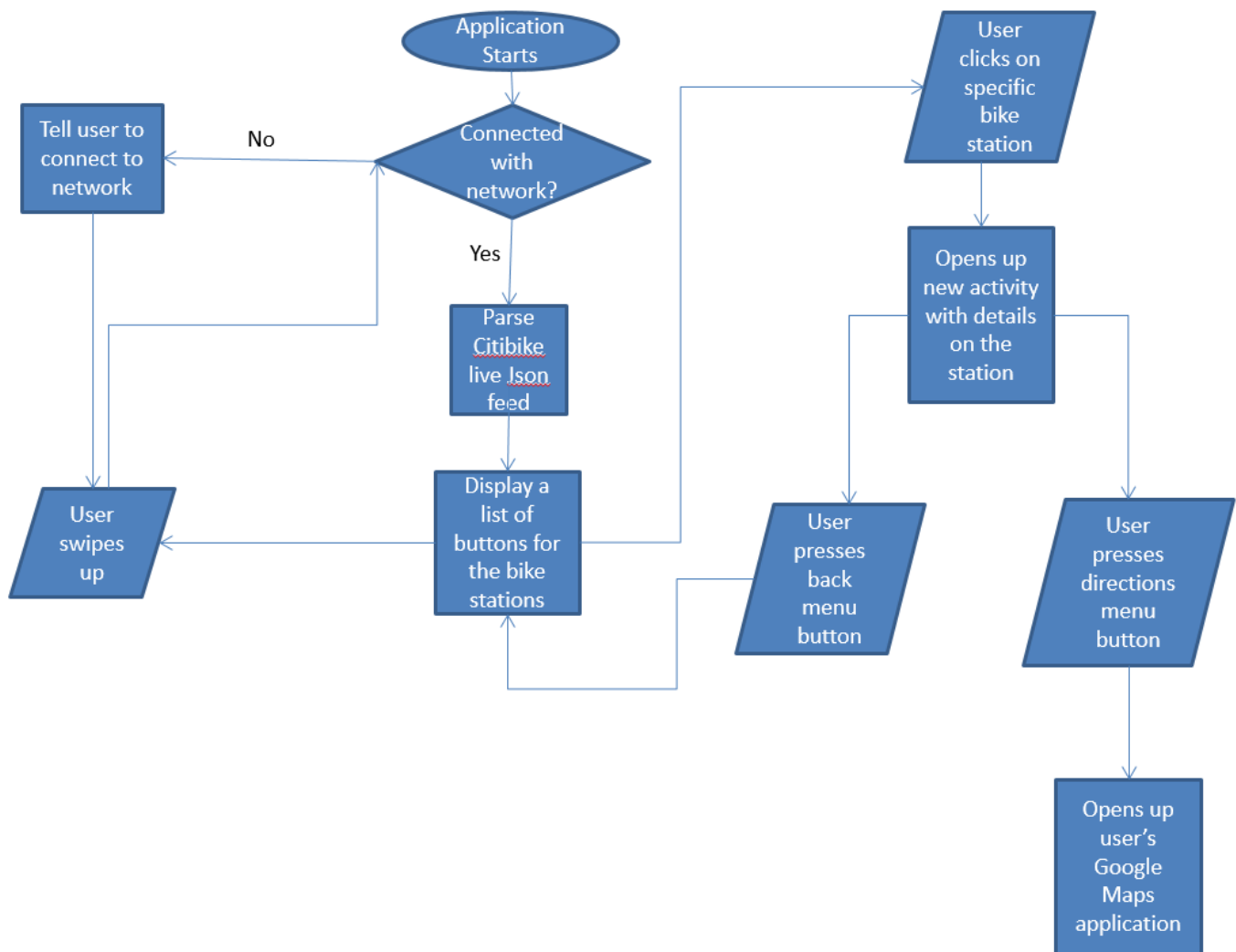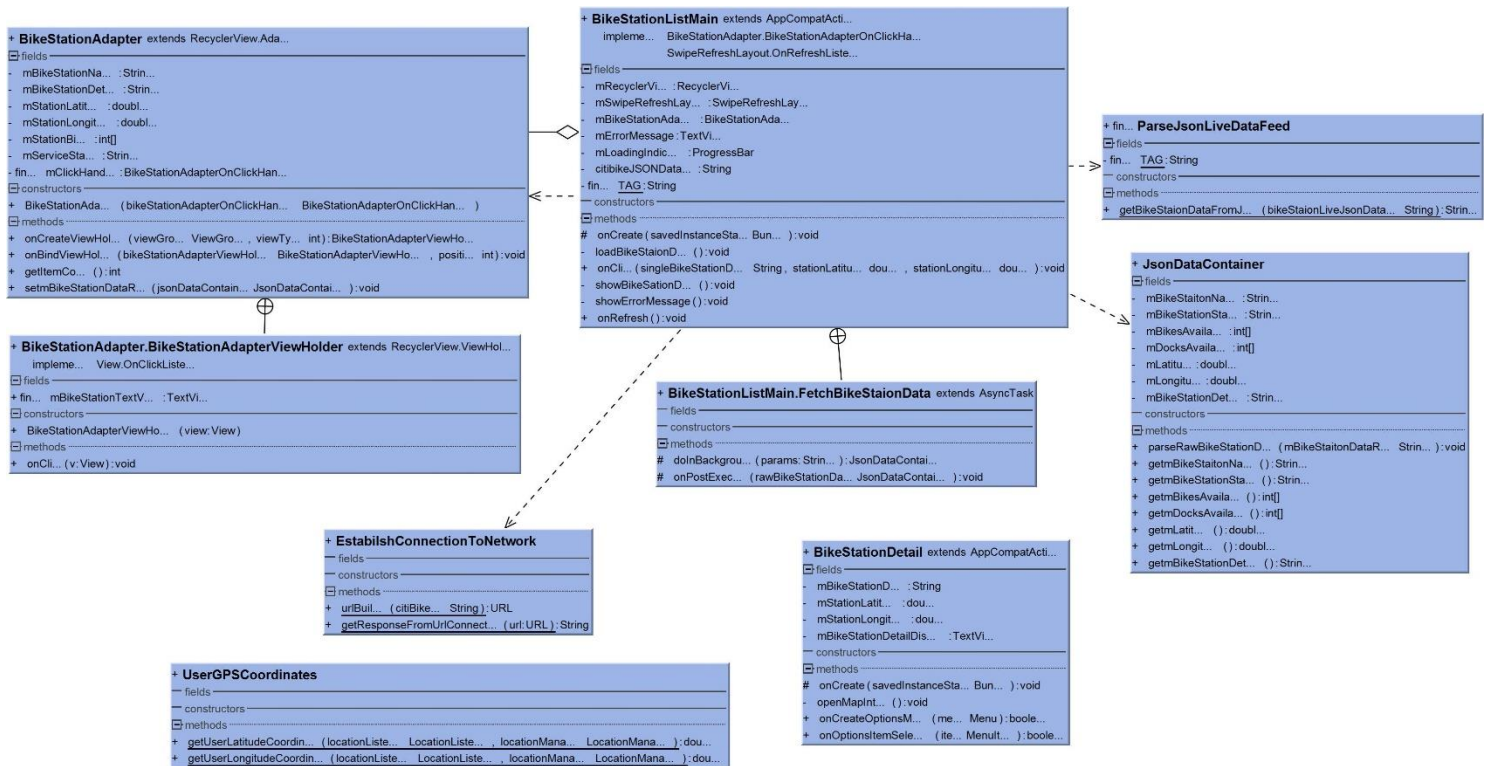**Section B:**

Design Overview:

Flowchart Diagram:

The flowchart above shows the possible flow and direction as the application runs, and receives user input. All of the activities and intents are shown and the path between the two are shown easily through this diagram.

UML Diagram:

The UML diagram above shows the relationship of all of the classes used within the application. The circle with a cross is a "inner" relationship, the open headed diamonds mean an "association" relationship and the dashed arrows means the child class has a "depends" relationship. The classes, BikeStaationDetail and UserGPSCoordinates, do not have relationships with the other classes because the BikeStationDetail is another activity and an intent is used to connect the two, and the UserGPSCoordinates was part of a success criteria that I attempted but failed to meet. '

Test Plan:

For my test plan, I plan to test and limit bad user input by setting my phone into airplane mode while attempting to access the live JSON feed. This would emulate a user attempting to access the data without a network connection. I also will plan to try and get directions to a bike station without having Google Maps installed. This would emulate any user trying to use my app without having Google Maps on their phone.

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