

E-sale

Presented by

Aritra Naha Likhan (2007092)

Sumaiya Rahim Suma (2007102)

Hanium Maria Joli (2007113)





Agenda

- Easy trade
- User friendly interface
- Interactive seller-buyer information
- Seamless product management



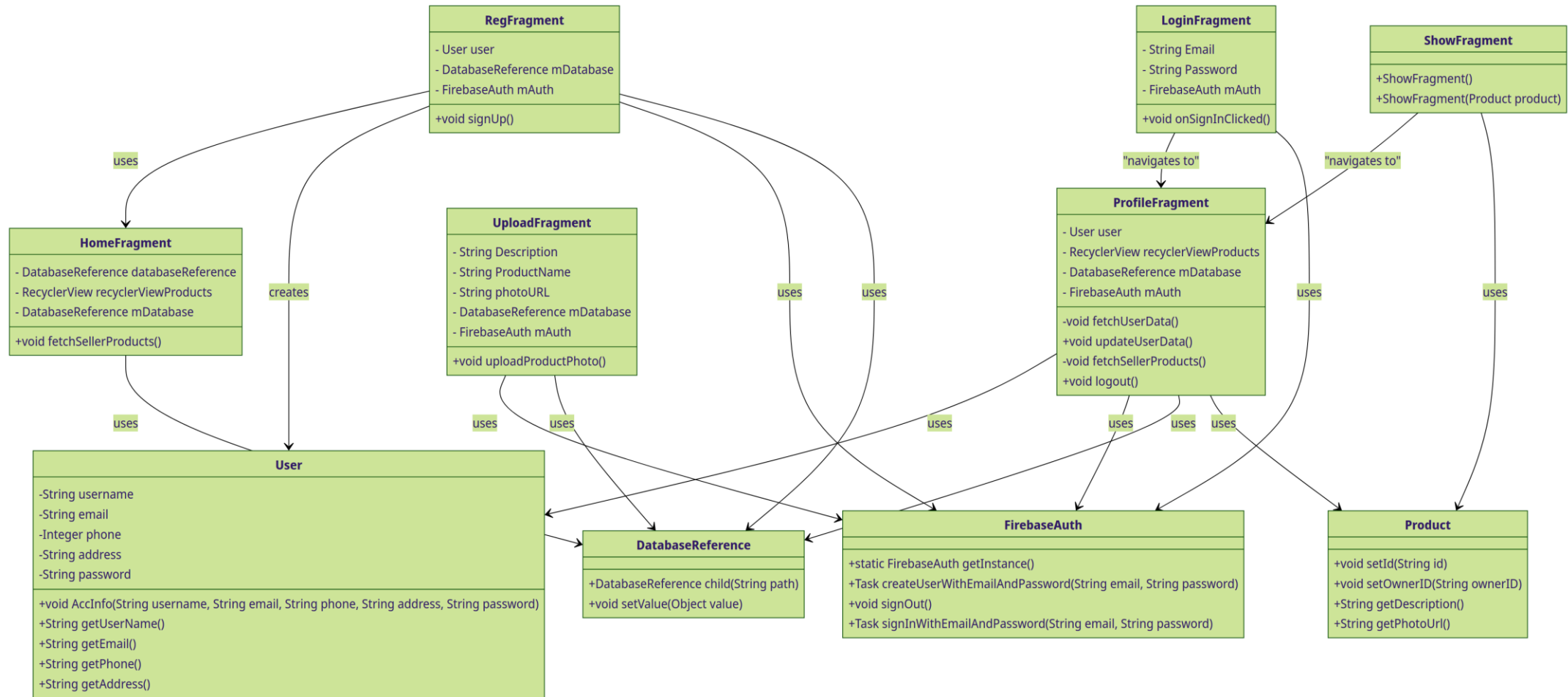


Introduction

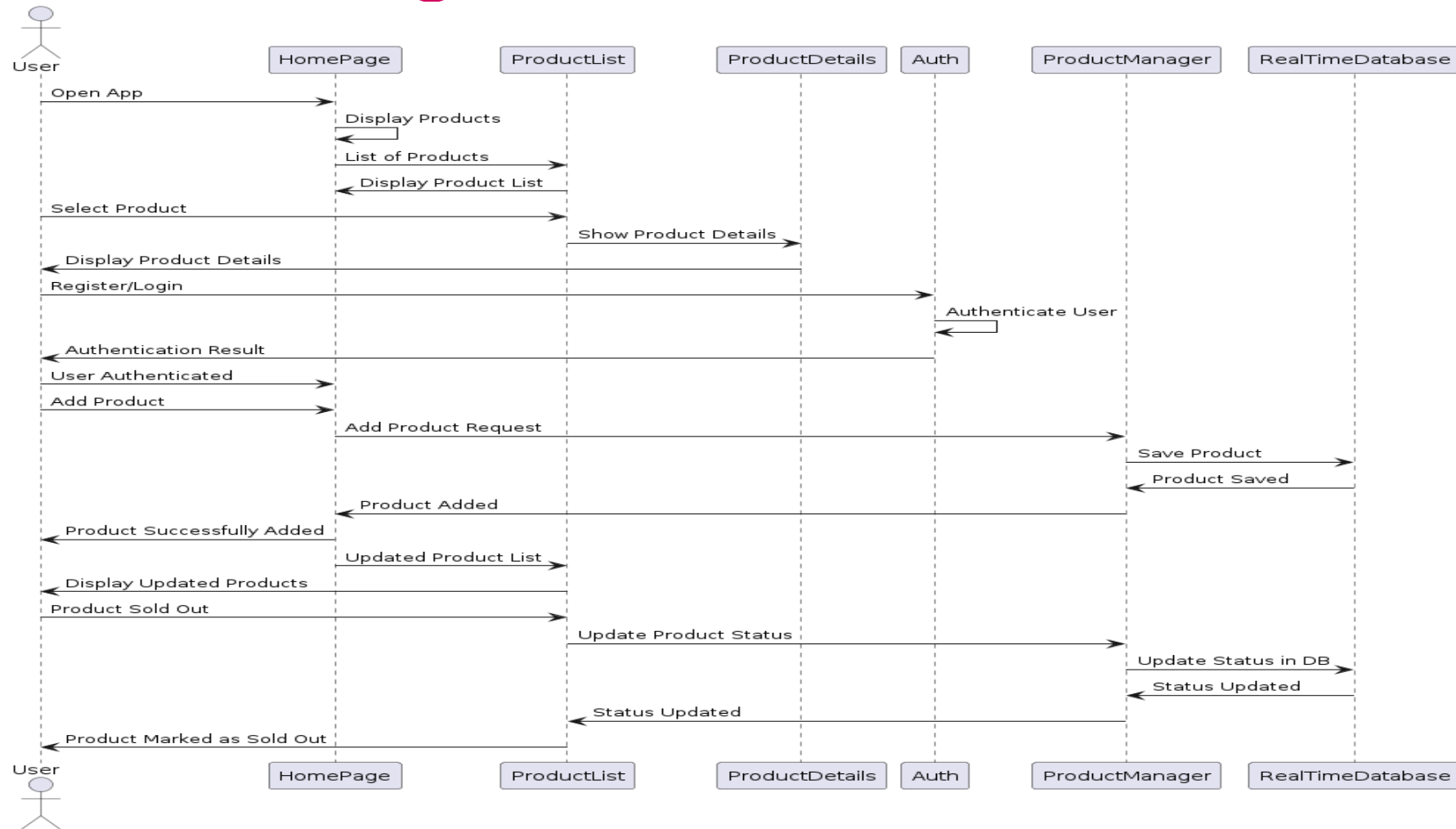
E-sale is an ecommerce android application that simplifies user registration, profile and product management and sales activities

APP OVERVIEW

UML Diagram



Sequence Diagram





Homepage

Frontend

- Image: Product image
- Title: Product name

Backend

- HomeFragment: A class that sets up the layout and data fetching mechanisms for displaying the products.
