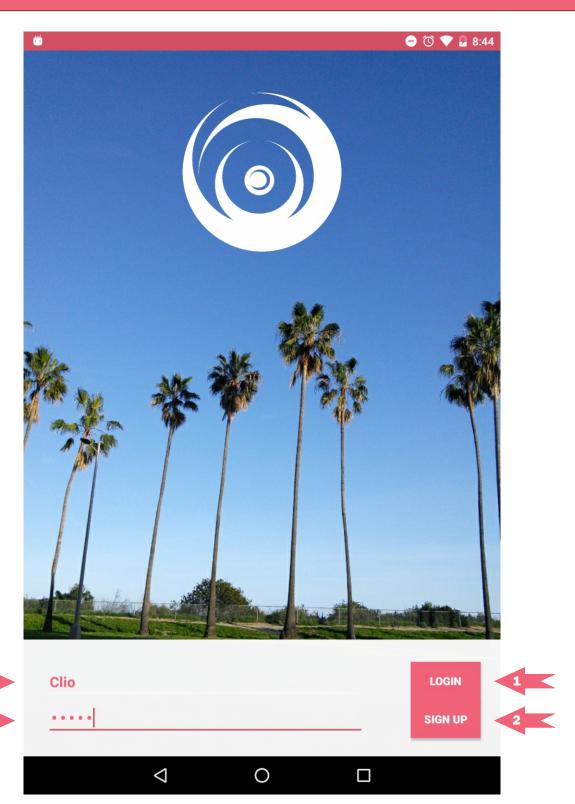
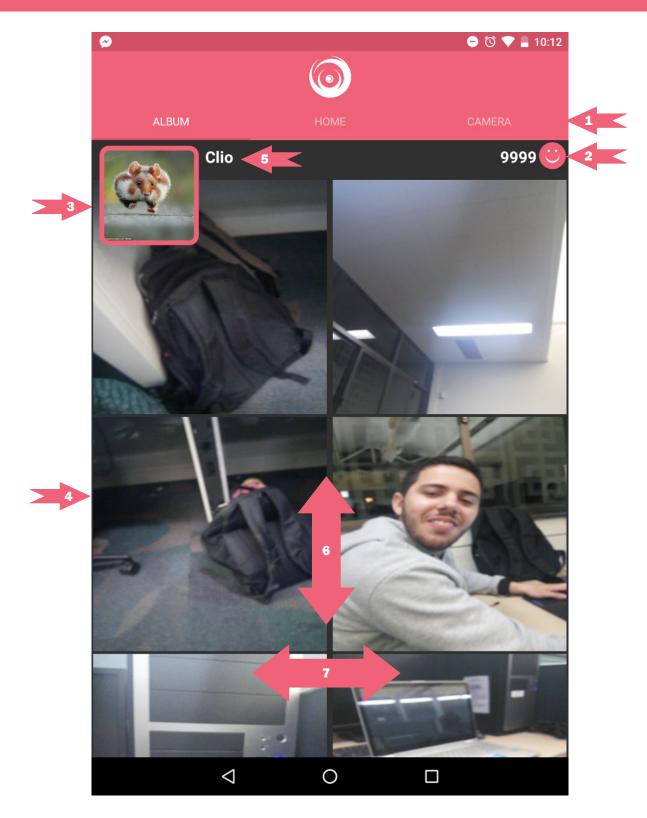
Login Screen 1/6



- 1. Username field;
- 2. Password field;
- 3. Login button;
- 4. Sign up button;

PS: Login button automatically create user in case of an invalid username; PS: Sign up button was designed for future implementation.

