

Alarmy Development Introduction

Dependencies:

- android-sdk
- jdk >= 1.6
- Android prepared ide (eg. Eclipse or IntelliJ Idea)

Howto

1. `git clone git@github.com:Edholm/dat255-bearded-octo-lama.git`
2. Import project into your favorite IDE.
3. ???
4. Profit!

Our intent with the package structure is not necessarily the most “code-correct” one, but has good readability and a logical structure for the classes. Activities are stored under the *activities* package and our games and game logic classes are stored under the *games* package etc.

Layer structure

The Alarmy application is layered in the following way

View - Activity



Two layers: Application and ContentProvider

The application

The application layer adopts the standard design pattern for Android Activities who take care of input/output logic and transitions between activities. All alarms listed will be provided from the AlarmContentProvider which serves as the messenger between the android database and the activities.

ContentProvider

This layer provides the link between the application and the database. The ContentProvider manages an SQLite database for storing the alarms. The content providers removes the need for directly controlling and issuing SQL commands.