

AnyMemo Release One Summary

Team members

| Name and Student id | GitHub id | Authored Story Points |
|------------------------|---------------------------------|-----------------------|
| Brendan McGarry | @brendanmcgarry | 5 |
| Paul Richard | @prich28 | 2 |
| Dylan Fernandes | @dylanfernandes | 5 |
| Hiu Tung Lam (Emily) | @Ereimei | 5 |
| Adam Galati | @aagalati | 3 |
| Matthew Teolis | @MatthewTeolis | 5 |
| Olivier Nourry | @ONourry | 5 |

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Mobile App Summary

The AnyMemo application is principally a flashcard application where decks of cards with questions can be downloaded or created and used for studying. The application allows for making new decks, editing cards, studying and self-quizzing.

Velocity

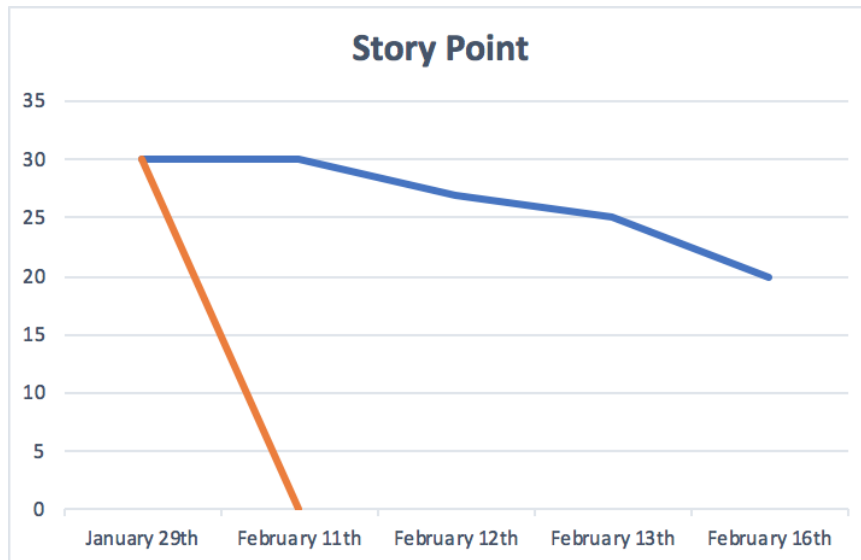
Total: 6 stories, 28 points, over 4 weeks

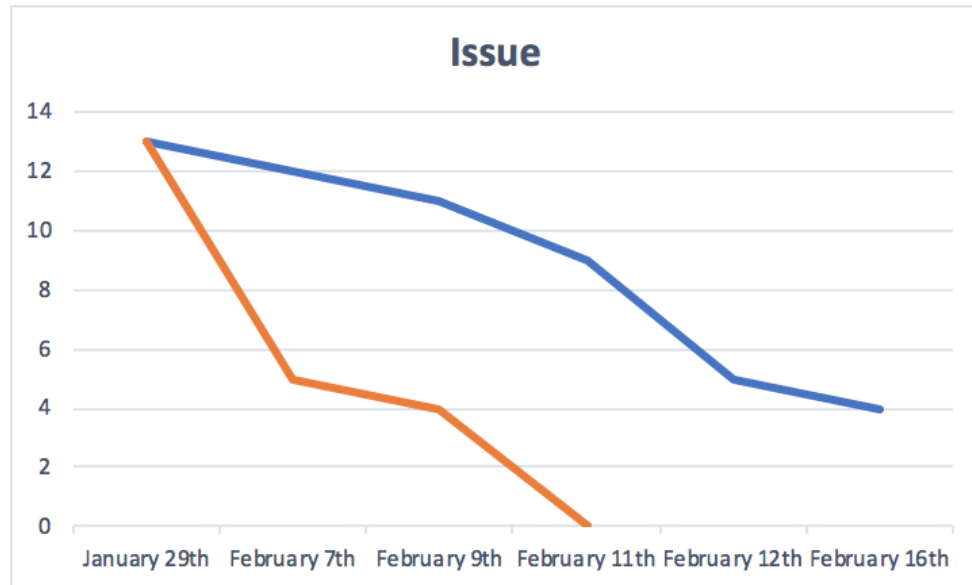
[Sprint 1](#) (3 stories, 18 points(Pseudo Points))

[Sprint 2, Release 1](#) (3 stories, 10 points)

*A large story worth 20 points this sprint was half completed and push to next sprint, so the velocity is expected to see a jump between sprint 2 and 3.

