# About Fragment Class

The about fragment class provides the framework for inflating the about us page to the user’s device.

# All Games Query Runnable Class

This class provides the Thread runnable implementation used to process queries through the server and create a list of all games in the system. We found that the application was doing too much work on the UI thread and needed a way to offload it so the user experiences a fluid system. This class runs a query based on the number of rows in the system and starts pulling games in one after the other and creating a new objects, and placing them in a list

# Change Log Fragment Class

This class provides the framework and implementation of presenting the user with the applications change log. The change log is hosted on a file in the application and is read in through an input stream.

# Fill Data Fragment Class

The Fill Data Fragment class is the framework and logic to fill information into the GUI for creating a new account, or for updating current account information. The logic checks several key points using bundles and constructs the GUI accordingly.

# Fragment Tab 1 Class

This provides the framework for the main tab which is the Game List tab. All user’s starting the application whether logged in or not will land on this tab. This tab will either bring the user to the Game List Fragment or will take the to the Start Page and subsequently the Login Fragment or Fill Data Fragment

# Fragment Tab 2 Class

This provides the framework for the Leaderboard class of the Java Core package. The layout is inflated and information pulled from the underlying class and presented to the user.

# Fragment Tab 3 Class

This class provides the framework for the My Games tab. Since the My Games tab is a highly dynamic tab based on the installed games of the user, this game accesses the my games query runnable which is a separate thread and checks for new information on each access.

# Fragment Tab 4 Class

This class provides the framework for the User List. This class runs a query through the database access class that allows real time updating of the list on each refresh of the page

# Game Data Fragment Class

This page is used to present the game object to the user. It depends on the Game class in the Java Core package as well as the results of the queries from the All Games Query Runnable.

# Game List Fragment Class

This class is used to build the game list presented to the user on Fragment Tab 1 and Fragment Tab 2. This class relies on the information being pulled from the database

# Help Fragment Class

This class is the framework for presenting the Help Page information to the user. It can be processed on the view from any fragment or view that is currently on the screen by use of the menu and actionbar.

# Leaderboard Fragment Class

This class is the framework for each item in the list of Fragment Tab 2. The Leaderboard class holds the information about each specific leaderboard object, while the Leaderboard Fragment class builds the GUI view for the object.

# Main Activity Class

This is the backbone class of the application. It is used to process initial startup of the application as well as holds many methods that makes the passing of information possible. Much of the Application Framework logic is held in this class as it is unique to the application.

# My Account Class

This class holds the framework to present the Account information to the user. It also has options that will allow the user to update the account by passing bundled information to the Fill Data Fragment.

# My Games Query Runnable Class

This class is a runnable item to be used within a thread; it sends the my games query to the database and stores the results for use. This item is actioned in a new thread from within the main activity and is refreshed on each new implementation of the fragment tab 3.

# Stable Array Adapter Class

This provides a stable adapter class for use within fragment tab 1 and fragment tab 2 lists. It’s main purpose is to bind the underlying list data to the list view in the GUI.

# Tab Listener Class

This class provides tab input listener functions in the action bar. All tab navigation logic is based here. Since the navigation is based on the action bar, the use of fragments throughout the entire application was essential.