Feedr Developer Manual

Welcome to the Feedlr Developer Manual. This document is meant to act as a guide for new developers interested in contributing to the Feedlr project. As this document will not hold the answers to everything we encourage you to refer to a member of the developer group for any further questions.

Installation

1. The source code can be found on our git repository at https://github.com/blueliine/feedlr/. For more information on git usage refer to http://git-scm.com/documentation.
2. To develop for Android you will also need the Android SDK. For download and installation instructions, go to http://developer.android.com/sdk/.

Application structure

The application package structure is designed mainly after class type. A package for Android `Activities`, one for Android `Services` etc. For a visual representation of the application structure, refer to the *Architecture Specification* document.

Packages

The .client package holds classes and helper classes for handling client authorization and request actions. In the case of Twitter the classes are `TwitterHelper` for handling all sorts of request to the Twitter API and `TwitterAuthHelper` for authorization requests.

The .parser package contains classes for parsing the JSON response from the client requests into Java Objects to be used in the app directly or saved to the database.

The .database package contains classes for handling the database.

The .model package contains simple model classes defining our base object types (`Feed`, `FeedItem`, `User` etc.). The model classes are mainly used by the .parser and the .database package when parsing responses from the client REST APIs and extracting data from the applications database.

The .service package contains an Android `Service DataService` and a helper class. The `DataService` operates in the background handling all client request, parsing and saving to the database on request from an `Activity`. When a request is parsed and saved to the database a `Broadcast` to the `Activity` will be made reporting that new data is available.

The .ui package contains classes extending Android `View` and Android `Fragment` associated with the graphical user interface. Note that most of the GUI is defined in the resource XML-files.

The .activity and .adapter packages contains Android `Activities` and Android `Adapters`. Together these are responsible for responding to user actions, making calls to the `DataService` and supplying and updating the views with data from the database.