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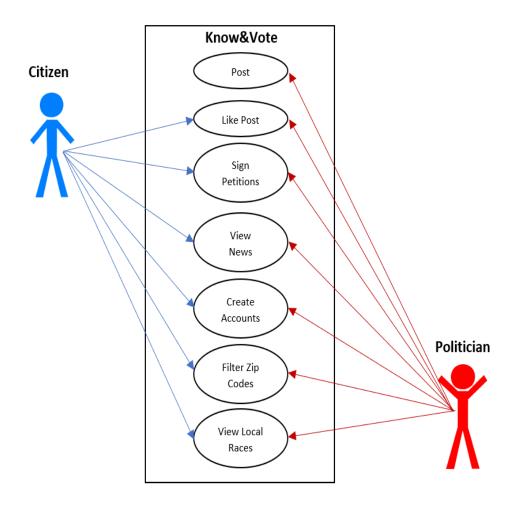
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1. Purpose

The purpose of this document is to provide a comprehensive breakdown of the Know&Vote application as well as the individual modules and classes that make up the application. Additionally, this document will help in the maintenance of the Know&Vote as well as the implementation of new features by providing a clear and easy to understand teardown of its functionality.

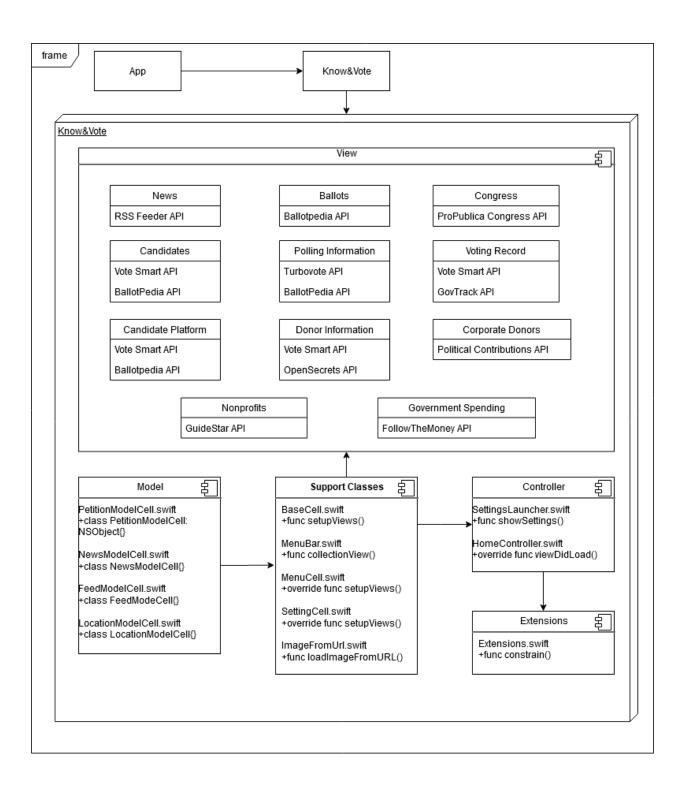
2. High Level Design

2.1 Use Case



2.2 High level Diagram Main Views 皂 Extensions 割 Support Classes 割 Controller SettingsLauncher HomeController Auxiliary Functions InformationViewing BaseCell MenuBar MenuCell Setting Model 包 Petition NewsModel FeedModel LocationModel News Model Feed Model Petition Model Ballots Donor Information News Vote Smart API RSS Feeder API Ballotpedia API OpenSecrets API Candidates Candidate Platform Vote Smart API Polling Information Vote Smart API BallotPedia API Turbovote API Ballotpedia API BallotPedia API Congress ProPublica Congress API Voting Record GuideStar API Vote Smart API GovTrack API Corporate Donors Government Spending

3.Low Level Design



4. Pseudo-Code and Algorithms of Critical Functions

4.1 Home Page

//HomeController sets up initial views and controls loading all additional views. Is made up of navigation bar, menu bar, and collection of horizontal cells.

Class Viewdidload

if viewdidload

setup NavigationBar, setup MenuBar(), setupGorzontalCollection

else

output error message

class setupNavigationBar = CAGradientLayer() //Navigation bar allows for the changing of views.

Create Gradient Layer //allows for changing of the background of the screen Change Gradient layer to match navigation bar window

Create imageview //allows for changing of the images of the screen.

imageview = Ulimage Logo //sets imageview to logo in assets

Bool Imagecheck checks if the image is bound by constraints so app can function

Create NavButton = UIButton //Controls buttons on the navigation bar Create searchImage = UIImage //Controls what picture is shown on the search

Create settingsLauncher //allows for manipulating settings for the launcher Create MenuBar // Creates and allows for manipulating of the menubar. Class SetupMenuBar()

change view to memubar.

Allows for various menubar variables to be modified such as background color private func setupHorizontalCollection

Setup initial collection variables such as home layout Register all views.

UICollectionView

bar.

if NewsCollection is identified

Change collection view to newsCollection

if PetitionCollection is identified

Change collection view to petitionCollection

if FeedCollection is identified

Change Collection view to feedCollection

if LocationCollection is identified

Change Collection view to locationCollection

Change Collectionview settings to match new identification

ScrollToMenuIndex controls menu scrolling settings. ScrollViewWillEndDragging controls dragging settings.