

# Emoji Checker

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# Highlights ✨

## Purpose of the App

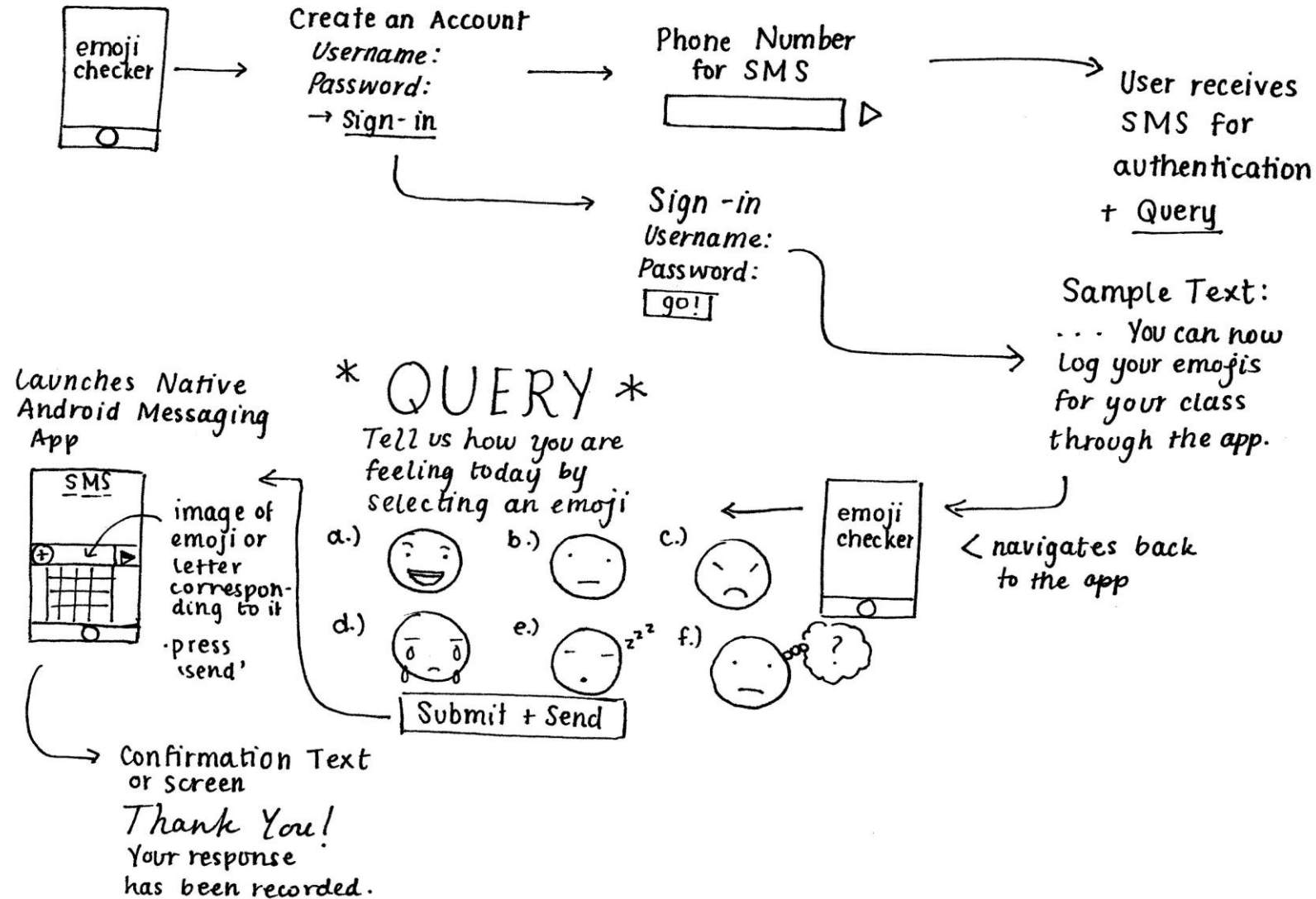
- Record and log students' feelings towards the current lecture through a seamless user interface
- Serve as a data analysis tool for professors to enhance the students' learning experience
- Provide easy data collection for students and professors to transition to lectures faster

## Uniqueness of the App

- Uses emojis to capture students' emotions
- Allows professors to respond by changing the classroom setting

