Javocado

Learning Java made Easier in one App

iLS for Mobile App Programming 1 and Computer/Web Programming 3

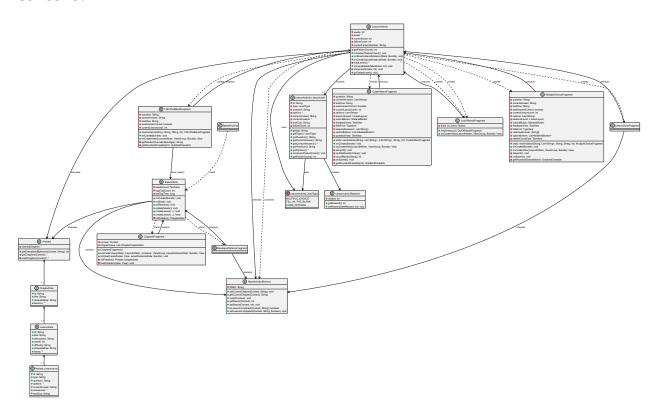
The Purpose of Javocado is to help Young and Inspired

Programmers to Practice & Learn the Java Programming

Language in a Gamified App.



Content:



1.MainActivity

• Connections:

- ∘ Uses Prefabs to access chapter/lesson data.
- ∘ Contains Memory as a static nested class.
- Starts ChaptersFragment, DeveloperOptionsFragment, and is started by SplashActivity.

• Description:

o Entry point of the app after splash screen.

- $_{\circ}\,$ Handles UI setup, seed updates, and dynamic lesson creation.
- Maintains persistent app memory logic via nested Memory class.

2.MainActivity.Memory

Connections:

- Accessed by MainActivity, DeveloperOptionsFragment,
 LessonActivity, and LessonDoneFragment.
- Central storage interface for persistent data.

Description:

 Manages SharedPreferences: current chapter, seed count, lesson completion.

3.LessonActivity

Connections:

- Creates and interacts with all *Fragment classes related to lessons.
- Accesses Prefabs and Memory.
- Contains multiple LessonLevel instances and uses LevelType.

Description:

- Controls lesson flow: level loading, user progress, failure count.
- Navigates between question fragments and result fragments.

4.LessonActivity

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5.LessonActivity.LessonLevel

• Connections:

- Contains Rewards, uses LevelType.
- Accessed by all quiz-type fragments.

• Description:

- Encapsulates data for individual levels: question, answers, clues, type.
- Tracks user's performance (e.g., failure count).

6.LessonLevel.Rewards

• Connections:

• Owned by LessonLevel.

• Description:

Stores and provides access to the reward (e.g., seed count)
 of a level.

7. Chapters Fragment

Connections:

- Started by MainActivity, can restart it.
- Uses Prefabs to get ChapterData.

• Description:

- Displays all chapters in a scrollable view.
- Handles chapter click logic and progress visualization.

8. DeveloperOptionsFragment

• Connections:

• Started by MainActivity, accesses Memory.

• Description:

- Offers debug or developer settings.
- May modify app state using Memory.

9.SplashActivity

• Connections:

• Starts MainActivity.

• Description:

• Initial screen shown to users before main app loads.

10.Prefabs

• Connections:

- Provides chapter and lesson data to MainActivity,
 LessonActivity, and ChaptersFragment.
- Owns multiple ChapterData.

• Description:

- Central static utility for accessing predefined content structures.
- Caches chapter data for reuse.

11. ChapterData

• Connections:

o Owned by Prefabs, contains multiple LessonData.

• Description:

 Represents a single chapter with metadata and associated lessons.

12. LessonData

• Connections:

Belongs to ChapterData, contains multiple
 PrefabsLessonLevel.

• Description:

o Encapsulates a lesson's metadata and list of levels.

13. Prefabs.LessonLevel

Connections:

 Used within LessonData as a prefab/template before being turned into runtime LessonActivity.LessonLevel.

• Description:

 Raw level data from prefabs: includes answers, question, clue, and type.

14-18. Fragments for Levels

- a. MultipleChoiceFragment
- b. FillInTheBlankFragment
- c. CodePatternFragment
 - Connections:

 Created by LessonActivity, interacts with it and LessonLevel.

• Description:

 Show specific quiz types, manage user input and answer validation.

d. OutOfSeedsFragment

• Connections:

∘ Created by LessonActivity, interacts with it.

• Description:

o Shown when the user runs out of seeds (energy).

e. LessonDoneFragment

• Connections:

Created by LessonActivity, accesses Memory.

• Description:

o Final screen after lesson completion.

Advanced Concepts of Java:

- Object-Oriented Programming (OOP): Use of classes, inheritance, encapsulation, and composition (e.g., inner classes, fragments, and data models).
- Advanced Methods: Overriding methods like onCreate, onCreateView, onSaveInstanceState, etc.
- Inheritance: Passing data between fragments and activities using arguments and bundles.
- Custom Data Models: Use of custom classes for chapters, lessons, and levels, including enums and nested classes.
- Shared Preferences/State Management: Managing persistent state via static methods and shared preferences (e.g., MainActivity.Memory).
- **UI Component Manipulation:** Dynamic interaction with UI elements (e.g., updating TextView, handling Button clicks).
- Intent and Navigation: Using Intent for activity navigation and controlling the back stack.

- Resource Management: Accessing and managing resources (drawables, layouts, strings) programmatically.
- Encapsulation and Access Modifiers: Use of private fields and public methods for controlled access.
- Collections and Generics: Use of List<T> for managing groups of objects (e.g., lessons, options).

Javocado - Group 6

https://github.com/altxxr0/Javocado/

Member Contributions

1. Jovohn Antoine Merick P. Faulve

 Majority of the Java Code, XML animations, Transitions to activity splash.xml to home.xml, Dropdown & Lessons Capsule.

2. Gene Kyrvic T. Soleta

 Logo of Javocado, Color Pallete of Javocado, Levels Design in Javocado, Splash Screen Design, Javocado Level Complete Design.

3. Rain Zeriel M. Fortaliza

• Dropdown Lesson Capsule Design, Home Layout Design, Side-Menu Design, Home Layout Gradient, Animations.

4. Gian Colobong

 Home Layout Toolbar Design, Chapter Capsule Design, Side-Menu Gradient Design, Level Design in Javocado, Javocado Fonts.

5. Jhayrald M. Tejada

Present /w Contributions (The Login/Signup [Old]) Until 2nd
 Quarter 2nd Term, Absent on the 1st of 2nd Quarter 2nd Term