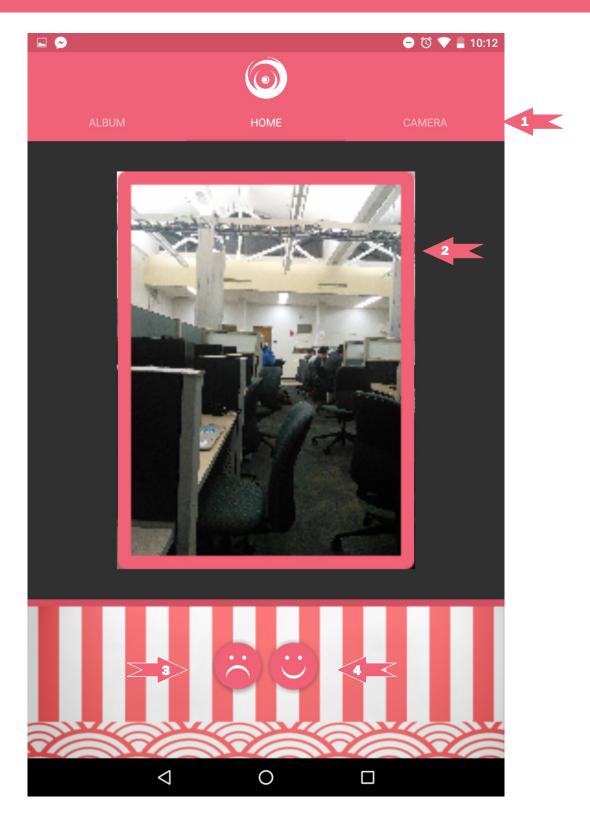
Album Screen 2/6



- 1. Tab display: Show page the user is currently in;
- 2. Likes: Display the user current like score;
- 3. Profile picture;
- 4. Album containing last 6 pictures;
- 5. Username;
- 6. Swipe Up & Down to move the album;
- 7. Swipe Left & Right to change current scene;

PS: Likes were designed for future implementation;

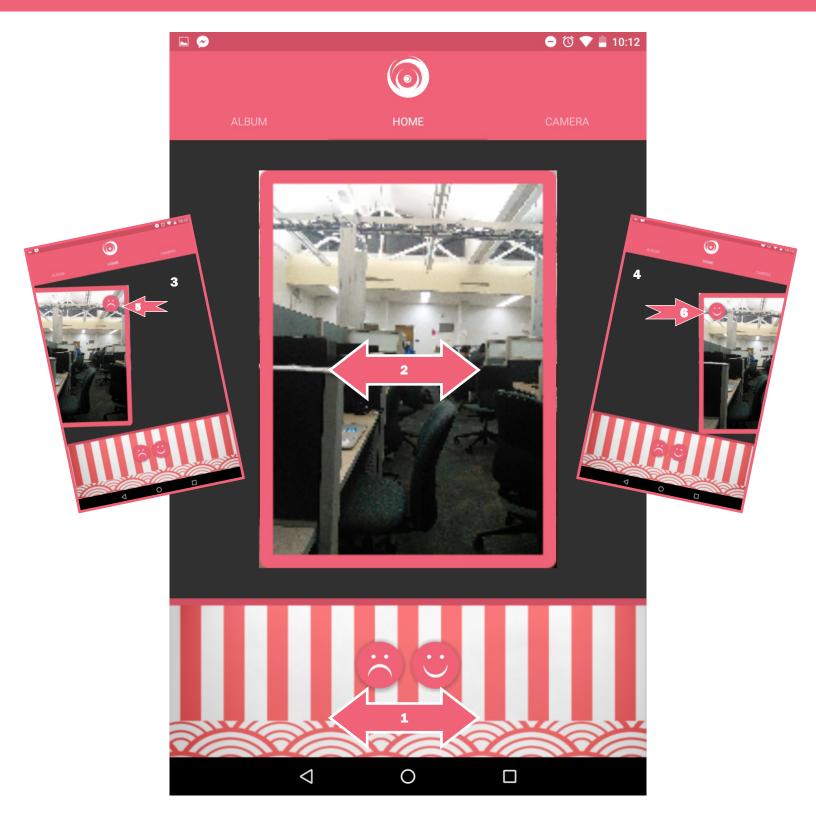
Home Screen 3/6



- 1. Tab display: Show page the user is currently in;
- 2. Frame to display the picture retrieved from server;
- 3. Dislike button;
- 4. Like button;

