



# USC Rec App 2.3

## Project 2.3 - Team 39

Client: Yannan Li

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 Please contact Caffeinated Fingers if you have any questions, comments or concerns.

## 1. USC Rec App

Team Number **39**

Team Name: **Caffeinated Fingers**

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## 2. Preface

This is the implementation document for USCRecApp. This will document the changes we've made to the system design of our app since our initial design document.

## 3. Introduction

Using Android Studio, we turned our design for USCRecApp into a real app with Firebase integration. During implementation, the most significant changes we made were to the detailed design, as we ended up not needing certain classes such as the Map class. We also had to change the content of some classes to utilize the embedded systems that come with Android. As for architectural and requirements changes, we did not significantly deviate from our initial design.

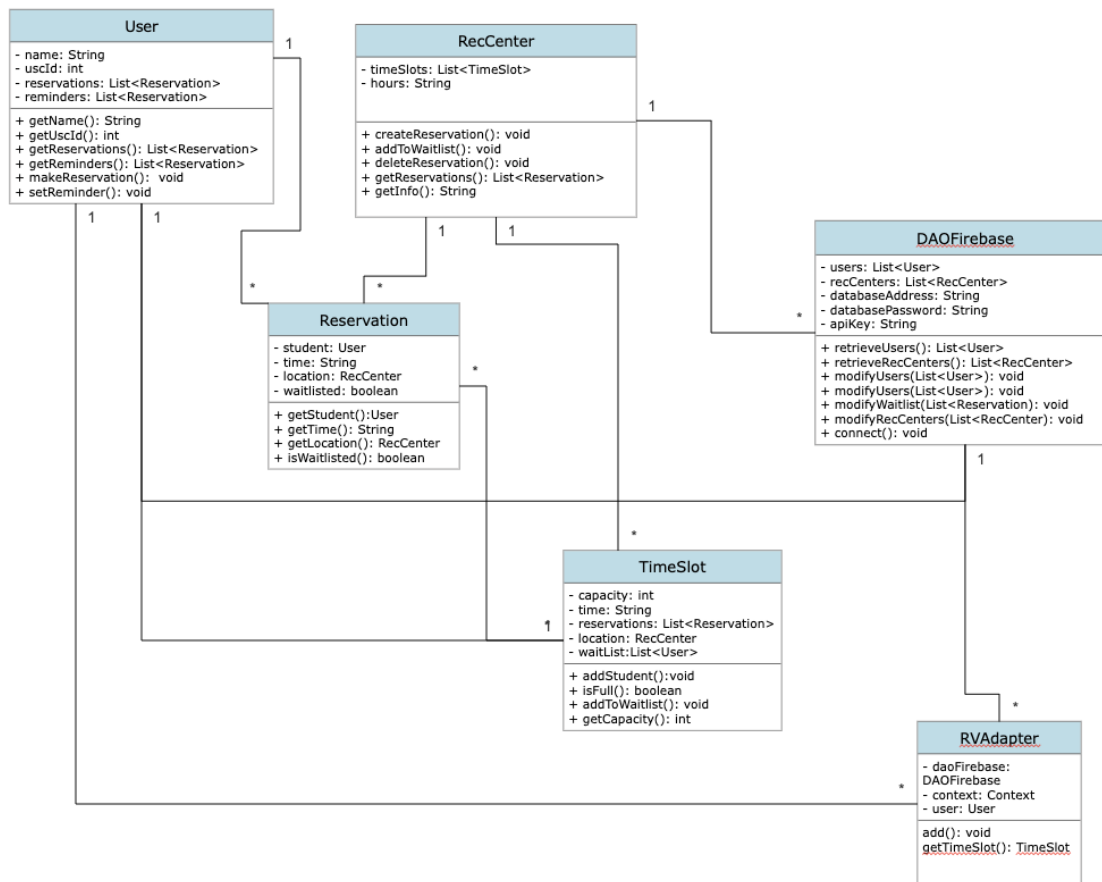
## 4. Architectural Design Change

We kept the layered design and did not make any changes.

## 5. Detailed Design Change

When creating the Design Doc, our team did not include the Android embedded design details for example:

- **Recycler View Adapter:** Helper class for interacting with the construction and destruction of objects that constantly change.
  - **Recycler View:** List of items (time slots) that are updated in real-time, and adapt depending on the state of the object, it recycles visual graphics for efficiency purposes.
  - **ViewHolder:** Class for holding the visual of an item in a recycler view list.
- **DAO:** Class used to connect to the Firebase Realtime Database.



Above: Updated UML Class Diagram

## 6. Requirements Change

- We did not make any requirement changes

## 7. Plans for Sprint

- Hash passwords in database for security
- Add date system to allow user to book appointments a few days out
- Enhance UI/UX design
- Add popup when user is set to be reminded about a time slot

# Contact Us

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