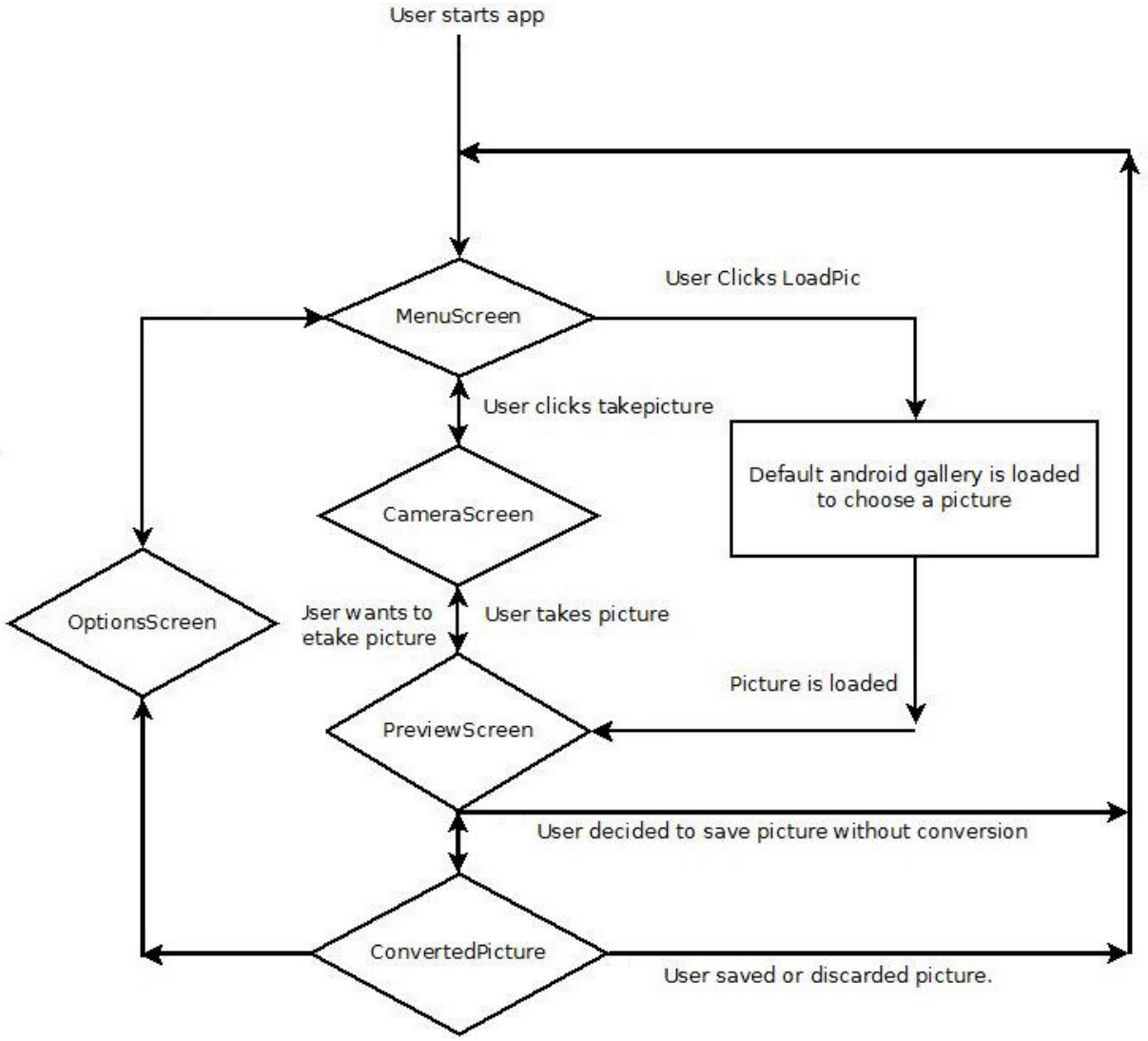
Developer manual Asciicam

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

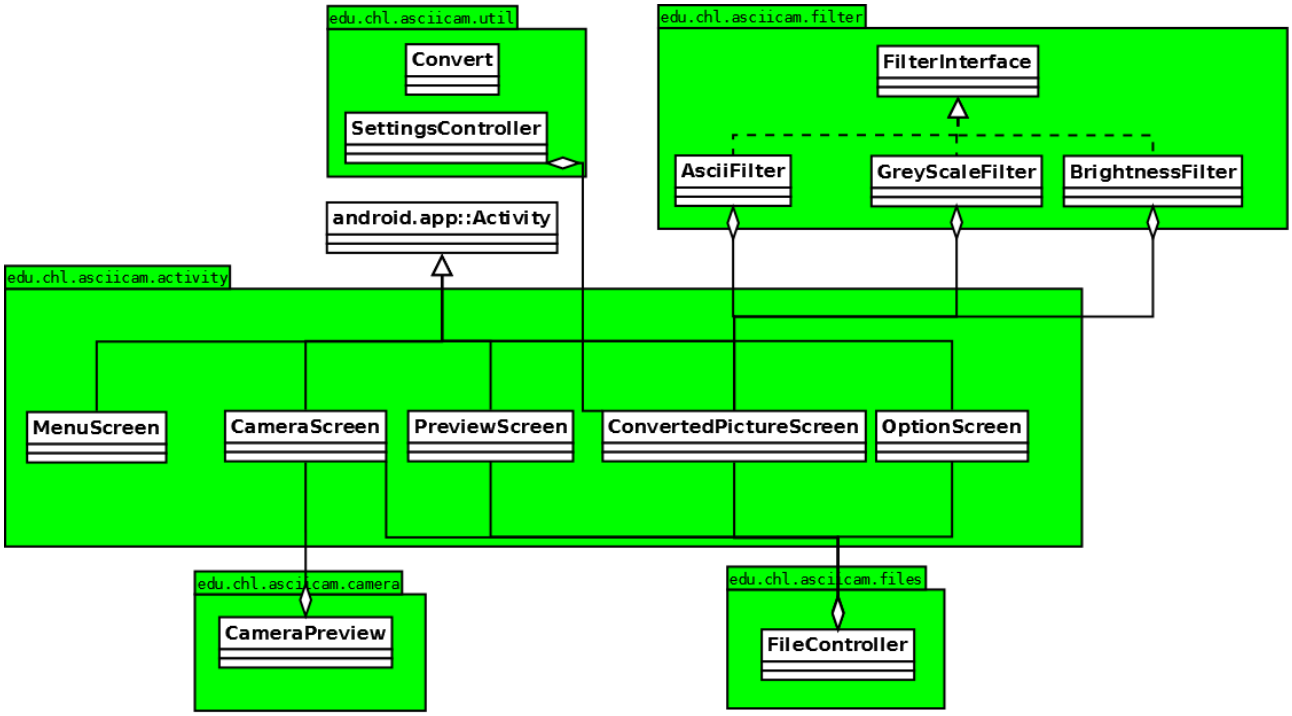
Below is a flowchart diagram which describes how the application is intended to work for a user:



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.
- A 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 reopsitory 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.