

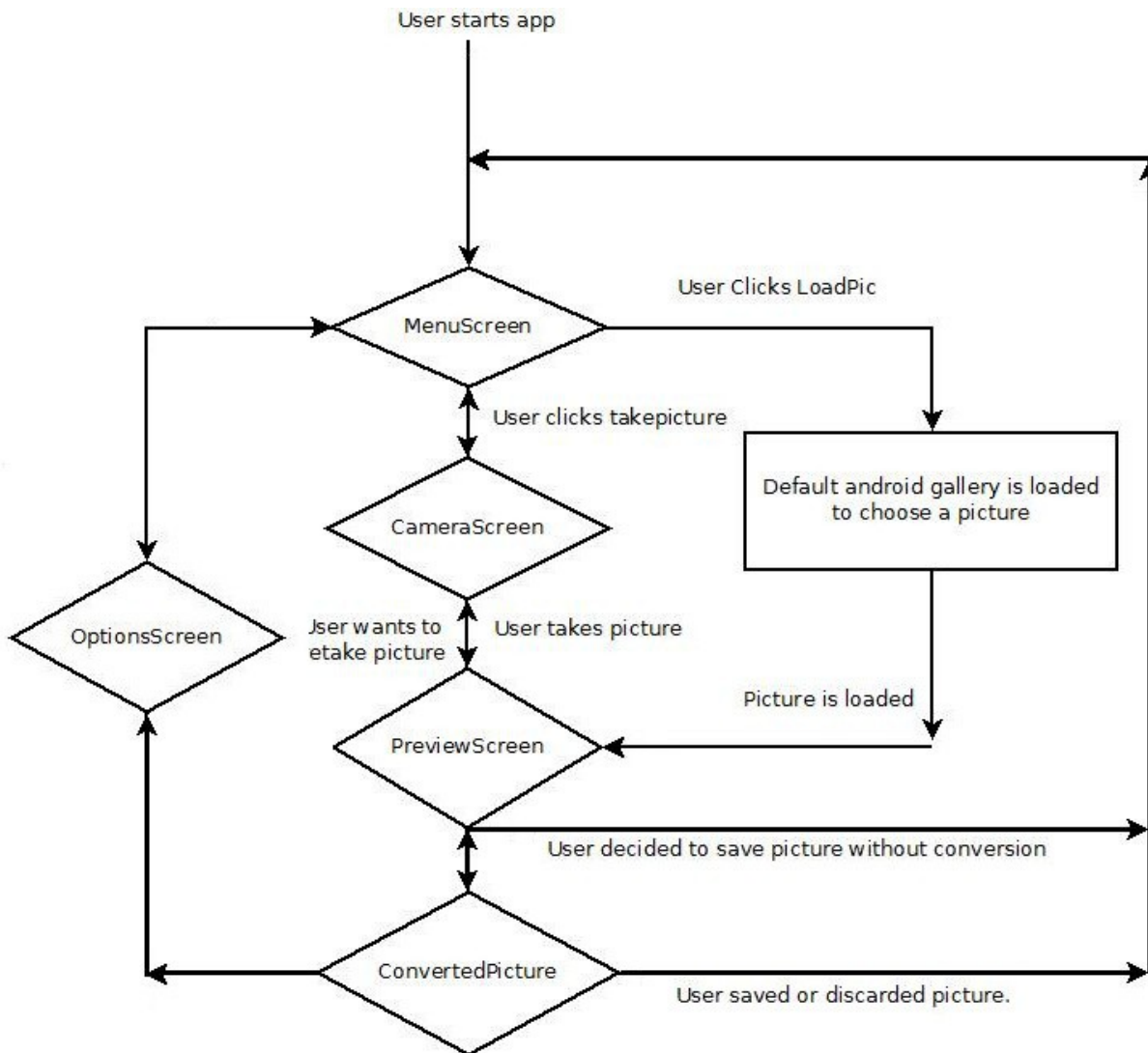
Developer manual AsciiCam

AsciiCam is an application developed mainly for android phones running version 2.2 or above. In order to start developing from this project, please do the following:

- Clone workspace from <https://github.com/Ossianm/Grupp29AsciiCam> .
- Install development software Eclipse, Android SDK, Android AVD (For testing), Java SE6 and all android addons for eclipse.
- Create a new testproject for Grupp29AsciiCam named AsciiCamTest and copy all inside test folder to the project.

