**EnviroStream**

**Stream.class**

* Creates the type “Stream” that is to be used within the home screen view of the application.
* Have setters and getters for the parameters needed for the constructor of the Stream type. (Category, Icon ID)

**MainActivity.class**

* Read from the text file to see the according categories that will displayed on the feed.
* Populate the array accordingly to the categories read from the text file.
* Populate the view.
* The “Add Stream” button is also created that has an onclick listener that redirects the user to the AddStreamActivity.class.

**AddStreamActivity.class (Only accessible after user clicks the add stream button)**

* Load the progress bar
* Makes and http request and adds the categories to the hashmap.
* Adds the hashmap into the arraylist.
* Dismisses the progress bar and then populates the view.
* After the categories are loaded to the view the user will be able to click on any of the categories. There will be an onclick listener that will redirect the user to the main screen after any category is picked and save that category in the text file and remove that particular category from the arraylist.

**ViewStreamActivity.class (Only accessible after user clicks on category from Home Screen)**

* Load the progress bar
* Makes and http request and adds the Title, description, and link to the hashmap.
* Adds the hashmap into the arraylist.
* Dismisses the progress bar and then populates the view.
* All the articles relating to the particular category the user clicked on will be displayed in a list.

**MyAppHelper**

* A simple global variable that is used to save and retrieve categories set by the user. This global variable is able to be retrieved from any class without creating an instance of it. (MyAppHelper.getInstance().insertMethodHere)