

Alarm

data structure the alarm

```
class Alarm: PersistableRecord, Codable, FetchableRecord
```

Inheritance

```
Codable, FetchableRecord, PersistableRecord
```

Initializers

```
init()
```

empty initializer

```
init()
```

```
init(label:hour:minute:year:month:day:active:status:)
```

initializer

```
init(label: String, hour: Int, minute: Int, year: Int, month: Int, day: Int, active: Bool, status: String)
```

Properties

```
id
```

```
var id: Int?
```

```
firebaseID
```

```
var firebaseID: String?
```

```
label
```

```
var label: String?
```

```
scheduledHour
```

```
var scheduledHour: Int?
```

```
scheduledMinute
```

```
var scheduledMinute: Int?
```

```
active
```

```
var active: Bool?
```

```
scheduledYear
```

```
var scheduledYear: Int?
```

scheduledMonth

```
var scheduledMonth: Int?
```

scheduledDay

```
var scheduledDay: Int?
```

acknowledgedDay

```
var acknowledgedDay: Int?
```

acknowledgedMonth

```
var acknowledgedMonth: Int?
```

acknowledgedYear

```
var acknowledgedYear: Int?
```

acknowledgedHour

```
var acknowledgedHour: Int?
```

acknowledgedMinute

```
var acknowledgedMinute: Int?
```

completedDay

```
var completedDay: Int?
```

completedMonth

```
var completedMonth: Int?
```

completedYear

```
var completedYear: Int?
```

completedHour

```
var completedHour: Int?
```

completedMinute

```
var completedMinute: Int?
```

status

```
var status: String?
```

`deleteRequest`

```
var deleteRequest: String?
```

alarmDB

```
let alarmDB
```

AppDatabase

A type responsible for initializing the application database.

```
struct AppDatabase
```

See `AppDelegate.setupDatabase()`

Methods

`openDatabase(atPath:)`

Creates a fully initialized database at path

```
static func openDatabase(atPath path: String) throws -> DatabaseQueue
```

AppDelegate

```
@UIApplicationMain class AppDelegate: UIResponder, UIApplicationDelegate
```

Inheritance

`UIApplicationDelegate`, `UIResponder`

Properties

`window`

```
var window: UIWindow?
```

Methods

`application(_:didFinishLaunchingWithOptions:)`

main function of the app delegate

```
func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions: [UIApplication.LaunchOptionsKey: Any]?)
```

`applicationWillResignActive(_:)`

```
func applicationWillResignActive(_ application: UIApplication)
```

`applicationDidEnterBackground(_:)`

```
func applicationDidEnterBackground(_ application: UIApplication)
```

applicationWillEnterForeground(_:)

```
func applicationWillEnterForeground(_ application: UIApplication)
```

applicationDidBecomeActive(_:)

```
func applicationDidBecomeActive(_ application: UIApplication)
```

applicationWillTerminate(_:)

```
func applicationWillTerminate(_ application: UIApplication)
```

application(_:didRegisterForRemoteNotificationsWithDeviceToken:)

```
func application(_ application: UIApplication, didRegisterForRemoteNotificationsWithDeviceToken deviceToken: Data)
```

application(_:didFailToRegisterForRemoteNotificationsWithError:)

```
func application(_ application: UIApplication, didFailToRegisterForRemoteNotificationsWithError error: Error)
```

setupDatabase(_:)

```
private func setupDatabase(_ application: UIApplication) throws
```

registerForPushNotifications()

```
func registerForPushNotifications()
```

fetchFromFirebase()

```
func fetchFromFirebase()
```

AudioRecordVC

Class for recording audio for alarm sound

```
class AudioRecordVC: RootViewController, AVAudioRecorderDelegate, AVAudioPlayerDelegate
```

Inheritance

[RootViewController](#), [AVAudioPlayerDelegate](#), [AVAudioRecorderDelegate](#)

