-Tools:

Android studio

Fire base

Retrofit

-Splash activity

First we start with splash activity the purpose of it is to check if the phone connected to the internet or not with beautiful design and logo this the entrance of our app.

It has only one button called start.

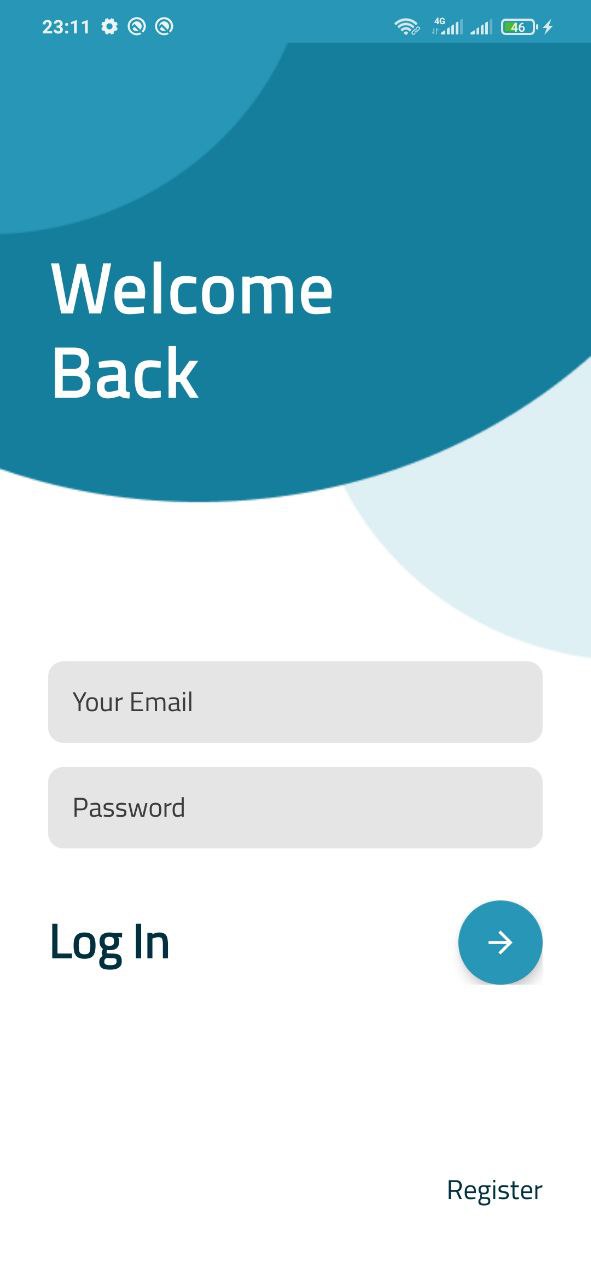
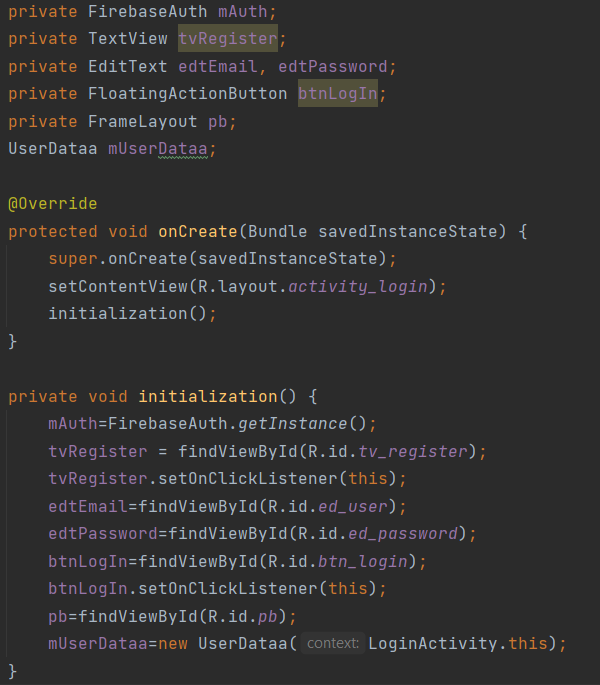
هنا ناقص صفحة الكود اما تخلص بقا نكملها

