

Mealer - Android Application Project Report

SEG 2105[B] – Introduction to Software Engineering

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Introduction

The purpose of this report is to discuss the work completed and challenges faced in the development of our implementation of Mealer. Mealer was created to be an Ottawa-based meal sharing application, where local cooks can sell meals to clients from their homes. Throughout the entirety of the term, we have been working collaboratively to ensure the application was developed in a proper and efficient manner. Together as a team, we have managed to successfully complete development of the application as instructed by the Professor and the provided rubrics.

UML Class Diagram

In this subsection of the report, you will find the final and most up-to-date version of our UML diagram made with GenMyModel modelling program.

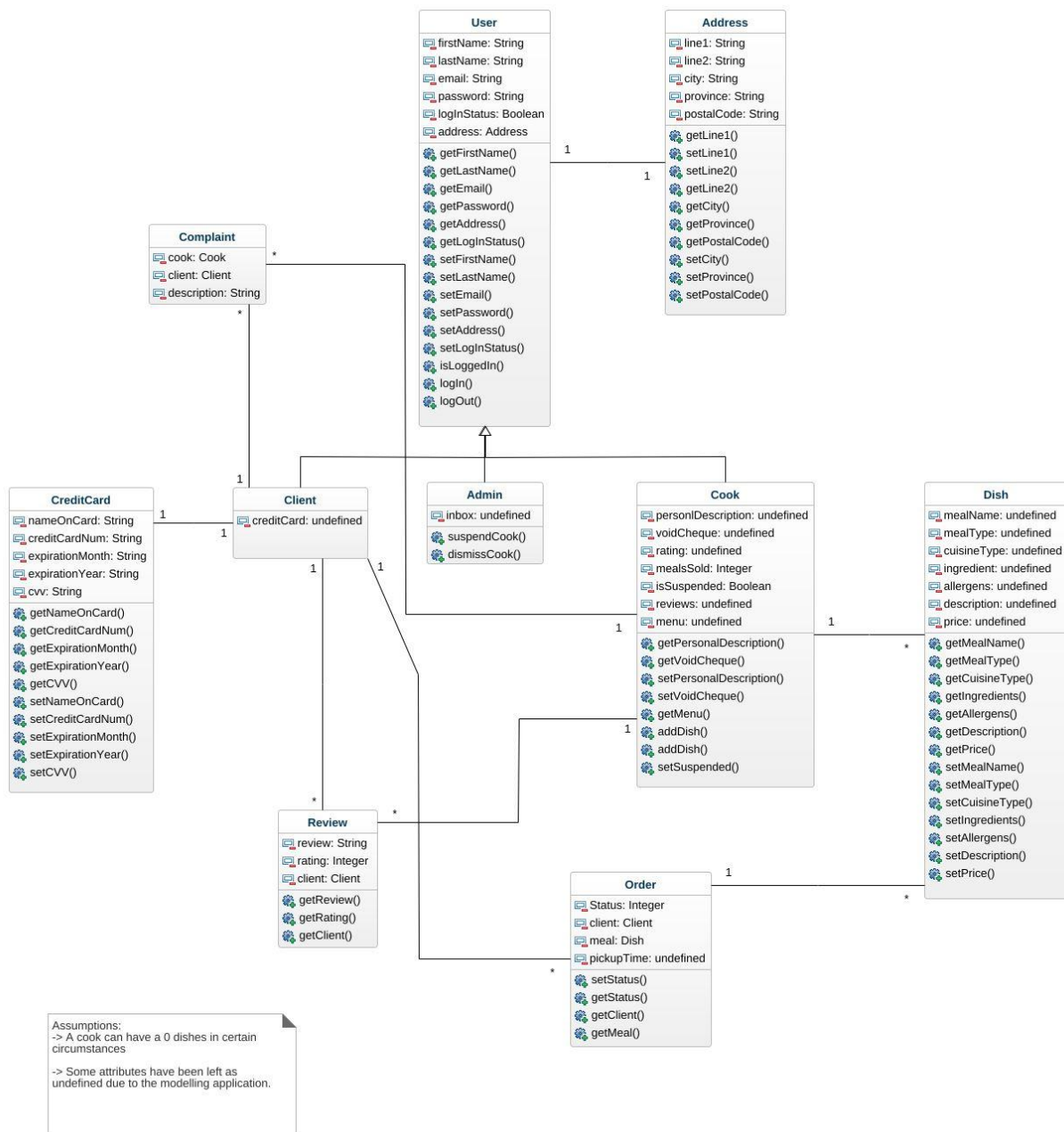


Figure 1: Final UML Class Diagram for Mealer Application

Specifications of Work Completed

In this subsection of our report, we will be discussing the contributions of each team member for each deliverable. The most efficient way for us to specify the efforts is to create separate tables for each deliverable with different columns linked with each member of the group.

