The Cause page of the program implements a tabbed interface with a content page containing a listview that is implemented using an array adapter. Implementing the search bar has been far harder than imagined, so it is taking a while to get a fully finished product. Also, making it so that pictures show up in the tabs was not too difficult, but took a little bit of learning to make it so that they change when selected or not. There is currently also no menu that has been implemented yet. More work will have to be done on this page to actually implement the alphabetically sorting and categorically sorting as well as the search.

The Effect page was simply a copy of the cause page as of right now; with possibly an extra effect at the top of the page to show what cause has been selected. This has been omitted so far as in later implementation of the effect page will happen when there are multiple causes and we need to decide if we just want to show one cause at the top or perhaps remove that entirely.

The Preferences page was implemented as a tabbed interface that utilizes ActionBar, with each individual page being implemented as fragments. This route of implementation was chosen due to TabActivity now being deprecated. Options and settings will be added to these tabs as they are decided upon and implemented. The Accounts tab contains a listview in which accounts are listed. Each account, when clicked, takes the user to a sync page.

The Sync page is where the user will enter their credentials for any account they wish to sync with Cause and Effect, such as Google, Facebook, and Twitter. These credentials will be utilized later should a user want to share their rules through these mediums or to create rules that are completed using an account. So far, all that has been inserted into the Sync page are two simple text fields, one for account name and one for password, as well as a Submit button. An image representing each individual account will be placed above these fields.