**Class name**: scanCode

**Description**: This class allows the cleaner to scan the uer house unique code and mark the house done.

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 1**: 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**. .

3.2.2 **Method 2**: handleResult

**Input**: getText

**Output:** vibrations , done .

Method Description:

This method takes input as code,

.

3.2.**3 Method** **3:** markDone

Input: current date and time in string format.

Output: marks as the house (target) , as successfully picked garbage.

**Method Description**:

Takes the date and time as string format, and marks the house on the respective database as done. With the date and time.

**Method 4**: onPause

Pauses the camera

**Method 5** : onResume

Resumes the camera.