Burndown Charts





Plan up to next release

Total: 7 stories, 80 points, over 4 weeks

[Sprint 3](#) (3 stories, 46 points)

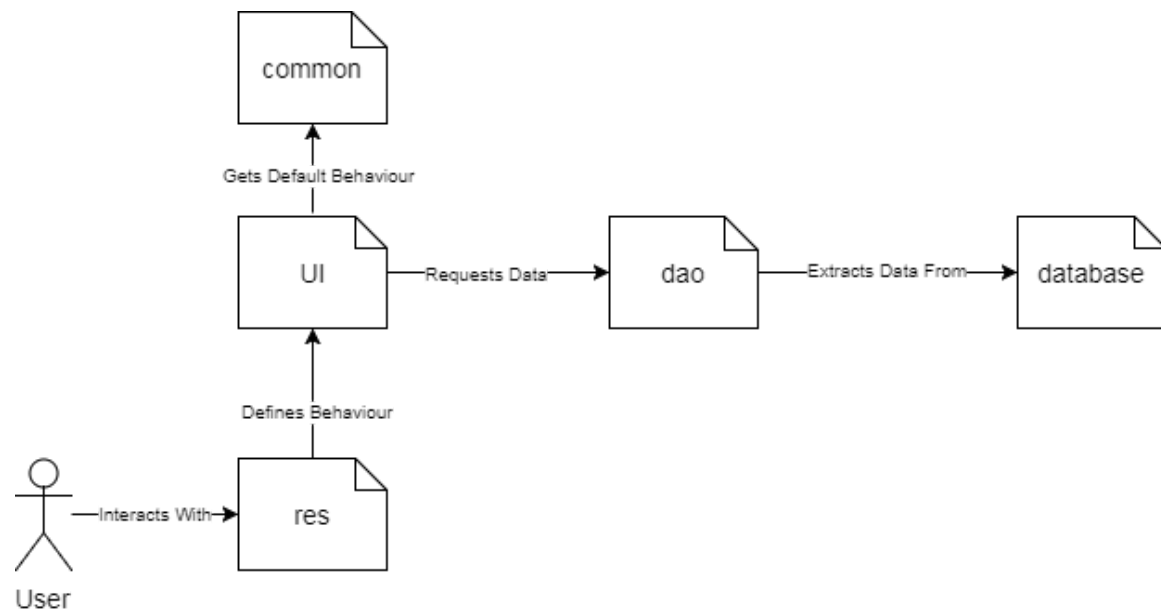
[Sprint 4, Release 2](#) (4 stories, 34 points)

Overall Architecture and Class diagram

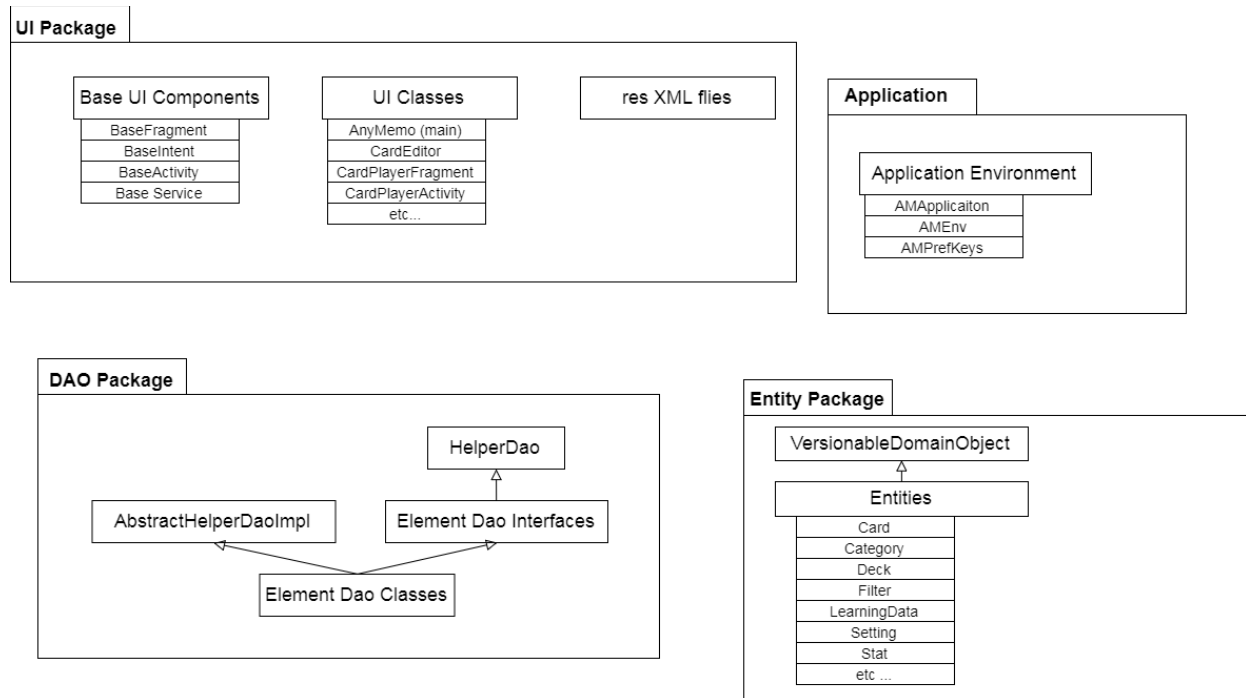
The initial recovery process of the application was difficult due to the structure of the project. The main classes of the application, such as Card and LearningData, are generated and handled via OrmLite's Dao (Data Access Object) interfaces and are very abstracted.

