Team #9

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Milestone 1 - Delivery Phase

Software design

1. Checkout a new branch "milestone1_delivery" , push the final code to it and provide a link to the code folder of your team project repository on Github

    https://github.com/CSE-110-Winter-2018/cse-110-team-project-team-9/tree/milestone1_delivery

2. Provide an example or two from your code (best if you insert relevant links to code snippets) where SRP & DRY were demonstrated.

    SRP: https://github.com/CSE-110-Winter-2018/cse-110-team-project-team-9/blob/milestone1_delivery/app/src/main/java/com/example/team9/flashbackmusic_team9/Track.java#L15-L237
    The whole Track class obeys SRP. A simple example is that we don't have function like play() or pause(), because a track should not play or pause itself. Instead, we put those method in the Player class so that "the player plays a track" makes more sense.
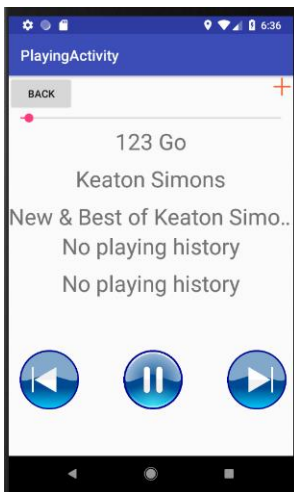
DRY: https://github.com/CSE-110-Winter-2018/cse-110-team-project-team-9/blob/milestone1_delivery/app/src/main/java/com/example/team9/flashbackmusic_team9/PlayerToolBar.java#L24-L84

The PlayerToolbar class is an example of DRY. Since we have a toolbar to control player in almost every view, we decided to create this class so that we don't have to write repetitive code, such as setting listener, in each activity.
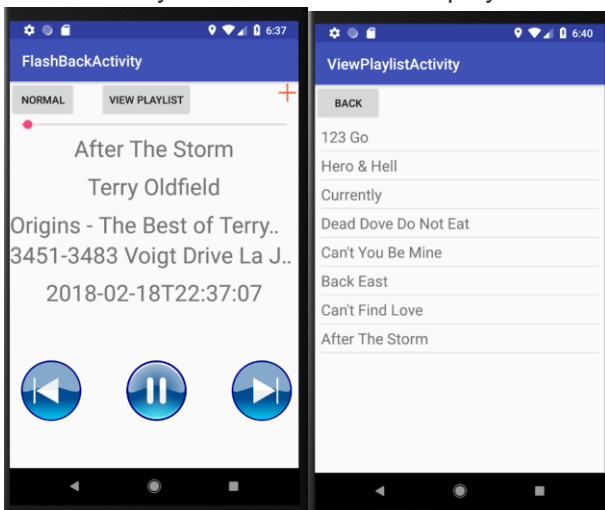
(optional) Screencast - demo of all milestone requirements

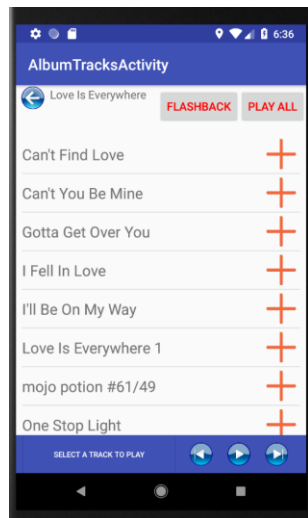Select a track to play...so I can hear songs that I'm interested in (H)
See track metadata...so I can learn more about the songs I'm listening to (M)
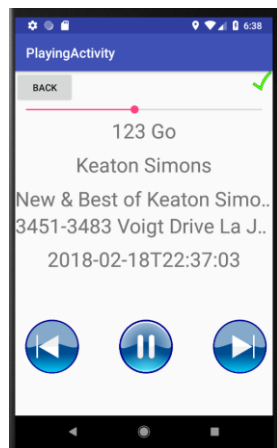

Automatically hear tracks that were played in a similar situation in the past...so I can be reminded of past times (H)
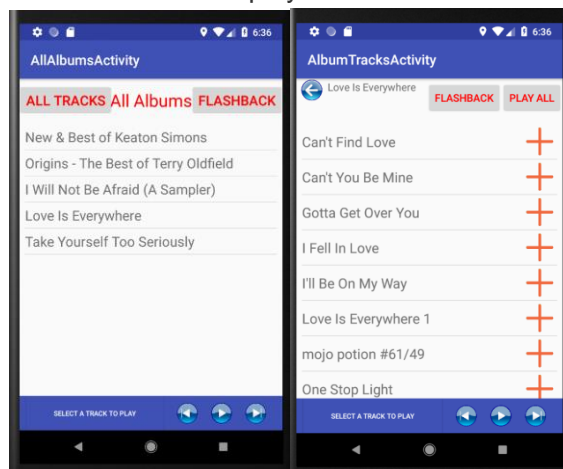
Favor and dis-favor tracks...so I can hear tracks I'm more interested in without hearing ones I'm not (M)
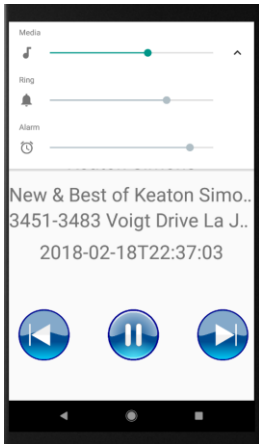

See historical track data...so it can enhance my reflections on past times (M)

Select an album to play...so I can hear albums that I'm interested in (M)

Change the volume...so the music is loud enough without hurting my ears, etc. (M)

Restart the app in previous mode...so I don't have to set the mode again (L)
This will be shown in the live demo

Testing

Link(s) to all the JUnit and/or Espresso tests and logs of untestable non-trivial methods.

https://github.com/CSE-110-Winter-2018/cse-110-team-project-team-9/tree/milestone1_delivery/app/src/androidTest/java/tests

ZenHub

1. Insert a valid link to your Zenhub board covering all the required points from the rubric
   https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-9/boards?repos=119748691

2. Insert a valid link to the burndown chart
   https://app.zenhub.com/workspace/o/cse-110-winter-2018/cse-110-team-project-team-9/reports?report=burndown&milestoneId=3080623&showPRs=false

GitHub

1. Insert a valid link to the contribution chart of all the contributors,
   https://github.com/CSE-110-Winter-2018/cse-110-team-project-team-9/graphs/contributors

2. Checkout a new branch "milestone1_delivery" , push the final code to it and provide a link to it for final code review
   https://github.com/CSE-110-Winter-2018/cse-110-team-project-team-9/tree/milestone1_delivery
   One of our group team, Pranav, has been pair programming with Yaobang during milestone 1.