Overview

Package structure

Eventify uses the following package structure to maintain a clean code while facilitating debugging and further development.

* Activity (Activity/Controller classes)
* Manager (Classes close to the Android system)
* Model (Model classes)
* Helper (Smaller classes used to help others)
* Eventutil (Classes that provide functionality regarding events)
* Util (Classes that provides functionality. E.g. notifications and location services)
* View (UI classes)
* Adapter (Adapter classes)
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