

Team Up Fat Down

Project Execution Instruction

1. Team Member :

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2. Set Up Remote Server

2.1 Set Up Server MySQL database.

Run your PC based MySQL first. Log in with default user “root” in database. Create database named “TEAMUPFATDOWN”, and create a table using following SQL sentence :

```
CREATE TABLE USERS(  
    username varchar(255) NOT NULL,  
    password int NOT NULL,  
    nickname varchar(255) DEFAULT 'EMPTY',  
    gender varchar(255) DEFAULT 'EMPTY',  
    rivalname varchar(255) DEFAULT 'EMPTY',  
    age int DEFAULT 0,  
    height int DEFAULT 0,  
    weight int DEFAULT 0,  
    calConsumption int DEFAULT 0,  
    calGoal int DEFAULT 0,  
    PRIMARY KEY (username)  
)
```

After create database for application, create a user named “threethreads” with NO password, and grant all privilege on the database “TEAMUPFATDOWN” to this user.

2.2 Run Server

Run server to handle the communication between client and server. Load the server project into Eclipse and run Server.java class, you will see the terminal showing

```
Listening on port 2333
```

which means that the server has run successfully. You do not need to install JDBC and rebuild path for server project, all required support ready for use.

Notice that if you miss any step for running server or database, our App would not work.

3. Run APP On Your Device

3.1 Change the Server Access IP Address for App

Load the project Team Up Fat Down in your Android Studio, open java folder, open communication package, and open SocketClientConstants.java file. change the variable string “strHost” to your current IP address where your server is running on.

3.2 Build and Run Project

After changing the IP address string in SocketClicentConstants.java, you could clean and rebuild the project and press run button to run it on device.

3.3 Run the project on device

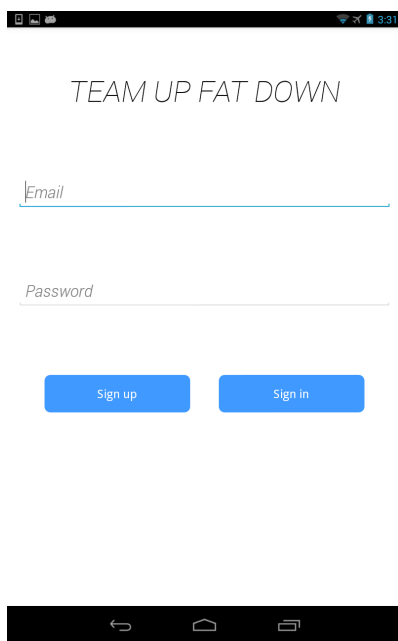
After install successfully on your device, you could run our App. Notice that our app only support two resolutions : **540 * 960 pixels** (Samsung Galaxy S4 zoom with 4.3 inches screen) and **1200 * 1920 pixels** (Google Nexus 7 with 7 inches screen). To get best experience, Google Nexus 7 with 7 inches screen is highly recommended.

On your device , you could see our App icon



click it and the App will run.

3.4 Log In Page

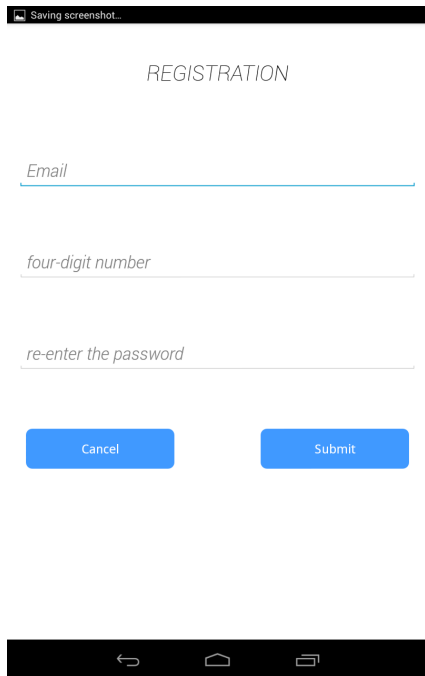
A screenshot of a mobile app's login page. At the top, the status bar shows signal, Wi-Fi, and battery icons. Below it, the text "TEAM UP FAT DOWN" is displayed in a light gray font. There are two input fields: the first is labeled "Email" and the second is labeled "Password". Below the input fields are two blue buttons: "Sign up" and "Sign in". At the bottom, the Android navigation bar shows back, home, and recent apps icons.

