



# The BBall StatTracker

## Team 9

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# Product



Introduction to the key features of our product BBall StatTracker, how it works and why It's used.

# 2

# Architecture

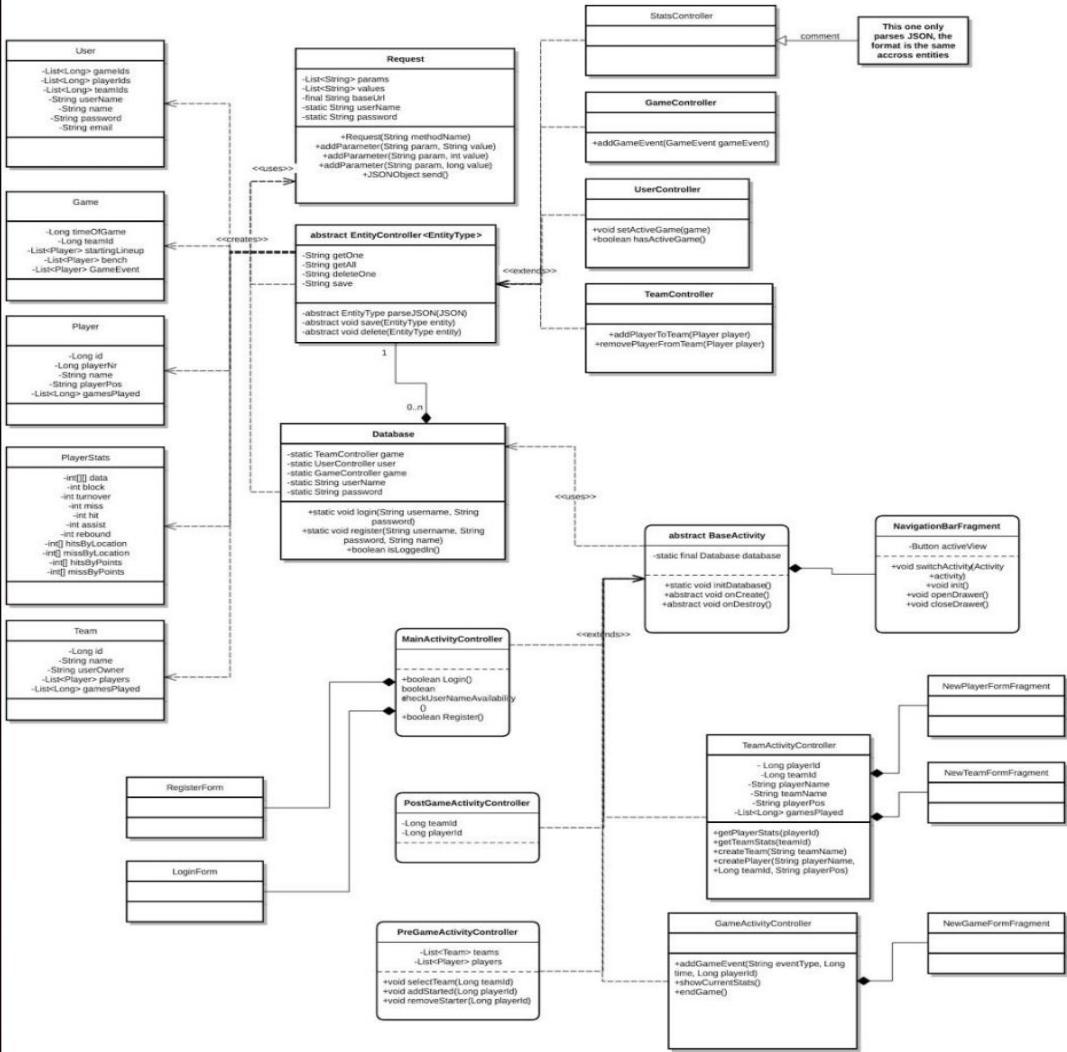


The activity of our product, how It's built  
and the decisions we took on this design

