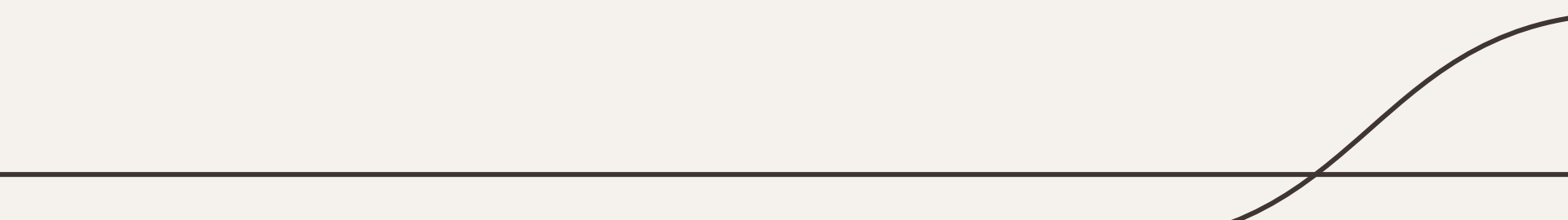




Sierra Nevada Trails Locator

By: Tristen Trias, Erick Ruvalcaba



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-Project>

Implementation

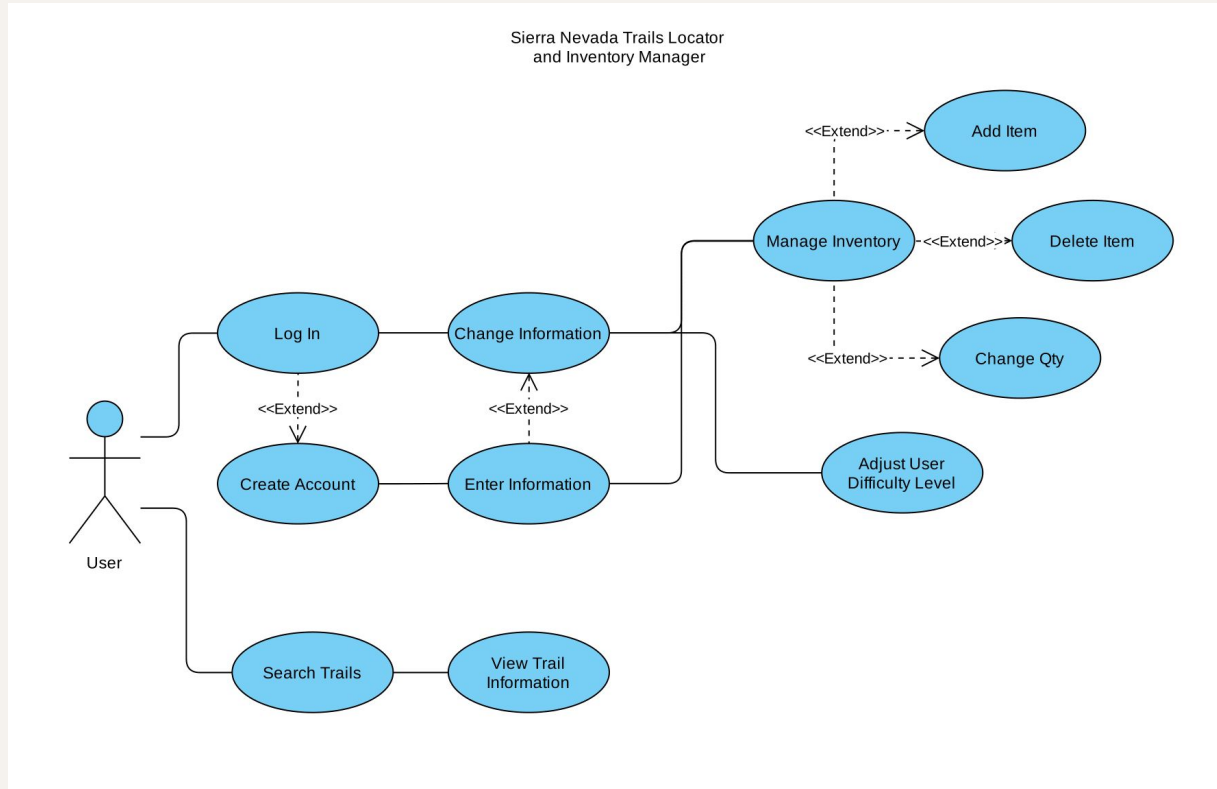
GUI

- Android Studio w/ Kotlin, XML

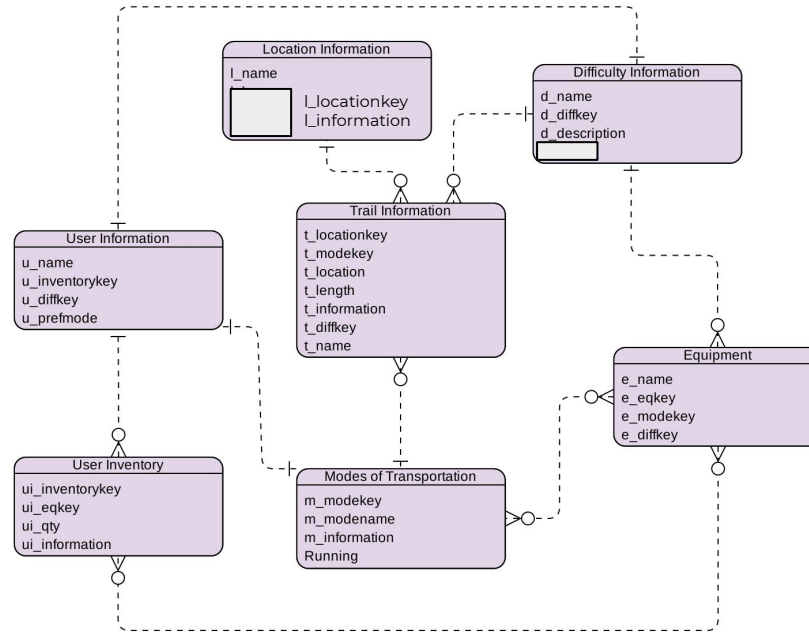
Database

- 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