Android Client Design

# State chart



# Initialize GUI

-- Create text inputs for IP username and password

-- Create button for connection

if user enters valid IP and username/password

-- call Retrieve user information

# Retrieve user information

-- Retrieve user IP address, username, and password from text inputs

-- Store into variables

-- Create socket for server connection

-- call Retrieve user location

# Retrieve user location

-- Get the users current location

-- if user location has changed or first time getting location

-- call send data

# Send user data

-- Send data to the server

-- call Retrieve user location