**SoundRite Individual Document (Oghenemaro Okoro 14545163)**

Seeing that I didn’t have as much experience in Android Studio as Zach I worked on the Firebase side of the app

Here are the things I contributed to the app

Finding the code to allow record, save and play audio

I struggled a lot with getting the UI design that Zach had already made to work on Android Studio for me (a long time). I didn’t have much experience with the software so it was all new territory for me but as time went on it became more familiar and I learned my way around things.

Before I got everything set up Zach was trying to modify the lily app code to record and playback audio. It was taking way too long so we decided to go from scratch and make our own. I found code for recording, stopping the recording and playing back. Zach was then able to implement it into our app.

Saving the audio onto firebase

Created the project on the firebase console, initialised the app on Android Studio and linked it to the “SoundRite” project on firebase. I then created a method for the button “Save” this method saves the audio that had been recorded onto Firebase with a Timestamp (This makes sure when a user records their voice it doesn’t get overwritten by what’s already been stored)

Firebase Authentication

I contributed to the code used for authenticating users onto firebase and then being able to view the users registered on the app with the Firebase console.