Camera Activity دي ناصر هيشرحها

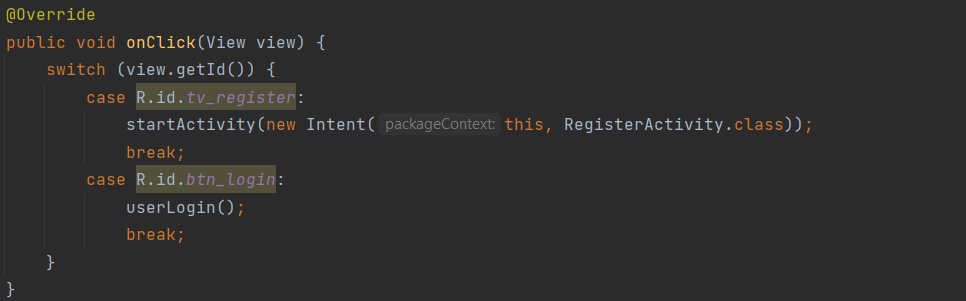
Authentication:

-log in activity

We use firebase authentication in our app for manage users and registration log in activity has only two edit texts for email and password, log in button and register button for new users after check if users wear masks or not the app automatic navigate to log in. user has two options:

1. Already a user so he will just log in with his email and password
2. New user so he will register and enter his data.

The action occurred when the floating button is pressed so we write the code in the button.

After initializing views in log in activity we can access, control and handle it like getting, saving data and validate it and so on…

This is on click method we handle all click actins within log in activity on it we have the most important function in it which is userLogin(); this function doing all process to log in the user.

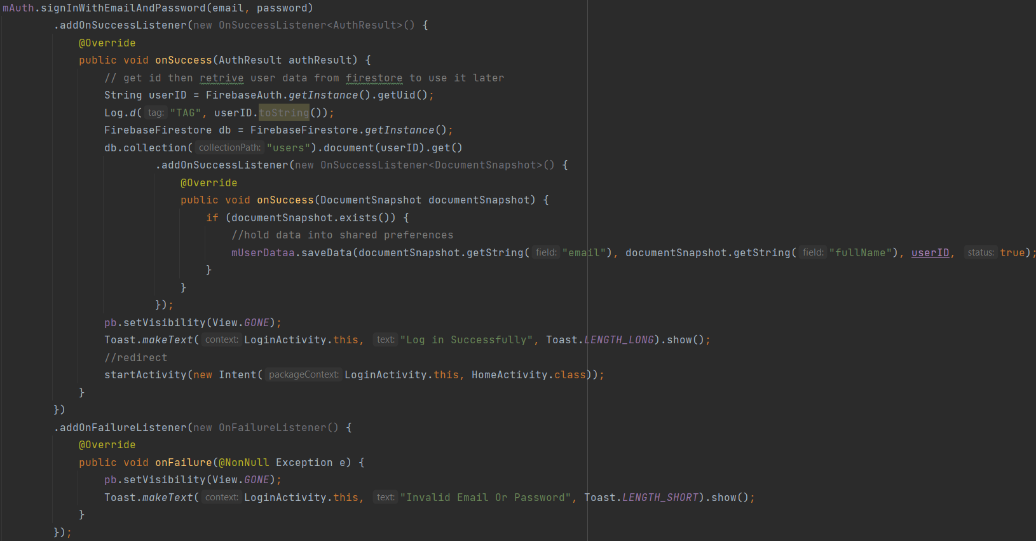


First we get the email and password from EditTexts by using getText() function, convert them into string and finally delete any spaces after or before the text by using trim() function.

Second we have some checks on the email and password that user enters it:

* is the email empty?
* is the user entre invalid email?
* Is the password empty?
* Is the length of the password less than 6 characters?

After all that checks we have an valid email, password next and final check is the email registerd , user entre the correct password and firebase will check that.

we use firebase signInWithEmailAndPassword function and pass email, password to it, then it connects with firebase authentication to check the data, if the user exists and the password is correct we can log in but first we need to store some info about user so we access fire store and get some data that can be used later and store it locally in shared preferences.

* First check email and password if invalid print toast with the error
* If valid
  1. Get user id
  2. Access fire store data
  3. Get the data of the user and store it in shared preferences.
  4. Data like email, full name and id

After all that steps we log in and navigate to home screen.

If the new user need to register he will just go to register activity by pressing register button it will navigate to register screen.

Register Activity