# Abstract app point of view



# UML



# Architecture - Usage of Fragments

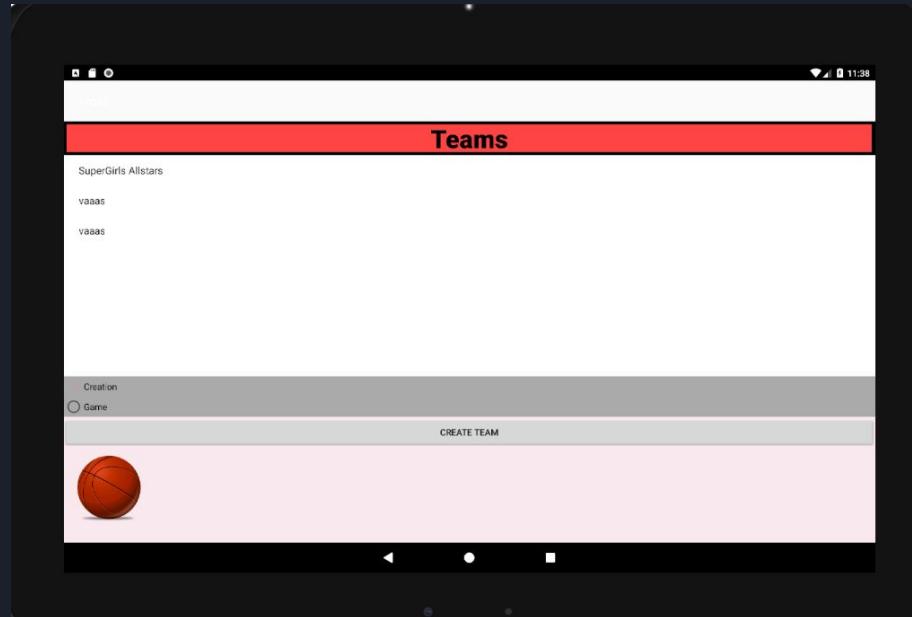
TeamView uses one Left Fragment

TeamView uses one of 3 fragments

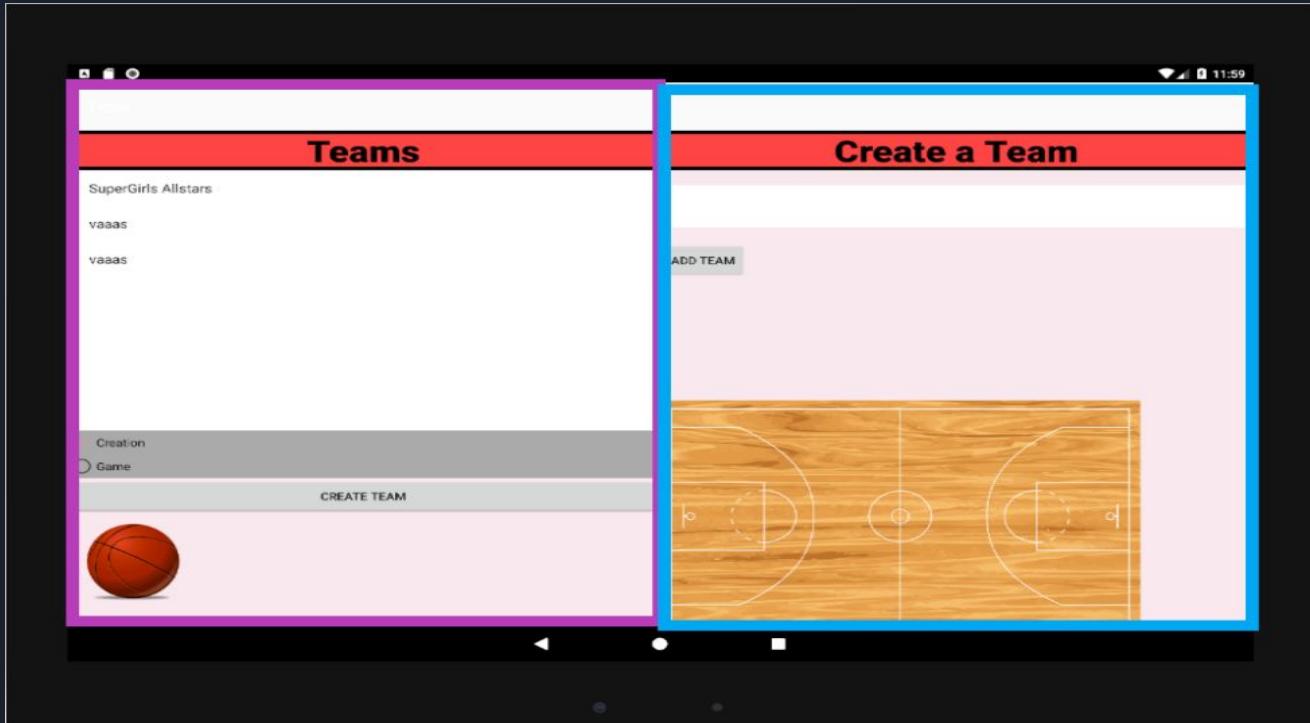
Left Fragment = **teamNames** (always visible)

