

Developer Manual

Client

Packages

The android client packages are divided by category. Java classes for each activity can be found in the package `se.gosta.activity`. Java classes handling network and containing all network related code is located in the package `se.gosta.net`. The package `se.gosta.storage` contains all classes creating the main objects, for instance the company and sponsor objects. Finally, the package `se.gosta.utils` contains all helper classes needed for the client.

Classes

No activity in the `se.gosta.activity` package will not be explained here. See comments inside classes for more info regarding the particular class.

`FairFetcher.java` is used to fetch data from Json-files on the server. The activities register listeners to be notified when data is fetched.

`Company.java` represents a company at the fair and contains all information regarding the company. This information is fetched from Json through `FairFetcher`.

The Java class `Event` represents an event at the fair, for example at what time the fair opens.

`MenuOption.java` is used to create Menu-objects for displaying a menu in the `MenuActivity`.

`Sponsor.java` represents a sponsor of the fair. This class contains all information regarding the actual sponsor, including their logotype.

`Session.java` is a helper class for the client to keep track on the current company. This is for example necessary to display information about the correct company when the user clicks on a company.

`Utils.java` is a helper class for handling logotypes for each company and storing them on the internal memory.

XML-files

The XML-files are divided into a number of folders based on category. The folders `anim` and `animator` contains all XML-files that controls animations. The folder `color` contains an XML-file creating a tint for the bottom navigation bar depending on the selected item.

The folder `drawable` contains all drawables and images used in the application that are not fetched from the server and xml-files for rounded corner and gradient backgrounds.

The layout folder contains all XML-files controlling the layout of each activity. These layouts are named accordingly. It also contains the layouts of the popups, menus and a custom listview.

The menu folder contains the XML-files for the bottom navigation bar and the popup menu.

`Mipmap` is used for the launcher icons and if a customized icon is desired.

The values folder contains the XML-files regarding colors, strings and styles. Change values here instead of hard coding it.

Finally, the xml folder contains XML-files for network configuration and miscellaneous.

Servlet

The servlet is powered by winstone and is divided in a number of sections. These sections are schedule, cases, sponsors and companies. The servlet xml is located in the package server/WEB-INF/web.xml.

The database is called companies.db and is located in the folder /server. This is the database used to create Json-files on the server. The database contains the tables companies, sponsors, cases and schedule. The corresponding Java class for parsing the data to Json is located in the folder server/WEB-INF/classes.

To start the server, there is a script located in the server folder called start_server.sh. Run this script inside the folder to start up the server. The script checks which OS the user is running, and then compiles and runs the Java classes in server/WEB-INF/classes.