Drink App – Bence Roth

Introduction

About 60 percent of an adult's body weight is water, the major component of most of our cells. This is why it is important to pay sufficient attention to regular fluid intake in addition to regular meals. Drink! application helps us to track our water consumption and indicate our need by a simple formula.

Usage

The user can record the amount of each drink, along with the current date, which can be modified or deleted later (CRUD). User has its own profile in which you can specify your weight and age with a unit type to be able to determine the water requirement of an active person.

Data

Drink:

- id: Int (Primary, autogenerate)
- profile_id: Int (Foreign)
- amount: Int
- datetime: Long

Profile:

- id: Int (Primary, autogenerate)
- age: Int
- weight: Int
- unit: String

Extension methods

Drink:

- getMlAmount(): returns the stored amount in **ml**.
- getOzAmount(): returns the stored amount in **oz**.
- getStoreAmountByMl(amount: Int):converts given amount in **ml** to stored value.
- getStoreAmountByOz(amount: Int):converts given amount in **oz** to stored value.

Profile:

- getKgWeight(): returns the stored weight in **kg**.
- getPoundWeight(): returns the stored weight in **pound**.
- isUnitInKg(): indicates whether if the unit is in **kg/ml** (or **pound/oz**).
- convertKgToPound(weight: Int): converts given weight in **kg** to **pound**s.
- convertPoundToKg(weight: Int): converts given weight in **pound**s to **kg**.

User interface:

It consists of an activity that contains three fragments and a prompt.