Properties

recordButton

```
var recordButton
```

playButton

```
let playButton
```

instruction

```
let instruction
```

nextButton

```
let nextButton
```

recordingSession

```
var recordingSession: AVAudioSession!
```

audioRecorder

```
var audioRecorder: AVAudioRecorder!
```

audioPlayer

```
var audioPlayer: AVAudioPlayer?
```

audioFilename

```
var audioFilename: URL?
```

Methods

viewDidLoad()

```
override func viewDidLoad()
```

loadAudioPlayer()

loads the audio player to play the sound on device

```
func loadAudioPlayer()
```

audioPlayerDidFinishPlaying(_:successfully:)

Checks if the audio player finished playing the sound, then change the play button

```
func audioPlayerDidFinishPlaying(_ player: AVAudioPlayer, successfully flag: Bool)
```

loadRecordingUI()

Loads the button button to record. Sets title and adds target

```
func loadRecordingUI()
```

startRecording()

Starts the recording session on device

```
func startRecording()
```

getDocumentsDirectory()

Gets the documents directory of the audio stored

```
func getDocumentsDirectory() -> URL
```

finishRecording(success:)

Finishes the recording session and clears memory to nil

```
func finishRecording(success: Bool)
```

topLeftButtonTapped()

Action for top left button when tapped. Takes the user back to the main vc

```
override func topLeftButtonTapped()
```

recordTapped()

action for when the record button is tapped. Starts the audio session or stops

```
@objc func recordTapped()
```

audioRecorderDidFinishRecording(_:successfully:)

Checks if the audio recorder did finish recording. Sets the flag according to that

```
func audioRecorderDidFinishRecording(_ recorder: AVAudioRecorder, successfully flag: Bool)
```

uploadToFirebase()

Uploads the recorded audio to firebase

```
func uploadToFirebase()
```

playButtonSetup()

Setup function for play button on the view. Specifies the location, size and the style of it

```
func playButtonSetup()
```

playButtonTapped()

action for when play button is tapped. Plays the audio if not playing, stops the audio if playing

```
@objc func playButtonTapped()
```

recordButtonSetup()

Setup function for record button on the view. Specifies the location, size and the style of it

```
func recordButtonSetup()
```

instructionTextViewSetup()

Setup function for instruction text view on the view. Specifies the location, size and the style of it

```
func instructionTextViewSetup()
```

nextButtonSetup()

Setup function for next button on the view. Specifies the location, size and the style of it

```
func nextButtonSetup()
```

nextButtonTapped()

Action for when next buton is tapped. Takes the usre to Main VC

```
@objc func nextButtonTapped()
```

CreateNewAlarmVC

View controller for create new alarm

```
class CreateNewAlarmVC: RootViewController, UITextFieldDelegate, UINavigationControllerDelegate, UIImagePickerControllerDelegate
```

Inheritance

[RootViewController](#), [UIImagePickerControllerDelegate](#), [UINavigationControllerDelegate](#), [UITextFieldDelegate](#)

Properties

saveButton

```
let saveButton
```

deleteButton

```
let deleteButton
```

alarmNameLabel

```
let alarmNameLabel
```

dateLabel

```
let dateLabel
```

timeLabel

```
let timeLabel
```

imageView

```
let imageView
```

imageButtonStack

```
let imageButtonStack
```

alarmNameTextField

```
let alarmNameTextField
```

alarmDateTextField

```
let alarmDateTextField
```

alarmTimeTextField

```
let alarmTimeTextField
```

statusLabel

```
let statusLabel
```

statusStatusLabel

```
let statusStatusLabel
```

selectedTextField

```
var selectedTextField
```

datePicker

```
let datePicker
```

timePicker

```
let timePicker
```

topImageView

```
let topImageView
```

addImageButton

```
let addImageButton
```

vcName

```
let vcName
```

cameraButton

```
let cameraButton
```

imagePickerButton

```
let imagePickerButton
```

imageBackButton

```
let imageBackButton
```

status


```
var status
```

editable

```
var editable
```

screenName

```
var screenName
```

alarm

```
var alarm
```

image

```
var image
```

Methods

```
viewDidLoad()
```

```
override func viewDidLoad()
```

```
imagePickerController(_:didFinishPickingMediaWithInfo:)
```

```
func imagePickerController(_ picker: UIImagePickerController, didFinishPickingMediaWithInfo info: [UIImagePickerController.InfoKey : Any]) {
```

imageButtonStackSetup()

