AMERICAN UNIVERSITY IN DUBAI

SCHOOL OF ENGINEERING

DEPARTMENT OF
Electrical & Computer Engineering

EECE 457 - MOBILE APPLICATIONS

SPRING 2018

Bucket List Report

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App Title: Bucket List

Instructions:

1. New users can register by clicking on "Register" button and filling their name, email and password fields.
2. Existing users can login using their email and password
3. A toast is displayed to notify in case of authentication failure
4. Once logged in, the user can see a list of items
5. Clicking on the floating action button opens add new item screen
6. Long-clicking an item will prompt the user to delete it
7. Clicking an item will open edit item screen
8. There are 4 categories for due dates. If an item is due in a week, the date will be displayed in red background, if an item is due in 2 weeks, the date will be displayed in orange background, if an item is due in 3 weeks, the date will be displayed in yellow background, if an item is due in 4 weeks, the date will be displayed in green. However, if an item is overdue, it will be shown in cyan.
9. To add a new item the user clicks on the floating action button, and then fills the item name, description fields and selects a due date using the date picker, and drags the marker on the map to select a location, then press Add Item.
10. To sign out, the user can press the sign out button from the action bar from any activity

Special Info:

Testing credentials:
a. Email: 0m4ric4@gmail.com
b. Password:123456

Lessons Learned:

Developing the Bucket List application has helped me fuse a lot of skills and knowledge together. I started the milestone build by implementing the authentication using Firebase, it allowed me to build separated content for each user using their unique id. I have learned to enhance my list content and experience with modifying the list adapter. I categorized the items by means of their deadlines, where there is a different color for each category. I have learned to use firebase to query my database in order to sort the data. I have learned to integrate google maps, implement its listeners and callbacks. I have learned to validate my forms, testing to avoid null pointer exceptions. I learned how to add a

custom toolbar and modify its action. Overall, developing the application has reinforced my coding and debugging skills and it also improved my UI design techniques.