

System and Unit Test Report

Trades

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I worked on the Google API login. It was very hard and in many cases the Google API didn't work for some hectic reason. What I did was I did a lot of debugging through adding logs. I tested portions of code to see if some of my code executed. If it didn't execute, I looked into Android Monitor and looked at the errors that came up. I then googled the errors to see what the problem was. I also worked on loading information of the Google API into the profile.

Loading the information was a hassle itself. Since I worked on separate branches in order to not conflict with main working files, merging my working Google Login API files with the main files created a lot of conflictions. It turns out that the Gradle versions with Google Play and Firebase had to be the same versions. Once that was done, both Firebase and my Google Play worked. That itself took hours as there were multitude of errors. As of the final submission, the Google API works.

I transferred the Google API information from Login.java to ProfileLast.java using the Bundle class. It successfully passed in the Google Login information to ProfileLast.java.