- HomeProduct: A class that models a product with attributes for name, photo URL, owner ID, and description.
- HomeProductAdapter: An adapter that displays a list of HomeProduct objects in a RecyclerView, allowing users to see product details and images, and navigate to a detailed view of the selected product.

Homepage (Design pattern)

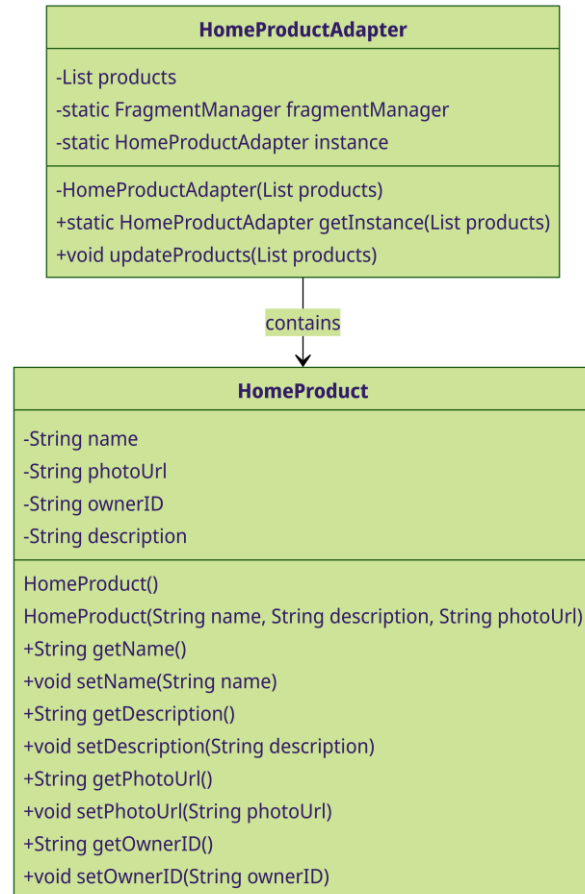
- **Singleton**

HomeProductAdapter class implements singleton pattern to ensure that only one instance of product list is active on homepage despite the list being frequently updated by the sellers





Homepage (Design pattern)