Setup function for image button stacks on the view. Specifies the location, size and the style of it.

```
func imageButtonStackSetup()
```

```
topImageViewSetup()
```

Setup function for top image view on the view. Specifies the location, size and the style of it

```
func topImageViewSetup()
```

addImageButtonSetup()

Setup function for add image button on the view. Specifies the location, size and the style of it

```
func addImageButtonSetup()
```

```
addImageTapped()
```

action for when add image is tapped. Opens image picker

```
@objc func addImageTapped()
```

```
cameraButtonSetup()
```

Setup function for camera button on the view. Specifies the location, size and the style of it

```
func cameraButtonSetup()
```

cameraButtonTapped()

action for when camera button is tapped. Opens the camera

```
@objc func cameraButtonTapped()
```

imagePickerButtonSetup()

Setup function for image picker button on the view. Specifies the location, size and the style of it

```
func imagePickerButtonSetup()
```

imagePickerButtonTapped()

action for when image picker button is tapped. Set the image to be displayed

```
@objc func imagePickerButtonTapped()
```

imageBackButtonSetup()

Setup function for image back button on the view. Specifies the location, size and the style of it

```
func imageBackButtonSetup()
```

imageBackButtonTapped()

action for when image back button is tapped.

```
@objc func imageBackButtonTapped()
```

topLeftButtonTapped()

action for when top left button is clicked. Takes the user back to the previous screen

```
override func topLeftButtonTapped()
```

viewControllerSetup()

Setup function for view controller name on the view. Specifies the location, size and the style of it

```
func viewControllerSetup()
```

showData()

show the data in alarm textfield

```
func showData()
```

textFieldDidBeginEditing(_:)

checks if the textfield did begin editing, set the inputview accordingly

```
func textFieldDidBeginEditing(_ textField: UITextField)
```

textFieldDidEndEditing(_:)

checks if textfield did end editing then format the date accordingly

```
func textFieldDidEndEditing(_ textField: UITextField)
```

showDatePicker()

shows the date picker on screen

```
func showDatePicker()
```

doneDatePicker()

done editing the date picker

```
@objc func doneDatePicker()
```

doneTimePicker()

done editing the time picker

```
@objc func doneTimePicker()
```

cancelDatePicker()

cancels editing the date picker

```
@objc func cancelDatePicker()
```

alarmNameTextFieldSetup()

Setup function for alarm name text field on the view. Specifies the location, size and the style of it

```
func alarmNameTextFieldSetup()
```

alarmDateTextFieldSetup()

Setup function for alarm date text field on the view. Specifies the location, size and the style of it

```
func alarmDateTextFieldSetup()
```

alarmTimeTextFieldSetup()

Setup function for alarm time textfield on the view. Specifies the location, size and the style of it

```
func alarmTimeTextFieldSetup()
```

alarmNameLabelSetup()

Setup function for alarm name label on the view. Specifies the location, size and the style of it

```
func alarmNameLabelSetup()
```

dateLabelSetup()

Setup function for date label on the view. Specifies the location, size and the style of it

```
func dateLabelSetup()
```

timeLabelSetup()

Setup function for time label on the view. Specifies the location, size and the style of it

```
func timeLabelSetup()
```

`backButtonClicked()`

action for when save button is clicked

```
@objc func backButtonClicked()
```

`saveButtonSetup()`

Setup function for save button on the view. Specifies the location, size and the style of it

```
func saveButtonSetup()
```