In this page, if you have already signed up an account, you could input your account email address and password to sign in, or sign up a new account.

Notice that you could not enter next page until you input a existing account and matching password.

If you do not run server or database, you could not sign in, and a toast will tell you there is no internet access.

3.5 Registration Page



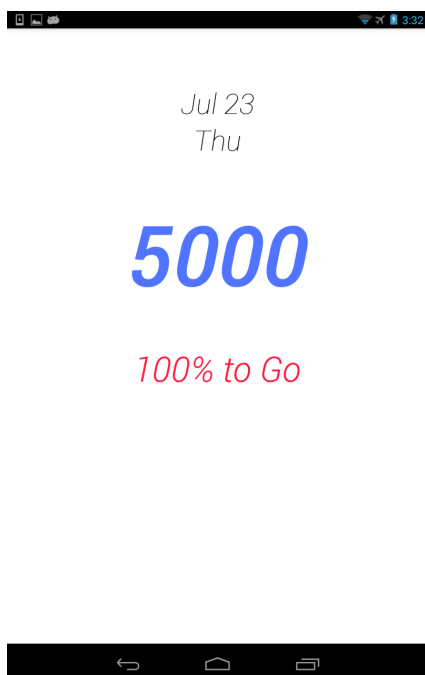
A screenshot of a mobile application's registration page. At the top, a status bar shows "Saving screenshot...". Below it, the word "REGISTRATION" is centered. There are three input fields: "Email", "four-digit number", and "re-enter the password". At the bottom, there are two blue buttons labeled "Cancel" and "Submit". The bottom of the screen shows a standard Android navigation bar with back, home, and recent apps icons.

If you do not have account, you have to sign up in this page.

Username must be valid email address, and password must be numbers within 4 digits. Any input against these rules will be responded by a toast reminder.

You could choose submit, and a toast will tell you if you register successfully, or your username has registered before. You could press "Back" or "Cancel" to give up this register.

3.6 Main Page

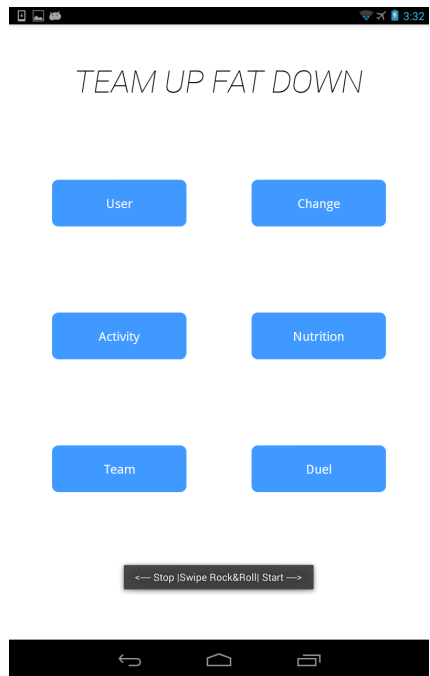


In this page, you could see the date on top, your goal of calorie consumption in middle, and your percentage distance to your goal.

Touch the screen, you will jump to the main menu page.

Swipe right in this page could start the music service, and swipe left will stop it.

3.7 Option Menu Page



In this page, you could choose what you want to do next by click on the button.

Swipe right in this page could start the music service, and swipe left will stop it.

Notice if there is no server running, if you press Team or Duel button, there will be a toast remind you, and you could not enter these two page.