Deliverable 1	
Names:	Work Completed:
Aydin Yalcinkaya	<ul style="list-style-type: none"> - Initial GitHub Commit - Created the logo for the application - Designed the initial login page, finalizing on colour and logo design choices and added specific functionality - Assisted designing the Registration page and Welcome page. - Made the APK release on GitHub
Ali Raza Bhangu	<ul style="list-style-type: none"> - Helped Aydin with finalizing colour schemes and initial UI design. - Designed the Registration and Welcome pages with help from Aydin - Created the UML Diagram
Mustafa Ahmed	<ul style="list-style-type: none"> - Created the initial java classes, made the user classes for accounts/registration. - Helped build the backend foundation of the application
Tomer Szulstein	<ul style="list-style-type: none"> - Handled the redirection for the sign-up page and the functionality for the photo upload of a void cheque for the cook.

Deliverable 2	
Names:	Work Completed:
Aydin Yalcinkaya	<ul style="list-style-type: none"> - Worked on a vast majority of the SQLite for this deliverable, helped teach it to other members of the team - Helped Ali plan out the UI for the next stages of the application - Helped Mustafa implement the suspend functionality
Ali Raza Bhangu	<ul style="list-style-type: none"> - Organized the division of work and handled the team meetings - Created the UI/Front-End for the deliverable - Made the APK release on GitHub
Mustafa Ahmed	<ul style="list-style-type: none"> - Worked on the UML Diagram - Implemented the suspend functionality in collaboration with Aydin
Tomer Szulstein	<ul style="list-style-type: none"> - Created the unit tests for the deliverable - Helped with the backend when needed

Deliverable 3	
Names:	Work Completed:
Aydin Yalcinkaya	<ul style="list-style-type: none"> - Helped Ali and Mustafa with SQLite problems and ensured they were able to work on their own - Added functionality to the Complaint Page to ensure they could logout as desired. - Fixed errors within the database, such as allowing the price input to be accepted as decimals.
Ali Raza Bhangu	<ul style="list-style-type: none"> - Added backend and frontend functionality for the cooks, such as the ability to make meals. - Made the UML Diagram for Deliverable 3
Mustafa Ahmed	<ul style="list-style-type: none"> - Finished the remainder of the Deliverable with some help from the other members of the group. - Added finishing touches to the cook functionality and the way the meal system works
Tomer Szulzstein	<ul style="list-style-type: none"> - Created the unit tests for the deliverable - Helped with the backend, primarily with some issues in the database.

Deliverable 4	
Names:	Work Completed:
Aydin Yalcinkaya	<ul style="list-style-type: none"> - Built out the base for the client interface in time for us to demo our application - Divided the work for everyone to do and assisted wherever he was needed. - Ensured the deliverable was completed without any errors, worked with Tomer to finish the remainder of the deliverable.
Ali Raza Bhangu	<ul style="list-style-type: none"> - Finished the client orders page with help and advice from Aydin - Worked on implementing the search functionality for orders. - Made the report and worked with Aydin on the UML Diagram.
Mustafa Ahmed	<ul style="list-style-type: none"> - Started working on the initial functionality for ordering - Worked on the UI for the pending order and user screen.
Tomer Szulzstein	<ul style="list-style-type: none"> - Worked on finishing up the remainder of the functionality for the app. - Made the unit tests for the deliverable

Screenshots of Application

In this subsection of the report you can find photos of our application running on an emulator.

