

Project Documentation

Application Name:

- Personal Agenda (Mobile application for monitoring personal activities such as weight, hours, durations, and contents of daily meals, physical exertion, etc.)

Application Objective:

- The purpose of the application is to function as an electronic diary where a person can enter their personal data and save the contents of meals grouped by days and activities grouped by days; individuals are also grouped by days.

Application Structure:

- The main screen contains a context menu accessed via a burger menu; this menu contains 7 options.
- The main screen also has 6 buttons, grouped 2 by 2, the first in each group for adding and the second for modifying; the first 2 belong to individuals, the next 2 to meals, and the last 2 to activities.
- Above the buttons, there is a FrameLayout where all the individuals are dynamically reloaded if the application has just been opened or if the last option pressed from the first 3 was "People", respectively the meals of a certain individual if the last option pressed was "Meals", respectively the activities of a certain individual if the last option pressed was "Activities".
- The fourth option corresponds to reports, loading 2 spinners; the first with all unique individuals' names, and the second loaded based on selecting an item from the first spinner, from which you can view a graph of meals or a pie chart of activities and their duration by pressing a "Display" button, depending on the switch's position.
- The fifth option corresponds to the application usage tutorial.
- The sixth option corresponds to application details.
- The seventh option corresponds to the Firebase remote database, where all individuals up to that point are loaded in a list-view; pressing the "save" button saves these individuals in the remote database, and pressing the "restore" button brings back the individuals currently in the database.

Application Usage: Usage Steps:

- The application opens on the screen with individuals.
- On the left side, there is a menu that can be accessed by pressing the three lines in the top left corner.
 - The menu navigates through screens.
 - At the bottom of the application, there are 6 buttons.

- The first 2 buttons correspond to entries of individuals.
 - To perform any operation related to individuals, you must be on the screen with individuals.
 - The first button adds a new individual.
 - In the screen for adding individuals, you can press the square to the left of the text "Save Preferences" to remember the information added for the next time you add a new individual.
 - Unchecking will delete the preferences.
 - The second button modifies an existing individual.
 - To use the second button, you must first press on an individual entry.
 - Here too, you can press the square to remember, but if you save and the square is not checked, preferences will not be deleted.
- Buttons 3 and 4 correspond to meal entries.
 - To enter the meal screen, you must first press on an individual entry.
 - To perform any operation related to meals, you must be on the meal screen.
 - The third button adds a new meal.
 - In the meal addition screen, you can press the square to the left of the text "Save Preferences" to remember the information added for the next time you add a new meal.
 - Unchecking will delete the preferences.
 - The fourth button modifies an existing meal.
 - To use the fourth button, you must first press on a meal entry.
 - Here too, you can press the square to remember, but if you save and the square is not checked, preferences will not be deleted.
- Buttons 5 and 6 correspond to activity entries.
 - To enter the activity screen, you must first press on an individual entry.
 - To perform any operation related to activities, you must be on the activity screen.
 - The fifth button adds a new activity.
 - In the activity addition screen, you can press the square to the left of the text "Save Preferences" to remember the information added for the next time you add a new activity.

- Unchecking will delete the preferences.
- The last button modifies an existing activity.
- To use the last button, you must first press on an activity entry.
- Here too, you can press the square to remember, but if you save and the square is not checked, preferences will not be deleted.
- Pressing the "Reports" option in the menu opens a new screen where you first need to select the desired person and then the desired day.
 - At the bottom, you find a switch; if it is in the left position, all the meals of the selected person from the selected day and their respective calorie numbers will be displayed.
 - If it is in the right position, all the activities of the selected person from the selected day will be

displayed, and you can press on a piece of the resulting pie to display the name of the activity and its duration in minutes.

- Pressing the "Tutorial" option opens the tutorial.
- Pressing the "Details" option displays details about the application.
- Pressing the "Firebase" option displays the individuals added up to that point.
- Pressing the "save" button saves the individuals up to that point in a remote database.
- Pressing the "restore" button displays the individuals already saved in the remote database.