`saveButtonClicked()`

action for when save button is clicked. Creates an alarm and send it to firebase

```
@objc func saveButtonClicked()
```

`statusStatusLabelSetup()`

Setup function for label for status label on the view. Specifies the location, size and the style of it

```
func statusStatusLabelSetup()
```

CurrentAlarmListVC

view controller to show list of current alarms

```
class CurrentAlarmListVC: RootViewController, UITableViewDataSource, UITableViewDelegate
```

Inheritance

`RootViewController`, `UITableViewDataSource`, `UITableViewDelegate`

Properties

`activeAlarm`

```
var activeAlarm
```

`alarmTable`

```
let alarmTable
```

Methods

`tableView(_:numberOfRowsInSection:)`

```
func tableView(_ tableView: UITableView, numberOfRowsInSection section: Int) -> Int
```

`tableView(_:cellForRowAt:)`

```
func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath) -> UITableViewCell
```

tableView(_:didSelectRowAt:)

```
func tableView(_ tableView: UITableView, didSelectRowAt indexPath: IndexPath)
```

viewDidLoad()

```
override func viewDidLoad()
```

topLeftButtonTapped()

```
override func topLeftButtonTapped()
```

alarmTableSetup()

Setup function for alarm table on the view. Specifies the location, size and the style of it

```
func alarmTableSetup()
```

fetchFromFirebase()

fetch data from firebase

```
func fetchFromFirebase()
```

CurrentAlarmViewVC

Current view controller that shows current alarms active

```
class CurrentAlarmViewVC: RootViewController, UITextFieldDelegate
```

Inheritance

[RootViewController](#), [UITextFieldDelegate](#)

Properties

backButton

```
let backButton
```

saveButton

```
let saveButton
```

deleteButton

```
let deleteButton
```

alarmDetailsLabel

```
let alarmDetailsLabel
```

alarmNameLabel

```
let alarmNameLabel
```

```
dateLabel
```

```
let dateLabel
```

```
timeLabel
```

```
let timeLabel
```

```
imageView
```

```
let imageView
```

```
alarmNameTextField
```

```
let alarmNameTextField
```

```
alarmDateTextField
```

```
let alarmDateTextField
```

```
alarmTimeTextField
```

```
let alarmTimeTextField
```

```
statusLabel
```

```
let statusLabel
```

```
statusStatusLabel
```

```
let statusStatusLabel
```

```
selectedTextField
```

```
var selectedTextField
```

```
datePicker
```

```
let datePicker
```

```
timePicker
```

```
let timePicker
```

```
status
```

```
var status
```

```
editable
```

```
var editable
```

screenName

```
var screenName
```

alarm

```
var alarm
```

Methods

viewDidLoad()

```
override func viewDidLoad()
```

topLeftButtonTapped()

action for when top left button is tapped. Takes the user back to the previous screen.

```
override func topLeftButtonTapped()
```

showData()

Show the data in textviews

```
func showData()
```

textFieldDidBeginEditing(_:)

Check if text view did begin editing, set the keyboard to date picker

```
func textFieldDidBeginEditing(_ textField: UITextField)
```

textFieldDidEndEditing(_:)

Checks if the text field did end editing. Formats the date accordingly and put on textview

```
func textFieldDidEndEditing(_ textField: UITextField)
```

imageViewSetup()

Setup function for imageview on the view. Specifies the location, size and the style of it

```
func imageViewSetup()
```

showDatePicker()

Setup function for date picker on the view. Specifies the location, size and the style of it

```
func showDatePicker()
```

doneDatePicker()

wrapper function for when date picker is done

```
@objc func doneDatePicker()
```

donetimePicker()

wrapper function for when timer is done

```
@objc func donetimePicker()
```

cancelDatePicker()

wrapper function when cancel date

```
@objc func cancelDatePicker()
```

alarmNameTextFieldSetup()

Setup function for alarm name textfield on the view. Specifies the location, size and the syle of it

```
func alarmNameTextFieldSetup()
```

alarmDateTextFieldSetup()

