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CSCI-A 290

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Phase 2b: Programming/Logical Design

Please Reference my Storyboard. I will be including section titles that correspond to the titles above the activities in the storyboard. For example, the first activity/view you will see in the top left of my storyboard is a “Navigation Drawer.”

**Navigation Drawer**

1. What functions and/or methods and/or activities will you need to employ for your controls to work?
   1. In order to make my navigation drawer to work, I need to make sure in my java code, I properly change the “fragments”, as Android calls them to display the correct view/layout when the user clicks on an item in the navigation drawer.
   2. Each fragment will need its own java class in order to be have its content defined and accessible.
2. What sorts of invisible “objects”/controls (if any) will you need to use?
   1. I don’t believe there are any invisible “objects”/controls that need to be implemented when using the Android navigation drawer. Fragments may be invisible controls but I’ve already defined above how I’m going to handle those.
3. What events will you need to handle and how?
   1. I will need to implement an onItemClickListener in order to detect which view to move to in the navigation drawer when an icon or item is selected.
4. What external resources (images, data, sounds, movies, etc.) will you need your application to access and how?
   1. For this page, no external resources are needed other than icons for each item in the navigation drawer, which I will use creating image assets in the drawable folder.
5. How will your Project Design address each and all of the following?
   1. Consistency of Elements and Style.
      1. I will use a green theme as a header in the navigation drawer. I will also provide icons for all the items in the menu drawer.
   2. Provide Clear Navigation.
      1. The navigation drawer itself is a navigational roadmap of sorts. This handles clear navigation on its own. It is a familiar navigation control many other apps use.
   3. Logical Grouping of Tasks.
      1. All the views that the user can move through will all be grouped together in the navigation drawer by default.
   4. Prioritization of Visual Elements.
      1. The icons will all be next to the item names in the navigation drawer to accompany text with a visual display. For example, the home text will have an icon next to it to look like a home.
   5. Care for the User.
      1. The navigation drawer provides care for the user buy offering a simplistic means of navigating throughout an app. Given I follow through on everything above, the user is totally cared for.
6. Anything else you deem appropriate.
   1. N/A

**Home**

1. What functions and/or methods and/or activities will you need to employ for your controls to work?
   1. I will need to employ an entire class for this page to be loaded into the navigation drawer Fragment Manager and to set its layout content. This class will extend FragmentActivity, a library that can be imported into Android Studio.
2. What sorts of invisible “objects”/controls (if any) will you need to use?
   1. This page will need to implement a scroll view in order to display content that is larger than the screen of the device.
3. What events will you need to handle and how?
   1. This page will not have any events (other than the default settings button in the top right and the navigation pull out in the top left which are all handled by Android). If we want to include the scrolling aspect of the scroll view to be an event I will make sure to properly handle a vertical scroll. For all other scroll views assume this is present unless otherwise stated.
4. What external resources (images, data, sounds, movies, etc.) will you need your application to access and how?
   1. I will need to access an image portrait of myself. This will go into the image view that you can see in my storyboard. This will be a professional portrait of myself. I will import this image into the drawable folder as an image resource.
5. How will your Project Design address each and all of the following?
   1. Consistency of Elements and Style.
      1. Everything will be the same font. The titles that are written in text on the storyboard will be section headers in bold and larger to stand out and provide the user with information about the movement of the page. All elements will be justified left as well to give the page a document like finish.
   2. Provide Clear Navigation.
      1. The titles that are written in text on the storyboard will be section headers in bold and larger to stand out and provide the user with information about the movement of the page. The title on this view will say “Home” to also reinforce where the user is in the app.
   3. Logical Grouping of Tasks.
      1. Everything will be grouped vertically so there is no need to scroll horizontally in the scroll view.
   4. Prioritization of Visual Elements.
      1. A picture of myself will be included to give some life to this page and have it not be so text dense.
   5. Care for the User.
      1. The user will be able to navigate within the page easily with a scroll view as it should feel native for a touch screen app.
6. Anything else you deem appropriate.
   1. N/A

