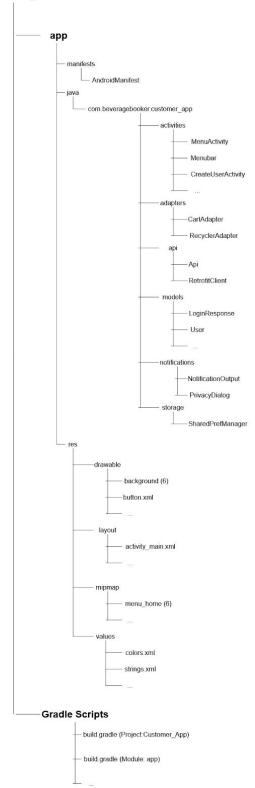
## Beverage Booker Developer Directory Document

### **Version Information**

| Version | Date       | Description   | Author        |
|---------|------------|---|---------------|
| 0.1     | 30/10/2020 | Initial creation and documentation                  | Jake Durnford |
| 1.0     | 31/10/2020 | Updated the document with diagrams and descriptions | Jake Durnford |

#### **Customer Directory Structure**





Customer Directory Structure Description -

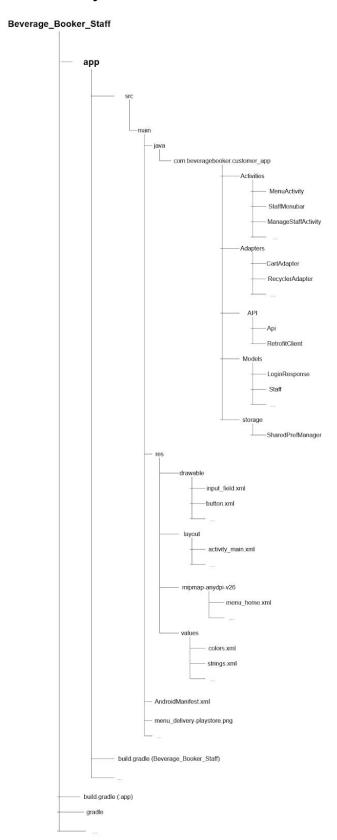
There are 2 main sections of the customer app, the app and the gradle scripts. The gradle scripts are important for importing the dependencies if adding new functions that require functionality from other libraries. The other section, the app, is the code for the application itself and where all the resources are for building the app.

The Manifest is used to include new classes / activities into the app (This is usually done normally but sometimes it can bug out and will need to be added to the list in the AndroidManifest file).

The java folder contains the functionality behind the app, the main code and is divided into different folders to help with organisation. The activities folder contains code for the activities (the code behind the screens). The adapters folder contains the adapter code for the RecyclerView which displays lists at points in the application. The api folder contains code for speaking to the server with php api files and contains calls used in communicating with the server. Models are like object classes and are used for classes like User which have data assigned to them. Notifications folder contains code for the notifications system of the app. The storage folder contains a SharedPrefManager file which is used to assign local data to the user account or get account information from the server and display it locally.

The res folder is different to the java folder as it is more code based on the display of the application and also the images / icons used. The drawable folder contains items like the button.xml which is a button designed so that we can replace all other buttons style with this button. This allows changes applied to this button to affect all buttons and make it much easier to update later. Other objects in the drawable folder are like the background folder which has a (6) because it contains 6 images of the background for the app in different sizes. The layout folder contains xml files of the design for each screen and has a name that is similar to the Activity class it is associated to. The mipmap folder is similar to the drawable folder and contains icons like the home button used in the menu to send the user to the home page. The values folder contains files used for style, strings that can be called on instead of hardcoding the strings in the layout files and colours that can also be used in the layout files.

#### **Staff Directory Structure**



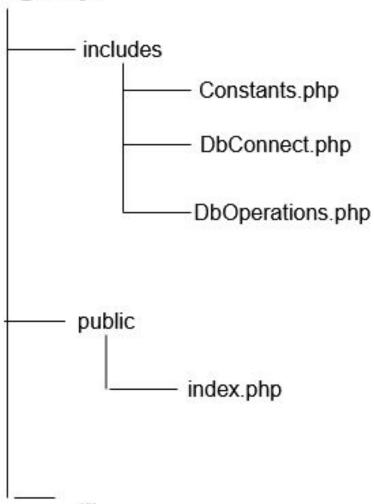
Staff Directory Structure Description -

The Staff Directory Structure is a bit different to the customer app but has a lot of similar structure when we get to the java folder. The gradle files are for adding new dependencies and libraries into the application for new functions from available libraries.

The java folder contains the functionality behind the app, the main code and is divided into different folders to help with organisation. The Activities folder contains code for the activities (the code behind the screens). The Adapters folder contains the adapter code for the RecyclerView which displays lists at points in the application. The API folder contains code for speaking to the server with php api files and contains calls used in communicating with the server. Models are like object classes and are used for classes like Staff which have data assigned to them. The storage folder contains a SharedPrefManager file which is used to assign local data to the user account or get account information from the server and display it locally. This part is structured similar to the customer side to make it easier to code with.

The res folder achieves the same goals like the customer app but is organised differently due to having a lot of resolution sizes for the layout files because of the larger size of a tablet screen. Drawable contains designed items such as button.xml or input\_field.xml that allow for quick customisation of the elements to allow them to be applied to all the buttons (for example) without having to change each individual one. The layout folder contains the xml file for each activity, same as the customer side. There are quite a few different mipmap folders for each sizing of the screen and for different purposes. These files contain the images of icons and similar items for that resolution size.

# BeverageApi



Server Directory Structure Description -

The server directory structure is the structure of where the files are for editing the php code for the app. This code is used on the server and is called inside the application code on both staff and customer side.

In the includes folder, the Constants.php is a list of codes that are received after the server is called and determines if the call was successful or not.

The DbOperations.php is the mysql calls that talk to the server and update data.

In the public folder, the index.php is the code that is called from the application and is the start of the call to the server. This code then calls functions from DbOperations to talk to the server.