* No checkstyle for JUNIT classes
* Want to set magic numbers
* For attribute unused on older versions – we not using older versions
* For newer gradle versions – we using the one that works for maps
* For hardcoded text – no reason to make a new resource every time when we can just hardcode the text to be something. It will never be changed
* Don’t care about security
* Don’t want borderless buttons (for UI style)
* Don’t need it to be indexable for Google Search
* Image was defined in density – independent folder because that is how we found the tutorial online and couldn’t find a different place to put it that would still work as wanted
* Chained methods:
  + toString – more efficient to ge the object and immediately toString it
  + any firebase stuff is safer to leave alone than mess with styling – leave it working
* Violating Law of Demeter
  + We want the information being passed through
* Unbound XML namespace prefix – bug (it is actually bound)
* Spelling
  + jackieeliott is name of the folder
  + api key is not misspelled
  + adding all firebase & google maps calls to dictionary
* Suppressing Exception throw because we throw it in a specific way later
* Line too long
  + In gradle it is one line, but needs to be kept as it is
* Too many dependencies – we need those dependencies
* Suppressing all JUNIT stuff