

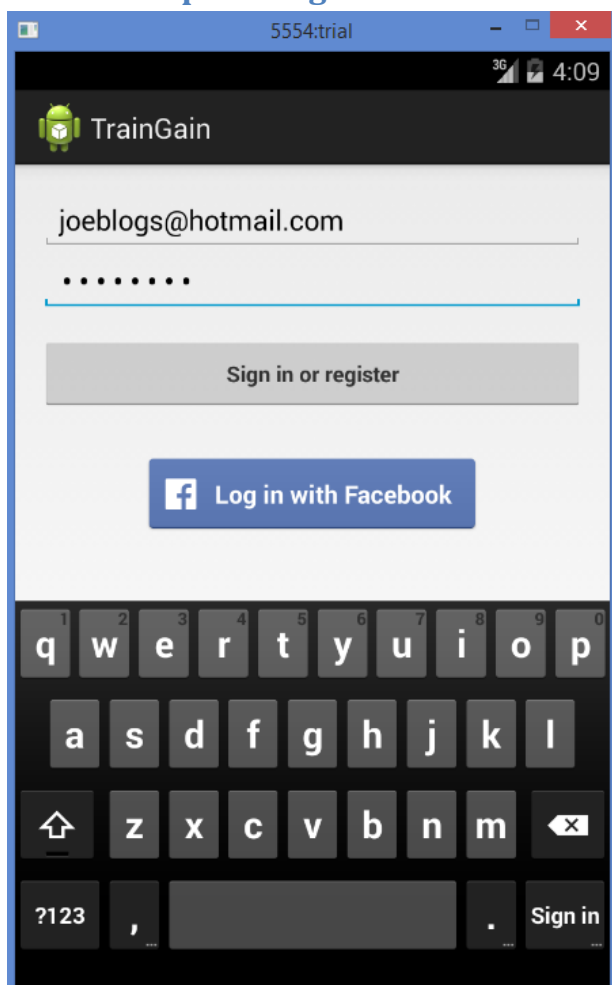
Iteration 2

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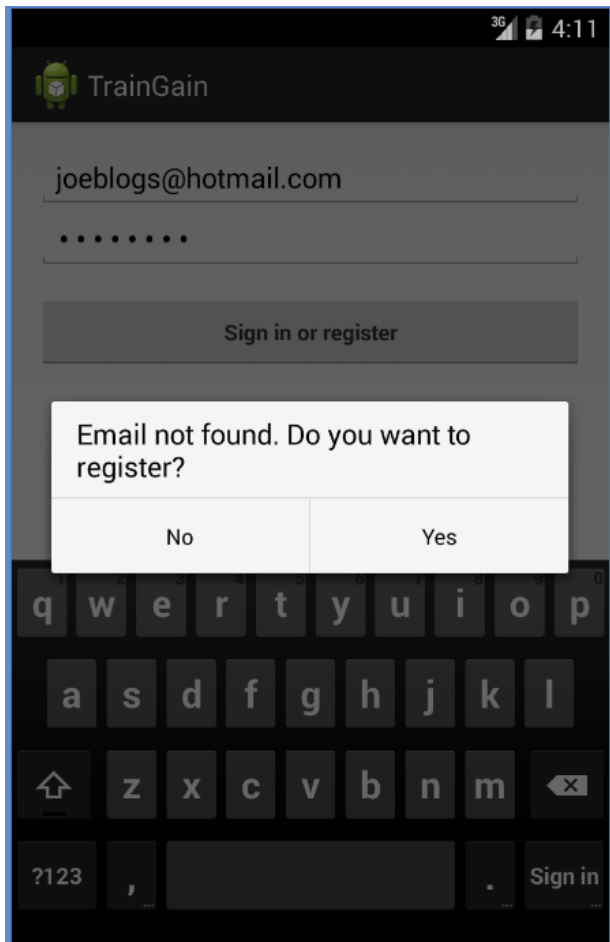
Train&Gain

For iteration 2 I have successfully added a user to the database. When the user attempts to login with an email address, if this email address is not in the database then the user will be informed of this and asked if they would like to register an account with the app. If the user selects yes they will then be redirected to the register page where they will fill out details such as email address, password, username, the sport they play, age, gender, weight, height and activity level. The user can then click the register button and the account will be saved to the database with the given details. The user is then redirected to the homepage. The user will now be able to login, with the email address they supplied; the next time they use the app. I have also incorporated an alternative means of logging in for the user. The user can login by means of facebook if they so wish.