However, once it was determined that the Dao implementations for key classes such as Card and LearningData were handling the bulk of the domain logic along with the Android activities in the UI package, the behavior of the application became clearer.

Interaction Diagram

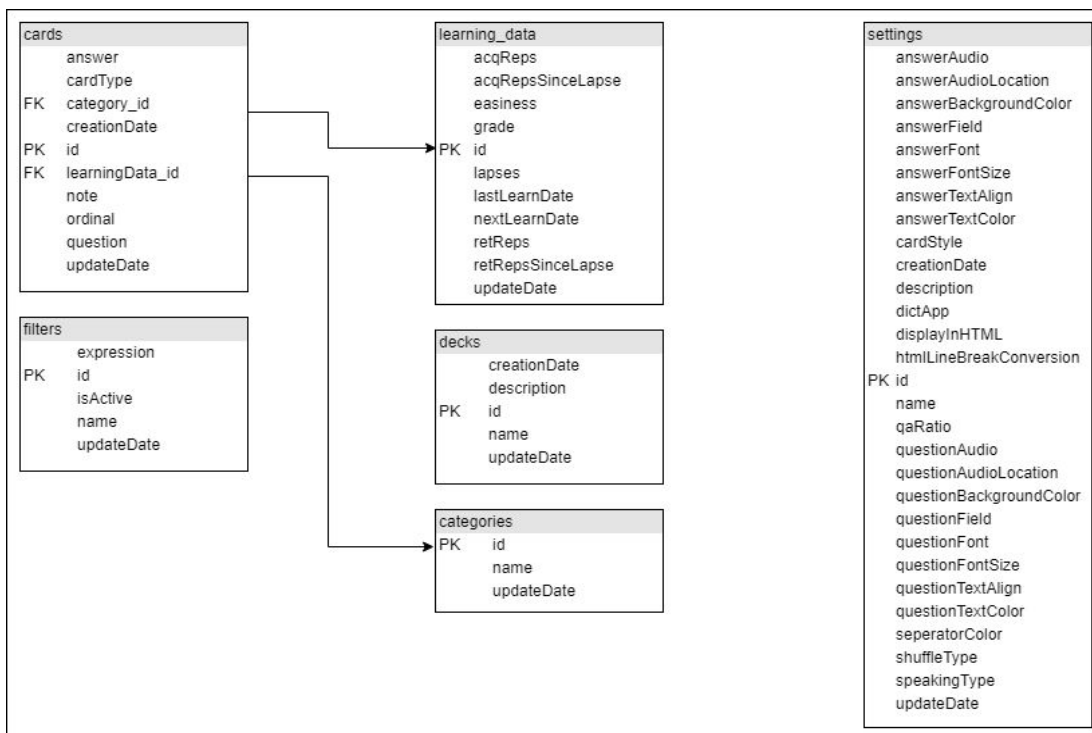


Package Diagram



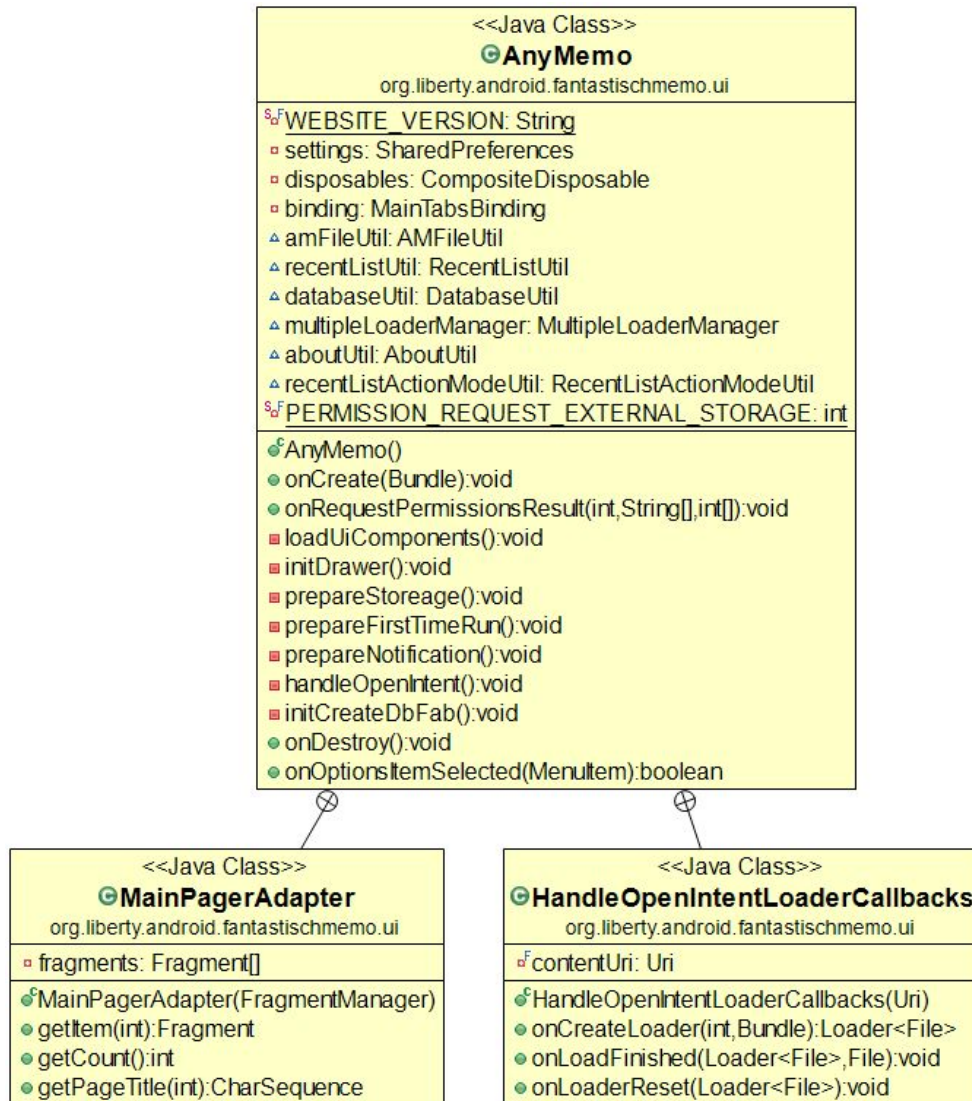
Database Architecture Diagram

The application uses individual databases for each deck. The databases are stored in the devices memory using the [SQLite](#) database management system. The entity package is stored in the database files using the corresponding Data Access Object in the DAO package; this functionality comes from the [ORMLite](#) package.

