WEATHER APPLICATION

MASTER 1 MIAGE FIC parc VPDE







PARTICIPANTS

BENZENATI ZINE EDDINE

BORDJAH NADIR





TECHNOLOGIES UTILISEES

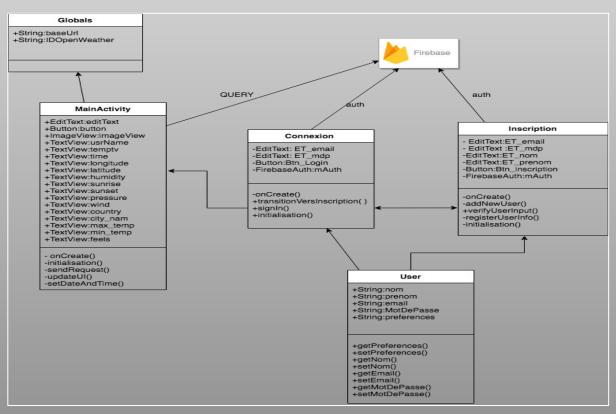




androidstudio



SCHEMA UML DE L'APPLICATION :



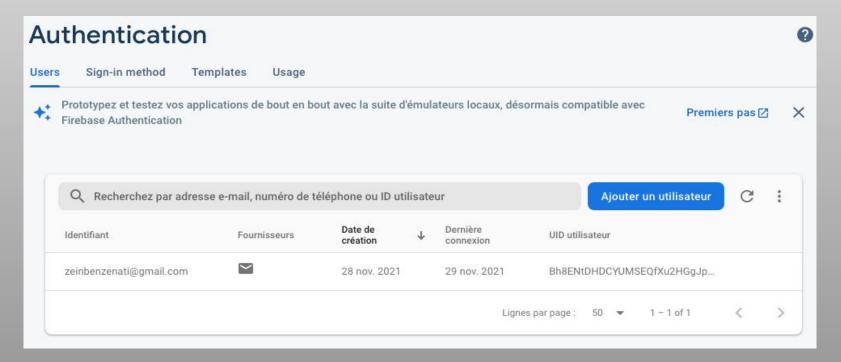
ANDROID STUDIO

```
<u>File Edit V</u>iew <u>N</u>avigate <u>C</u>ode Anal<u>yz</u>e <u>R</u>efactor <u>B</u>uild R<u>u</u>n <u>T</u>ools <u>G</u>it <u>W</u>indow <u>H</u>elp
main ) java ) com ) example ) weatherapp ) 🚳 Inscription ) 📾 onCreate 🔣 🚨 app 🔻 | No Devices 🔻 🕨 🐧 🛒 🐞 🕦 🚜 👸 📗 🛭 Git: 🗹 🗸 🗷 🕦 🗇
₩ Android ▼
                           ⊕ 🚊 🛨 🌣 — 📵 MainActivity.java × 📵 Inscription.java × 🏭 weatherinfo.xml
                                                      package com.example.weatherapp;
   Y 📭 app
                                                                                                                                                       A 10 ★ 19 ^
     > manifests
             Connexion
                                                 public class Inscription extends AppCompatActivity {
             Globals
                                                         private EditText ET_email,ET_mdp,ET_nom,ET_prenom;
             MainActivity
                                                          private Button Btn_inscription;
                                                          FirebaseDatabase database = FirebaseDatabase.getInstance();
      ∨ I res
        > 🖿 drawable

∨ Da lavout.

                                                         protected void onCreate(Bundle savedInstanceState) {
             activity connexion.xml
             activity inscription.xml
                                                             (etSupplictionBer() ad)()
            activity_main.xml
            # weatherinfo.xml
        > D values
   > A Gradle Scripts
                                                                  public void onClick(View v) { addNewUser(); }
```

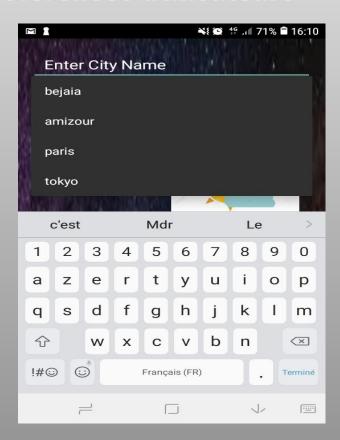
Firebase authentication :



Gestion des optionnels:

```
public final class User {
    private Optional<String> nom = Optional.ofNullable(null);
   private Optional<String> prenom = Optional.ofNullable(null);
   private Optional<String> email = Optional.ofNullable(null);
    private Optional<String> motDePasse = Optional.ofNullable(null);
   private HashMap<String,Integer> preferences;
    public User(){
   7
   public User(String email, String motDePasse){
        this.email = Optional.ofNullable(email):
       this.motDePasse = Optional.ofNullable(motDePasse);
   3
    public User(String email, String motDePasse, String nom, String prenom){
        this.email = Optional.ofNullable(email):
       this.motDePasse = Optional.ofNullable(motDePasse);
        this.nom = Optional.ofNullable(nom);
       this.prenom = Optional.ofNullable(prenom);
       preferences = new HashMap<String,Integer>();
   7
```

Préférences utilisateurs



Initialisation des valeurs





Cas pratique :





MERCI!

https://github.com/almighty00ZEDD/Weatherapplication