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Homework

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1.Overview

The purpose of this subject was to build a simple Log in application for mobile devices. The two important platforms on the market are Android and iOS.

The user will be able to create an account and login in the app, where he will see the current time, current weather based on his current location and a list of links populated from a database. Moreover, the user can review his account settings and change them, and also his password.

Android is the world's most popular mobile platform. It's the largest installed base of any mobile platform and growing fast — every day another million users power up their Android devices for the first time and start looking for apps, games, and other digital content. That's why we chose Android SDK to develop our application.

The application was built using the Eclipse IDE, with the ADT plug-in for Android SDK.

2.Specifications

The specifications for this project are:

- a. The user will be able to log in or create an account.
- b. If you have created an account, the application will display a welcome page.
- c. An authenticated user can modify the profile, with the data being saved.
- d. An authenticated user can change the password.

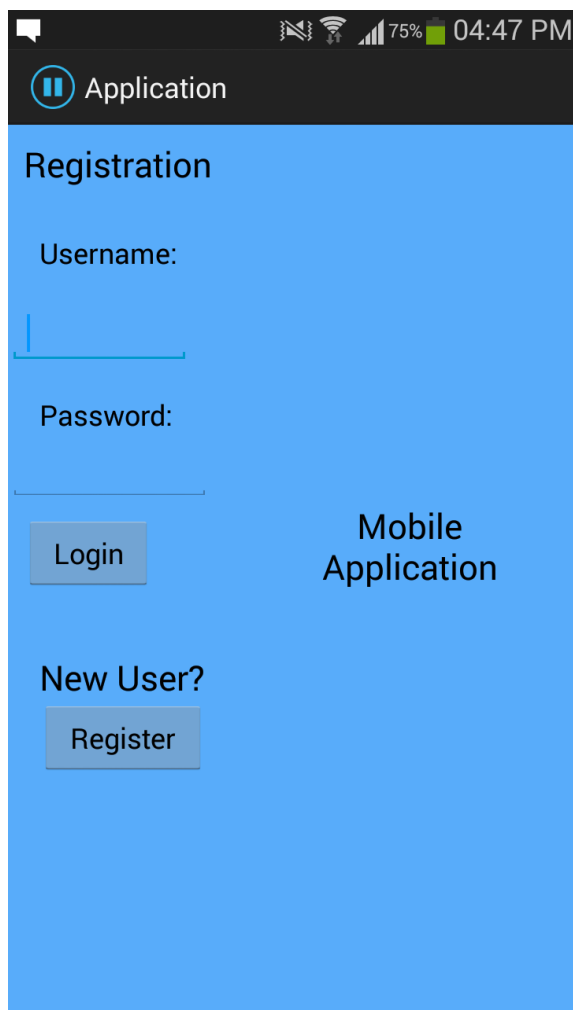
3.Prerequisites

The prerequisites for our application are:

- a. A device with at least Android 4.4 (KitKat).
- b. The device must have an internet connection.
- c. The application is target for the Android 4.4.2, API Level 19.
- d. Free space.

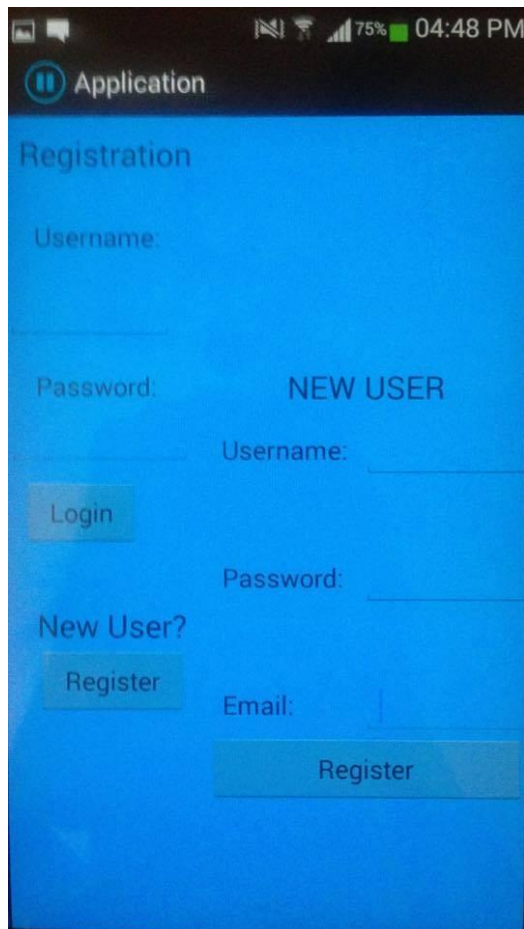
4.Documentation

When launching the application on your phone and from the welcome screen (Fig 1). The user can either login with an existing account using the “Login” Button or opt to create a new one with the “Register” Button.



