

# Developer Documentation

This Document: This document is merely a quick summary of a few important facts related to our application which is named Carsino.

## Group Members:

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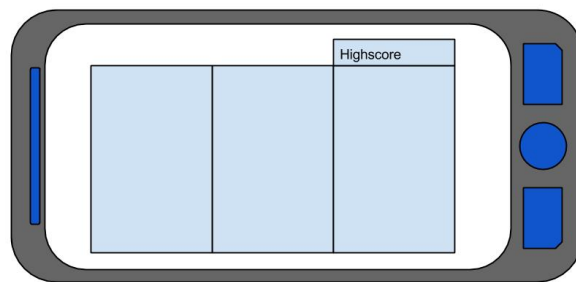
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Clicking the back button on the phone returns the user to the main menu.

Turning the game off or running out of spins will give the user a prompt asking to submit score.

## *First-hand mock-up of the game itself*

Database connection is hardcoded in group10.db.JavaDBCon Lines 32-36 will need to change if the freehosting is changed.

## **Major parts of the application:**

Voicerecognitionservice - in Voice.VoiceControlTest, other classes in package voice are obsolete.

GUI - in gui.testGUI starts the voicerecognitionservice in on create and needs the algorithm to function. This is also where the AGA connection. Popup window on no more spins is here and needs database connection and highscore to function. THIS CLASS HAS HIGH COUPLING.

Algorithm - in algorithm.algorithm.

Database Connection - in db.DBMain and db.JavaDBCon - partially reused from soccura.

Highscore and start screen - in carsino.highscore carsino.MainActivity.

Sound - in gui.testGUI and files in res.rew

API LEVEL: 17 JELLYBEAN 4.2 because many devices run this.

## **Pair Programming**

Throughout the project when we worked we exercised pair programming, we usually worked in two specific teams, 'Gabriel and Jonathan' and 'Oliver and Joakim' therefore many of the commits were made by simply one of the accounts when working together.