Setup function for alarm date textfield on the view. Specifies the location, size and the syle of it

```
func alarmDateTextFieldSetup()
```

alarmTimeTextFieldSetup()

Setup function for alarm time text field on the view. Specifies the location, size and the syle of it

```
func alarmTimeTextFieldSetup()
```

statusLabelSetup()

Setup function for logo on the view. Specifies the location, size and the syle of it

```
func statusLabelSetup()
```

alarmNameLabelSetup()

Setup function for alarm name label on the view. Specifies the location, size and the syle of it

```
func alarmNameLabelSetup()
```

alarmDetailsLabelSetup()

Setup function for alarm details label on the view. Specifies the location, size and the syle of it

```
func alarmDetailsLabelSetup()
```

dateLabelSetup()

Setup function for date label on the view. Specifies the location, size and the syle of it

```
func dateLabelSetup()
```

timeLabelSetup()

Setup function for time label on the view. Specifies the location, size and the syle of it

```
func timeLabelSetup()
```


backButtonSetup()

Setup function for back button on the view. Specifies the location, size and the style of it

```
func backButtonSetup()
```

backButtonClicked()

action for when button is clicked

```
@objc func backButtonClicked()
```

saveButtonSetup()

Setup function for save button on the view. Specifies the location, size and the style of it

```
func saveButtonSetup()
```

saveButtonClicked()

action button for when save button is clicked. Updates data on firebase

```
@objc func saveButtonClicked()
```

cancelButtonClicked()

action for when cancel button is clicked

```
@objc func cancelButtonClicked()
```

deleteButtonSetup()

Setup function for delete button on the view. Specifies the location, size and the style of it

```
func deleteButtonSetup()
```

deleteButtonClicked()

action for when delete button is clicked. Send a request to firebase to delete the data

```
@objc func deleteButtonClicked()
```

statusStatusLabelSetup()

Setup function for label for status label on the view. Specifies the location, size and the style of it

```
func statusStatusLabelSetup()
```

FirestoreController

Controller for firestore actions

```
class FirestoreController
```

Initializers

init()

```
init()
```

Methods

uploadImage(image:imageName:)

upload image to firebase

```
func uploadImage(image: UIImage, imageName: String)
```

Types

- [Alarm](#)
- [AlarmDB](#)
- [AppDatabase](#)
- [AppDelegate](#)
- [AudioRecordVC](#)
- [CreateNewAlarmVC](#)
- [CurrentAlarmListVC](#)
- [CurrentAlarmViewVC](#)
- [FirebaseController](#)
- [MainVC](#)
- [PastAlarmListVC](#)
- [PastAlarmViewVC](#)
- [RootViewController](#)
- [RootViewController.ButtonType](#)
- [RootViewController.VCType](#)
- [SignInVC](#)
- [UserInfoVC](#)

Globals

Variables

- [alarmDB](#)
- [dbQueue](#)
- [ref](#)
- [userID](#)

MainVC

The main view controller of the app, users see this viewcontroller first when they open the app

```
class MainVC: RootViewController
```

Inheritance

[RootViewController](#)

Properties

newAlarmButton

```
let newAlarmButton
```

viewAlarmButton

```
let viewAlarmButton
```

pastAlarmsButton

```
let pastAlarmsButton
```

stack

```
let stack
```

upperQuad

```
let upperQuad
```

lowerQuad

```
let lowerQuad
```

secondTextView

```
let secondTextView
```

Methods

viewDidLoad()

```
override func viewDidLoad()
```

topLeftButtonTapped()

action for when the top left button is tapped. It prompts the user to record the alarm sound and preview it

```
override func topLeftButtonTapped()
```

topRightButtonTapped()

Action for when the top right button is tapped. Here it logs out the user

```
override func topRightButtonTapped()
```

secondTextViewSetup()

Setup function for second text view on the view. Specifies the location, size and the syle of it

```
func secondTextViewSetup()
```

newAlarmButtonSetup()

