

# MoodTracker

## Project Analysis

### Views

#### ① Main display

Full size, with the mood smiley in the middle (vertical and horizontal).

#### **? How to insert picture in display ?**

By default, smiley "normal" with background "cornflower\_blue\_65".

Place two buttons on the bottom of the display. The left one to introduce a commentary, the right one to see the history.

Put a TextEdit who appears only when the right button is clicked. Perhaps with a boolean. The titre is "Commentaire".

#### ② History display

Seven TextViews are placed, vertical LinearLayout. They have the same priority and the same height.

Their names are (from the top to below) :

"Il y a une semaine" ;

"Il y a six jours" ;

"Il y a cinq jours" ;

"Il y a quatre jours" ;

"Il y a trois jours" ;

"Avant-hier" ;

"Hier".

The width and the background color will be redefined by the related activity.

On right of each TextView is a button who appears only if there is a commentary for the day.

### Controller

#### ① Main activity

**! Put the right colour, with right smiley in background :**

"faded_red"	→	sad ;
"warm_grey"	→	disappointed ;
"cornflower_blue_65"	→	normal ;
"light_sage"	→	happy ;
"banana_yellow"	→	super-happy.

**! Put in right order the mood smileys :**

sad < disappointed < normal < happy < super-happy.

**! Use a listener to slide (up or down).**

**? Look at onSlideListener, or something who seems like.**

Change the axis. Android is using only the lateral slide.

**? How to make the change of mood not brutal (all or nothing) ?**

Android manages the soft change of display on a slide action.

Memorizing the mood when is changing on the slide. And for a new mood, cancel the previous commentary.

## ? Memorizing the history of mood in SharedPreferences ?

Yes, I can do it. But for ulterior project, see the SQL\_lite data base of Android.

### ! Use two listeners of the both button.

For the method onClick, put tags on buttons to recognize them.

- ☞ The left button opens a TextEdit : with a boolean ? A the end of typing (is a button OK planned in the TextEdit window ?) memorizing the commentary with the mood.
- ☞ The right button opens a new activity : HistoryActivity.

## ? How to get the date ?

### ! And the change of day ?

In the onCreate method, compare actual date with the memorized date. If they are different, memorize the actual date and call the method oneDayMore in the MoodHistory class.

### ② History activity

In the onCreate method, load the memorized moods, and redefine the width and the colours of the TextViews, and the button for the commentaries.

### ! Plan 7 members int for the width, 7 members String for the colours, and 7 members boolean for the presence of commentary.

Put tags for the 7 buttons.

In the onClick method, recognize the button and edit the commentary in a Toast, during 2 seconds.

## Model

- ☞ The colours are defined in file "colors.xml".

### ! Put the file in correct directory in project.

directory : MoodTracker/app/src/main/res/values

- ☞ The smileys are in 5 files in 5 sizes (hdpi, mdpi, xhdpi, xxhdpi, xxxhdpi) :  
smiley-disappointed.png ;  
smiley-happy.png ;  
smiley-normal.png ;  
smiley-sad.png ;  
smiley-super-happy.png.

### ! Put the right files in right drawable directories in project.

Are they the directories "mipmap-hdi", "mipmap-mdpi", "mipmap-xhdpi".  
"mipmap-xxhdpi" and "mipmap-xxxhdpi".

Create a assets directory.

- ☞ The pictures of the buttons "ajouter un commentaire", "lire un commentaire" and "historique" are in the files :  
ic\_note\_add\_black.png ;  
ic\_comment\_black\_48px.png ;  
ic\_history\_black.png.

Each of them exists in 5 size (like smileys) and are in the same directories.

- 👉 **Create a class MoodList** where the moods models are ordered in an Array of String. To navigate into the moods, a index (from 0 to 4) will be used. No setter. A getter which return a mood related a index. That the index is in the right domain will be controlled.
- 👉 **Create a class Mood.** The members will be a String for the name of the mood, a String for the commentary. Setters et getters like usual for each member. A Constructor without parameter to create a mood “normal” with a empty commentary.
- 👉 **Create a class MoodHistory.** The member is an Array of Mood. Index 0 is for the mood of today, index from 1 to 7 is for the mood of the last week. Setter et getter like usual, only for the mood of index 0. A method oneDayMore will put the mood of index 6 to index 7, of index 5 to index 6, ... and of index 0 to index 1. And in index 0 is create a new Mood.