# Conceptual Model

## front-end Emoji Checker



# Android Studio



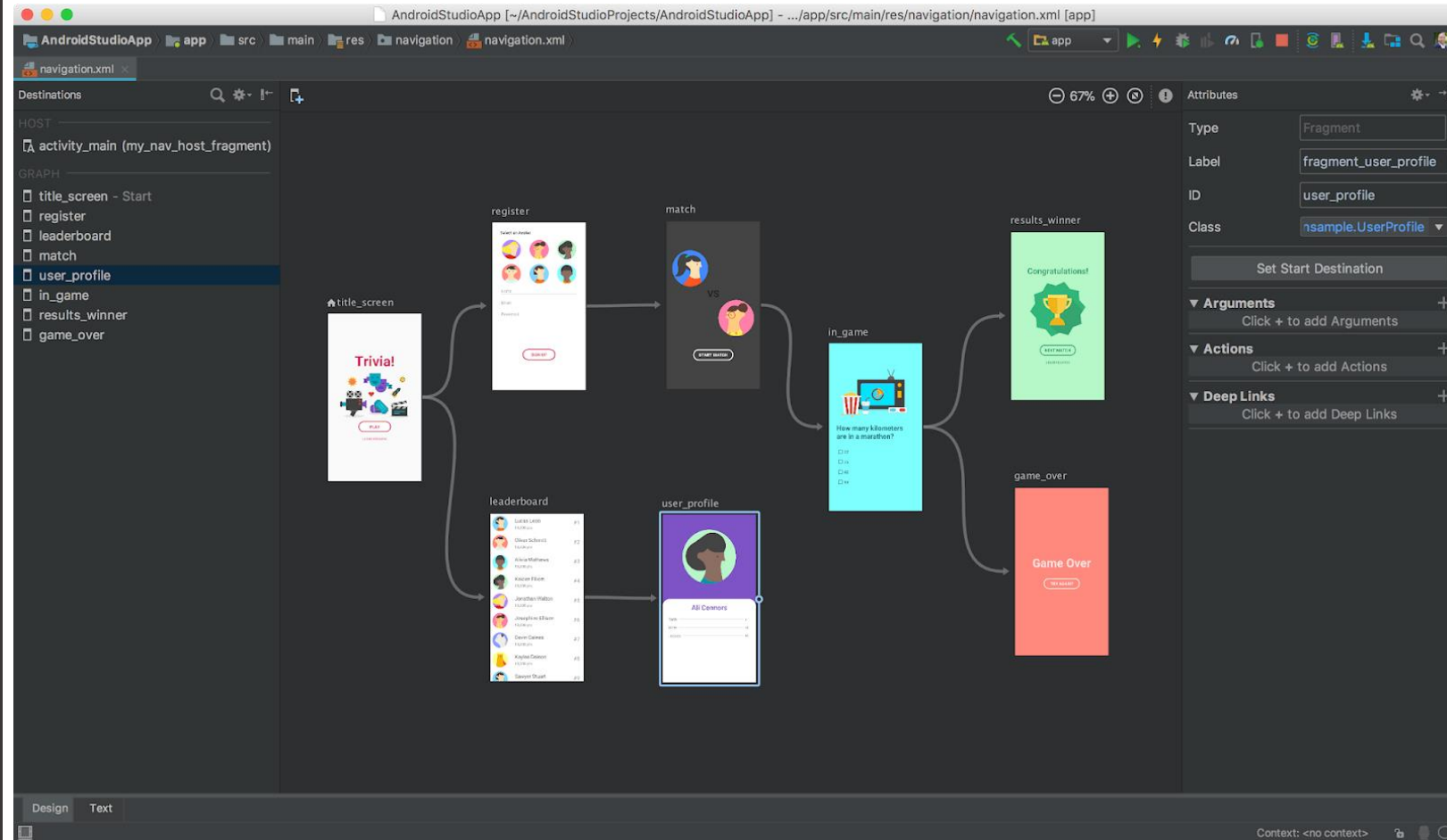


# Stories

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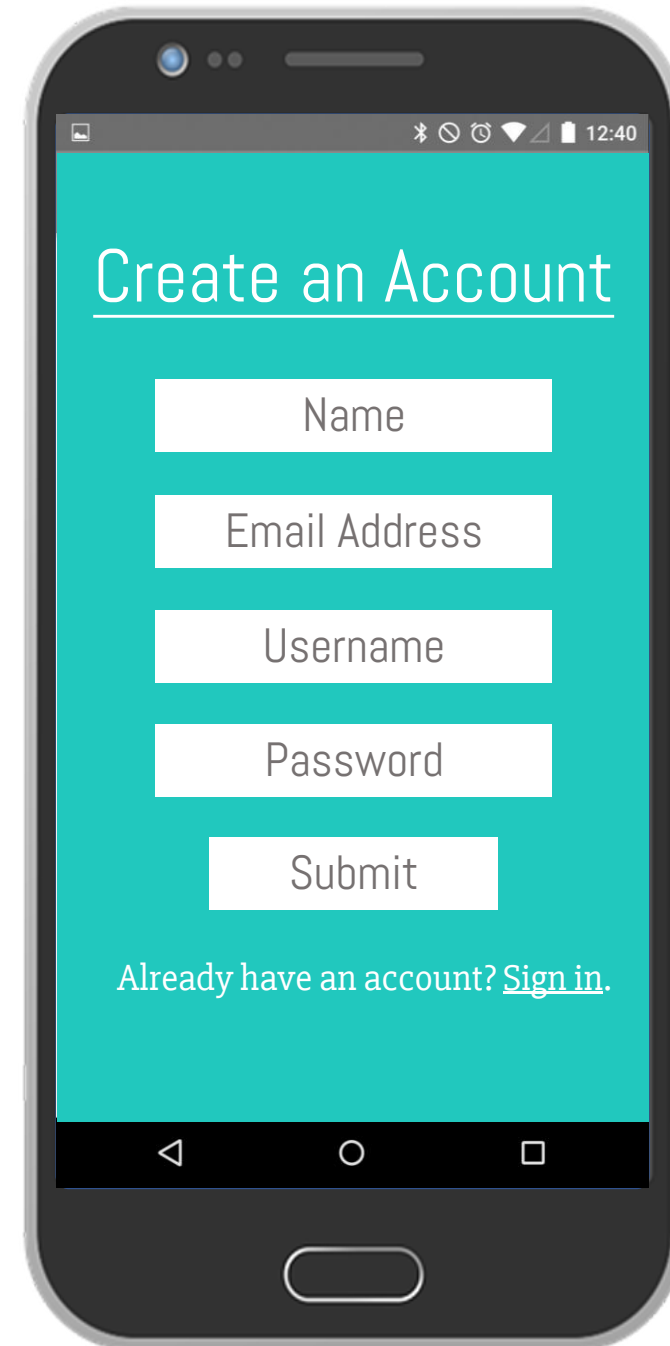
# 1. Determining the User Flow and Additional Features

- Organizing the user flow