Setup function for new alarm button on the view. Specifies the location, size and the syle of it

```
func newAlarmButtonSetup()
```

newAlarmButtonClicked()

Action for when new alarm button is clicked. It takes the user to Create New Alarm View Controller

```
@objc func newAlarmButtonClicked()
```

viewAlarmButtonSetup()

Setup function for view alarm button on the view. Specifies the location, size and the syle of it

```
func viewAlarmButtonSetup()
```

viewAlarmButtonClicked()

action for when the view alarm button is clicked. Takes the user to Current Alarm ListVC

```
@objc func viewAlarmButtonClicked()
```

pastAlarmsButtonSetup()

Setup function for past alarm button on the view. Specifies the location, size and the style of it

```
func pastAlarmsButtonSetup()
```

pastAlarmButtonClicked()

Action for when past alarm button is clicked. Presents pastAlarmVC

```
@objc func pastAlarmButtonClicked()
```

PastAlarmListVC

View controller to show list of past alarms

```
class PastAlarmListVC: RootViewController, UITableViewDelegate, UITableViewDataSource
```

Inheritance

[RootViewController](#), [UITableViewDataSource](#), [UITableViewDelegate](#)

Properties

inactiveAlarm

```
var inactiveAlarm
```

backButton

```
let backButton
```

alarmTable

```
let alarmTable
```

Methods

tableView(_:numberOfRowsInSection:)

```
func tableView(_ tableView: UITableView, numberOfRowsInSection section: Int) -> Int
```

tableView(_:cellForRowAt:)

```
func tableView(_ tableView: UITableView, cellForRowAt indexPath: IndexPath) -> UITableViewCell
```

tableView(_:didSelectRowAt:)

```
func tableView(_ tableView: UITableView, didSelectRowAt indexPath: IndexPath)
```

viewDidLoad()

```
override func viewDidLoad()
```

topLeftButtonTapped()

action button for top left button. Takes the user back

```
override func topLeftButtonTapped()
```

alarmTableSetup()

Setup function for table view on the view. Specifies the location, size and the style of it

```
func alarmTableSetup()
```

fetchFromFirebase()

fetch data from firebase

```
func fetchFromFirebase()
```

PastAlarmViewVC

View controller to show past alarms

```
class PastAlarmViewVC: RootViewController, UITextFieldDelegate
```

Inheritance

[RootViewController](#), [UITextFieldDelegate](#)

Properties

backButton

```
let backButton
```

detailTextView

```
let detailTextView
```

cancelButton

```
let cancelButton
```

deleteButton

```
let deleteButton
```

alarmDetailsLabel

```
let alarmDetailsLabel
```

alarmNameLabel

```
let alarmNameLabel
```

```
dateLabel
```

```
let dateLabel
```

```
timeLabel
```

```
let timeLabel
```

```
imageView
```

```
let imageView
```

```
alarmNameTextField
```

```
let alarmNameTextField
```

```
alarmDateTextField
```

```
let alarmDateTextField
```

```
alarmTimeTextField
```

```
let alarmTimeTextField
```

```
statusLabel
```

```
let statusLabel
```

```
statusStatusLabel
```

```
let statusStatusLabel
```

```
selectedTextField
```

```
var selectedTextField
```

```
status
```

```
var status
```

```
editable
```

```
var editable
```

```
screenName
```

```
var screenName
```

```
alarm
```

```
var alarm
```

Methods

`viewDidLoad()`

```
override func viewDidLoad()
```

`topLeftButtonTapped()`

action for when the top left button is tapped. Takes the user back to the previous view controller

```
override func topLeftButtonTapped()
```

`detailTextViewSetup()`

Setup function for detail text view on the view. Specifies the location, size and the style of it

```
func detailTextViewSetup()
```

`prepareDataforDetailTextView()`

prepares the data to be shown on detail text view

```
func prepareDataforDetailTextView()
```