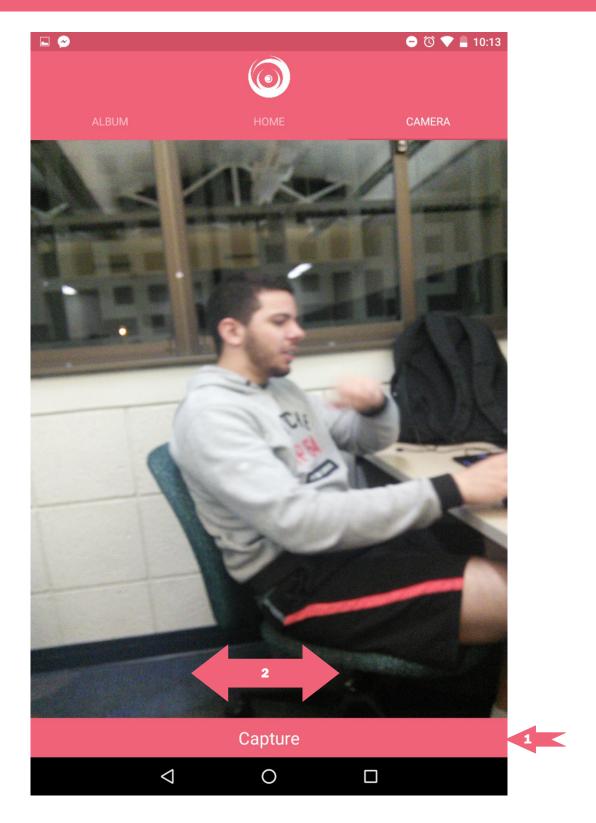
PS: Low quality photos were displayed in order to improve the application performance; PS: Only one picture in the stack in order to improve the application performance;

Home Screen 4/6



- 1. Swipe Left & Right to change current scene;
- 2. Swipe Left & Right to like or dislike a picture;
- 3. Animation when swipe left (Dislike);
- 4. Animation when swipe right(Like);
- 5. Dislike representation on the picture;
- 6. Like representation on the picture;

Camera Screen 5/6



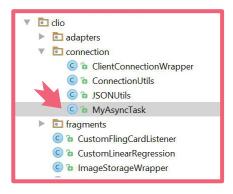
- 1. Take a picture;
- 2. Swipe Left & Right to change current scene;

PS: The picture is automatically saved in high resolution on the user device and a resized copy is automatically sent to the server;

PS: An small animation notifies when a picture is taken; (The capture button shakes)

Server Setup 6/6

1. Open the MyAsyncTask under the Clio.connection package;



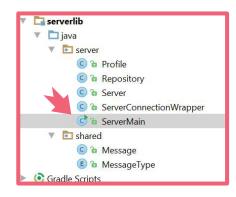
```
public class MyAsyncTask extends AsyncTask<Void, Void, Void>
{
    private static ClientConnectionWrapper connection;

    private static String SERVER IP = "169.231.91.127";
    private static int SERVER FORT = 4444;
    private static int LOCAL FORT = 5000;
    private string password = "";
    private String password = "";
    private MainActivity activity;

    public MyAsyncTask(MainActivity activity, String id, Str. this.activity = activity;
    this.id = id;
    this.password = password;
    Random rand = new Random();
    int r = rand.nexLInt(5000);
    if(r < 0) r *= -1;
    LOCAL_FORT = 4000 + r;
}
```

2. Set the server ip on the MyAsyncTask;

3. Launch the server through the ServerMain class;



TROUBLESHOOT:

- 1. The App is crashing on login or loading or when a picture is taken or when swipe a picture;
- ==== Make sure that the server is set on a open network and your device is able to access the server ip address; ie: UCSB Wireless Web;
- ==== Make sure that the device is on a open network in order to the server send an answer. (Packet Loss)
- ===== It's highly recommended to connect both server and devices on the same network;
- ===== In some cases it might be necessary to turn off the firewall;