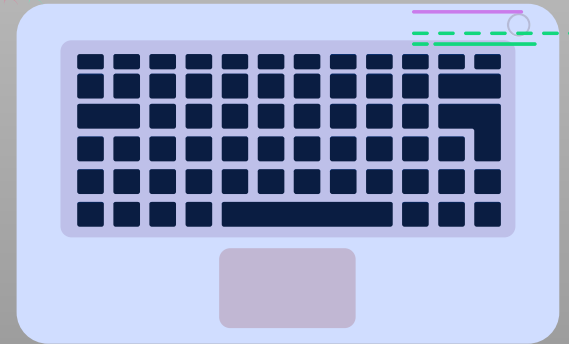# WEATHER APPLICATION

MASTER 1 MIAGE FIC parc VPDE

Université de Paris

PARTICIPANTS

BENZENATI ZINE EDDINE

BORDJAH NADIR

TECHNOLOGIES UTILISEES
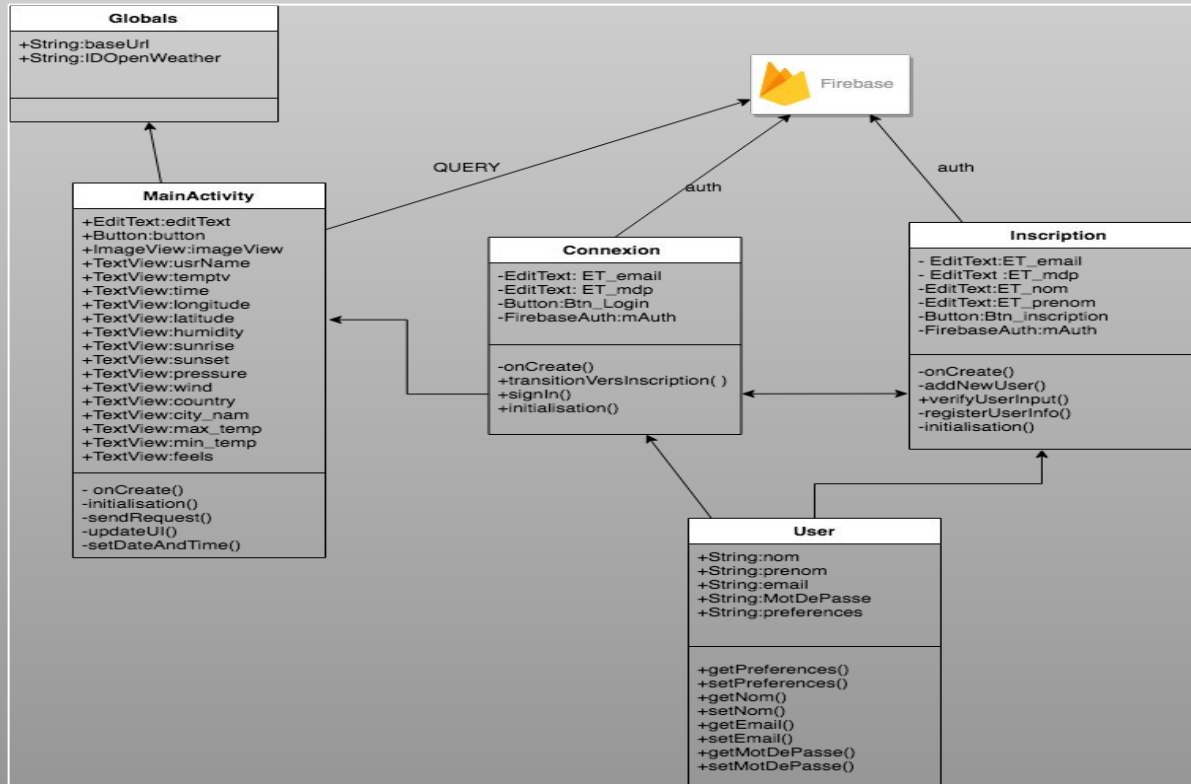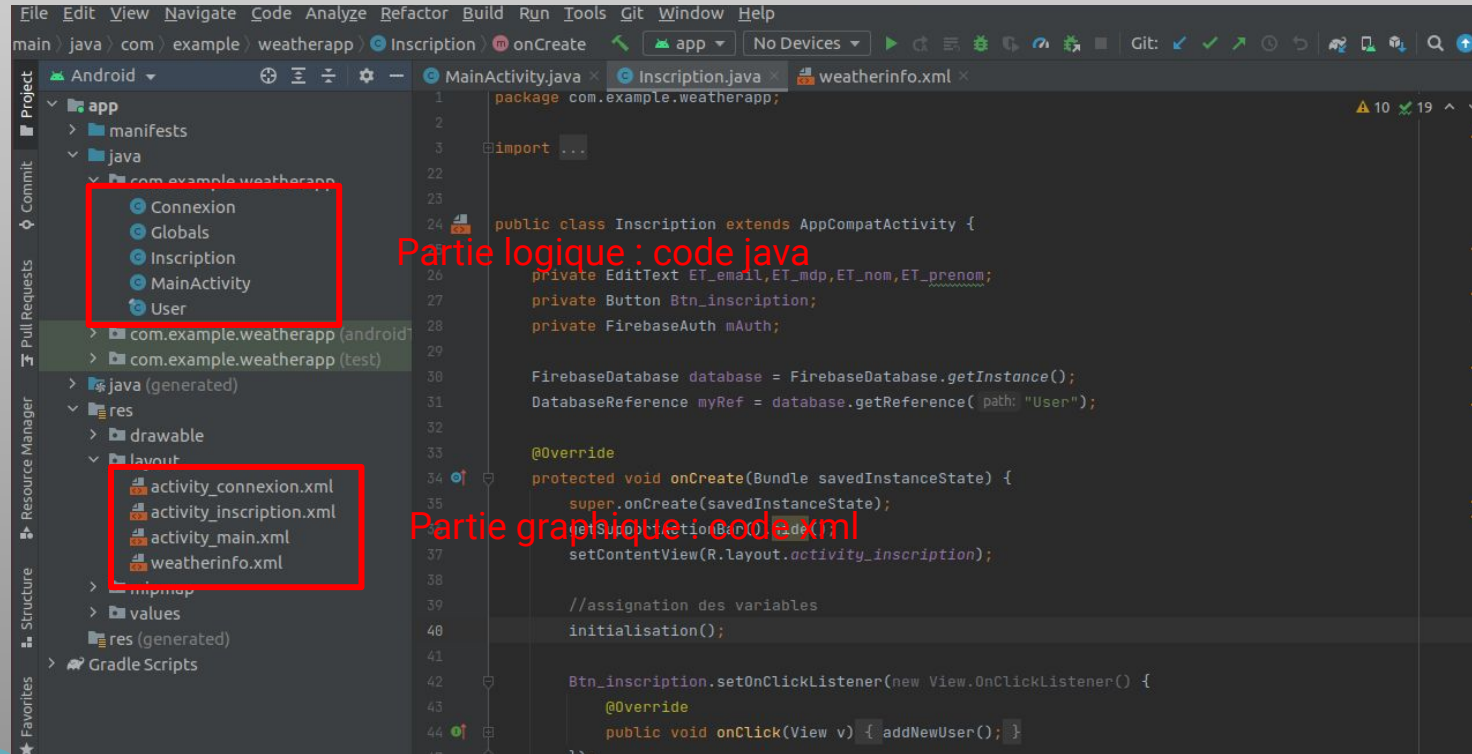
Firebase