**Resume**

1. What functions and/or methods and/or activities will you need to employ for your controls to work?
   1. I will need to employ an entire class for this page to be loaded into the navigation drawer Fragment Manager and to set its layout content.
2. What sorts of invisible “objects”/controls (if any) will you need to use?
   1. This page will use an image view that will incorporate zooms and drags.
3. What events will you need to handle and how?
   1. The image view will need to detect when the user is pinching to zoom and dragging the resume to be viewed and moved
4. What external resources (images, data, sounds, movies, etc.) will you need your application to access and how?
   1. I will supply an image of my resume that I will import into the drawable folder of my app.
5. How will your Project Design address each and all of the following?
   1. Consistency of Elements and Style.
      1. Same font as all pages before it. Will have useful touch events to allow the user to view and zoom the image.
   2. Provide Clear Navigation.
      1. The navigation drawer aspect of this app will provide clear navigation. This page will have a Title in the Title bar called “Resume” to let the user know where they are.
   3. Logical Grouping of Tasks.
      1. There is no grouping of tasks on this page.
   4. Prioritization of Visual Elements.
      1. There is only one visual element and it will take up the entire view.
   5. Care for the User.
      1. As usual the navigation drawer will help allow the user to navigate. By also adding zoom and pan touch events it makes viewing this image-based resume feel natural for a user.
6. Anything else you deem appropriate.
   1. N/A

**Settings (Menu)**

1. What functions and/or methods and/or activities will you need to employ for your controls to work?
   1. I will need to edit the XML file for the menu that comes default in the creation of the app and create a java file to handle the changes this page makes.
2. What sorts of invisible “objects”/controls (if any) will you need to use?
   1. I will need to handle communications about background colors with all the other pages in the app.
3. What events will you need to handle and how?
   1. I will need to handle radio button clicks that correspond to a background color change within the app.
4. What external resources (images, data, sounds, movies, etc.) will you need your application to access and how?
   1. No external resources for this page is needed.
5. How will your Project Design address each and all of the following?
   1. Consistency of Elements and Style.
      1. Will include a title, if possible, to the page to let the user know where they are within the app.
   2. Provide Clear Navigation.
      1. Will include a title, if possible, to the page to let the user know where they are within the app.
   3. Logical Grouping of Tasks.
      1. All the radio buttons will be grouped under a title saying, “Background color” and with labels next to them to tell the user what color each one changes the background color too.
   4. Prioritization of Visual Elements.
      1. All the radio buttons will be grouped together under a title so they are prioritized.
   5. Care for the User.
      1. I will make sure to have a title for the page to allow the user to navigate and know where they are. The titles for the setting controls will help them to understand what they do.
6. Anything else you deem appropriate.
   1. N/A.

**Projects**

1. What functions and/or methods and/or activities will you need to employ for your controls to work?
   1. I will need to employ an entire class for this page to be loaded into the navigation drawer Fragment Manager and to set its layout content.
   2. This will be a Master/Detail flow activity so I will need to implement a correct java file and xml file for this to work.
2. What sorts of invisible “objects”/controls (if any) will you need to use?
   1. This will be a Master/Detail flow activity so I will need to handle switching to the detail zoom when an item is selected in the master/detail flow
3. What events will you need to handle and how?
   1. Switching to the detail zoom when clicking on an item in the master/detail flow
4. What external resources (images, data, sounds, movies, etc.) will you need your application to access and how?
   1. N/A
5. How will your Project Design address each and all of the following?
   1. Consistency of Elements and Style.
      1. All elements will be placed vertically in the master/detail flow and descend in the order I took the classes at IU
   2. Provide Clear Navigation.
      1. Each element will have a title to tell the user what the item is and possibly short text to give a brief description.
   3. Logical Grouping of Tasks.
      1. All the items in the detail flow will be grouped together by default
   4. Prioritization of Visual Elements.
      1. No visual elements will be used in this display
   5. Care for the User.
      1. The detail flow will allow the user to easily move through and quickly view all my projects for each different class at IU, faster than they would if they had to use the navigation drawer every time and more readable than having one massive scroll view.
6. Anything else you deem appropriate.
   1. N/A