Right Fragment = **createTeam(Visible orGone)**  
**playerEdit(Visible orGone),**  
**startGame(Visible orGone),**

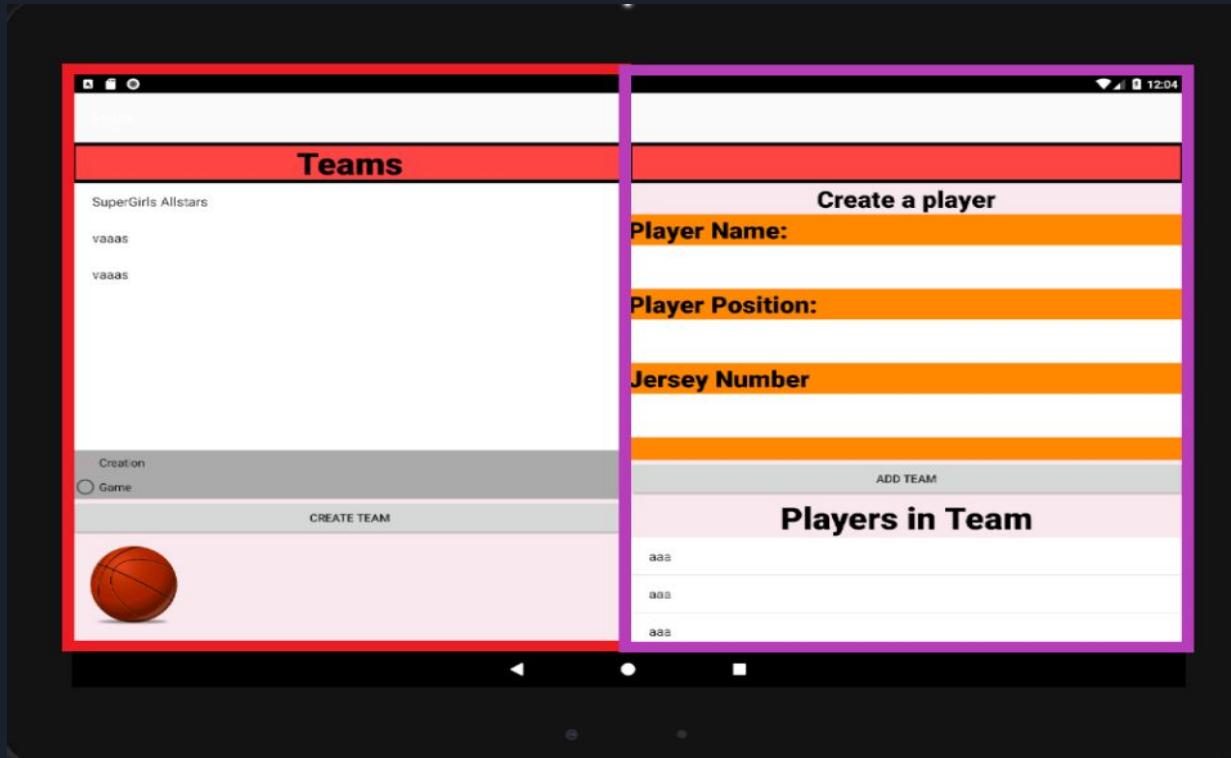
On the picture to the right you can see the  
Left Fragment visible but Right Fragment Gone.



