SMART LOYALTY

SUMMARY

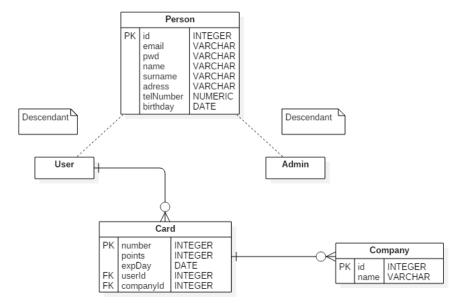
1.	. Database		2
	1.1.	Structure	2
	1.2.	Technology	
2.	Class	ses	
	2.1.	Activity	3
	2.2	Database	6
	2.3	Fragments	7
	2.4	Repository	11
	2.5	Connection	14
	2.6	Information Manager	17
3.	Scre	enShots	19
	3.1	Log In	19
	3.2	Profile	19
			19
	3.3	Card List and Card Viewer	20
	3.4	Menu and Exit Dialog	20

1. DATABASE

1.1. Structure

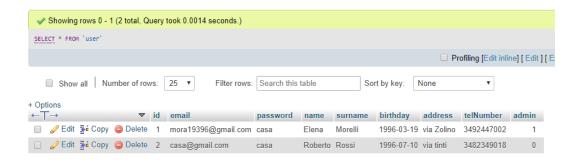
The following structure is only related the user part.

There are respectively three entities the Person entity, that is the generalization of admin and user, the Card and the relative Company of appurtenance.



1.2. Technology

The database was created in an Apache sever using the mysql language. To connect to it php pages are used.



2. CLASSES

2.1. Activity

2.1.1. Main Activity

It has the task to manage all the fragments in the Navigation drawer and add the user in the Room Database in case is not already there.

```
/**
  * Method to get the new fragment to add to the screen
  * @param state the current state from which will be recovered the fragment
  * @return a pair containing the fragment and a tag to be assigned
  */
private Pair<Fragment, String> getFragment(final MenuState state) {
    Fragment fr;
    String tag;
    switch (state) {
        case HOME:
            fr = HomeFragment.newInstance();
            tag = MenuState.HOME.toString();
            break;
        case CARD:
            fr = CardListFragment.newInstance();
            tag = MenuState.CARD.toString();
            break;
        case PROFILE:
            fr = ProfileFragment.newInstance();
            tag = MenuState.PROFILE.toString();
            break;
        default:
            fr = EmptyFragment.newInstance();
            tag = "empty";
            break;
    }
    return Pair.create(fr, tag);
}
```

```
@Override
public void onLoginCompleted(final User user, final boolean newUser) {
```

```
if (newUser) {
     this.manager.addUser(user);
} else {
     this.manager.setUser(user);
}
```

2.1.2 LogIn and Logged Activity

The LogIn activity has the task to check if the email is in the database and if the password related to that email is correct. To do this the class has an AsyncTask that check Online in case there is internet connection otherwise in the room database.

```
UserLoginTask(String email, String password) {
            UserDAO userTable =
AppDatabase.getDatabase(LoginActivity.this).userDao();
ConnectionUtilities. is Connection Available (Login Activity. this);
```

```
userJS.put(User. EMAIL FIELD, mEmail);
                        Log.e(TAG, e.toString());
        protected void onPostExecute(final Integer result) {
mPasswordView.setError(getString(R.string.error incorrect password));
                    SharedPreferences pref =
                    SharedPreferences.Editor editor = pref.edit();
                    editor.putString(USER NAME, this.mEmail);
                    returnIntent.putExtra(USER DATA, this.user);
                    returnIntent.putExtra(USER CREATE, this.addUser);
mEmailView.setError(getString(R.string.error incorrect email));
                    mEmailView.requestFocus();
```

The LoggedIn class is abstact and gets the result from the Login activity and through the abstRact method onLogInCompleted get the authenticated user to the MainActivity.

```
/**
  * Abstract method to inform the subclasses that the login is completed
  * @param user the user that logged
  * @param newUser if the user it's using this app for the first time
  */
public abstract void onLoginCompleted(final User user, final boolean
newUser);

private void login() {
    Intent intent = new Intent(this, LoginActivity.class);
    startActivityForResult(intent, LOG_REQ_CODE);
}
```

