Welcome to Cheney App Team No. 1



Team Details











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Project Overview

Welcome to Cheney is a non-profit dedicated to fostering community through reliable information sharing. Our mission is to build a vibrant and thriving community through strategic & intentional communication, bridging connections, and facilitating action.

This project was sponsored by Maria Fell as a means to develop an alternative to noisy social media apps. The Welcome to Cheney mobile app uses a three tier user system in order to maintain the credibility of sources that share information.

Viewers will be able to view posts and submit information for approval by an admin. Posters will be able to automatically submit/edit/delete their own posts. Admins will have full control over all posts and the ability to edit the tier of other users and delete other user accounts.

Requirements List

R1(U1,2) Admins must be able to create posts and edit any post.

R2(U3) Admins must be able to delete any post.

R3(U4) Any user that can create posts must be able to add tags to their post.

R4(U5) Any post tagged with "Event" must have buttons to allow users to RSVP.

R5(U6) Admins must be able to upgrade/downgrade to the privileges of another account.

R6(U7) Admins must be able to delete other accounts.

R7(U8) Viewers must be able to choose pre-determined tags regarding information that interests them.

R8(U9) Users must be notified when a post that contains a tag they currently have selected is posted.

R9(U10) All Users must have a personal feed that will contain all recent posts with tags that they currently have selected.

R10(U11) All Users must have access to a global feed that contains all recent posts regardless of tags.

R11(U12) All Users must be able to sort posts by multiple metrics(most recent, tags, title, ect.)

R12(U13) Viewers must be able to fill out a Specific Fillable Form (SFF) to share possibly useful information to an Admin.

R13(U14) All Users must be able to create an account using a unique username and a password.

R14(U15) All Users must be able to change their password at any time.

R15(U16) All Users must be able to delete their own account.

R16(U17,18) Approved Posters must be able create posts and edit their own posts.

R17(19) Approved Posters must be able to delete their own posts.

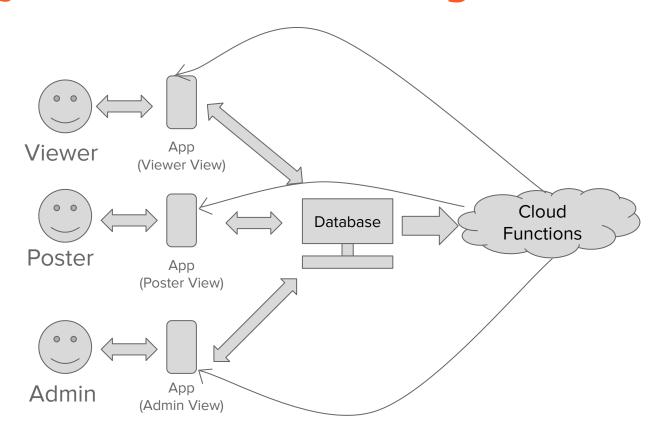
Project Solution Approach

The major components of our project are the mobile app and our backend database.

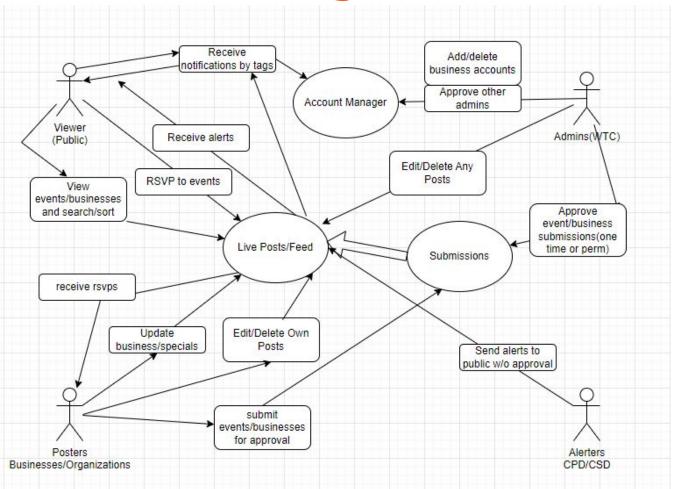
The various components that we've utilized are:

- Flutter/Dart Cross Platform Capability and commonly used with Firebase
- Firebase Very intuitive and encompasses other components
 - Firestore (Database)
 - Authentication (Sign In)
 - Messaging (Notifications)
 - Functions (Notifications and User Deletion)
 - Storage (Profile Pictures)