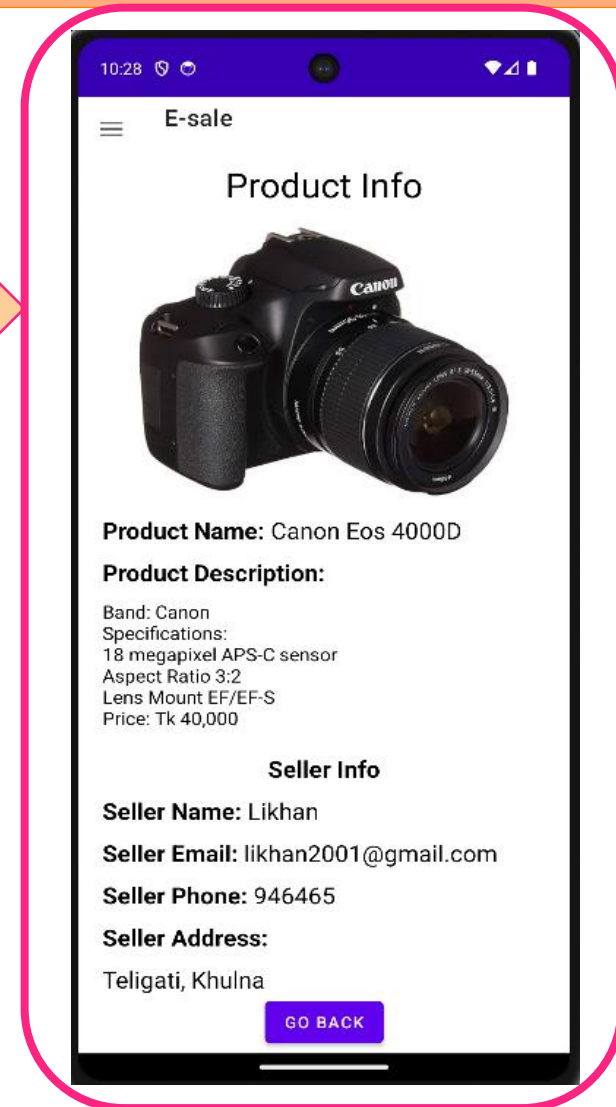
Singleton (class diagram)

Homepage (Design patterns)



Single tap

(Transition from homepage
to product details)





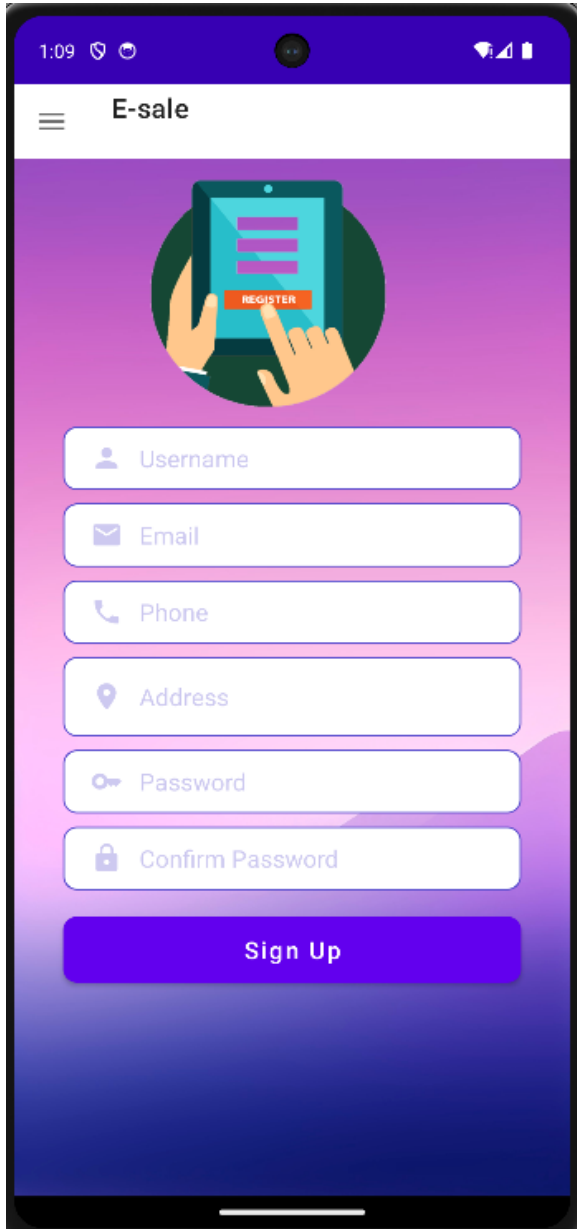
Product and Seller Details

Frontend

- Image: Product image
- Details: Product name, description and Seller's profile information

Backend

- HomeShowFragment: The class displays detailed information about a selected product, including the product's name, description, image, and the seller's contact information, and provides a button to navigate back to the HomeFragment.