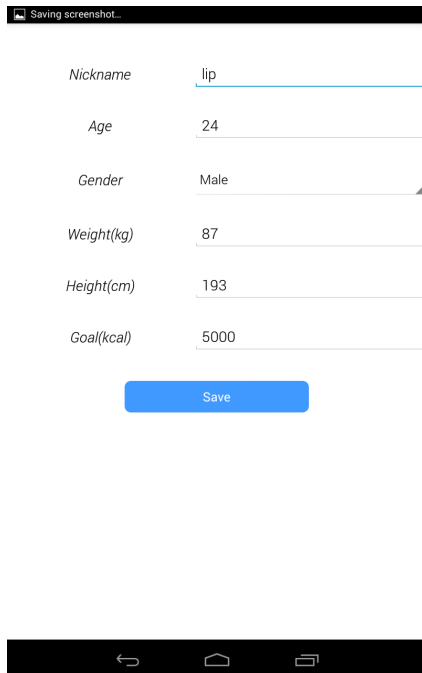
3.8 User Page

In this page, you could see your basic info.

You could press Edit button to edit your information in Edit User Page.

If you want to clear your calorie consumption information to 0, you could press the reset button, a dialog will alert you, and you could choose do it or not.

3.9 Edit User Page



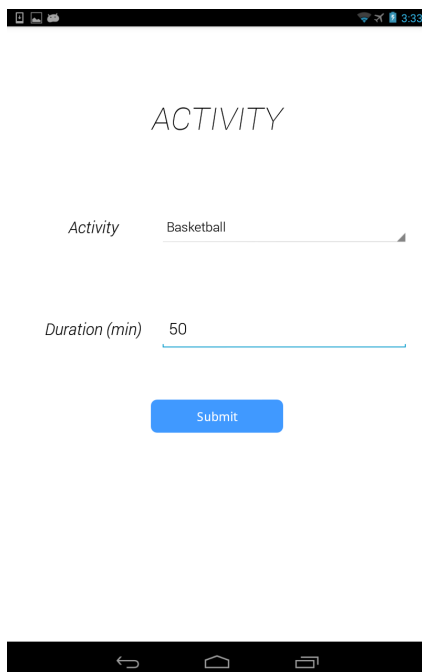
A screenshot of a mobile application's 'Edit User' page. At the top, a status bar shows 'Saving screenshot...'. The page contains several input fields: 'Nickname' with the value 'lip', 'Age' with '24', 'Gender' with a dropdown menu showing 'Male', 'Weight(kg)' with '87', 'Height(cm)' with '193', and 'Goal(kcal)' with '5000'. Below these fields is a blue 'Save' button. At the bottom, there is a black navigation bar with three white icons: a back arrow, a home icon, and a recent apps icon.

In this page, you edit your info.

All illegal input will be responded by a toast and tell user why. First time registered user will be set to default value

You could choose save, and a toast will tell you if you register successfully, or the server is not running. You could press “Back” to give up this edit process.

3.10 Activity Page



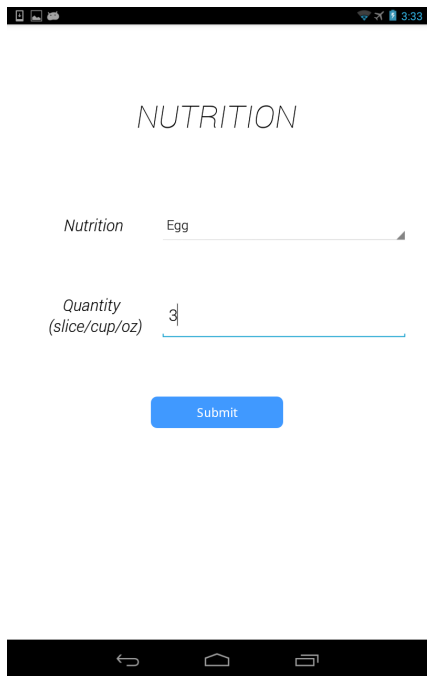
A screenshot of a mobile application's 'Activity' page. At the top, a status bar shows icons for signal, Wi-Fi, battery, and the time '3:33'. The page has the title 'ACTIVITY' in a large, light gray font. Below the title are two input fields: 'Activity' with a dropdown menu showing 'Basketball' and 'Duration (min)' with the value '50'. Below these fields is a blue 'Submit' button. At the bottom, there is a black navigation bar with three white icons: a back arrow, a home icon, and a recent apps icon.

