




GROUP ASSIGNMENT

23-03-2024

Group 4

Submitted by

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Lecturer: Un Virak

<i>LECTURER'S COMMENTS/GRADES</i>	<i>For office use only</i> <i>Date:</i> <i>Time:</i> <i>RECEIVER'S NAME:</i>
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1. Short Project Description

For our project, we have decided to build an ecommerce app called DreamCart with the intention of allowing admin to post and update, delete the products through the app. Then, the user would be able to browse through the catalog of items in the app and is offered the ability to purchase items that they desire. This project will be done using Java Programming languages and SQLites with Android studio as the IDE environment for this application.

2. List of Important Requirements or Features

- User can browse through list of lost items

- User can post new lost items
- Create user account
- Login with Email address and Password
- User can call or message the person that post the item with the provided contact information
- User can see the details of the lost item provided by other users
- User can see the list of their post history and the detail of the item posted by them

3. Project Team

- **Hing Zodiac Jack: Team Leader**
 - Database design
 - Frontend configuration
 - Database methods for querying and retrieving
 - Category logic and loading products
 - Cart functionalities such as add delete, increase decrease quantity
 - Image uploading logic (selectImage -> uri -> bitmap -> imageView)
- **Socheat Sovichea:**
 - Login and Register
 - UI payment (Payment Activity)
 - CartActivity
 - View user for admin
 - CRUD Implementation for products
- **Hak Monghout: UI, slides, and Basic coding**
 - Figma design
 - Documentation
 - Database diagram

- Navigation drawer implementation
- Connecting views from drawer
- **Soy Rithy: Documentation and UI**
 - Documentation
 - Styling all the xmls to match the theme of our app
 - Colors for the theme of our app
- **Chy Sovan: UI, slides and Basic coding**
 - Cart UI design
 - Spacing and layout configurations for all the views
 - Methods for logging out data inside tables

4. Project Architecture:

As for the project architecture, the ecommerce app is an offline application with a local database that is provided with functionalities such storing, editing, and deleting data. Due to the nature of the application, users can use these functionalities without requiring access to an internet connection.

5. Project Methodology

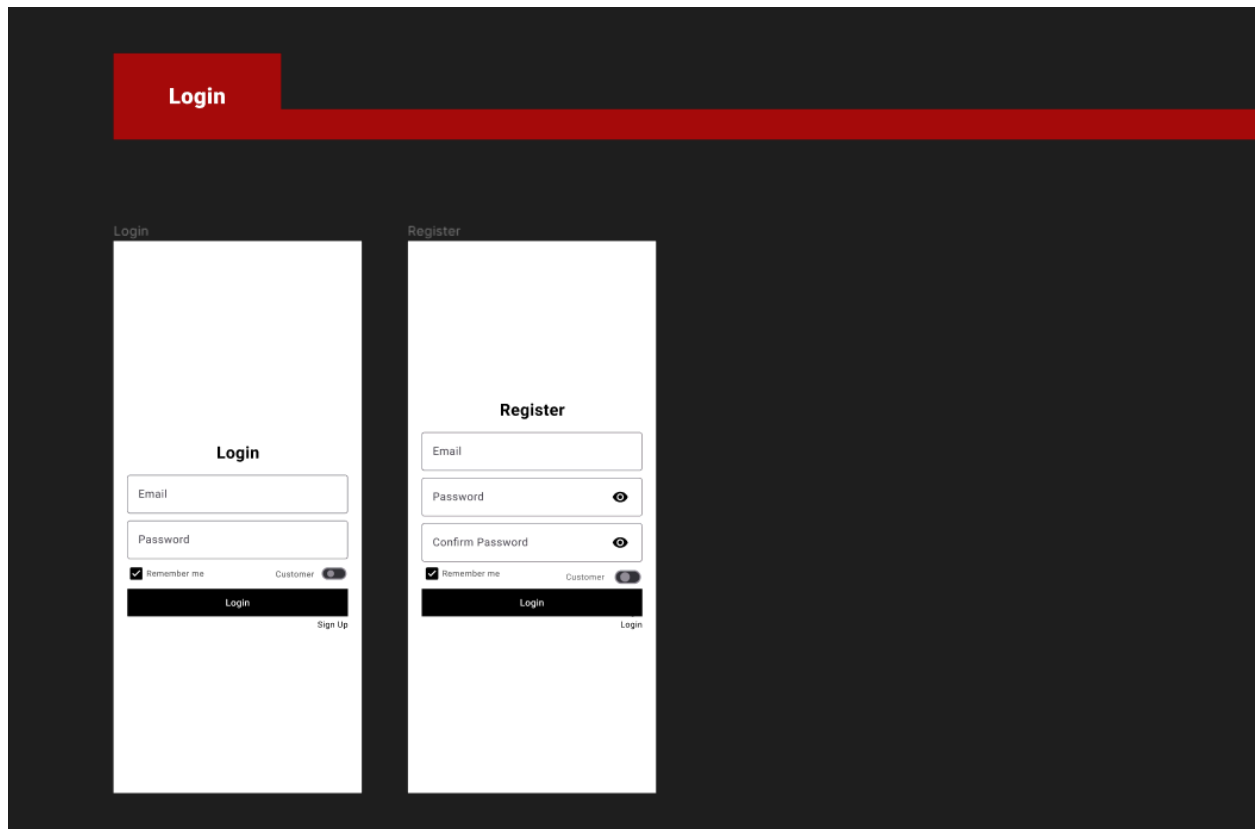
The development of this project is done through 7 steps. First step is having the idea of what the application is going to be. In the second step, we start to develop scenarios to determine UserMobileApplication InternetWeb ServerServer-side SQLITE 3 Database to the application requirements. Then in the third step, we start to define the application constraints. In the fourth and fifth step, we start brain storming of the application and create prototypes of how the application is going to look like. The sixth step is where the coding starts. After finishing coding, it's time to test the application which is the seventh step.

