Classes

# Client

## Utility classes

Most of these classes are a collection of static functions used throughout that app.

* BitmapUtils – contains function(s) for dealing with bitmaps
* GlideUtils – contains function(s) for working with Glide (image processing library)
* InputValidationUtils – contains function(s) for validating user input using Regex patterns
* ListUtils – contains some custom utility functions and various high level list functions that aren’t available for the minimum SDK the app can be deployed on as such needed custom implementation.
* UIUtils - contains function(s) for dealing with UI components such as getting cleaned text from a text field and hiding elements.
* RequestCodes – this class contains codes for the activity result and permission result requests the app will make.
* // todo – move this to the ui package.

AppScreen – an enum containing the different screens that the app can show. Each of these corresponds to a specific fragment which will be hosted in the single Activity that the app contains. Each enum member contains an instance of its corresponding fragment. These fragment instances are used for navigation within the app.