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EECE457 – Mobile Applications

AUD Bucket List - Final Project

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#### **AUD Bucket List**

#### 1. Introduction

The purpose of this mobile application is to allow users to create an account using an email address and a password, which gets stored on an online database, login to their account, and see a list of their bucket-list items which is also stored online. Each item contains a title, description, map location, and due date. The user can create new items or edit existing ones. Additionally, the user can set an item as completed, which shows a checkmark next to that item. The items are sorted by the due date, and the completed items are moved to the bottom of the list. The application data, which consists of user accounts and bucket list items, is stored online using Google Firebase. The application is bug-proofed against common user mistakes, which are going to be listed in the common-mistakes section below.

#### 2. Instructions

When the application is launched, the user is presented with a login screen, as shown in figure 1. The user is asked to input an email-address and a password and tap login or register, depending on whether they have an account or not. The input credentials are added to the online firebase database or matched against it. The following credentials can be used for testing: mostafa.elsayed@mymail.aud.edu 123456

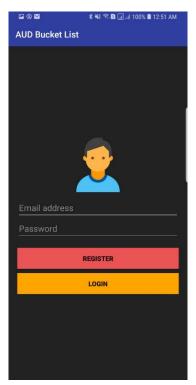


Figure 1 – Main screen

Registering a new account or logging in to an existing one navigates the user to the list of bucket items, which is fetched from the online database. The user is then presented with the list of existing bucket-list items, as shown in figure 2.

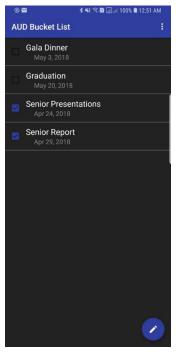


Figure 2 - Bucket-list screen

Tapping on the pencil icon at the bottom right-hand corner navigates the user to the new item page, which allows them to fill information for a new bucket-list item, shown in figure 3. The map location is chosen by simply tapping on the map.

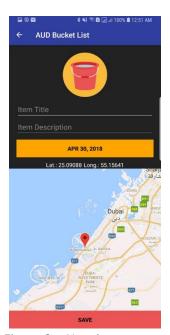


Figure 3 – New item screen

Tapping on an item from the list of bucket-list items navigates the user to the same screen of creating a new item, but it also populates the fields with the values corresponding to the tapped item, as shown in figure 4, allowing the user to edit an existing item.

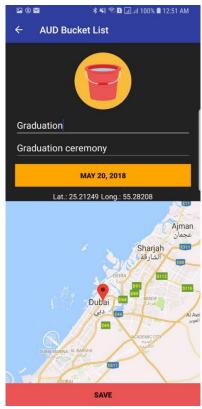


Figure 4 – Edit item screen

# 3. Bug-proofing

The application is proofed against several bugs. This is done by preventing it from crashing and displaying meaningful error messages, as shown in figure 5. The following bugs have been considered:

- Leaving email or password fields empty while registering or logging in
- Inputting an email in an incorrect format (without "@" or ".")
- Inputting a password that is shorter than 6 characters, as this is not allowed by Firebase
- Logging in with unknown or wrong credentials
- Registering more than once with the same email-address
- Creating a new item or editing an existing one without inputting a title or description

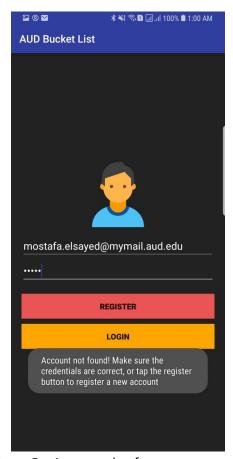


Figure 5 – An example of an error message

#### 4. Lessons Learned

As briefly mentioned above, this mobile application covers a wide range of aspects and features. Those features have to be carefully implemented; meaning that potential mistakes that could be done by the user have to be considered, in order to prevent crashes or unexpected errors as well as to guide the user on what to do, and the implementation code should be as efficient as possible.

The first aspect that had to be considered while designing this application is the design of the user interface. The user interface is a critical element in the design process of any mobile application. It is what the user develops their first impression from, and it should be intuitive and simple to use, in order to avoid confusing the user.

The second major aspect of this project is the usage of Google firebase database. With a few simple steps that consist of downloading a JSON file and importing a few libraries in the application's gradle file, firebase allows us to create a registration and login system with ease, as well as store data online and retrieve it. Firebase uses a tree data structure which requires no SQL knowledge, unlike other database services. This tree data structure allows developers to access and store data in a hierarchical fashion, by accessing children elements of nodes.

The third and final major aspect of this project is the usage of a Google Maps GUI object. A Google Maps object, called fragment, allows developers to display a fully functional map that has all the basic map features that the average user is accustomed to. Those features include smooth scrolling, pinch-zooming, and insertion of pins. The only requirement for having a Google Maps object is an API key which can be obtained for free from the online Google Developer Console. The map object comes with much more sophisticated features that are not utilized in this simple application, such as the display of routes, for instance.

#### 5. Java Code

### MainActivity

```
.addOnCompleteListener(this, new OnCompleteListener<AuthResult>()
    public void onComplete(@NonNull Task<AuthResult> task) {
```

## BucketListActivity

```
public class BucketListActivity extends AppCompatActivity
{
    // global variables
    ArrayList<BucketItem> listOfBucketItems; // contains bucket items
    CustomAdapter listViewAdapter; // adapter for listview
    public static String userID = "";
    public static BucketItem chosenItem;
    public static boolean isEditing = false;
    // GUI elements
    ListView listView;

    // constructor
    @Override
    protected void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_bucket_list);

        // initialize global variables
        listOfBucketItems = new ArrayList<>();
        listViewAdapter = new CustomAdapter(listOfBucketItems);
```

```
newItemButton.setOnClickListener(new View.OnClickListener()
public boolean onCreateOptionsMenu(Menu menu)
public boolean onOptionsItemSelected(MenuItem item)
void setDataListener()
```

```
public void onDataChange(DataSnapshot dataSnapshot)
   public void onCancelled(DatabaseError databaseError)
Collections.sort(listOfBucketItems, new Comparator<BucketItem>()
```

```
public CustomAdapter(ArrayList<BucketItem> bucketItems)
```

```
// title
    titleTextView.setText(bucketItems.get(i).title);
    return view;
}
```

### AddAndEditItemActivity

```
ublic class AddAndEditItemActivity extends AppCompatActivity implements
```

```
public void onMapReady(GoogleMap googleMap)
```

```
BucketItem bucketItem = new BucketItem();
databaseReference.child(userID).child("items").child(chosenItem.itemID).setValue(bucke
databaseReference.child(userID).child("items").push().setValue(bucketItem);
   void initializeMapClicks()
               chosenPoint = mMap.addMarker(new
```