

Function for all screen :

int onCreate(int myMum)
this function create the screen

Splash Screen :

Screen 1 :

Void setSelectChampion()

This function stock the name in a variable (String) (specific to the class).

Void setSelectLane()

This function stock a list of lane in a variable (ArrayList) (specific to the class).

Void setSelectAttributes()

User can (de)select multiple attributes for a champion

void updateCheckBox()

Update the switch when a new champion is selected

boolean saveChange()

void updateChampionList(DataChampion)

display the champion list on the left

Screen 2 :

Void selectLaneToScreen3()

User selects desired lane, this takes the user to screen 3 with a filter on the database so it only shows champions that relate to the chosen lane, use putExtra

Screen 3 :

Void setSelectFilters()

This function stock a list of filter in a variable (ArrayList) (specific to the class).

Void removeChampion()

The champion list will show up automatically as the user selects which lane, and the user can remove that champion

DataChampion updateChampionListByLane(DataChampion)

DataChampion updateChampionListByFilter(DataChampion, (ListFilter))

This function copies the DataChampion and return a new one witch is filtered.

void setChampionList()

DataChampion :

boolean fillData(informationDataBase_LikeName)

fill the class with the creating and filling of many Champion class, we'll stock this in an ArrayList.

void createChampion(String name, ArrayList listLanes, ArrayList listAttributes, bitmap picture)

create a champion and add him to the listChampion.

Champion getChampion(ArrayList listChampion, String name)

search a champion with his name.

void updateChampion(String name, ArrayList listLanes, ArrayList listAttributes)

we'll use the function getChampion for finding the champion and after use champion fonction for update list.

void removeChampion(String Name)

Champion :

getter & setter

void setlistLanes etc