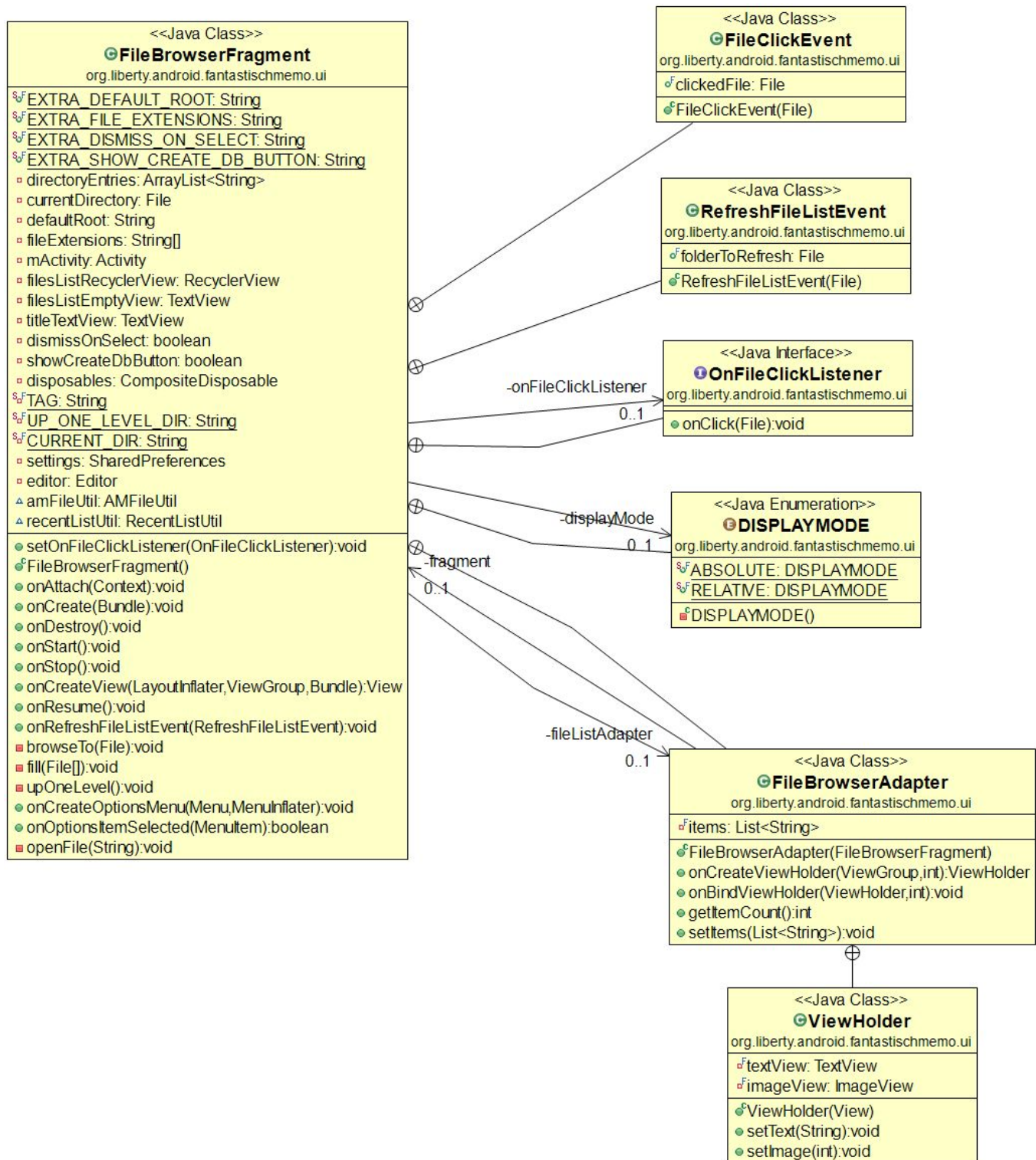


Class Diagram

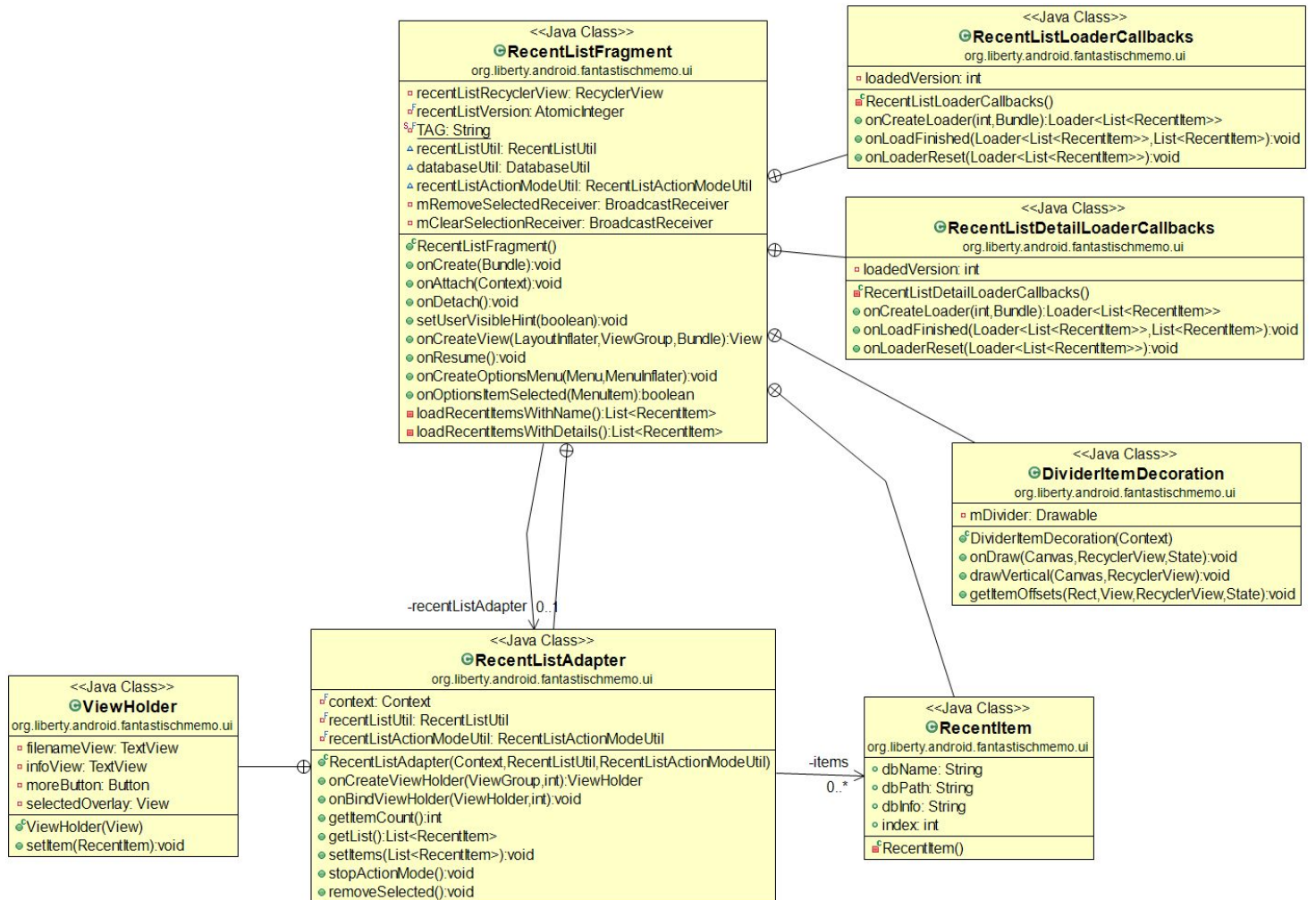
AnyMemo



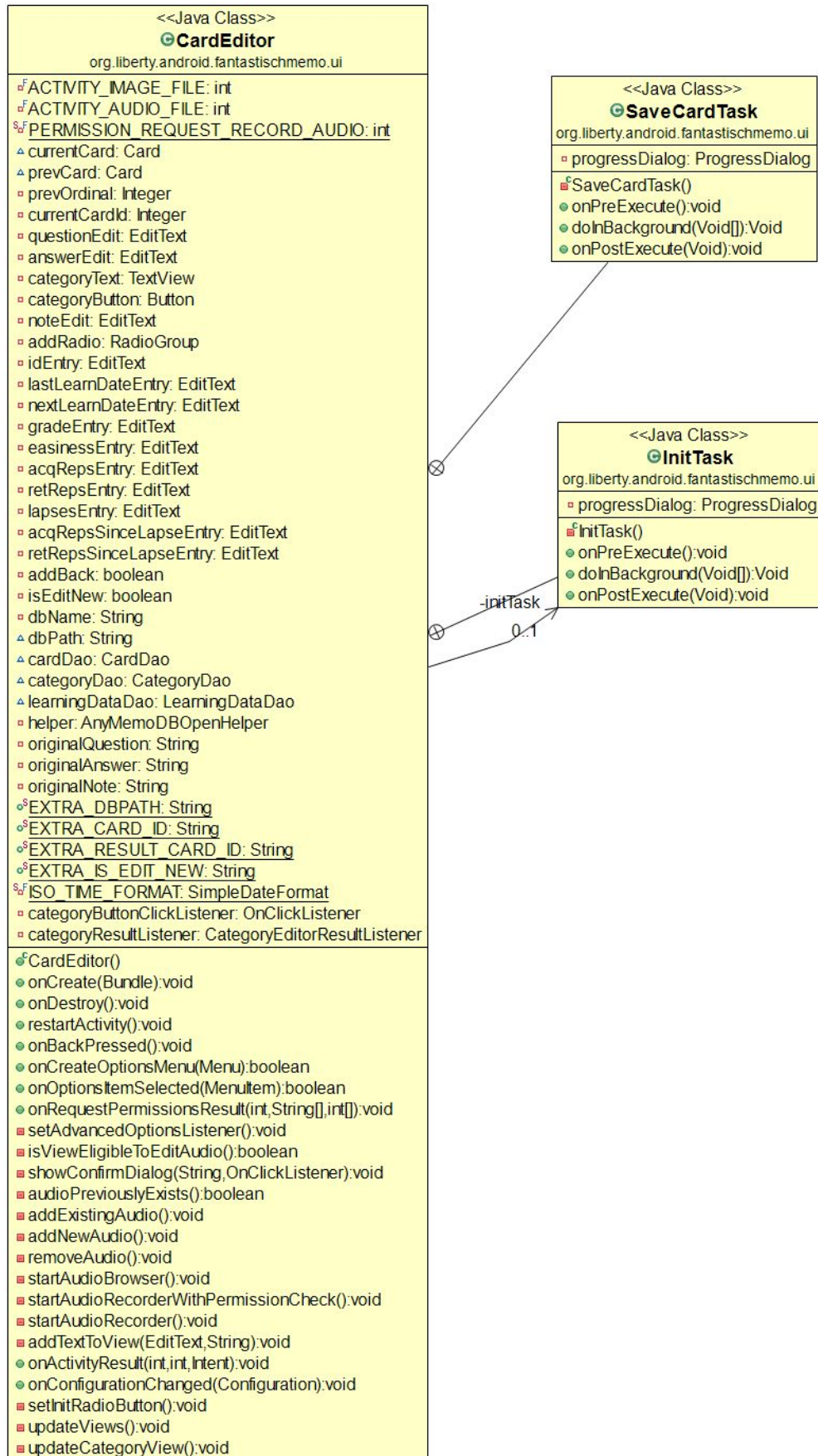
File Browser



Recent List



Card Editor



Infrastructure

For release one, no additional libraries or packages were added. The only libraries or packages used were already in use by the application. The main package that was made use of for development was OrmLite for the Dao (data access object) package. However, this was for the large story of the release which was pushed back to release two.

Code

| File path with clickable GitHub link | Purpose (1 line description) |
|--|---|
| app/src/main/java/org/liberty/android/fantastischmemo/ui/CardEditor.java | Logic to merge Edit and Detail views and to show hidden Advanced Options. |
| app/src/main/res/layout/card_editor_layout.xml | Merge of edit and detail layout |