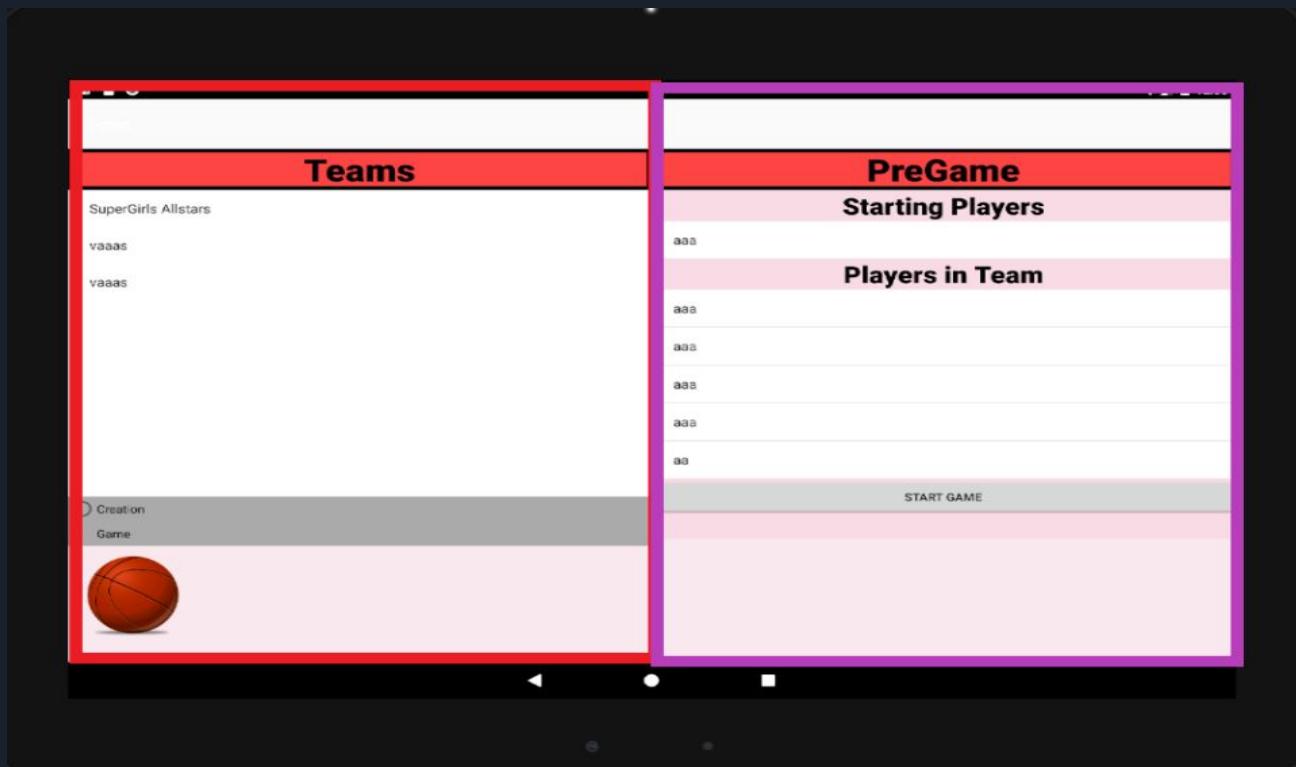
# Architecture - Fragment Usage - createTeam



# Architecture - Fragment Usage - EditPlayer

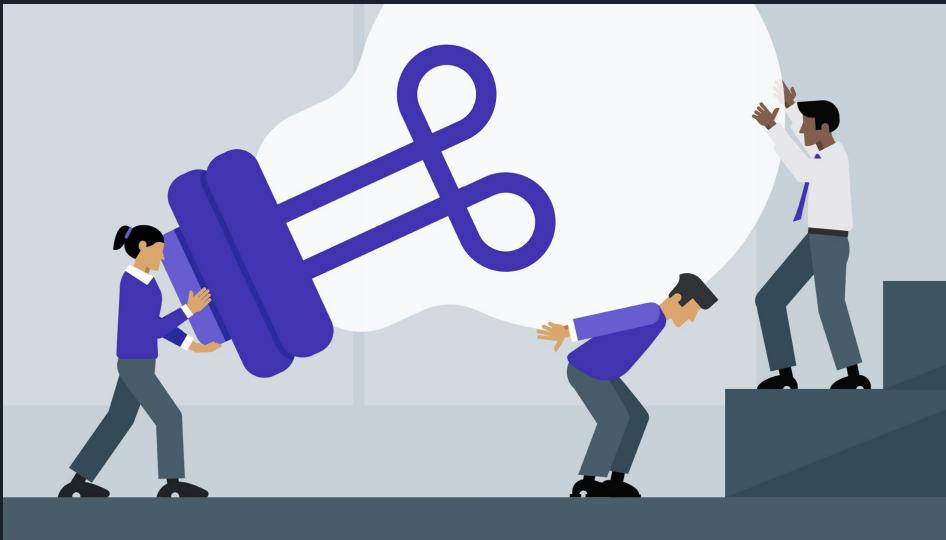


# Architecture - Fragment Usage - EditPlayer



# 3

## Process



How did we develop this product and which problems did we face



# Problems

API problem:

We needed Api 26 but we were all connected to Api 25

If Api < 26 then java 7 or less is used, Api 26 uses Java 8

Android and computer memory/cpu

We couldn't meet each other and work together because we couldn't all run Android studio on our laptops, we needed to work through google hangout.