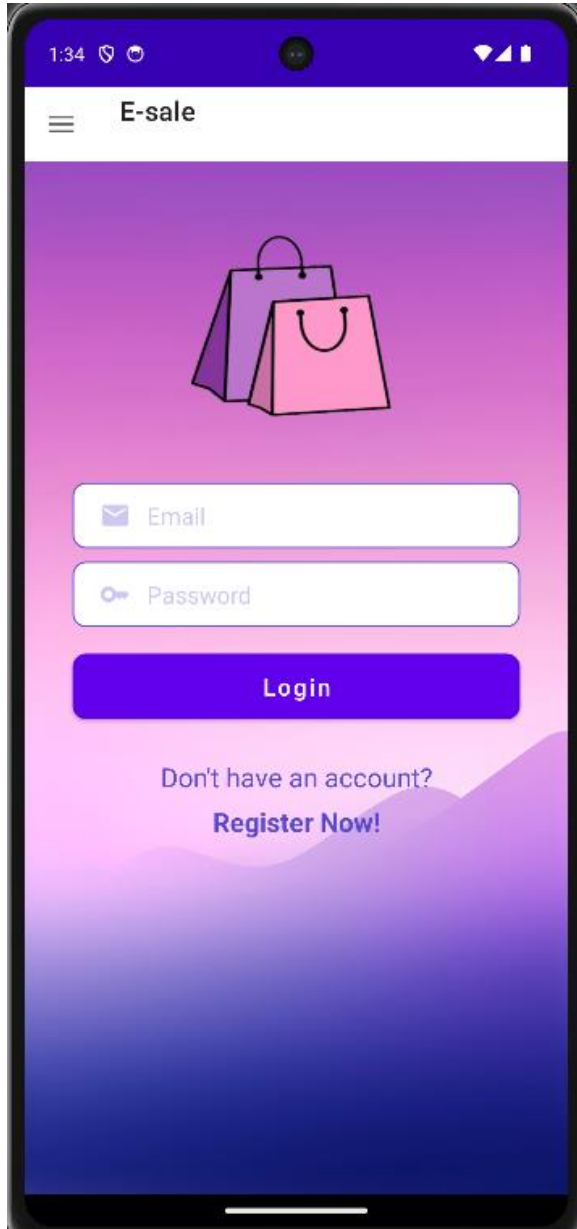
Signup

Frontend

- Fields: Username, Email, Phone, Address, Password and Confirm password fields
- Signup button: Button dedicated for signup action

Backend

- RegFragment: A class for -
 - Collecting user details
 - Creating a new user with Firebase Authentication
 - Saving user information in Firebase Realtime Database
- User: A class for a user's account information, including their username, email, phone, address, and password.



Login

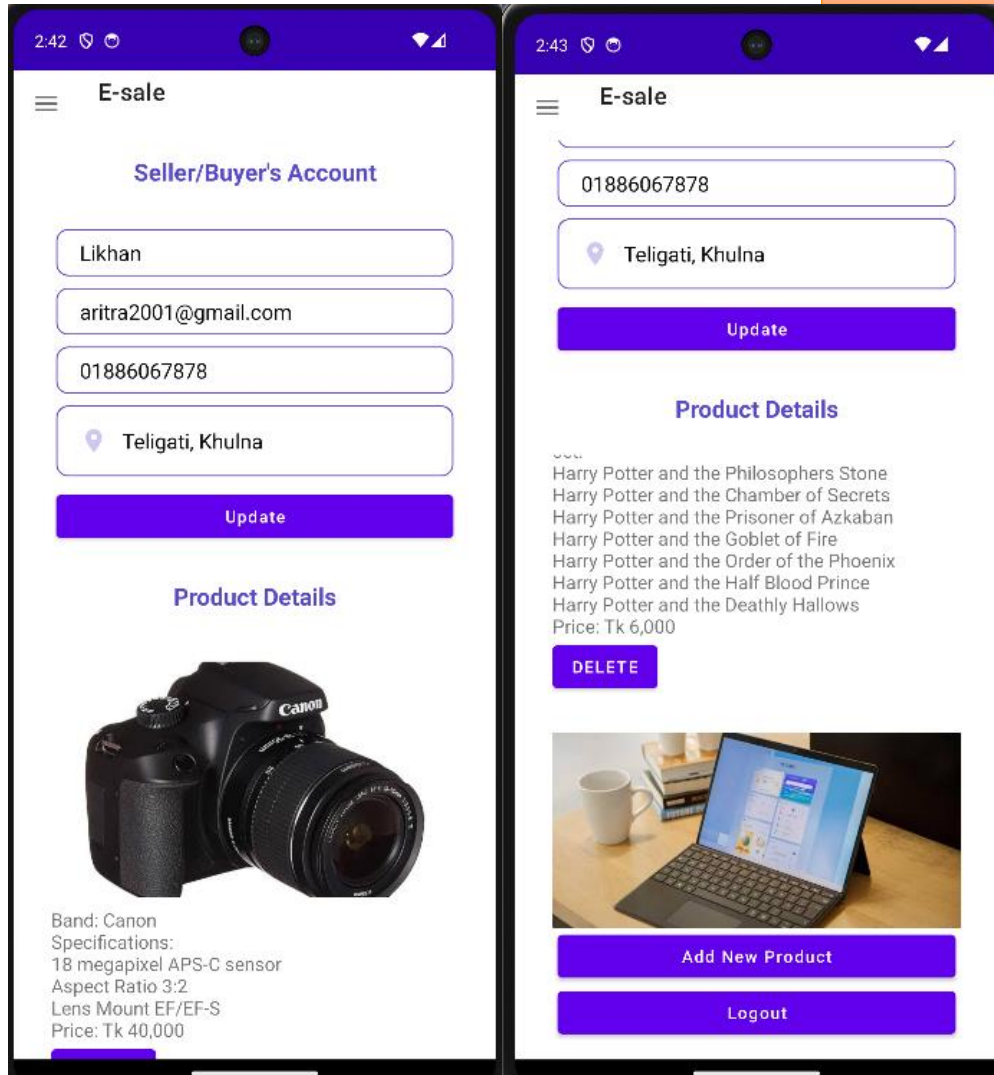
Frontend

- Fields: Email and password fields
- Login button: Button dedicated for login action

Backend

- LoginFragment: A class for -
 - Collecting user details
 - Authenticating user using Firebase Authentication
 - Navigates to ProfileFragment upon successful login
 - Shows failure message if not authenticated