Java

android studio

SCHEMA UML DE L'APPLICATION :

ANDROID STUDIO :

Firebase authentication :
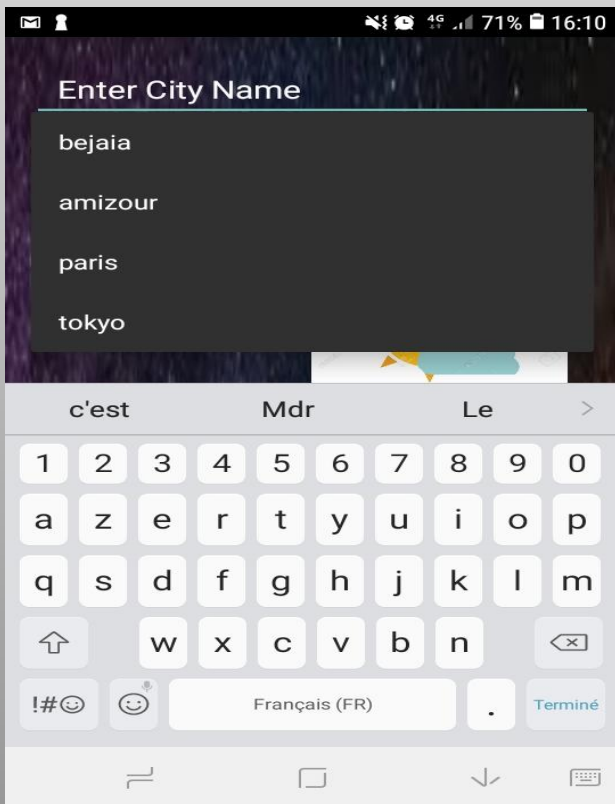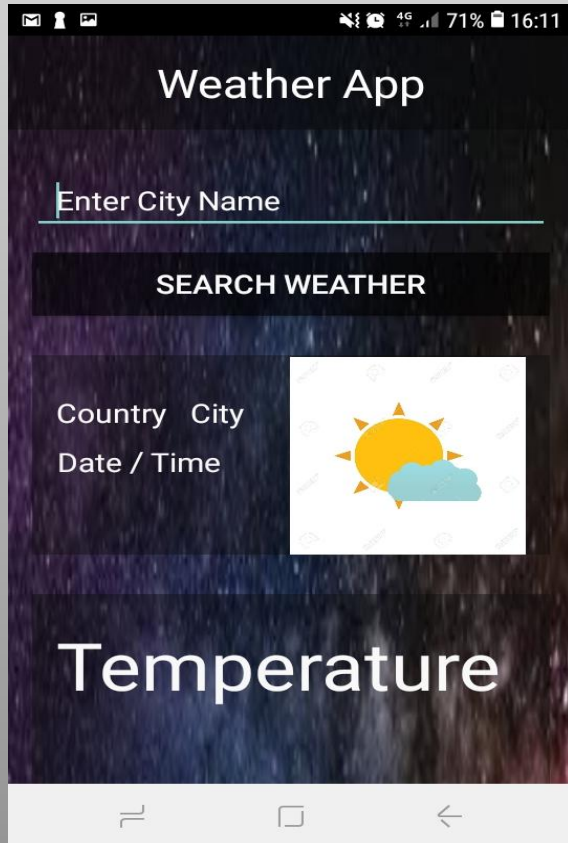
Gestion des optionnels :

```java
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(){

    }

    public User(String email, String motDePasse){
        this.email = Optional.ofNullable(email);
        this.motDePasse = Optional.ofNullable(motDePasse);
    }

    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>();
    }
```

Préférences utilisateurs :

Initialisation des valeurs :

Cas pratique :

MERCI !

https://github.com/almighty00ZEDD/Weatherapplication