Development Manual

1. Fetch the git repository from https://github.com/TeamLegendaryAwesome/WYSIWYD.git

2. Download the Android SDK and install it. Preferably use Eclipse and install the android plugins. You should also create an Android Device and make sure that Java JDK is installed.

3. Import the git repo into Eclipse and start to develop!

Our program source structure is based on which type the class is. We are trying to follow the MVC model and therefore we will have one package with the Controller parts, one package with Model-specific classes and then one “View”-package. The view package will probably be called the activities-package since the views in Android development is, as you should know; built on so-called Activities and .xml views.

Our views/activities will in some way use a connection object and speak to our databases. Since this isn’t fully implemented yet, it is hard to explain how to connect the objects. You, the reader, might be the one helping us with that!

There will be an object that handles the connection to our sql database that will be downloaded to our local database on the android device. As of now we have not been successful in downloading the data to our app so right now we’re using static information stored on the phone permanently.

Our database backend is based on MySQL.

## MyBarContentProvider

This layer lies in the Model package and provides all content to Controller. It contains an SQLite database for local data. The content pushed to the activities may come from either the internal database or from the network. The activities doesn't know and doesn't care if the data is from the