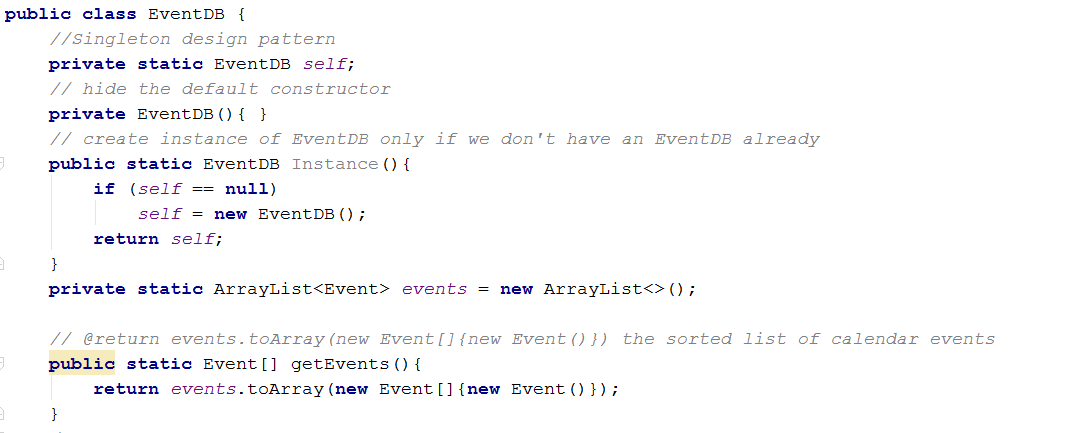
Project Assignment #3

1. Singleton Design Pattern used in EventDB.java to ensure that there is only one instance of the database.

Code screenshot:



1. Testing:

The test classes are located in the following directory in the GitHub Repository:

Nothing to show

[3354-team2--](https://github.com/iqbalyarkhan/3354-team2--)/[src](https://github.com/iqbalyarkhan/3354-team2--/tree/master/src)/[CalendarApp](https://github.com/iqbalyarkhan/3354-team2--/tree/master/src/CalendarApp)/[app](https://github.com/iqbalyarkhan/3354-team2--/tree/master/src/CalendarApp/app)/src/[test/java/team2/calendarapp](https://github.com/iqbalyarkhan/3354-team2--/tree/master/src/CalendarApp/app/src/test/java/team2/calendarapp)

**AND**

[3354-team2--](https://github.com/iqbalyarkhan/3354-team2--)/[src](https://github.com/iqbalyarkhan/3354-team2--/tree/master/src)/[CalendarApp](https://github.com/iqbalyarkhan/3354-team2--/tree/master/src/CalendarApp)/[app](https://github.com/iqbalyarkhan/3354-team2--/tree/master/src/CalendarApp/app)/src/android[Test/java/team2/calendarapp](https://github.com/iqbalyarkhan/3354-team2--/tree/master/src/CalendarApp/app/src/test/java/team2/calendarapp)

The following test classes were developed by each member:

* *GetEventsInRange.java developed by Daryl Vogel*
* [*AddEventToEventDBTest.java*](https://github.com/iqbalyarkhan/3354-team2--/blob/master/src/CalendarApp/app/src/test/java/team2/calendarapp/AddEventToEventDBTest.java) *developed by Anmol Agarwal*
* *UIUnitTest developed by Andrew Le*
* Developed by Iqbal Khan

1. Instructions to Build and Run the Software:

Steps to build the software:

* simply clone this repository
* load the following project in Android Studio
  + CalendarApp located in the folder: 3354-team2-- / src/CalendarApp
* And then build the project in Android Studio

Steps to run the software:

* Make sure the text field next to the green triangle button in the Android Studio toolbar says app
* Click the Run button in Android Studio (the green triangle button)
* Choose the emulator you would like the software to run on
  + If you do not have an available virtual device, connect a new device by following Android Studio’s prompts
* Click ok