6. Tool and Technologies

- Java Programming Language
- Android Studio IDE
- Figma
- SQLite3
- Github

7. Design Mock Up

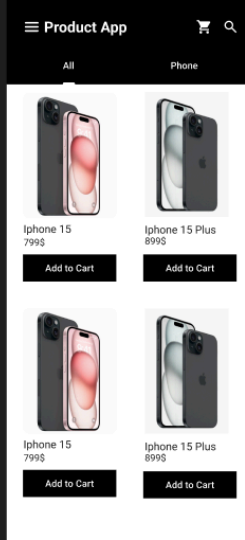
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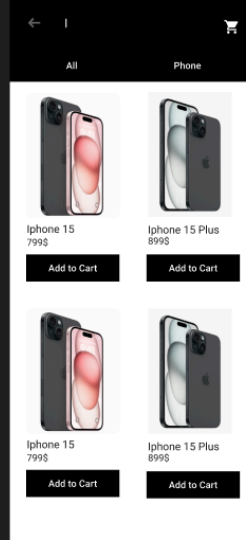
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User

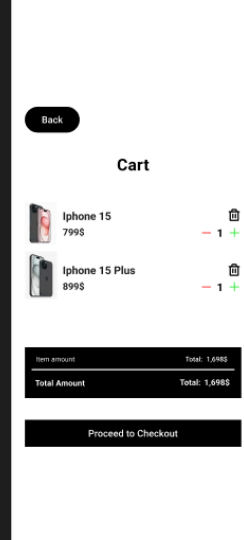
User menu page



User search



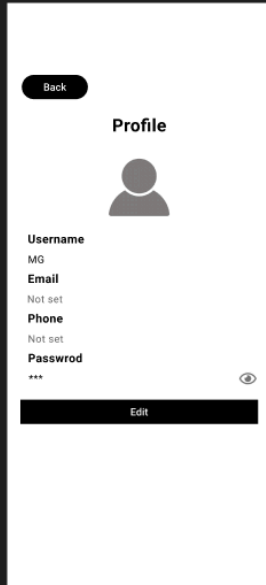
user shopping cart



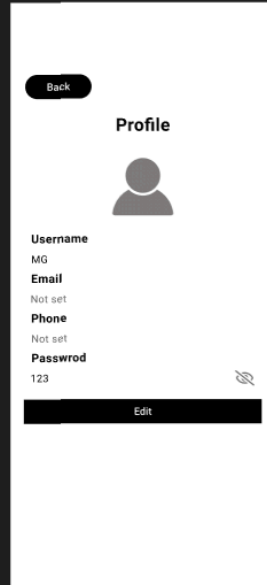
User burger menu



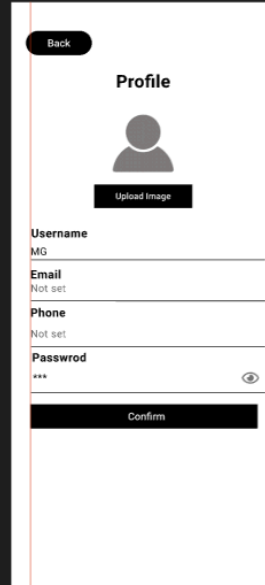
Profile



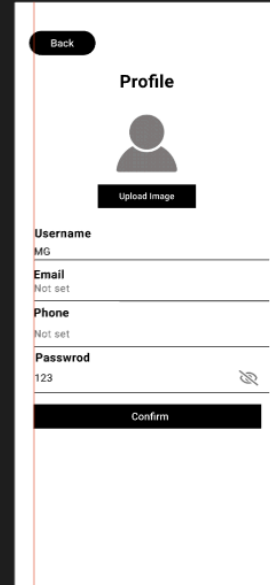
Profile - 1



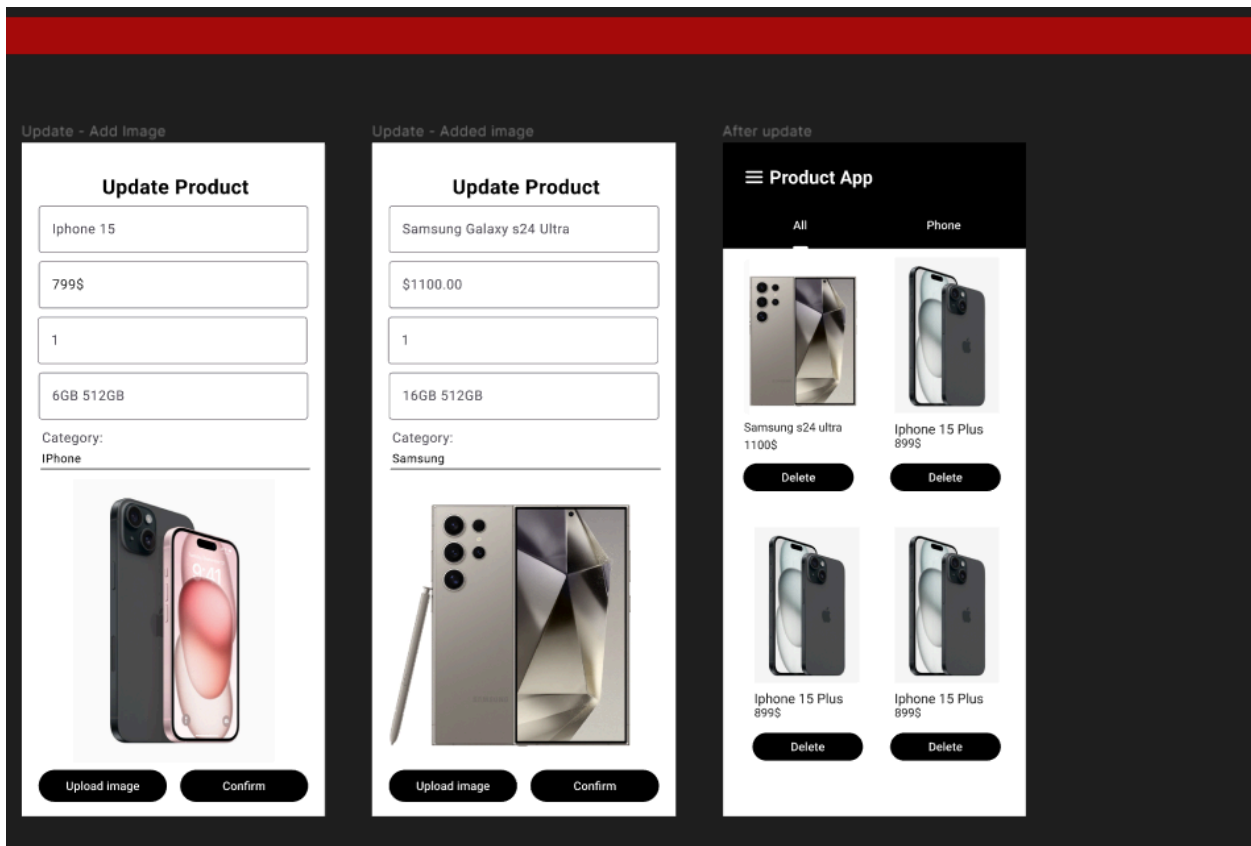
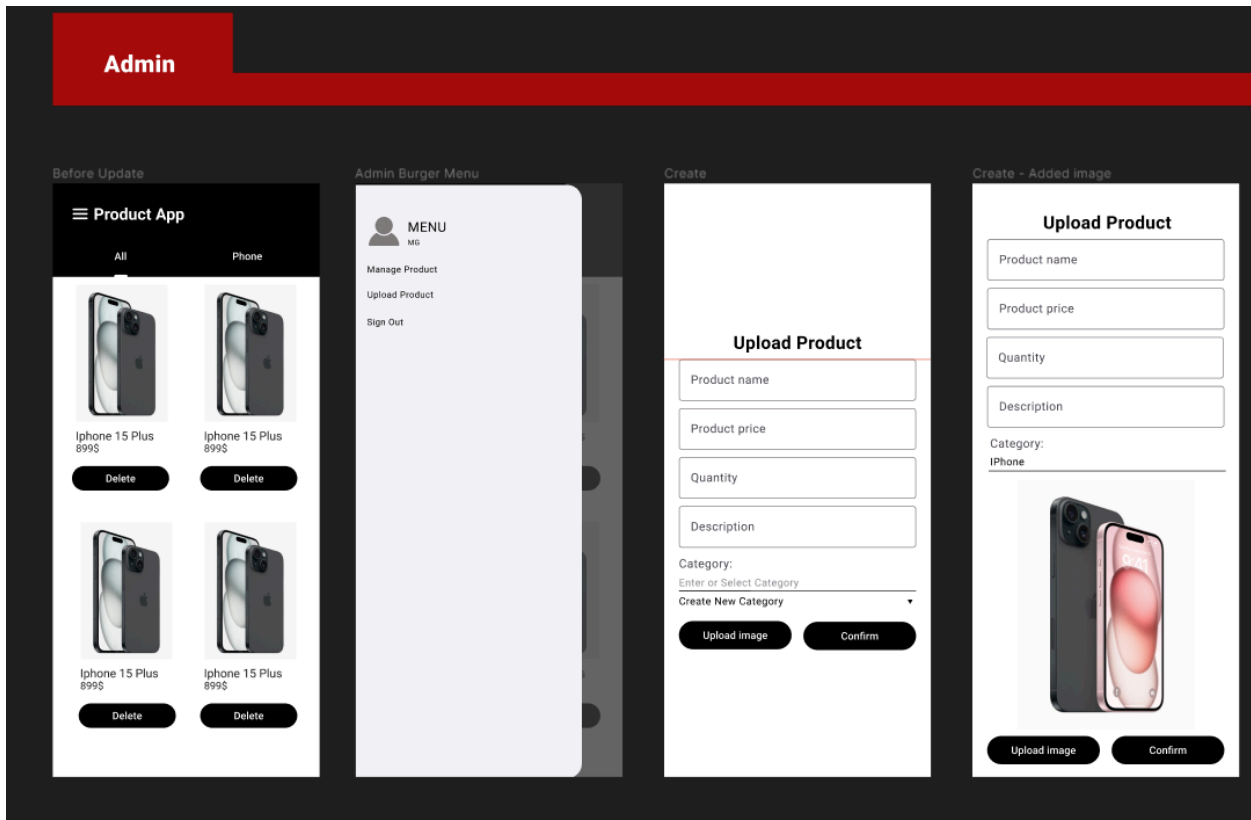
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Profile - 3



Admin:



8. Quality Control and Testing

This project can only implement functional testing to test if the requirements and features work perfectly. Due to time constraints, we cannot implement performance testing and usability testing for this project.

9. Communication

Our team has ensured good communication throughout the entire project duration. We have arranged to meet and discuss the project 5-6 times during the development of this project. We also meet on a daily basis during our class time to have some additional discussion and questions.

10. Project Development Difficulties

Throughout the entire duration of this project development, there are some difficulties we have encountered. First, as this project is working with SQLITE, there are some difficulties in reading, writing and querying data from the database because it is our first time using SQLITE. There is also difficulty with integrating our code together as we divide separate features.

11. Lesson Learned

By working on this project, we have learned valuable experiences throughout the process such as the CRUD process in android environment, user authentication, duo account system, and the purchasing function that is used in our mobile application.

12. Conclusion

In Conclusion, Ecommerce App is an application that allows users to browse and purchase products, While the admin can upload, edit and delete the products that are

uploaded. This application is done through the use of Java Programming Language with SQLITE for the database.