`imageViewSetup()`

Setup function for image view on the view. Specifies the location, size and the style of it

```
func imageViewSetup()
```

`doneDatePicker()`

done function for when date picker is done

```
@objc func doneDatePicker()
```

`doneTimePicker()`

done function for when time picker is done

```
@objc func doneTimePicker()
```

`cancelDatePicker()`

cancels the date picker

```
@objc func cancelDatePicker()
```

`alarmNameTextFieldSetup()`

Setup function for alarm name text field on the view. Specifies the location, size and the style of it

```
func alarmNameTextFieldSetup()
```

`alarmDateTextFieldSetup()`

Setup function for alarm date text field on the view. Specifies the location, size and the style of it

```
func alarmDateTextFieldSetup()
```

alarmTimeTextFieldSetup()

Setup function for alarm time text field on the view. Specifies the location, size and the style of it

```
func alarmTimeTextFieldSetup()
```

statusLabelSetup()

Setup function for status label on the view. Specifies the location, size and the style of it

```
func statusLabelSetup()
```

alarmNameLabelSetup()

Setup function for alarm name label on the view. Specifies the location, size and the style of it

```
func alarmNameLabelSetup()
```

alarmDetailsLabelSetup()

Setup function for alarm detail label on the view. Specifies the location, size and the style of it

```
func alarmDetailsLabelSetup()
```

dateLabelSetup()

Setup function for date label on the view. Specifies the location, size and the style of it

```
func dateLabelSetup()
```

timeLabelSetup()

Setup function for time label on the view. Specifies the location, size and the style of it

```
func timeLabelSetup()
```

cancelButtonSetup()

Setup function for cancel button on the view. Specifies the location, size and the style of it

```
func cancelButtonSetup()
```

cancelButtonClicked()

action for when cancel button is clicked

```
@objc func cancelButtonClicked()
```

deleteButtonSetup()

Setup function for delete button on the view. Specifies the location, size and the style of it

```
func deleteButtonSetup()
```

deleteButtonClicked()

action placeholder for delete button


```
@objc func deleteButtonClicked()
```

statusStatusLabelSetup()

Setup function for status lable on the view. Specifies the location, size and the syle of it

```
func statusStatusLabelSetup()
```

RootViewController

```
class RootViewController: UIViewController
```

Inheritance

UIViewController

Properties

topLeftButton

```
let topLeftButton
```

topRightButton

```
let topRightButton
```

viewControllerLabel

```
let viewControllerLabel
```

buttonStack

```
let buttonStack
```

topButtonSize

```
let topButtonSize
```

Methods

viewDidLoad()

```
override func viewDidLoad()
```

topLeftButtonSetup(buttonType:)

```
func topLeftButtonSetup(buttonType: ButtonType)
```

topLeftButtonTapped()

```
@objc func topLeftButtonTapped()
```

topRightButtonSetup(buttonType:)

```
func topRightButtonSetup(buttonType: ButtonType)
```

topRightButtonTapped()

```
@objc func topRightButtonTapped()
```

viewControllerLabelSetup(labelType:)

```
func viewControllerLabelSetup(labelType: VCTYPE)
```

buttonStackSetup()

```
func buttonStackSetup()
```

RootViewController.ButtonType

```
enum ButtonType
```

Enumeration Cases

rectangle

```
case rectangle
```

square

```
case square
```

RootViewController.VCTYPE

```
enum VCTYPE
```

Enumeration Cases

main

```
case main
```

sub

```
case sub
```

SignInVC

View controller to handle sign in functionalities

```
class SignInVC: UIViewController
```

Inheritance

UIViewController

Properties

loginButton

```
let loginButton
```

signupButton

```
let signupButton
```

guestButton

```
let guestButton
```

emailTF

```
let emailTF
```

passwordTF

```
let passwordTF
```

backButton

```
let backButton
```

logoImage

```
let logoImage
```

errorMessageView

```
let errorMessageView
```

Methods

viewWillAppear(_:)