- Brainstorming additional features that could enhance the functionality of the app
- Designing the overall look and feel of the UI



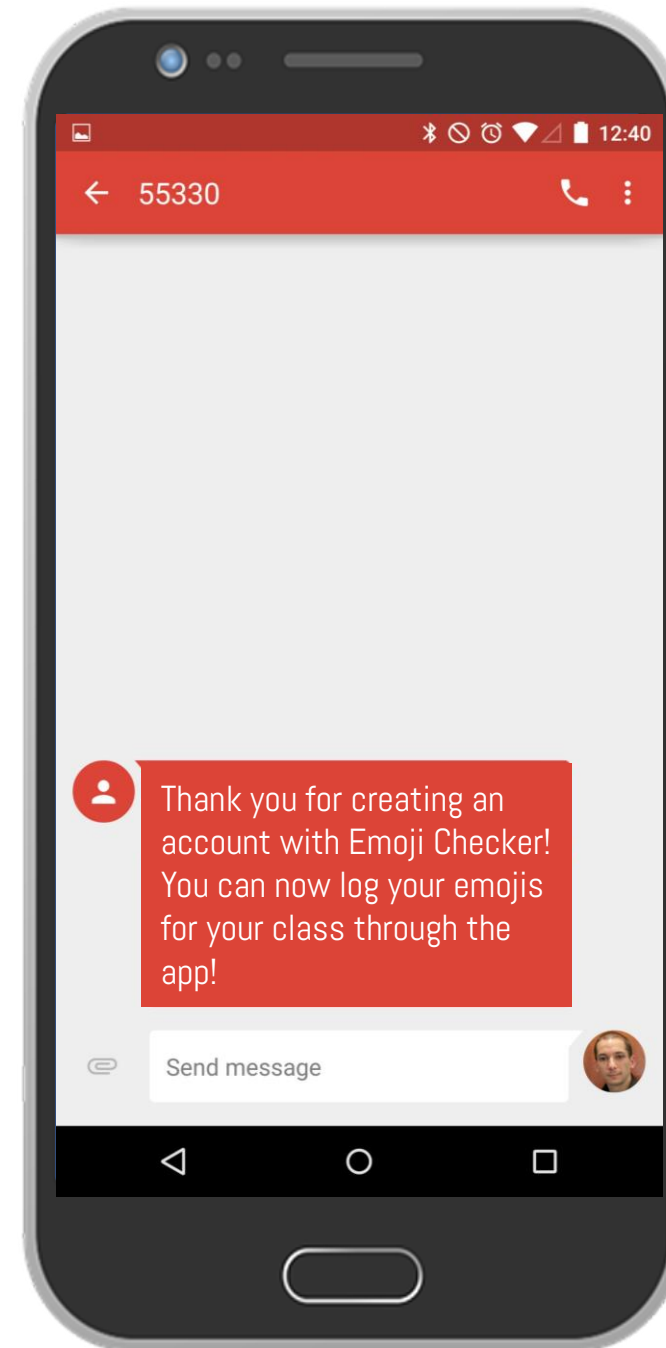
## 2. Creating an Account Form on Android Studio