In this page, you could record your sports activity.

You could choose what you do by pressing the spinner, and input the duration. You could press submit to save your record both locally and in remote database. Notice if there is no running server, a toast will remind you when you press submit.

You could press “Back” to go back.

3.11 Nutrition Page

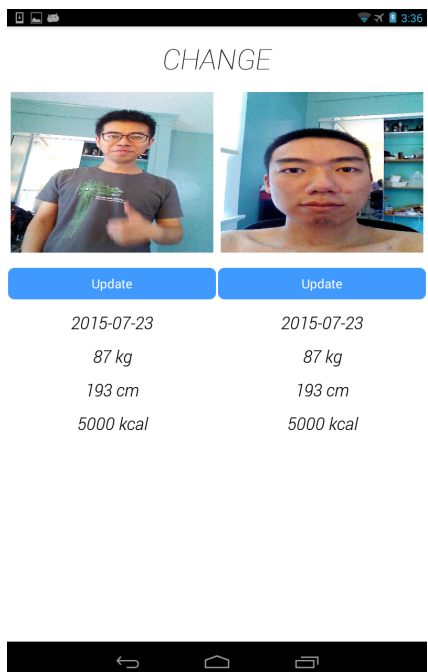


In this page, you could record your take-in nutrition.

You could choose what you eat by pressing the spinner, and input the quantity. You could press submit to save your record both locally and in remote database. Notice if there is no running server, a toast will remind you when you press submit.

You could press “Back” to go back.

3.12 Change Page

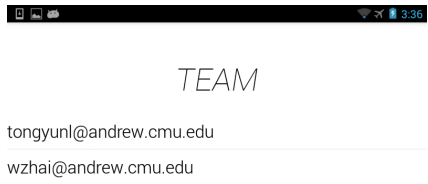


In this page, you could take photo to record your change during a period of time.

You could press update button and the camera application is triggered, and your current information will be recored below, you do not have to input it.

You could press “Back” to go back.

3.13 Team Page



In this page, you could see all your friends in this page. Friends are represent by an entry in this page.

If you want to see your friends info, write message to him/her, or duel with him/her, you could click on the entry.

You could press “Back” to go back.



3.14 Friend Info Page

A screenshot of a mobile application's 'Friend Info' page. The page displays a form with various fields for a friend's information. The fields are labeled on the left and have corresponding input boxes on the right. The labels and values are: Nickname (Tongyun Lu), Age (23), Gender (Male), Weight(kg) (67), Height(cm) (175), Consumption(kcal) (0), Goal(kcal) (5000), and E-mail (tongyuni@andrew.cmu.edu). At the bottom of the form, there are two blue buttons: 'Mail' and 'Duel'. The background is light blue with a subtle pattern. A black status bar at the top shows icons for signal, Wi-Fi, and battery, along with the time 4:23. A black navigation bar at the bottom contains three white icons: a back arrow, a home house, and a recent apps square.

In this page, you could see information of your friend.

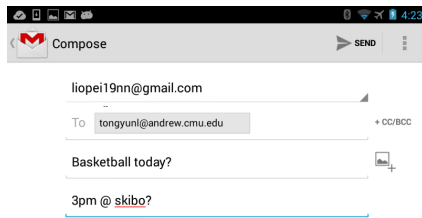
You could press Mail to write a message to the email address of you friend.

You could press duel to set this friend as your duel.

You could press “Back” to go back.



3.15 Write Mail Page



In this page, you could write mail to your friends.

You only need to input the subject and content, because the sender and receiver of this mail is pre defined for convenience.



3.16 Duel Page

Username	lip@andrew.cmu.edu
Nickname	lip
Done	0
Goal	5000

VS

Username	tongyuni@andrew.cmu.edu
Nickname	Tongyun Lu
Done	0
Goal	5000

In this page, you could see your duel.

The duel is set from Friend Info page.

You could press “Back” to go back.

