

# **Block Diagram**

## **Casino-19**

*RP-10*

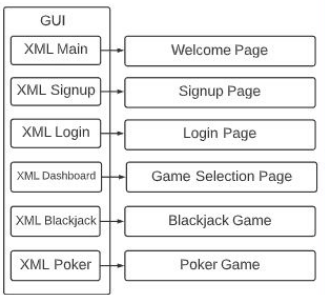
Austin Thoreson, Jake Martin, Joseph Holtkamp

# Block Diagram



Android

## View Thread & Activity Classes



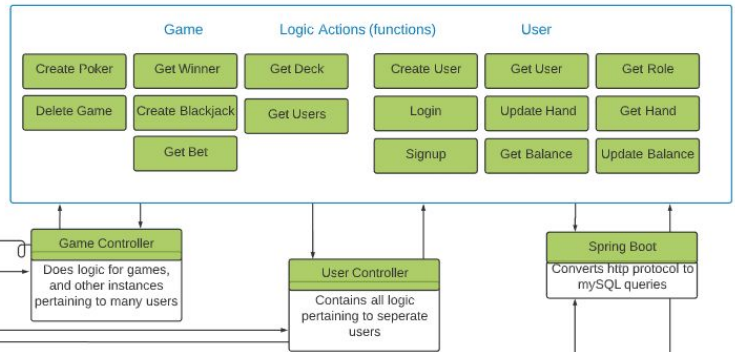
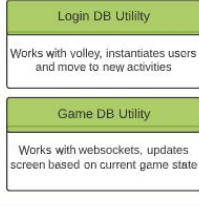
## Communication



## Models



## Helpers



# Design Description

## **Android User Gui:**

- The Casino-19 application will have 6 different Android Activities(Welcome Page, Sign-up Page, Login Page, Game Selection Page, BlackJack Game Page, and Poker Game Page). Each activity will have an XML file associated with it for formatting specifications. The formatting for our game pages will have a “terminal” style to them. The Game activities will call other classes(Game DB Utility) for communication with the server.

## **Android Communication:**

- There are 2 classes designated for communication with the backend(Login DB utility and Game DB Utility). Our Login DB utility handles all of the http requests(GET and POST) using JSON objects, as well as building a User object from a JSON object. Login validation is also done here by making sure the user enters information correctly.

## **Android Code Helpers:**

- The helper classes are the same as our Android Communication classes(see above).

## **Android Models:**

- The two model classes for Casino-19 are Game and User. The User model is vital for our application, as it stores all of the client's data(user id, username, email, role, current hand, game balance, etc.). The Game model is also vital to our application as it stores a lot of important game data(array of players, buy-in amount, game id, current player, etc.). The data stored in User and Game will be transferred through our communication and helper classes.

# Tables and Fields

