Things to watch for when making changes

Main Activity

There are a few private attributes in the main activity that could be classified as global variables, as there is only one activity. These variables always need to be reset after being used. A list of these attributes is shown below:

* **Visit visit,** stores the current recording, should be restored ones the recording is send or deleted.
* **Boolean specimenPic,** stores true if the current sighting has a picture of the specimen. Should be reset once the sighting is created and saved.
* **Boolean locationPic,** stores true if the current sighting has a picture of the location. Should be reset once the sighting is created and saved.
* **Double locLat,** latitude for the current sighting. Its value will be used at the creation of the sighting and should be reset afterwards.
* **Double locLng,** longitude for the current sighting. Its value will be used at the creation of the sighting and should be reset afterwards.

Log On Dialog Fragment

Any activity invoking this dialog fragment should implement:

LogOnDialogFragment.LogOnDialogListener

Reserve Entry Dialog Fragment

Any activity invoking this dialog fragment should implement:

ReserveEntryFragment.ReserveEntryDialogListener

Sighting Entry Dialog Fragment

Any activity invoking this dialog fragment should implement:

SightingEntryListener

Sighting Edit Dialog Fragment

Any activity invoking this dialog fragment should implement:

SightingEntryListener

SightingEditListener