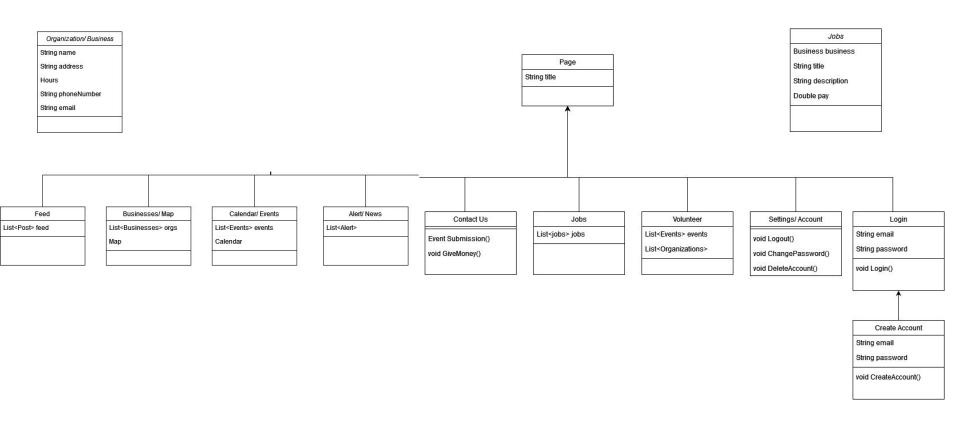
System Architecture Diagram



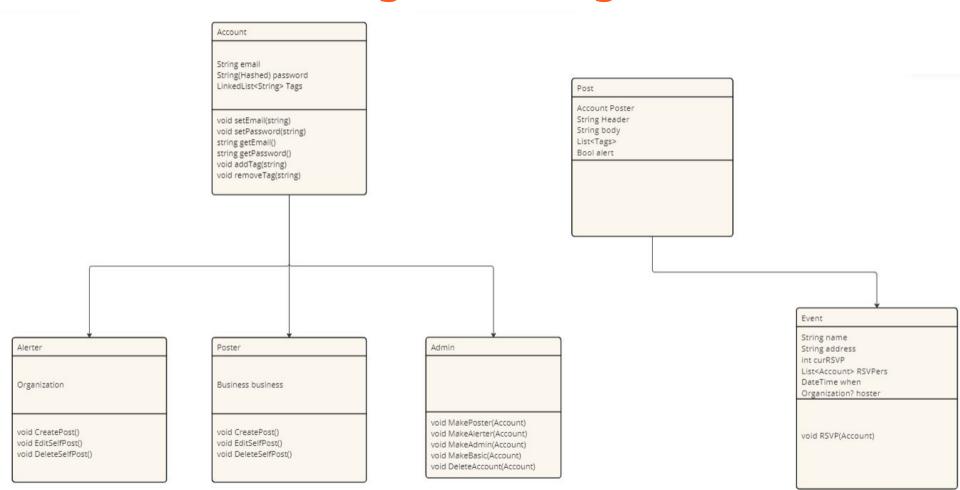
Use Case Modeling



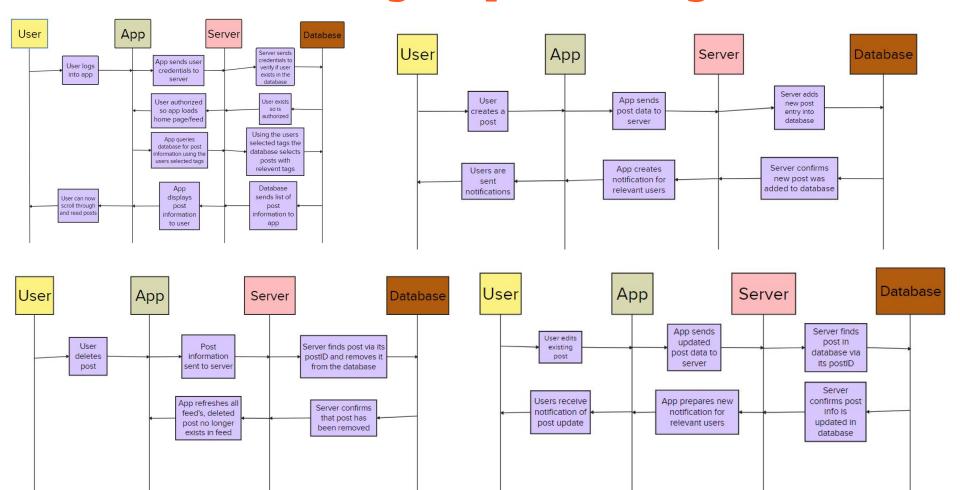
Structural Modeling: Class Diagram



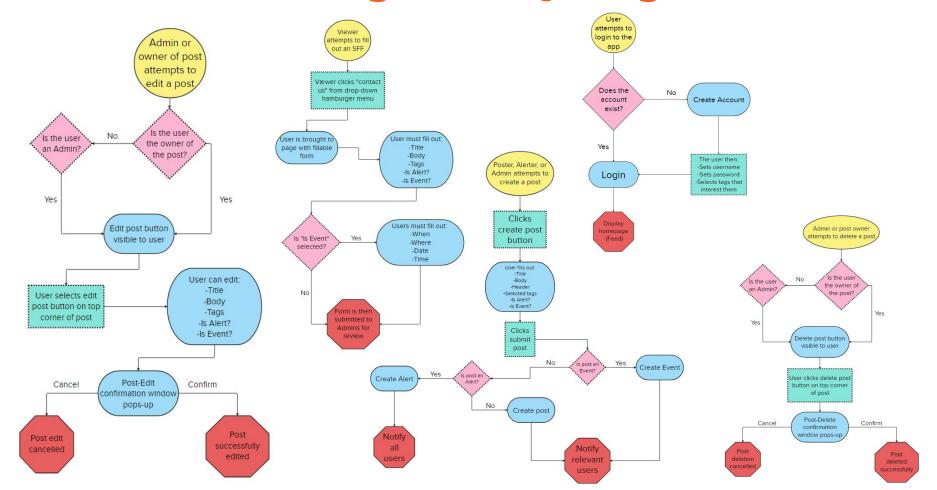
Structural Modeling: Class Diagram



Behavioral Modeling: Sequence Diagram

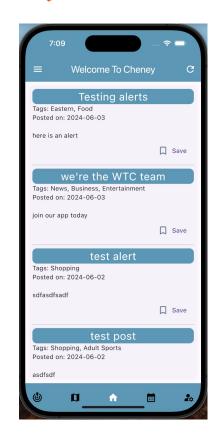


Behavioral Modeling: Activity Diagram



Screenshots (Frontend)





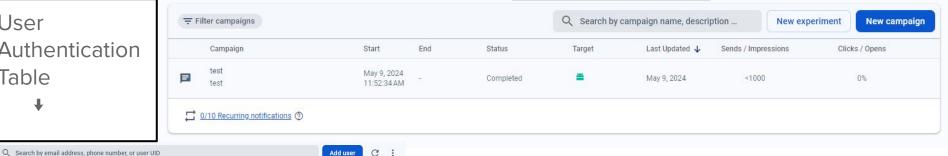


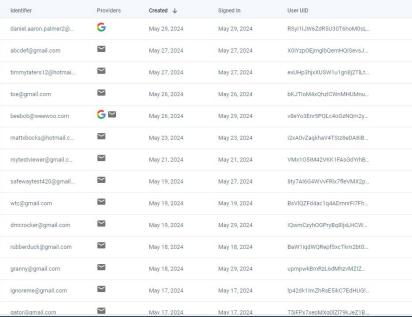


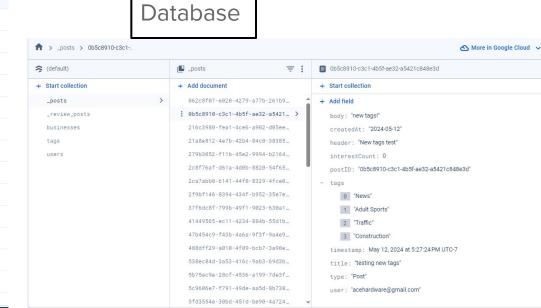
Screenshots (Backend)

Cloud Functions

User Authentication Table







Screenshots (Code)

```
import 'package:flutter/material.dart';
import 'package:wtc/widgets/alerts list.dart';
class AlertsPage extends StatefulWidget {
  const AlertsPage({super.kev});
 @override
  State<AlertsPage> createState() => AlertsPage();
class _AlertsPage extends State<AlertsPage> {
 @override
 Widget build(BuildContext context) {
    //final ThemeData theme = Theme.of(context);
    return Card(
      shadowColor: Colors.transparent,
     margin: const EdgeInsets.all(8.0),
      child: SizedBox.expand(
         child: AlertsList()),
             Dart code for one of
             our pages
```

```
exports.deleteUser = functions.https.onCall(async (data, context) => {
  const uid = data.uid;
  try {
    await admin.auth().deleteUser(uid);
    return {message: "Successfully deleted user"};
  } catch (error) {
    // throw new functions.https.HttpsError("unknown", error.message, error);
});
exports.deleteUserByEmail = functions.https.onCall(async (data, context) => {
  const identifier = data.identifier:
  try {
