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7. **Plugins**

This App uses no plugin currently and would be included here if one would be used in the future. Team members could suggest any useful and applicable plugins and we shall review for use. Likewise, no extension is used as at the current stage of the development.

1. **Issues / Challenges**

During the early stages of development, there were conflicts in merging project branches from participating team members due to team’s insufficient knowledge of merging the “activity\_main” files from different branches.

**Issue 1:** “activity\_main” files were overwritten by git and resulted in distorted files in the merging process. This was due to the file being present in all branches.

Solution: Individual team’s project files were downloaded and manually merged by replacing the file names to reflect different section of work by team members into 6 sections as follows:

* Employment Standards – “activity\_es.xml”
* Human Rights – “activity\_human\_rights.xml”
* Navigating the System – “activity\_navigating\_the\_system.xml”
* Occupational Health and Safety – “activity\_ohs.xml”
* Resources – “activity\_resources.xml”
* Workplace Safety – “activity\_workplace\_safety.xml”

And finally, the main activity as “activity\_main.xml”

**Issue 2:** Naming Conventions encountered as team members named files individually due absence of pre-defined naming convention from the onset. A naming convention shall be attached to this document and shall be used by all team member going forward.

1. **Other Tools**

The following are quality of life tools that were implemented in the creation of this app:

**Please NOTE: Most of these are not yet implemented but would be agreed upon on which ones to implement.**

* Syntax Highlighting: This is present already in android studio and can be assessed using the resource below

<https://www.jetbrains.org/intellij/sdk/docs/tutorials/custom_language_support/syntax_highlighter_and_color_settings_page.html>

A screenshot of a cell phone

Description automatically generated

* Please feel free to suggest other useful tools

1. **Coding Conventions**

**Please use DESCRIPTIVE names for EVERYTHING!** (use comments where further clarification is needed).

e.g. currentDate is much better than d,

homeScreenLogoWidth is better than logow.

**Naming Conventions**

The following conventions should be followed:

* Classes should follow the convention of ClassName
* Methods should follow the convention of methodName
* Interfaces should follow the convention of interfaceName
* Variables should follow the convention of variableName
  + Variable Naming Conventions:
    - Counters should follow the convention of counterText
      * e.g. counterPageNumber
* Constants should follow the naming convention of fileName or assetName.

e.g. splashScreen, chatIcon

**Documentation**

Each custom activity should include a brief commented description of the component, as well for assets, a brief description of the asset being used. Each method should also include a brief description. Comments should also be included for stylings and any elements which may need clarification. This will make it easier to maintain and update the code, and easier for other team members to read/understand.

For Comments describing styles or assets, please use the following format:

<style name="AppTheme" parent="Theme.AppCompat.Light.DarkActionBar">

<! —Text Styling for “Navigating the System” -->

<item name="colorPrimary">@color/colorPrimary</item>  
 <item name="colorPrimaryDark">@color/colorPrimaryDark</item>  
 <item name="colorAccent">@color/colorAccent</item>  
</style>

Note the descriptive naming. For all text styling, please include “Text” at the end. For code already written, volunteers are welcome to take on the task of gradually updating the documentation to reflect this standard, either if they are the original contributor or if they feel they understand that part of the code well enough to fill in. For new contributions, this practice is expected going forward.

1. **Versioning**

How should we do the versioning? Below are some common conventions and reasonings for those:

<https://semver.org/>

<https://softwareengineering.stackexchange.com/questions/178596/looking-for-best-practice-for-version-numbering-of-dependent-software-components>

<https://en.wikipedia.org/wiki/Software_versioning>

I propose we use 3-digit version. First digit to represent watershed moments. Right now that makes us on 0 (alpha/beta/pre-release). After the launch we will be on 1.

The second digit will be incremented whenever a “screen” level scope of work has been implemented onto the app. For example, if we implement a major new feature, such as user feedback.

The third digit is incremented for ANY new release, no matter how minor. These include releases for which the bulk of new work is “under the hood” such as bug fixes.

Each release will be accompanied by a point from changelog. Try to be as descriptive as possible – this can be done by using a nested point form system for further elaboration.

Version must increment for releases that are published to the App/Play Store. For internal work, we may or may not decide to increment the version at our own discretion on a case by case basis.

As we are working on pre-release, the current version should be set to 0.2.0 IMO – being the version before the revamping and re-organizing by Bruno. Let’s consider that the previous document was 0.1.X.

1. **Tools Considered but Not in Use**

Still researching into this. Suggestions are welcome…