2.2 Database

The database has two entities for now: the User the Card with relative Dao classes

```
@Dao
public interface UserDAO {
    @Query("SELECT * FROM user WHERE email LIKE :email")
    LiveData<User> getObservableUser(final String email);

    @Query("SELECT * FROM user WHERE email LIKE :email")
    User getUser(final String email);

    @Update
    void updateUser(final User user);

    @Insert(onConflict = OnConflictStrategy.REPLACE)
    void addUser(final User user);
}
```

```
@Dao
public interface CardDAO {

    @Query("SELECT * FROM card WHERE cardId = :id")
    LiveData<Card> getCardFromId(final int id);
```

```
@Update
    void updateCard(final Card card);

@Query("SELECT * FROM card WHERE user_email LIKE :email ")
    List<Card> getCardsFromUserEmail(final String email);

@Query("SELECT * FROM card WHERE cardId = :id")
    LiveData<Card> getObservableCardFromUserEmail(final int id);

@Query("SELECT * FROM card WHERE user_email LIKE :email ")
    LiveData<List<Card>> getObservableCardsFromUserEmail(final String email);

@Insert
    void insertCard(final Card card);
}
```

2.3 Fragments

There are 4 different fragments for now: the Profile fragment, the Changeinfo fragment, CardList fragment and the Card fragment.

The first one has the user profile data while the second one enable to change them like the password for example.

The CardList shows every card that the user has while the Card Fragment all the data from the one selected in the list.

```
public class CardListFragment extends Fragment {
    private InformationManager manager;
    private String userEmail;
    private static final String TAG = "Card_List";
    private Context context;
    private CardAdapter cardAdapter;

public static CardListFragment newInstance() {
        return new CardListFragment();
    }

    public CardListFragment() {}

    @Override
    public void onCreate(@Nullable Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        this.manager =

ViewModelProviders.of(getActivity()).get(InformationManager.class);
        new edu.ktu.smart_loyalty.utils.ParallelExecutor().execute(new
Runnable() {
         @Override
         public void run() {
              userEmail = manager.getUser().getEmail();
         }
        });
        this.context = getContext();
    }

    @Override
    public View onCreateView(final LayoutInflater inflater, ViewGroup
```

```
if (cards.isEmpty()) {
position, long id) {
nextFrag, "findThisFragment")
                         .addToBackStack(null)
    public void onResume() {
            Toast.makeText(getContext(), getString(R.string.warning text),
```

```
public static ChangeInfoFragment newInstance() {
public ChangeInfoFragment() {
    final Button btn = view.findViewById(R.id.change complete);
    btn.setOnClickListener(new View.OnClickListener() {
        public void onClick(View v) {
                final String addrText = addr.getText().toString();
                final String numText = num.getText().toString();
```

```
public void onUpdateComplete(boolean isUpdated) {
               ConnectionUtilities.alertConnectionAbsence(getContext());
       protected void onPostExecute(User newUser) {
YYYY", Locale.getDefault());
```

2.4 Repository

In this package the is the UserRepository that manages all the task that involve the data got from the database

```
private UserInformationListener listener;
   private LiveData<User> user;
       void onCardUpdate(Card newCard);
       void onListCardUpdate(List<Card> card);
       void onUpdateComplete(boolean isUpdated);
   public UserRepository(final Context context) {
       executor.execute(new Runnable() {
   public void updateUser(final User newUser, final UpdateListener
listener) {
        if (newUser.isUpdated(this.user.getValue())) {
```

```
ConnectionUtilities.getCardMap(user email);
                    if (data != null && !data.isEmpty()) {
jsonArray.optJSONObject(i);
ny),user email,lastUpdate);
                            cardTable.insertCard(card);
                        userTable.addUser(newUser);
                        email = user email;
cardTable.getObservableCardsFromUserEmail(user email);
```

```
public UserUpdateTask(final User newUser, final UpdateListener
        if(ConnectionUtilities.isConnectionAvailable(context)) {
            if(!oldEmail.equals(newEmail)) {
                user = userTable.getObservableUser(newUser.getEmail());
```

```
@Override
protected void onPostExecute(final Boolean success) {
    if (!success) {
        if (this.listener != null) {
            this.listener.onUpdateComplete(false);
        }
    } else {
        if (this.listener != null) {
            this.listener.onUpdateComplete(true);
        }
    }
}
```

2.5 Connection

Contains all that method that make possible for the app to connect to the php code

```
.setTitle(R.string.error sending data title)
     * @param context
                .show();
     * @param urlToConnect the url to connect
     * @param params
     * @param isPost
     * @throws HttpException if a http error occurs
   public static String getDataFromUrl(final String urlToConnect, final
           httpURLConnection.setConnectTimeout(3 * 1000);
           httpURLConnection.setReadTimeout(20 * 1000);
           httpURLConnection.setRequestMethod(isPost ? "POST" : "GET");
           if (isPost) {
                httpURLConnection.setChunkedStreamingMode(0);
                BufferedWriter writer = new BufferedWriter(new
OutputStreamWriter(os, "UTF-8"));
                   rd = new BufferedReader(new
```

```
response.append(line);
                rd.close();
    return response.toString();
 * @throws UnsupportedEncodingException
public static String getPostDataString(final Map<String, String>
        res.append(URLEncoder.encode(entry.getKey(), "UTF-8"));
```

```
return res.toString();
  * @param user
public static Map<String, String> getLoginMap(final String user, final
 * @param surname user's surname
 * @param add user's address
 * @param phone user's phone number
 * @param mail user's email
 * @param pwd user password
public static Map<String, String> getUserUpdateMap(final String name,
 * @return a map with the data
public static Map<String, String> getCardMap(final String user) {
```

