+ LoginManager

fields
- ~ sharedPreferences: SharedPreferences
- ~ gameDB: SQLiteDatab...
- ~ context: Context

construct...
- ~ LoginManager(conte... Context, gameDB:SQLiteDatab... , sharedPreferenc... SharedPreferences)

methods
- + notifyLoginSucc... (username:String): void
- + attemptLo... (username:String, password:String): boolean
- + attemptSign... (username:String, password:String): boolean

+ GenerateDataBase

fields
- ~ gameDB: SQLiteDatab...

construct...
- ~ GenerateDataB... (gameDB:SQLiteDatab...)

methods
- + GenerateTables( ): void

+ Startup exten... AppCompatActi...

fields

construct...

methods
- # onCreate(savedInstanceSt... Bundle): void

+ MainActivity exten... AppCompatActi...

fields
- ~ btnSignUp: Button
- ~ btnLogin: Button
- ~ editTextUserNa... : EditText
- ~ editTextPassw... : EditText
- ~ gameDB: SQLiteDatab...
- ~ currUserName: String
- ~ currPassword: String
- ~ user: String
- ~ sharedPreferences: SharedPreferences
- ~ generateDataB... : GenerateDataB...
- ~ loginManager: LoginManager

construct...

methods
- # onCreate(savedInstanceSt... Bundle): void
- + btnSignUpF... (view:View): void
- + btnLoginFunc(view:View): void
- + hideKeyboard(view:View): void
- + goHomePage( ): void