Application flow

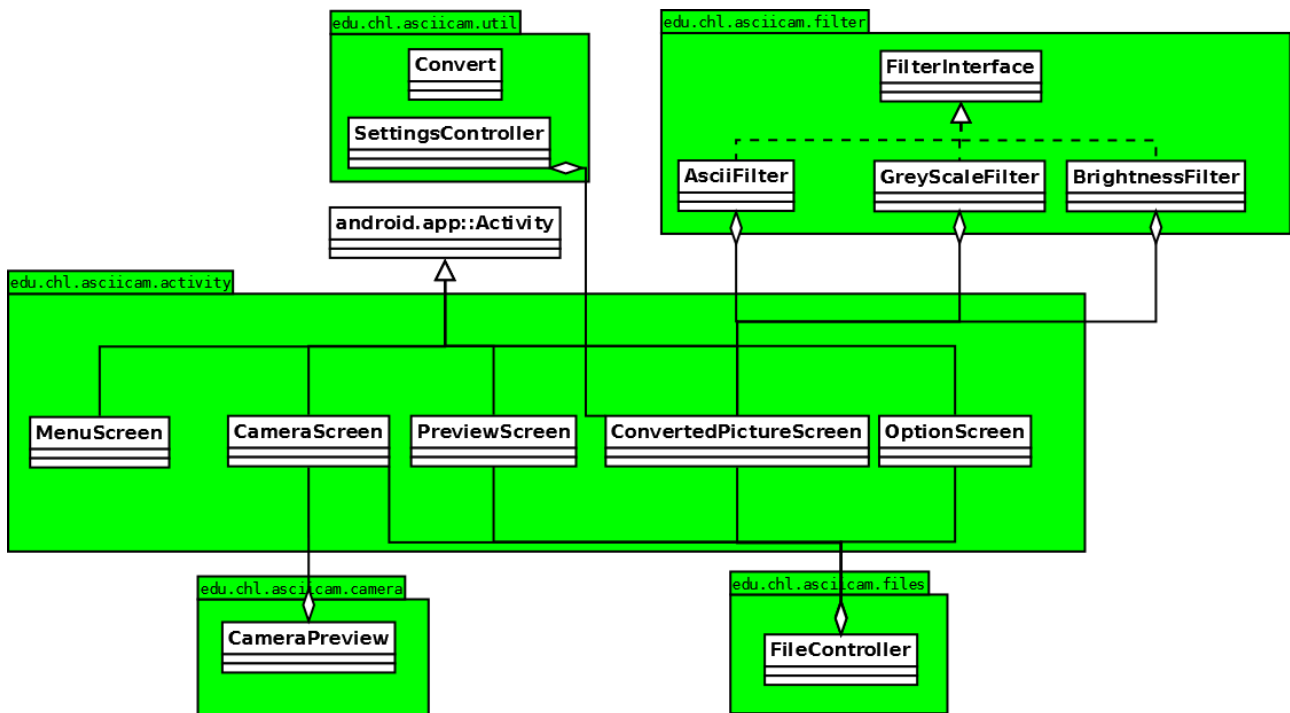
Below is a flowchart diagram which describes how the application is intended to work for a user:



All diamond cells are intended to be Activities using android API or custom made APIs to perform tasks.

