



# Sierra Nevada Trails Locator

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# Description

- Users can search for trails, and create an account to manage an inventory system
- The trails have a certain mode of transportation the user must use
- Each mode of transportation requires the use of certain equipments
- Each trail difficulty requires a minimum difficulty rating for the equipment
- Trails can be searched with filters or by certain values

<https://github.com/Tristen-Trias/Sierra-Nevada-Trails>

# Implementation

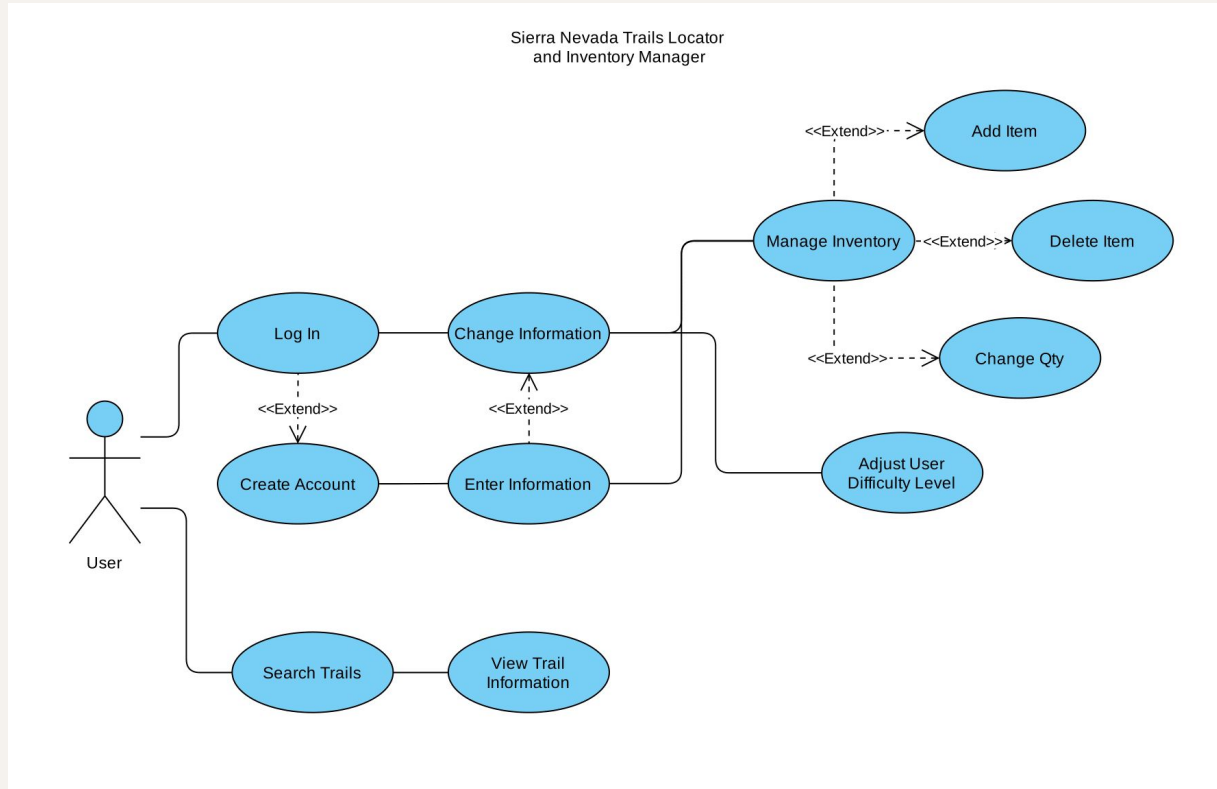
## GUI

- Android Studio w/ Kotlin, XML

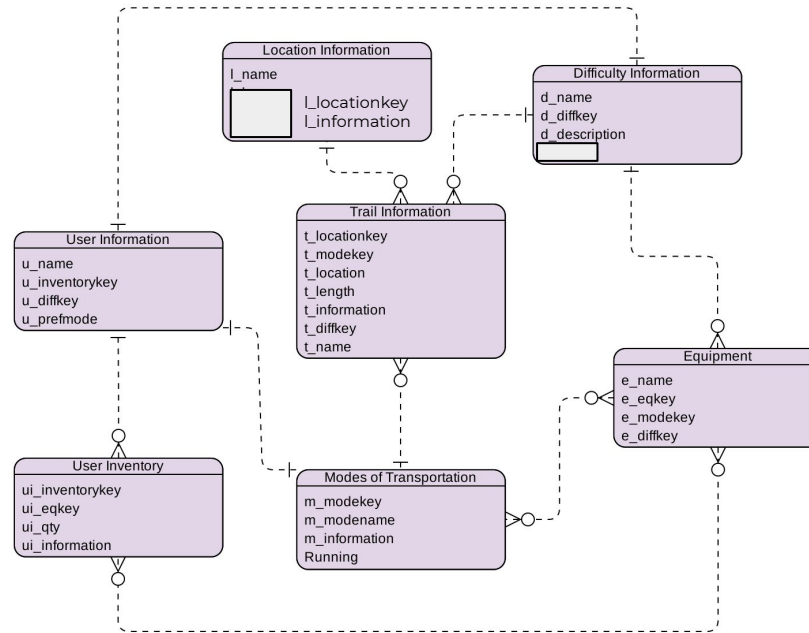
## Database

- SQLite3

# Use-Case Diagram



# E/R Diagram



# Relational Schema

## Location Information

- l\_locationkey, t\_locationkey

## Trail Information

- t\_locationkey, t\_modekey,  
t\_diffkey, l\_locationkey,  
m\_modekey, d\_diffkey

## Difficulty Information

- d\_diffkey, t\_diffkey, e\_diffkey,  
u\_diffkey

## User Inventory

- ui\_inventorykey, u\_inventorykey,  
ui\_eqkey, e\_eqkey

## Mode of Transportation

- m\_modekey, e\_modekey,  
t\_modekey, u\_modekey

## Equipment

- e\_diffkey, d\_diffkey, t\_diffkey,  
u\_diffkey, e\_modekey,  
m\_modekey, e\_eqkey, ui\_eqkey

## User

- u\_inventorykey, ui\_inventorykey,  
u\_diffkey, d\_diffkey, u\_modekey,  
m\_modekey