

CAT 1

Alejandro Pérez Bueno

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1. Login Screen

a. `onViewCreated`

The code sets up an observer to watch for changes in a login and perform actions depending on the result of said login. If the result of the login (`loginResult`) is null, nothing is done. Otherwise, the progress bar is hidden and we check the status of the login result. If it has had an error, a message is shown. If the login is successful, the UI is updated with the user's info, a message is shown saying "Login OK" and the user's id is updated with the `loginOK()` method to match the new user's id.

b. `setOnClickListener`

The code here listens for when the `login` button is clicked, and sets the progress bar to be visible, as well as attempts to log in with the entered username and password. It is inside a `Fragment` class because it allows the code inside to be more encapsulated and self-contained within an app, separate from an activity.

c. `DataSourceHardcode`

```
user_harcoded = if (username == "user1@uoc.com") {  
    User(1, "Jane Doe")  
} else {  
    User(2, "John Doe")  
}
```

2. List of Seminars

Note

Answered in Project Folder

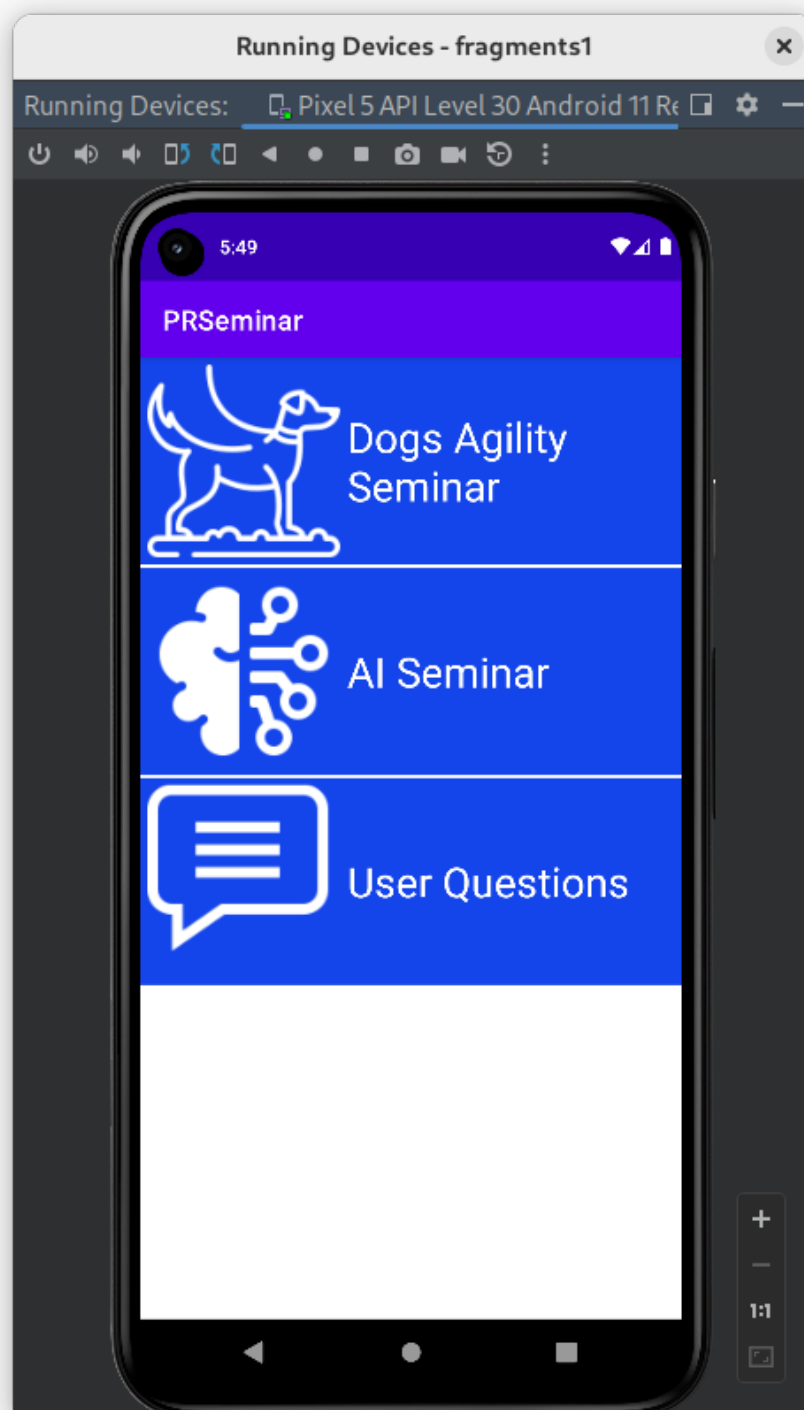


Figure 1: Dog Seminar Result