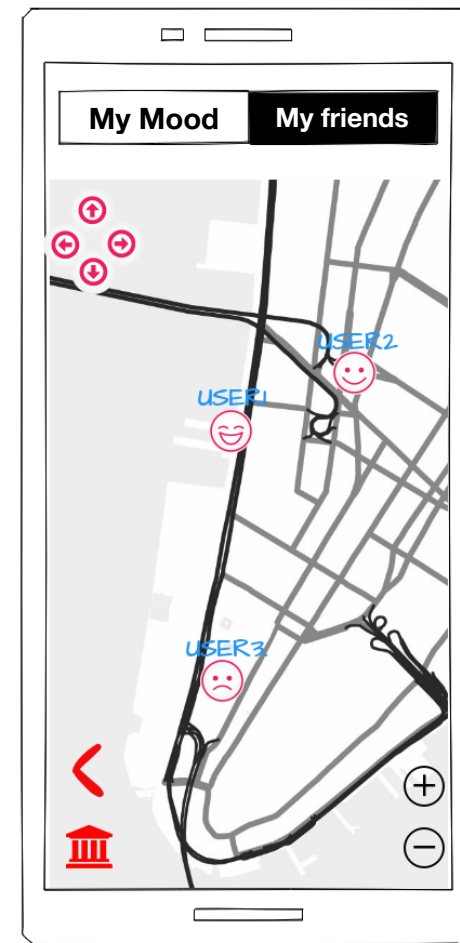
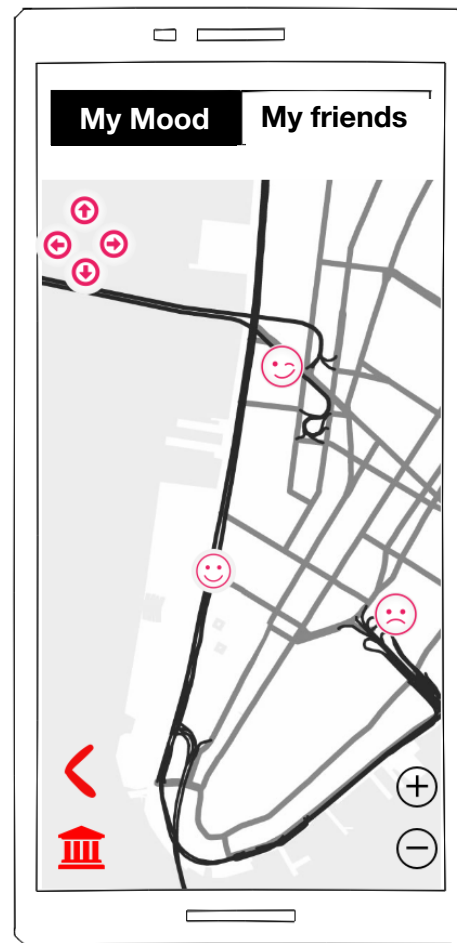
The layout file should contain views as follows:

- Edit Text for date and its prompt
- a list of emoticons for emotionalState and its prompt
- Edit Text for reasonInText and its prompt
- an embedded camera view to allow participant takes photo to explain the reason of the mood event.
- an dropdown list for socialSituation; Values of the dropdown are : "alone", "with one other person", "with two to several ppl", "with a crowd".
- A CheckBox, when checked, retrieve geolocation where the MoodEvent takes place from GPS.
- An Embedded Map view that pinpoints the current location on Map.
- A Button, when participant is adding a new MoodEvent, has the text "Add"; When participant is editing an existing mood event, has the text "Update".
- Requires implementations that assists the participant in proper data entry. For example, use appropriate user interface controls to enforce particular data types and avoid illegal values.
- After pressing the "Add/ Update" button, the participant should be directed back to MoodEvent History Screen.



Comments:

- the layout xml should contain a tabbed layout which contains three tabs: view existing friends tab, approving friend requests tab and view list of participants to follow tab. Should allow participants to switch among the three.
- RecyclerView should be implemented in each Tab.
- RecyclerView list item layout xml should be implemented for each RecyclerView.
- Specifically, for the RecyclerView that displays list of participants to follow, the list item should contain the participant's username and a button when pressed, sends a friend request to the participant.
- for the RecyclerView that displays existing friends of a participant, the list item should contain the participant's username.
- for the RecyclerView that displays pending friends request, the list item should contain the participant's username and a button, when pressed, grant access of most recent MoodEvent to the participant.



Comments:

- the layout xml should be in Tabbed Layout with two tabs. First tab should contain a Map View that displays participant's own MoodEvent on map by showing emotional state of every MoodEvent.
- A second tab should contain a Map View that displays MoodEvents from the following list by showing username and emotional state.
- a button at the bottom left corner which when pressed, directs participant to Home Screen.