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

! 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 ?

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".

- ☞ 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.