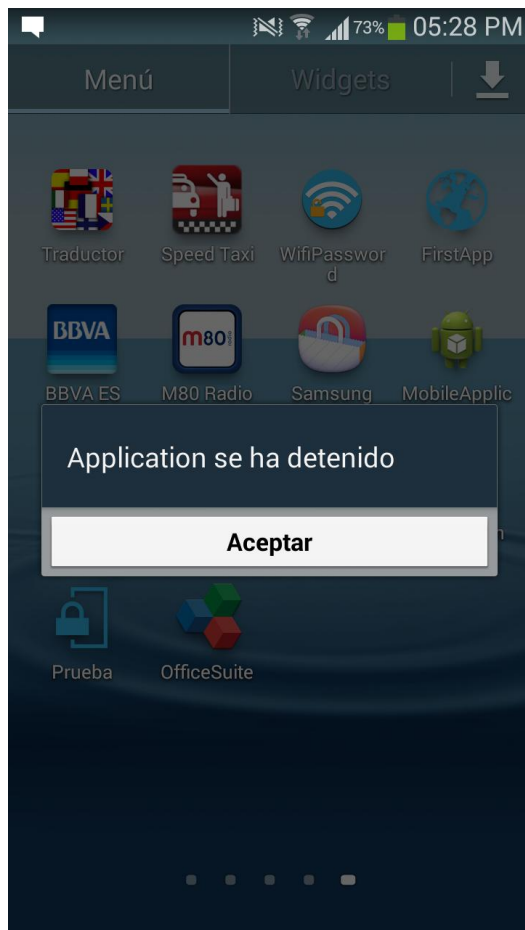
In this application we have make a fragment. In this fragment, we separate the information that we will introduce on the FieldText and the screen which appear all the information that we have saved (registration). A new activity will appear where you can enter your information (Fig 2). So when you press the “Register” Button, the right side will change and so the user has to insert a username, an email and a password. So when the user has add all the

information and saved it, the user will be taken to another window which is the Login Screen, where he will type his username and password and will launch the Home screen. If everything was right, the application will open the Log In Screen.



If you already have an account, introduce the username and the password in the right part of the fragment(called Login Screen).

We have not advanced due to us have found a bug in the program because of the code and we haven't found the solution for it. The problem is that when we press the "Register" or "Login" button, on the mobile device, we can see a window notification: "The application has stopped" (Fig 3) . But what we wanted to do our application is as follows:



-After successfully logging into the application you will be redirected to your Homepage. If you have a new account, the links list will be empty. You can complete your profile by adding a photo and some links which you would like to visit. Then, hit the Save Profile button at the end in order to save your data. In order to change your password, tap the Settings button in the Action Bar. A menu will appear. Choose Change Password and then introduce your old password and your new password and hit OK. It is not required to hit Save Profile after this operation.

Also another problem that we couldn't solve is that we didn't know how to save all the information. We wanted to do with files, so when the user wants to register in the application this will be kept on a file. The java code for it is PrintWriter. So at first the application will open this file and then will save the username, password and email on it. All the data will be on a folder which would be saved on the same Application folder that we were developing.

And when we press the button login, to read the information we also use files. The Java code of it is Scanner. So what this code do is that we open the file, and we have to check what the user introduce with what we have saved on the file. If it is same then the application will go to HomeScreen and if not will appear a notification that the user doesn't exist.

You can see all this explanation in the code because it is remarked.

-In order to register, the user is asked to complete the e-mail, username and password fields. You are not able to register with empty e-mail, username or password fields. If there is another account with the same username, the account won't be created and a message will be prompted. Also, if there is another account with the same e-mail address, the account won't be created and a message will be prompted.

If you already have an account, you can log in. But if the password or username field is empty, a message will be displayed. If the username or the password doesn't match any recording, then a message will be displayed.

The user is allowed to change the old password with a new one and the e-mail address, then save the changes by hitting the Save Profile button.