User attempts to login with email address not registered:



User is asked if they would like to register email address:



User selects yes and is brought to the register page:

Register

Name

Email

Password

Sport Played

Gender

☐ Male

Next

Register

☐ Female

Weight

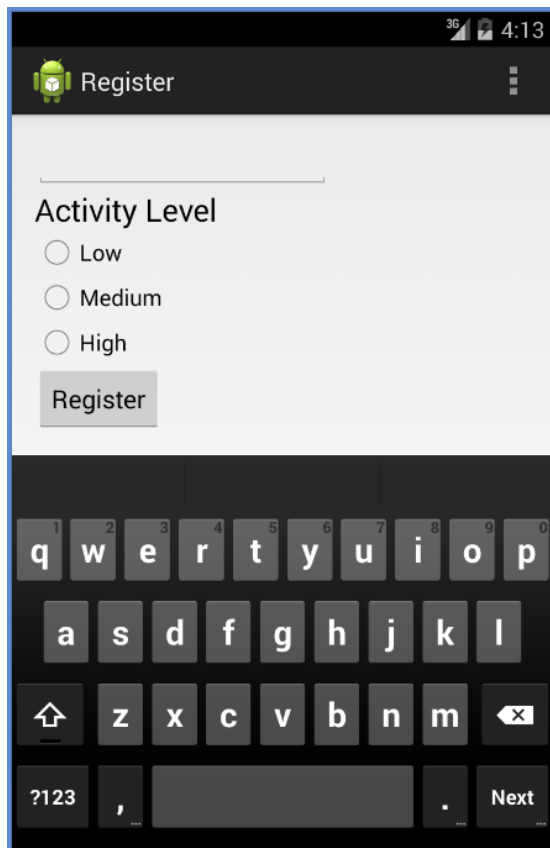
In kg

Height

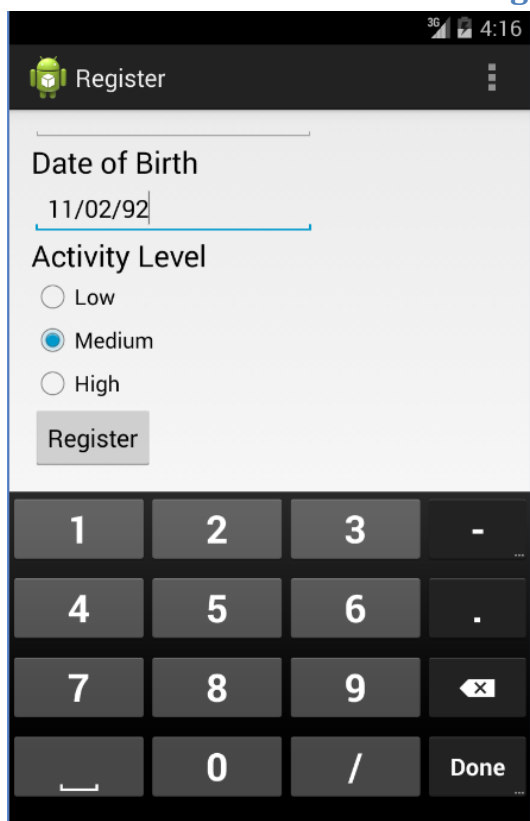
In CM

Date of Birth

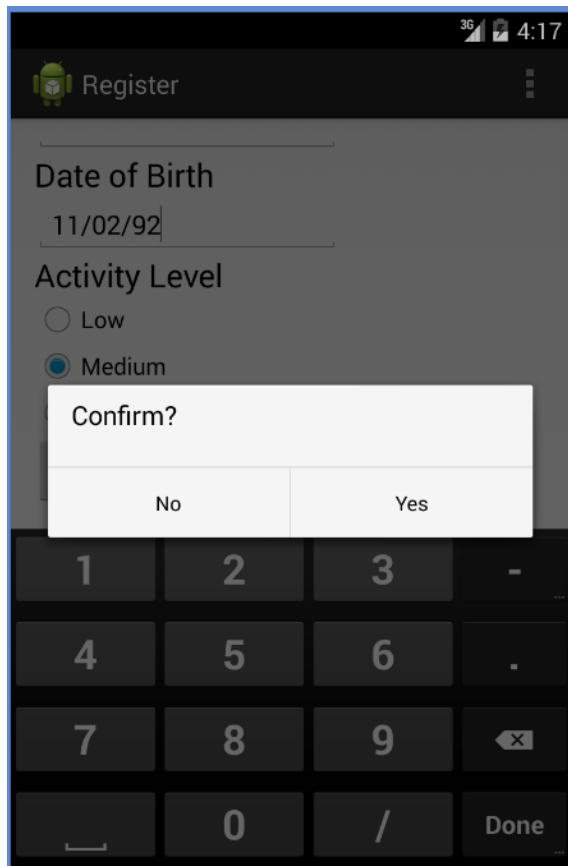
Next



User fills in details and clicks register button:

