**Class name**: userLogin

**Description**: This class allows to login.

3.2.1 **Method 1**: onCreate()

**Input**: savedInstanceState .

**Output**: Submitted

**Method Description**:

The **savedInstanceState** is a reference to a **Bundle** object that is passed into the onCreate method of every **Android** Activity. Activities have the ability, under special circumstances, to restore themselves to a previous state using the data stored in this **bundle.**

**Method 2**: onClick

**Input**: View

**Output**: Submitted

**Method Description**:

A **View** occupies a rectangular area on the screen and is responsible for drawing and event handling. The **View** class is a superclass for all GUI components in **Android**. .

**Method 3**: onDataChange

**Input**: Datasnapshot

**Output**: done

**Method Description**:

A **DataSnapshot** instance contains data from a Firebase Database location. Any time you read Database data, you receive the data as a **DataSnapshot**.

**Method 4**: onCancelled

**Input**: DatabaseError

**Output**: abort.

**Method Description**:

Instances of **DatabaseError** are passed to callbacks when an operation failed. They contain a description of the specific error that occurred.

**Method 5**: onActivityResult

**Input**: requestCode, resultCode, Intent data

**Output**: done

**Method Description**:

The **requestCode** helps you to identify from which Intent you came back. The call to setResult sends a **result code** (RESULT\_OK, RESULT\_CANCELED, or any positive int value that's meaningful to the receiver) along with the intent full of useful information. At the end of the **code**, the finish method call ends the run of the activity.An **intent** can contain **data** via a Bundle . This **data** can be used by the receiving component. In **Android** the reuse of other application components is a concept known as task.