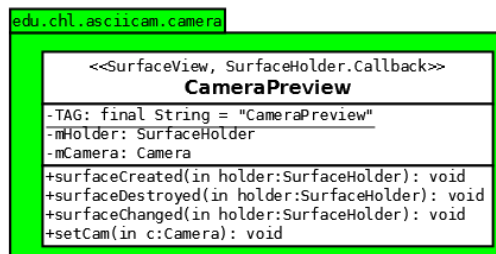
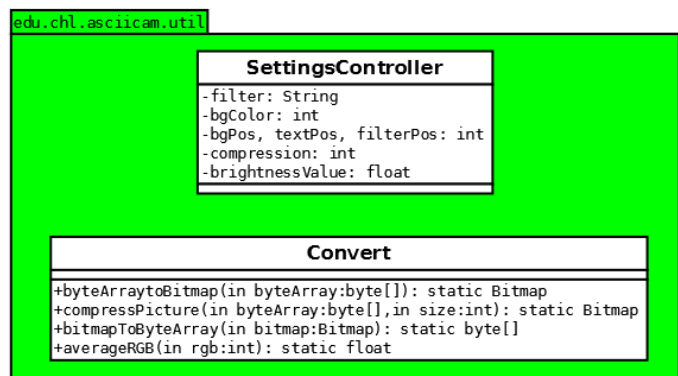
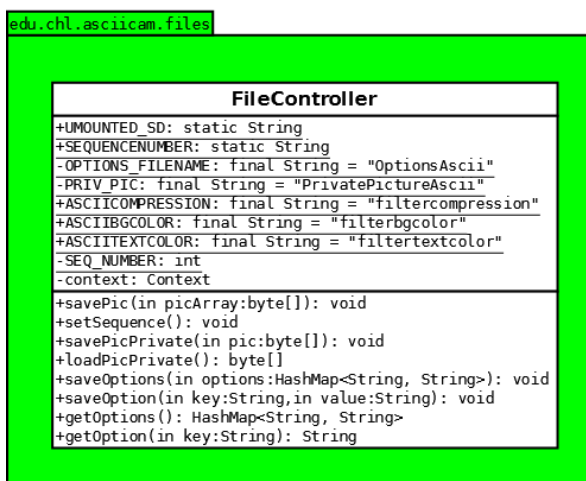
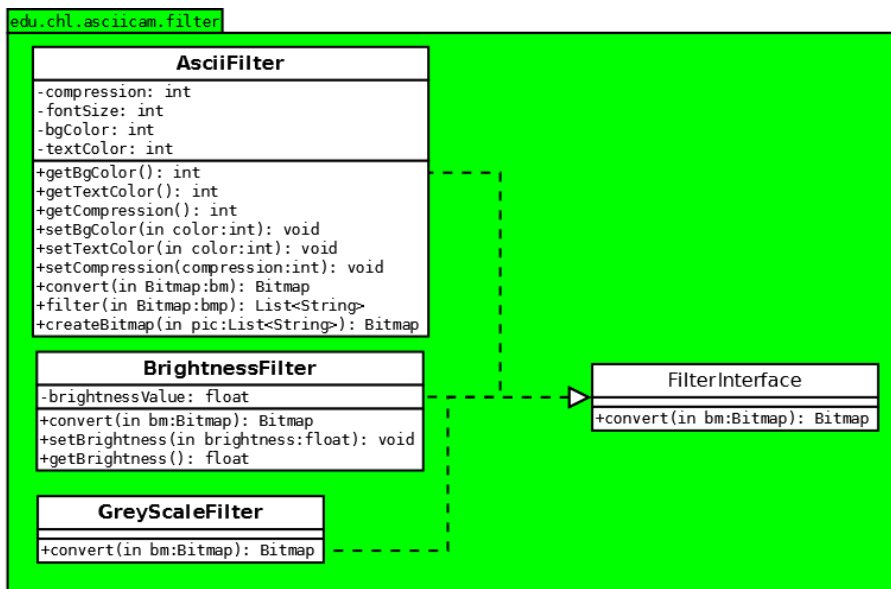
Class Model

UML for project:



Packages in the project:





As we can see in the overview UML the intention is to create 4 packages (excluding activity package). All methods and variables are included in the UML but no constructors.

Symbols used in UML:

- Diamond operator: used to mark that a class instance has a instance of another class, for example CameraScreen has a CameraPreview.
- Arrow operator: used to mark that a class extends an superclass (all activities extends activity) or if the line is dotted it marks that the class implements and interface.
- A minus (-) before a method or variable means it has private access.
- A plus (+) before a method or variable means it has public access.
- A hashtag (#) before a method or variable means it has protected access.
- An underlined method or variable is static.
- Classes in bold are regular classes, classes not in bold are abstract or interfaces.

Testing

It is really important to create a new android test project for testing.

In Eclipse choose New --> Other --> Android --> Android Test Project and name it AsciicamTest.

The source code for testing is included in github repository (

<https://github.com/Ossianm/Grupp29Asciicam/tree/master/test/src/edu/chl/asciicam/activity/test>)

under the test folder but it will not compile and run without being imported to a test project. It is also important to note that a AVD (Android Virtual Device) or a phone connected by USB is required to run the test project.