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.

Development guidelines

- Use standard guidelines for Java/Android (Javadoc, variable names/methods etc)
- Use [git-flow](#) (plugin for git simplifying branching)

Package structure:
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.

Build procedure:

To build the project, either
- Import project into eclipse and click build/run.
or (assumes you have *ant* installed)
1. cd $WORKSPACE/dat255-bearded-octo-lama
2. ant
3. adb install dat255-bearded-octo-lama.apk

Release procedure:

When code is ready for release:
- Write release notes
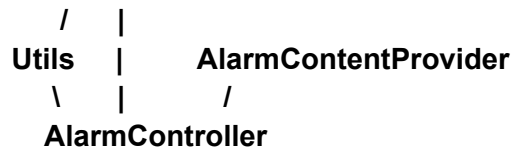- Bump version number
- # git flow release start VERSION_TAG

- Commit last minute bugfixes/changes (i.e. hotfixes)
  - # git flow release finish VERSION_TAG

This procedure is subject to change.

Layer structure

The Alarmy application is layered in the following way

View - Activity
```
      /    |
  Utils    |      AlarmContentProvider
    \      |        /
      AlarmController
```

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.