**CSCI-C 211 / CSCI-C 212 / CSCI-C 343 / CSCI-C 291**

1. What functions and/or methods and/or activities will you need to employ for your controls to work?
   1. I will need to employ an entire class for these pages to be loaded into the navigation drawer Fragment Manager and to set its layout content.
   2. Will need 4 java files and 4 xml files
2. What sorts of invisible “objects”/controls (if any) will you need to use?
   1. All of these will need controls to open up the web browser when clicking a hyperlink or opening up a webpage within the app
3. What events will you need to handle and how?
   1. I need to handle touch events on hyperlinks in order to display the browser to view the hyperlink address.
4. What external resources (images, data, sounds, movies, etc.) will you need your application to access and how?
   1. I will need to access remote hyperlinks on GitHub on public repositories. Will do this opening up a web view within the app or launching into the systems default browser and loading the webpage.
5. How will your Project Design address each and all of the following?
   1. Consistency of Elements and Style.
      1. All elements will have proper titles and have similar font.
   2. Provide Clear Navigation.
      1. Each page will include section headings to denote new projects. The page will also have a title to each one.
   3. Logical Grouping of Tasks.
      1. All tasks will be grouped with their corresponding section heading so the user knows what each one is for.
   4. Prioritization of Visual Elements.
      1. No visual elements are used in these pages.
   5. Care for the User.
      1. I will include title pages for the user and try to open up the webpage within the app so that the user never has to leave my app.
6. Anything else you deem appropriate.
   1. N/A

**CSCI-A 290**

1. What functions and/or methods and/or activities will you need to employ for your controls to work?
   1. I will need to employ an entire class for this page to be loaded into the navigation drawer Fragment Manager and to set its layout content.
2. What sorts of invisible “objects”/controls (if any) will you need to use?
   1. This will need controls to open the web browser when clicking a hyperlink or opening a webpage within the app
3. What events will you need to handle and how?
   1. I need to handle touch events on hyperlinks to display the browser to view the hyperlink address.
4. What external resources (images, data, sounds, movies, etc.) will you need your application to access and how?
   1. I will need to access remote hyperlink on a public GitHub repository. Will do this opening a web view within the app or launching into the systems default browser and loading the webpage.
5. How will your Project Design address each and all of the following?
   1. Consistency of Elements and Style.
      1. All elements will have proper titles and have similar font.
   2. Provide Clear Navigation.
      1. This page will include section headings to denote new projects. The page will also have a title to let the user know where they are.
   3. Logical Grouping of Tasks.
      1. All tasks will be grouped with their corresponding section heading so the user knows what each one is for.
   4. Prioritization of Visual Elements.
      1. No visual elements are used in these pages.
   5. Care for the User.
      1. I will include a title on this page for the user and try to open the webpage within the app so that the user never should leave my app.
6. Anything else you deem appropriate.
   1. N/A

**INFO-I 101**

1. What functions and/or methods and/or activities will you need to employ for your controls to work?
   1. I will need to employ an entire class for this page to be loaded into the navigation drawer Fragment Manager and to set its layout content.
2. What sorts of invisible “objects”/controls (if any) will you need to use?
   1. This will need controls to open the web browser when clicking a hyperlink or opening a webpage within the app
3. What events will you need to handle and how?
   1. I need to handle touch events on hyperlinks to display the browser to view the hyperlink address.
4. What external resources (images, data, sounds, movies, etc.) will you need your application to access and how?
   1. I will need to access remote hyperlink on a public website. Will do this opening a web view within the app or launching into the systems default browser and loading the webpage.
5. How will your Project Design address each and all of the following?
   1. Consistency of Elements and Style.
      1. All elements will have proper titles and have similar font.
   2. Provide Clear Navigation.
      1. This page will include section headings to denote new projects. The page will also have a title to let the user know where they are.
   3. Logical Grouping of Tasks.
      1. All tasks will be grouped with their corresponding section heading so the user knows what each one is for.
   4. Prioritization of Visual Elements.
      1. No visual elements are used in these pages.
   5. Care for the User.
      1. I will include a title on this page for the user and try to open up the webpage within the app so that the user never has to leave my app.
6. Anything else you deem appropriate.
   1. N/A