    const userRecord = await admin.auth().getUserByEmail(identifier);
    await admin.auth().deleteUser(userRecord.uid);
    return {message: "Successfully deleted user"};
  } catch (error) {
    // throw new functions.https.HttpsError("unknown", error.message, error);
});
exports.sendPostNotification = functions.firestore.document('_posts/{PostID}').onWrite((change, context) => {
    const postID = context.params.PostID;
    if (!change.after.exists) {
                                                   Javascript cloud code
        console.log('Post removed :(');
       return null;
    const db = admin.firestore();
    const postRef = db.collection('_posts').doc(postID);
    return postRef.get().then(doc => {
       if (!doc.exists) {
```

const functions = require("firebase-functions");

console.log('No such document!');

return null:

const admin = require("firebase-admin");

admin.initializeApp();

Demo.

Conclusion

Over the course of this project, we learned:

- Working in a team to create a functioning public application from the ground up.
- Designing and implementing both the front and back end components of the application.
- Consulting a client and maintaining a feedback loop so that we're always on track with our client desires.
- Version control and learning the development stages of creating software.
- Navigating the nuances of getting a mobile app published on both mainstream app stores.

Github & Youtube Video Link for Demo

https://github.com/CSCD488-Winter2024/senior-project-the-a-team





References

- FlutterFire Documentation
- Firebase Documentation
- Flutter Packages
- Mitch Koko Youtube Tutorials
- Apple Sign In
- Apple Deployment
- Android Deployment