Attaches a user listener before the view appears

```
override func viewWillAppear(_ animated: Bool)
```

keyboardWillShow(notification:)

raises the view when the keyboard shows up

```
@objc func keyboardWillShow(notification: NSNotification)
```

keyboardWillHide(notification:)

lowers the view when the keyboard disappears

```
@objc func keyboardWillHide(notification: NSNotification)
```

viewDidLoad()

```
override func viewDidLoad()
```

logoImageSetup()

Setup function for logo on the view. Specifies the location, size and the style of it

```
func logoImageSetup()
```

loginButtonSetup()

Setup function for login button on the view. Specifies the location, size and the style of it

```
func loginButtonSetup()
```

loginButtonTapped()

action for when login button is tapped. Checks with firebase and logs the user in

```
@objc func loginButtonTapped()
```

errorMessageViewSetup()

Setup function for error message on the view. Specifies the location, size and the style of it

```
func errorMessageViewSetup()
```

signUpButtonSetup()

Setup function for signup button on the view. Specifies the location, size and the style of it

```
func signUpButtonSetup()
```

signUpButtonTapped()

action for when signup button is tapped. It registers the user on firebase

```
@objc func signUpButtonTapped()
```

emailTFSetup()

Setup function for email textfield on the view. Specifies the location, size and the style of it

```
func emailTFSetup()
```

passwordTFSetup()

Setup function for password textfield on the view. Specifies the location, size and the style of it

```
func passwordTFSetup()
```

backButtonSetup()

Setup function for back button on the view. Specifies the location, size and the style of it

```
func backButtonSetup()
```

UserInfoVC

View controller that asks for user's information

```
class UserInfoVC: UIViewController, UITextFieldDelegate
```

Inheritance

`UITextFieldDelegate`, `UIViewController`

Properties

`careTakerFirstNameTF`

```
let careTakerFirstNameTF
```

`careTakerLastNameTF`

```
let careTakerLastNameTF
```

`patientFirstNameTF`

```
let patientFirstNameTF
```

`patientLastNameTF`

```
let patientLastNameTF
```

`doneButton`

```
let doneButton
```

`informationLabel`

```
let informationLabel
```

`selectedTextField`

```
var selectedTextField
```

Methods

`viewDidLoad()`

```
override func viewDidLoad()
```

`textFieldDidBeginEditing(_:)`

Checks when the text field begins editing, assigns the responder based on that

```
func textFieldDidBeginEditing(_ textField: UITextField)
```

`keyboardWillShow(notification:)`

raises the view when keyboard appears

```
@objc func keyboardWillShow(notification: NSNotification)
```

keyboardWillHide(notification:)

lowers the view when keybaord disappers

```
@objc func keyboardWillHide(notification: NSNotification)
```

informationLabelSetup()

Setup function for information label on the view. Specifies the location, size and the syle of it

```
func informationLabelSetup()
```

careTakerFirstNameTFSetup()

Setup function for caretaker first name textfield on the view. Specifies the location, size and the syle of it

```
func careTakerFirstNameTFSetup()
```

careTakerLastNameTFSetup()

Setup function for care taker last name textfield on the view. Specifies the location, size and the syle of it

```
func careTakerLastNameTFSetup()
```

patientFirstNameTFSetup()

Setup function for patient first name text field on the view. Specifies the location, size and the syle of it

```
func patientFirstNameTFSetup()
```

patientLastNameTFSetup()

Setup function for patient last name text field on the view. Specifies the location, size and the syle of it

```
func patientLastNameTFSetup()
```

doneButtonSetup()

Setup function for done button on the view. Specifies the location, size and the syle of it

```
func doneButtonSetup()
```

doneButtonClicked()

action for when the done button is tapped. It uploads the data to firebase

```
@objc func doneButtonClicked()
```

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► Types

► Global Variables

dbQueue

```
var dbQueue: DatabaseQueue!
```

ref

```
var ref: DatabaseReference!
```

userID

```
let userID
```