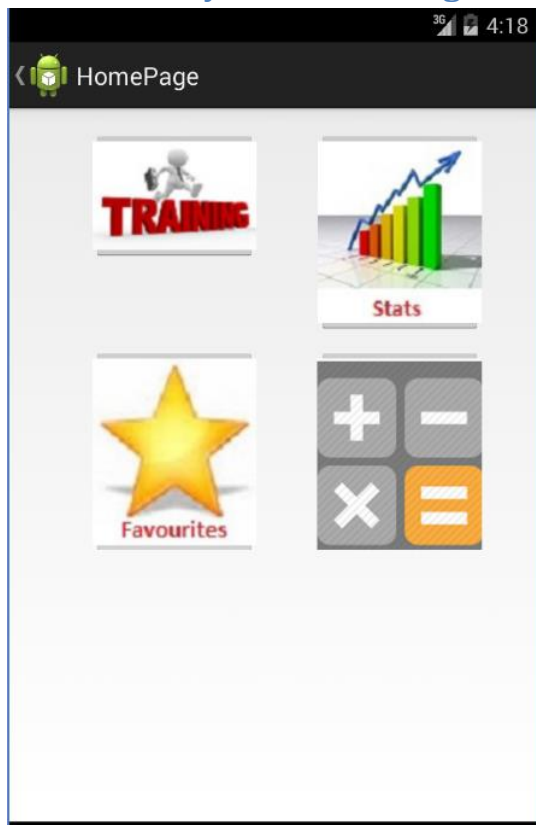


User is asked to confirm registration:



The image shows a screenshot of an Android application titled "Register". The app's interface includes a status bar at the top with a 3G signal icon, a battery icon, and the time 4:17. Below the title bar, there is a date input field labeled "Date of Birth" containing the text "11/02/92". Underneath is an "Activity Level" section with two radio button options: "Low" and "Medium". The "Medium" option is currently selected. A white confirmation dialog box is overlaid on the screen, asking "Confirm?". It has two buttons at the bottom: "No" and "Yes". At the bottom of the app screen, there is a numeric keypad with buttons for digits 1-9, 0, a decimal point, a backspace key, and a "Done" button.

User selects yes and is brought to the homepage:



Issues:

- My Anti-virus deleted my emulator because it seen it as being a threat. Luckily I had a backup folder of my sdk so I was able to copy the emulator again into the folder I was using.
- My project got corrupt all of a sudden with the error being “configuration with name ‘default’ not found”. I found this puzzling as it had just been functioning perfectly the day before. After hours of trying to find a solution, I realised I had a backup of the project containing the exact code from where I left off the previous day. I decided that it would be more time efficient to use this project rather than trying to solve my error.
- I had difficulties importing the facebook adk into my emulator as I was being restricted from importing it. I had to carry out commands on the command line as administrator to allow it to be completed. Once installed, I was then faced with two problems:
 1. My emulator now had insufficient storage
 2. Whenever I deployed my emulator I was displayed with the error “INSTALL_FAILED_MEDIA_UNAVAILABLE”

Both these issues were solved by inserting the following line of code into my AndroidManifest.xml file:

```
"android:installLocation="preferExternal"
```

- Facebook button would not appear in design view when I imported the facebook folder. I had to build file again which took over 1 hour, due to the new facebook library I had added.
- In order for to authenticate interactions between my app and the facebook app I needed to supply a key hash. In order to do retrieve this key hash I had to enter the following line of code on the command line:

```
keytool -exportcert -alias androiddebugkey -keystore  
%HOMEPATH%\android\debug.keystore | openssl sha1 -binary | openssl  
base64
```

However, the term keytool was not recognised as a command by my computer. Thus, I had to add this as an environment variable in my computer’s advanced system settings. Openssl was also not recognised as a command. In this scenario I had to give the exact location of my openssl that I downloaded. Once completed, I was asked for a password to access my keystore. Unfortunately, I could not recall my password that I set and as a result of guessing I locked the keystore. Through research online I managed to find a program that would allow me make a copy of my keystore file and make a new password. This program can be found

at <https://gist.github.com/zach-klippenstein/4631307>.

- In terms of the database, I later added more columns into my table after I had already created the database. Thus, when I then built my project I received errors detailing that no such column existed. At first I was not aware that it was due to adding new columns after I had already built and run the database already. This problem was easily overcome as I simply changed the name of my database and created a new one with the necessary columns I needed.
- A couple times when I started my emulator I was informed that the emulator was already in use, even though I did not have it running at that time. As a result I had to navigate to the *.lock files located in the emulator folder.
- I updated my android studio as a newer version was available. During this process one must move the sdk folder out of the application folder. This happened to be an annoyance as I had to spend time locating the correct folder containing the sdk. Once located, moving the folder out of the application folder took what seemed to be a life time.

Next Iteration:

For my next iteration I plan to have succeeded in pulling data, i.e. a training program, from a webpage and passing it into my own variable that I can then display to the user in one of the views. I also plan to have the register and homepage views updated with more added functionality, as well as new views such as a calculations view where the user can find out details such as their BMI (body mass index), metabolic rate, target heart rate, healthy weight etc.