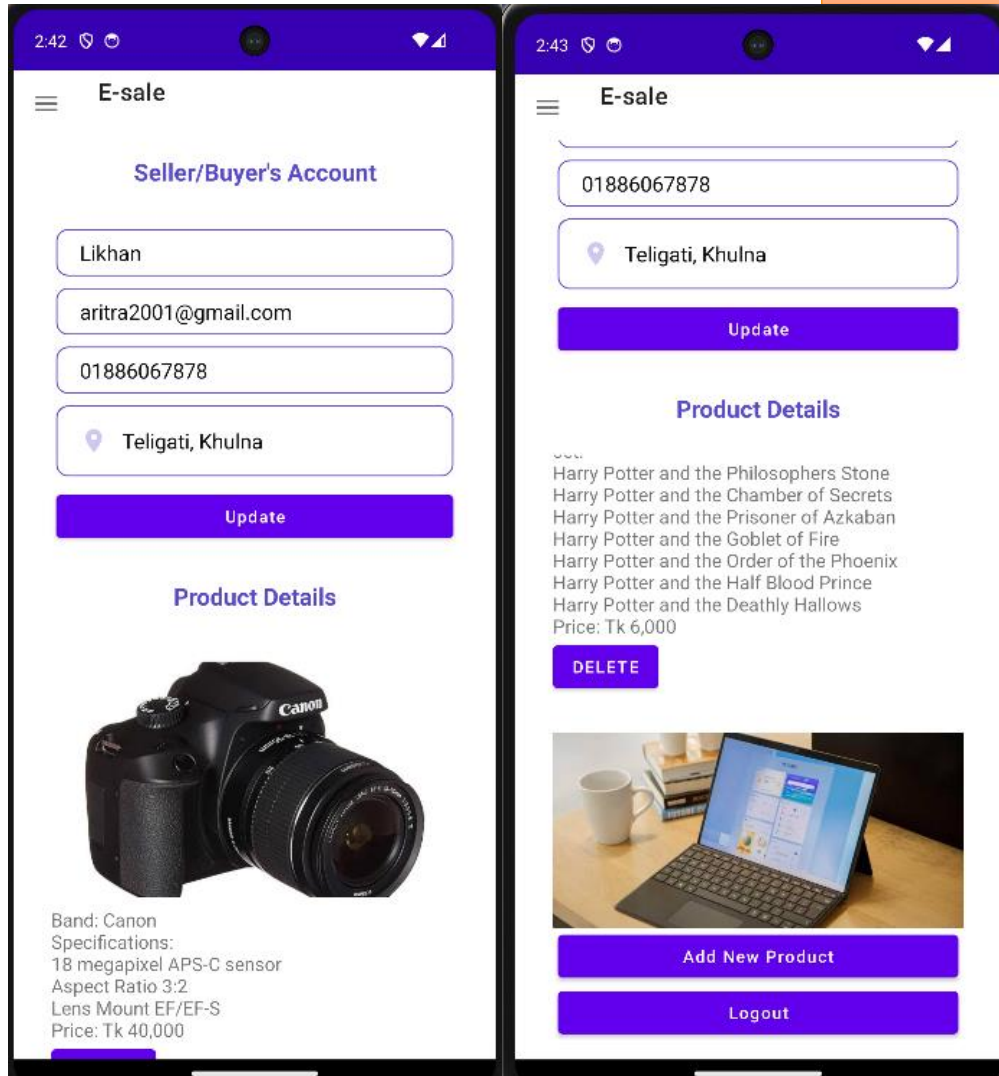
Profile



Frontend

- Fields: Username, email, phone and address fields
- Update button: Button dedicated for profile info update
- Image with description: Each product's image and its description including price, deletion is allowed
- Add New Product button: Button for adding new product
- Logout button: For logging out the user

Profile



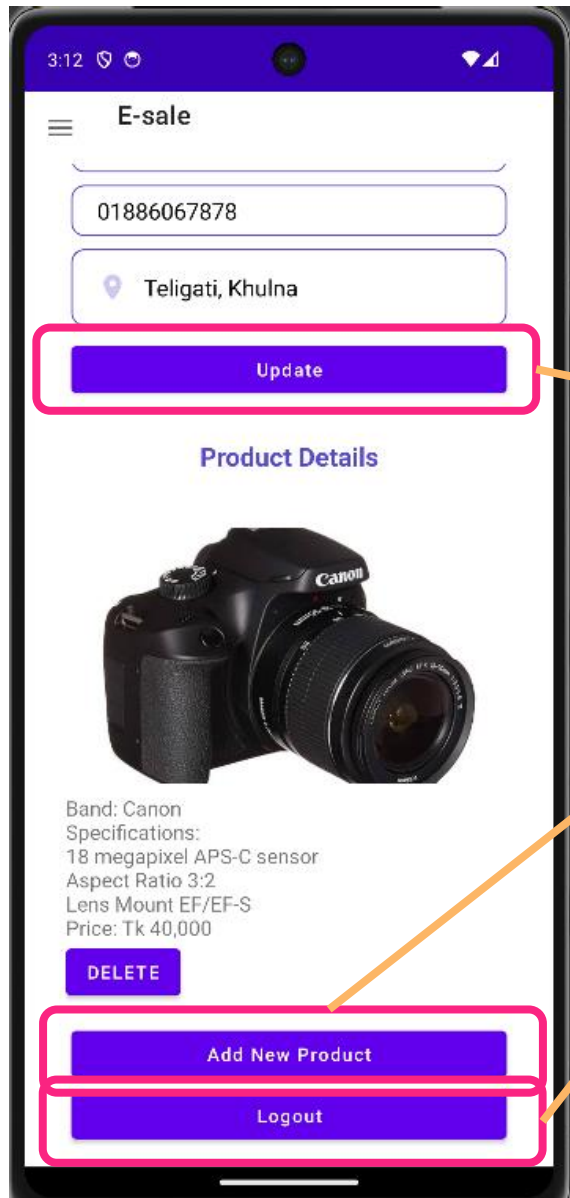
Backend:

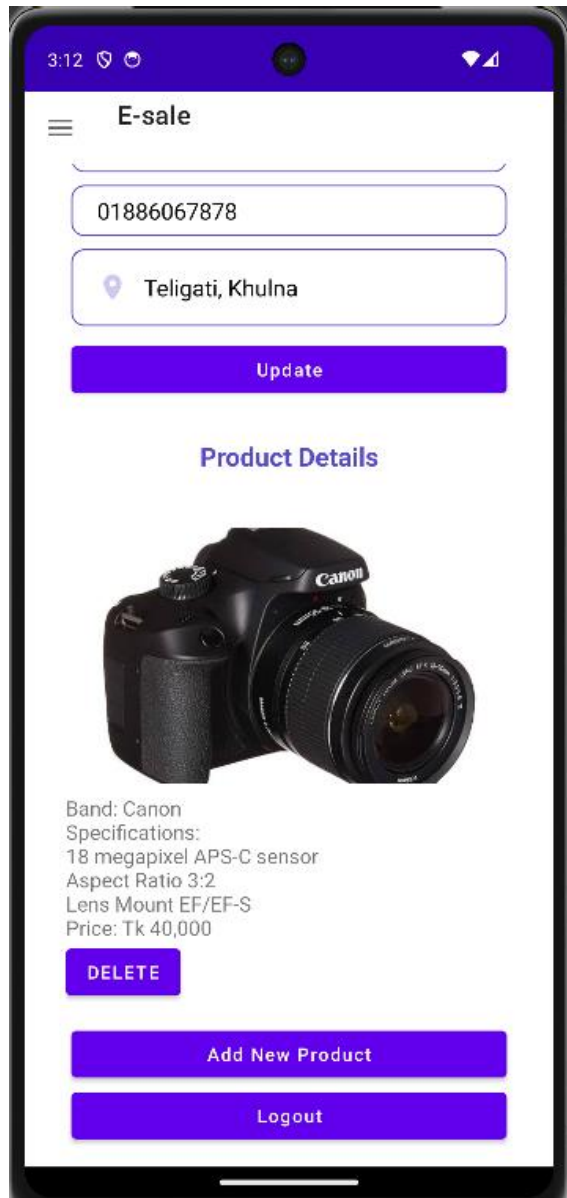
- ProfileFragment: The class enables a user to –
 - view and update their profile information
 - view a list of their products
 - add new product
 - log out
- Product: The class represents a product with properties (unique ID, description, photo URL, and owner ID).
- ProductAdapter: A class that manages a list of `Product` objects in a `RecyclerView`, displaying their details and allowing users to view more details or delete products, with interactions supported by a `FragmentManager`.

Profile (Design pattern)