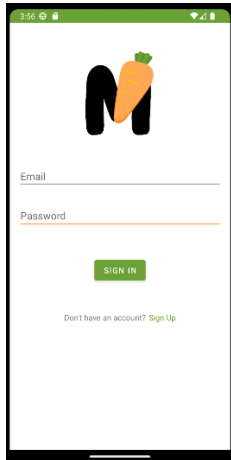


Figure 2: Login Page

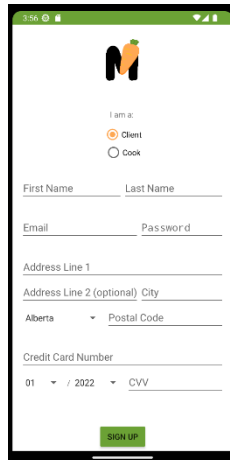


Figure 3: Client Registration Page

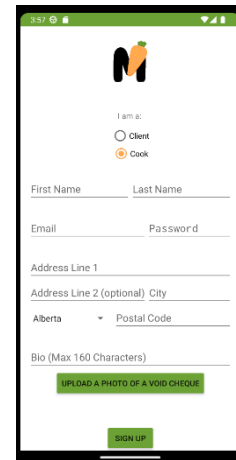


Figure 4: Cook Registration Page

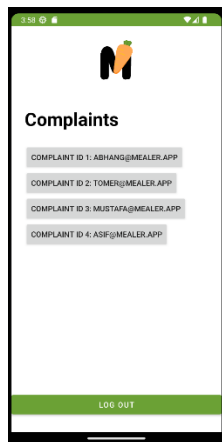


Figure 5: Complaint Page

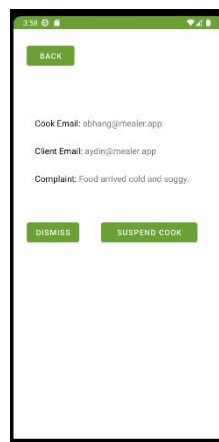


Figure 6: Individual Complaint Page

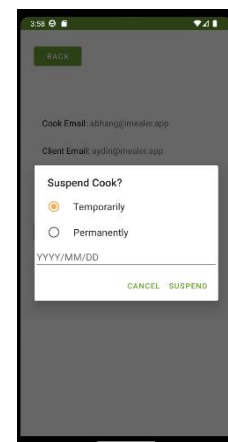


Figure 7: Suspend Cook

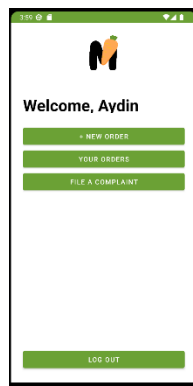


Figure 8: Client Page

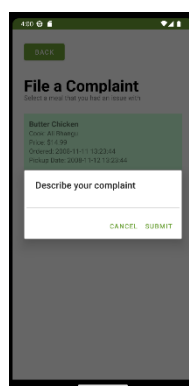


Figure 9: Client Complaint

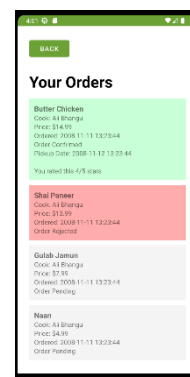


Figure 10: Client Orders



Figure 11: Search Functionality

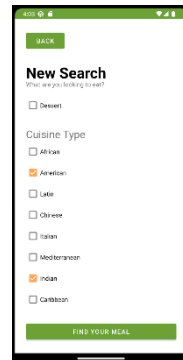


Figure 12: Search Functionality

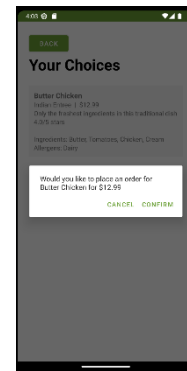


Figure 13: Client Ordering

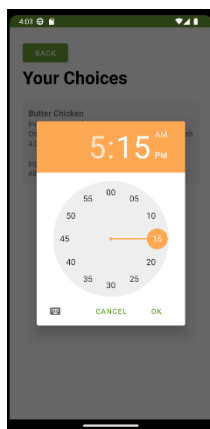


Figure 14: Client Time Selection

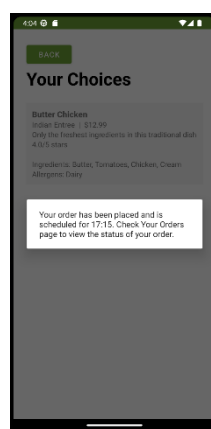


Figure 15: Order Confirmation

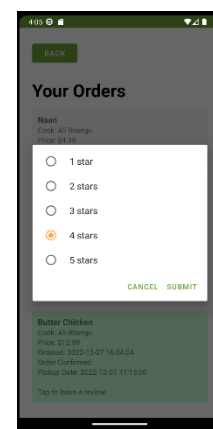


Figure 16: Review After Order

Lessons Learned and Conclusion

Throughout the length of the term, all of us have learned many lessons by working as a team and many of our skills have grown as a result. We believe the largest lesson we learnt from this project was the importance of clear communication within a team, as we contribute our success to our weekly meetings and continuous communication between one another. Being able to reach out to each other and discuss design ideas or errors within our implementations was invaluable and it truly was one of the most important takeaways from this project. Aside from that, the next key lesson we learned was how to approach a new concept, as a majority of the team was unfamiliar with SQLite and Android Studio. However with guidance from our experienced teammate and resources accessible via the internet, we were all able to walk away with a grasp on SQLite and a general understanding of how applications work. Overall, the lessons learned and the experience we gained from this project were invaluable as they helped improve all the key skills required to be an excellent software developer.