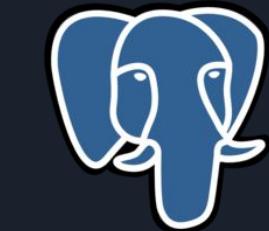
# Programs that we used



DigitalOcean



Java™



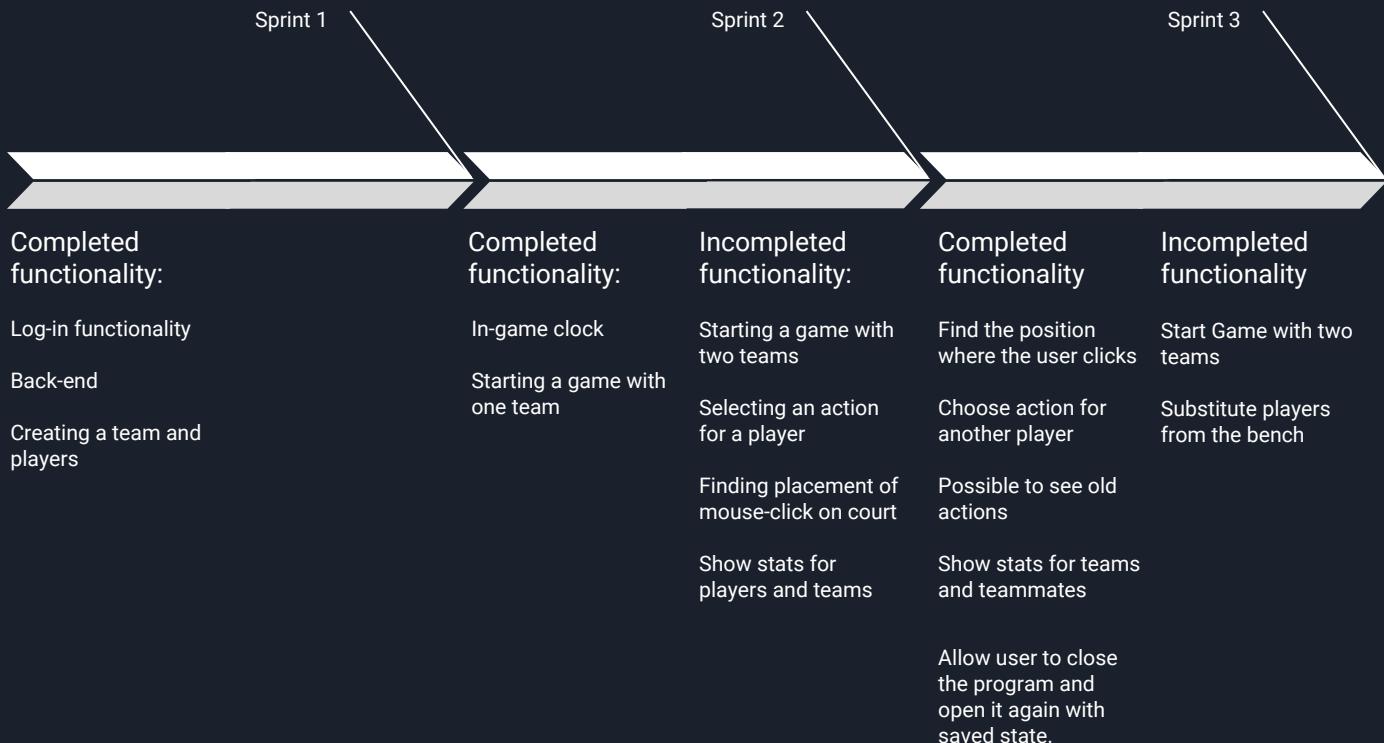
PostgreSQL



Google Docs



# Process timeline



# Process - GitHub data

Commit



Additions



Deletions





Thank you

Any questions?