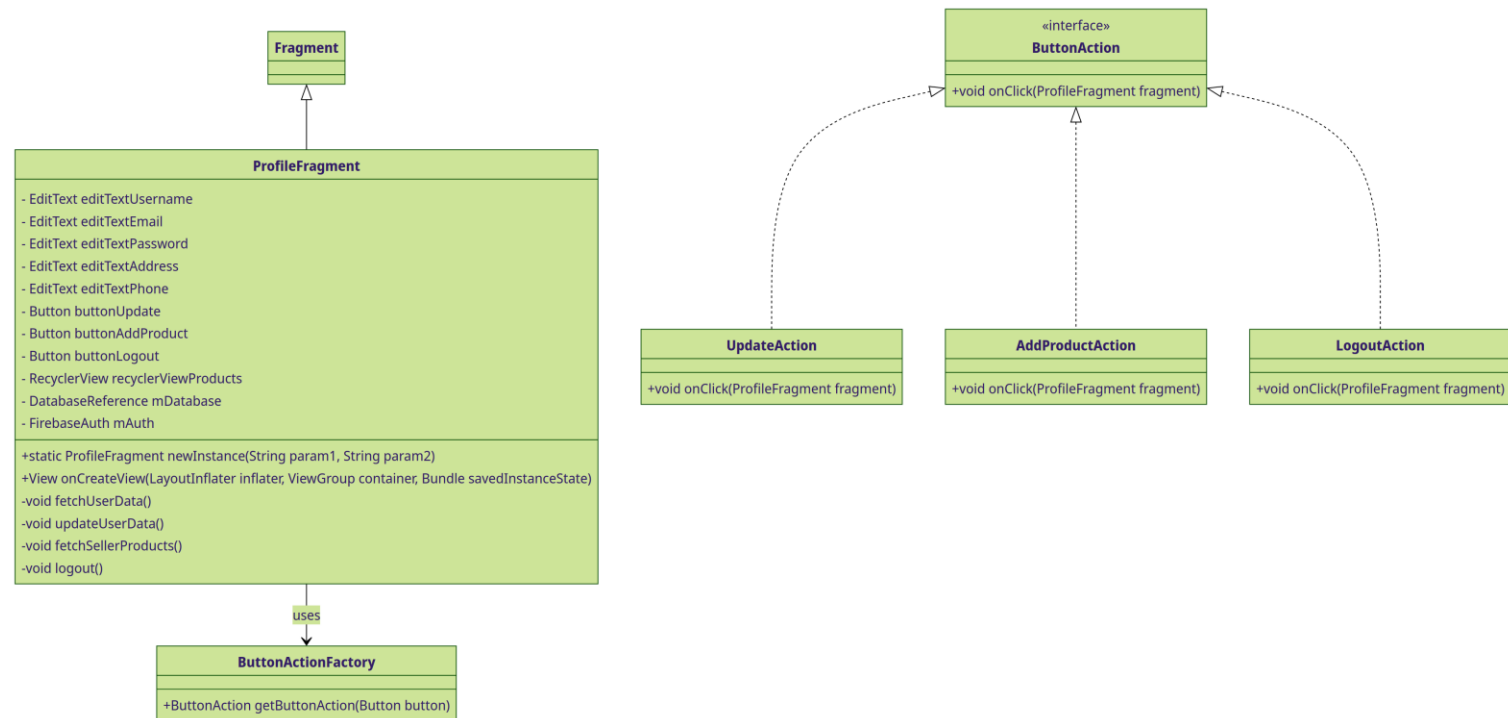
- **Factory**

The factory pattern is implemented in the **ButtonActionFactory** class, which creates instances of different **ButtonAction** implementations (**UpdateAction**, **AddProductAction**, **LogoutAction**) based on the button that was clicked.





Profile (Design pattern)

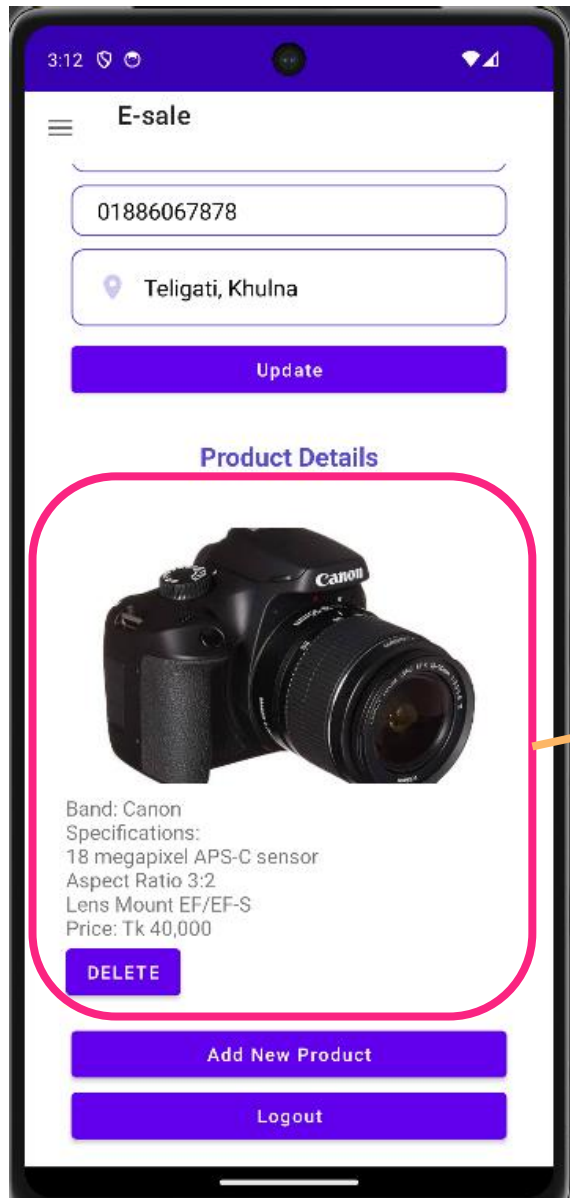


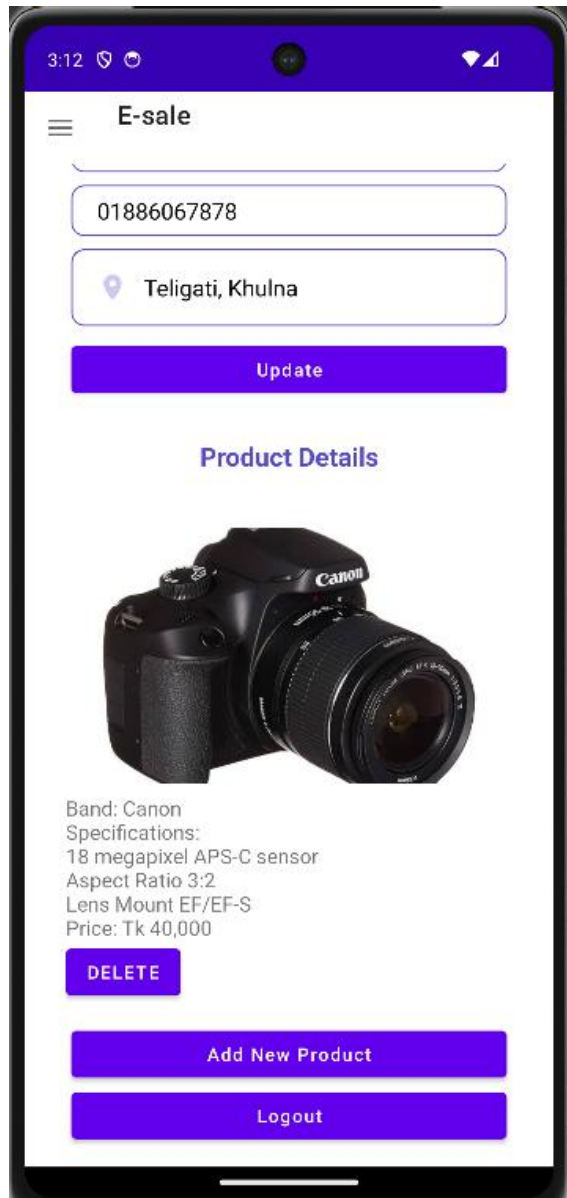
Factory (class diagram)

