

For my part of the capstone this week, I implemented the functionality of the log in screen, which will take in the user name and password when the user clicks on the log in button, and send them to the server for authentication. If the sign up button is clicked, it will take the user to the register screen where the activity will record the user name, password, and password confirmation upon the user clicking the sign up button. The java class for register will store the user name in the shared preferences as the account name. The password will be stored in an encrypted file using KeyStore, part of the Android SDK.

For encryption of the passwords on the database, we will use SHA-1, because it is faster than most while still being reasonably secure, unlike DM5 [1]. For sending data to the server we will be using Volley, an HTTP library that automatically schedules network events, and is much faster and easier to use [2][3].

- [1] <http://sanjaal.com/java/134/java-encryption/one-way-password-encryption-using-java/>
- [2] <http://developer.android.com/training/volley/index.html>
- [3] <https://android.googlesource.com/platform/frameworks/volley>