- Collaborating with the back-end team to link the information, including name, phone number, and course title and time from the form to the database

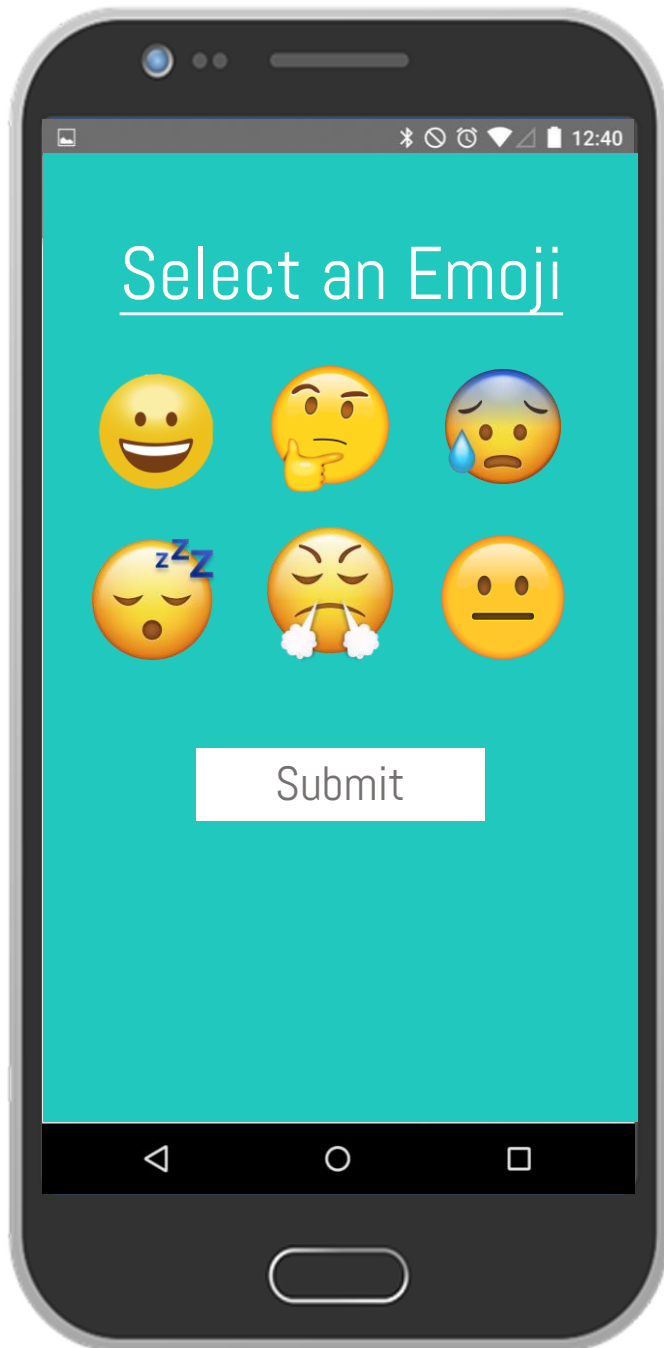


### 3. Learning How to Sync the App with Android Messaging

- Working with the AWS Team for sending out a confirmation text
- Transitioning to Android Messages App after the user selects an emoji







## 4. Setting up the Query Screen on Android Studio

- Choosing emojis to express various emotions
- Selecting letters to correspond to each emoji for sending the data through SMS

KOTLIN

JAVA

```
import org.junit.Test;
import java.util.regex.Pattern;
import static org.junit.Assert.assertFalse;
import static org.junit.Assert.assertTrue;

public class EmailValidatorTest {

    @Test
    public void emailValidator_CorrectEmailSimple_ReturnsTrue() {
        assertThat(EmailValidator.isValidEmail("name@email.com"), is(true));
    }
    ...
}
```

## 5. Preparing the Test Cases to Clarify Requirements

- Creating scenarios to validate form fields, application flow, emoji selection, and SMS
- Learning about Unit Testing on Android Studio