

Dsound Mobile Documentation

By Kalyb Levesque, Logan Moon, Matthew Huang, and Michael Kern

1. Design pattern

The singleton design pattern was used with the MusicPlayer class. This class dealt with things such as playing, pausing, and getting information about playing songs. This is beneficial in order to prevent multiple songs playing at the same time.

Location

`src/androidTest/java/com.example.logan.github_test/MusicPlayer.java`

2. Location of 4 test cases in android studio

- a. Logan Moon- NetworkToolsTest

Location:

`src/androidTest/java/com.example.logan.github_test/NetworkToolsTest`

- b. Kalyb Levesque -- MainActivityTest

Location:

`src/androidTest/java/com.example.logan.github_test/MainActivityTest`

- c. Matthew Huang -- LoginActivityTest

Location:

`src/androidTest/java/com.example.logan.github_test/LoginActivityTest`

- d. Michael Kern -- MusicPlayerTest

Location:

`src/androidTest/java/com.example.logan.github_test/MusicPlayerTest`

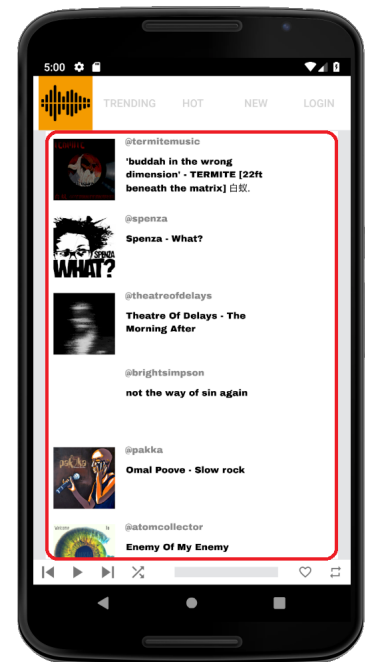
3. Build instructions

- a. Clone the github project should first be cloned to your local system
- b. Open the project with Android Studio
- c. Run or export the project:
 - i. Process of running the project:
 - 1. Select the project folder from the left sidebar (which contains the project structure)
 - 2. Press the green run button from the top of the screen
 - 3. Select your emulator or usb connected device (with usb debugging enabled) and click ok
 - 4. The app will compile and run on the selected device
 - ii. Process of exporting the project as an APK
 - 1. Select the project folder from the left sidebar (which contains the project structure)
 - 2. Go to Android Studio. Click "build" on the top row, go down to build bundle(s)/APK(s) > build APK(s)

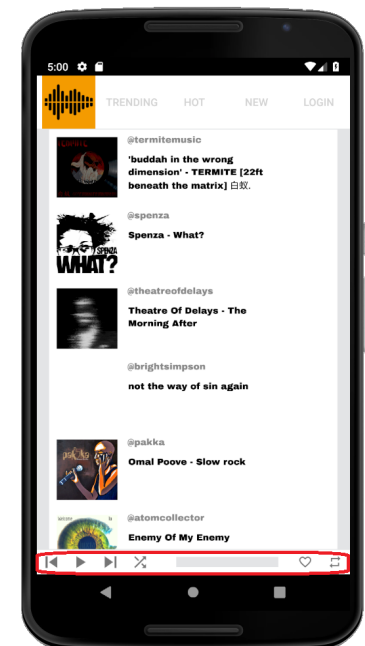
3. After exporting the APK, it will be outputted to
app/build/outputs/apk/debug
4.
 - i. This apk can be transferred to your device for installation:
 1. Open a file manager on your Android Device
 2. Select the APK file and open it. It will then prompt installation of the app

4. Usage Instructions:

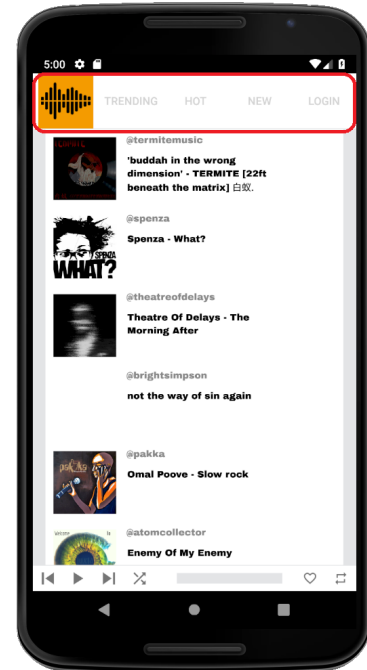
- a. Run the app. App can be selected from the home screen app drawer as “DSound Mobile”
- b. Once it loads up, click on a song to begin playing it
- c. You may also scroll up and down to look for more songs



- d. There is a playbar at the bottom. When a song is selected, you can press the pause button to stop the song where it is
- e. You may also use the playbar to go to the previous song and next song in the category.
- f. There is also a shuffle button which will play a random song on the current category.



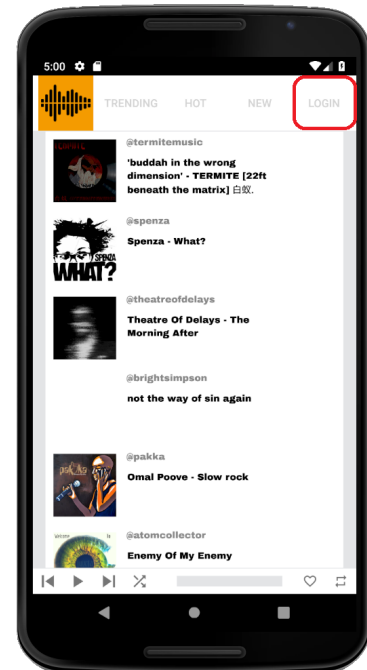
- g. There is a timer showing the current time on the song the user is listening to, as well as a seekbar to the right that visually shows where the song is.
- h. The last thing on the playbar is the repeat button, which will loop the current song while enabled.
- i. We have different categories for our songs; if you click “Trending,” it will list all the trending songs.
- j. In the same manner, you can select the “Hot” and “New” categories.



- k. Finally, we have a login button which will prompt the user to log in to their own account.

- i. First, the username is entered into the input box
- ii. Next, the user must input the steemit posting key as the password. To get your Steemit posting key:

1. Login to Steemit website
2. Click on user icon in top right and click “change password”
3. Click on permissions sub-tab
4. You will be using the posting key
5. Beside the posting key section, you must press the green button on the right side of the posting key that says “show private key”. Otherwise, it will show a dummy placeholder key.



6. Now you can copy and paste the posting key into the private posting key input

iii. You can create an account on signup.steemit.com if you do not already have one