2.6 Information Manager

The information Manager Class has the task to get all the result from the repository classes

```
public class InformationManager extends AndroidViewModel {
   private UserRepository userRepo;
   private Context context;
   /**
```

```
# Constructor.

*
    * @param application
    */

public InformationManager(final Application application) {
        super(application);
        this.context = application;
        this.userRepo = new UserRepository(application);
}

public LiveData<User> getObservableUser() {
        return this.userRepo.getObservableUser();
}

public User getUser() {
        return this.userRepo.getUser();
}

public LiveData<List<Card>> getUserCards(final String userEmail) {
        return userRepo.getUserCards(userEmail);
}

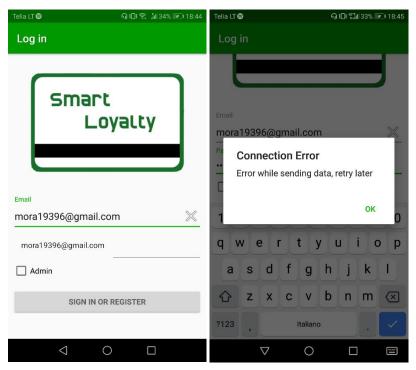
public void updateUser(final User user, final
UserRepository.UpdateListener listener) {
        this.userRepo.updateUser(user, listener);
}

public void addUser(final User user) {
        this.userRepo.addUser(user);
}

public void setUser(final User user) {
        this.userRepo.setUser(user);
}
```

3. SCREENSHOTS

3.1 Log In



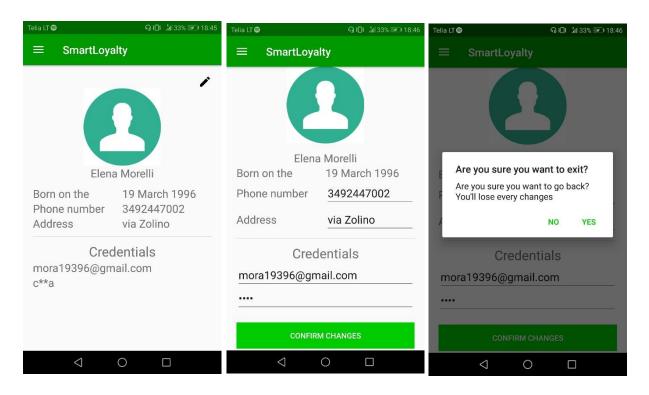
Log In screen

In the second screen there is an Info Dialog, in case there is going to be some problem with the connection .

The Admin checkbox will be able to redirect the user in the admin section if he is one.

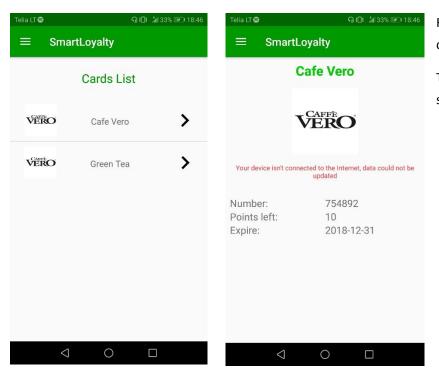
All the email used will be saved and the email field has the auto complete.

3.2 Profile



The first figure is the user profile while the second is the fragment that you get when you click the edit button. The third screen is the info Dialog that the user will get if he press the back button before confirming the changes.

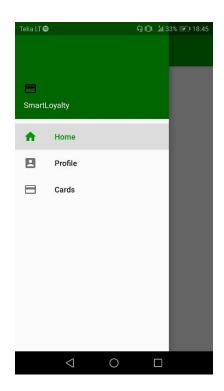
3.3 Card List and Card Viewer

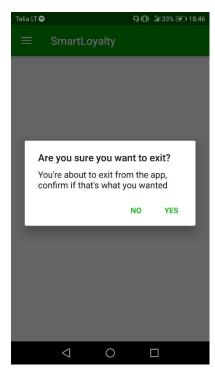


Fragment with list of all the cards.

The fragment that shows the selected card.

3.4 Menu and Exit Dialog





Drawer Menu and the info Dialog when the user is about to leave the app.