Profile (Design pattern)

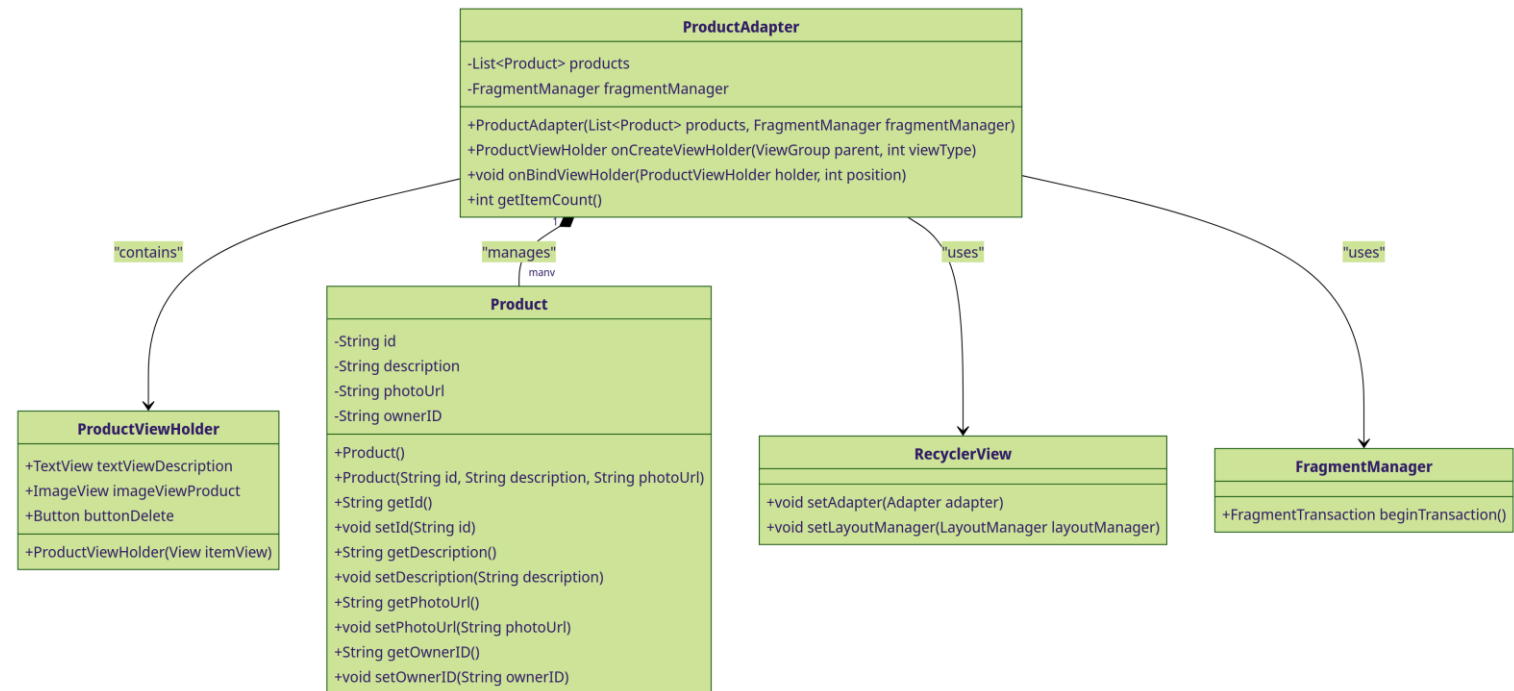
- **Adapter**

The adapter design pattern is implemented in the **ProductAdapter** class, which acts as an intermediary to fit in a list of **Product** objects into individual list items displayed by the **RecyclerView**.





Profile (Design pattern)



Adapter (class diagram)

Unit Testing

Verifies the correct instantiation of the fragments and classes and the presence of interactive components within the fragments' layouts.

Unit test classes:

- HomeProductTest
- HomeProductAdapterTest
- HomeShowFragmentTest
- ShowFragmentTest
- LoginFragmentTest
- ProductTest
- RegFragmentTest
- UploadFragmentTest



Unit Testing

Integration Testing

Verifies that all the components within a fragment are working correctly together to serve the expected purpose.

Integration test classes:

- LoginFragmentIntegrationTest
- ProfileFragmentIntegrationTest
- RegFragmentIntegrationTest



UI Testing

Verifying the user interface of the application to ensure it behaves as expected and provides a good user experience.

UI test classes:

- HomeFragmentUITest
- HomeProductAdapterUITest
- ProductAdapterUITest
- ProfileFragmentUITest
- LoginFragmentUITest
- RegFragmentUITest
- UploadFragmentUITest





Thank you