Testing and Continuous Integration

| Test File path | What is it testing (1 line description) |
|---|---|
| /app/src/androidTest/java/org/liberty/android/fantastischmemo/test/Filter/FilterTest.java | Unit tests for the DeckMap class methods: getAllTags(), getTagByName(), filterDecksByTags() |
| Manual Test for Issue #11 | Testing to make sure a user can select the preview option in card list. |

For the continuous integration environment, we are using Jenkins. The server is running Jenkins in its own Docker container. The server is a dedicated home server running Linux, specifically Ubuntu Server 16.04.3 LTS. The technical specifications of the server are: Intel-I3 processor, 8GB of ram, 500GB Hard Drive with a 750GB Hard Drive for backups. Since the server is running on a dynamic IP Address assigned by my Internet Service Provider, I am running another custom application in another Docker container to update my DNS. The application would detect an IP Address change and update the DNS point to the new IP Address. The URL to the Jenkins server can be found here: <http://jenkins.matthewteolis.com:8080>, with the Jenkins job configuration [here](#).

Our continuous integration job runs on every new pull request, and whenever that pull request is updated with a new commit, from GitHub. From there, then Jenkins job will pull the code and run the gradle commands to assemble the binaries for the project and run the tests in an emulator. If all the tests pass, then Jenkins will return a pass message to the GitHub pull request which would allow the branch to be merged. If there are failing tests, it will return a failing message to the GitHub pull request and would not allow a merge to be done.