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UML Diagram for Flogger
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FloggerActivity main screen

-logs: Arraylist<Log>
-adapter: SimpleAdapter
-data: ArrayList<Map<String,String>>
-logList: ListView
-first: boolean = true

+onCreate(Bundle): void
onResume(): void
+ addLog(View: void
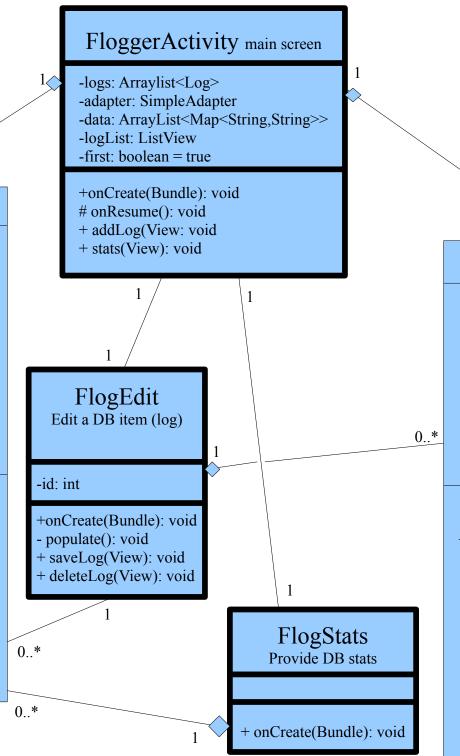+ stats(View): void

DB interface to database

- dbName: String = "flogger"
- logTable: String = "logs"
- colID: String = "id"
- colDay: String = "day"
- colMonth: String = "month"
- colYear: String = "year"
- colStation: String = "station"
- colGrade: String = "grade"
- colAmount: String = "amount"
- colUnitCost: String = "unitcost"
- colCost: String = "cost"
- colDist: String = "distance"

+ DB(Context): void
+ insertLog(String, String, double,
        double, double): Log
+ getList():
        ArrayList<Map<String, String>>
+ getLog(int): Log
+ updateLog(int, int, int, int, String,
        String, double, double,
        double, double): int
+ removeLog(int): void
+ getStats(): double[]

FlogEdit
Edit a DB item (log)

-id: int

+onCreate(Bundle): void
- populate(): void
+ saveLog(View): void
+ deleteLog(View): void

FlogStats
Provide DB stats

+ onCreate(Bundle): void

Log holds log info

- id: int
- year: int
- month: int
- day: int
- fstation: String
- fgrade: String
- famount: double
-funitcost: double
- fcost: double
- distance: double

+ Log(): void
+ Log(int,int,int): void
+ setData(String, String, double,
        double, double): void
+ getID(): int
+ getDate(): String
+ getDay(): int
+ getMonth(): int
+ getYear(): int
+ getStation(): String
+ getGrade(): String
+ getAmount(): double
+ getUnitCost(): double
+ getCost(): double
+ getDistance: double

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