A PROJECT IN IT 332: INTEGRATIVE PROGRAMMING AND TECHNOLOGIES

BATANGAS STATE UNIVERSITY PARKING LOT APP

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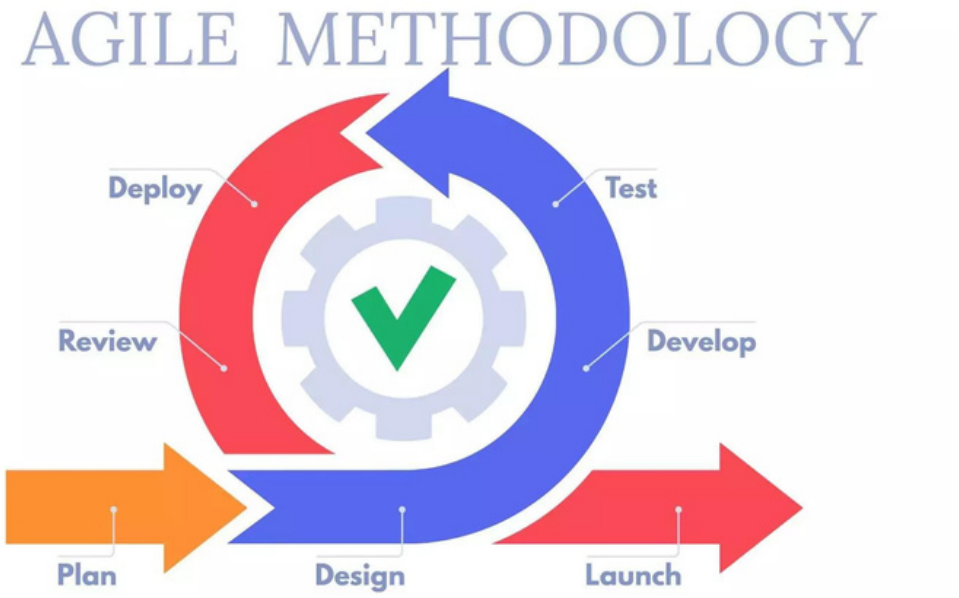
SUBMITTED TO: MR. JAN CYRILL MENDOZA

PROJECT DESCRIPTION

Due to the difficulties in locating a parking space at Batangas State University Alangilan Campus, this project intends to build a concept mobile application entitled Batangas State University Parking Lot App or BSUPLA. It is essentially an application that enables students, faculty, and university employees to more effectively and efficiently manage their parking behaviors. These things can actually help for non-contact persons, wherein this can be operated remotely from your home or wherever you are. The Sustainable Development Goal that we applied for is SDG No. 9, or Industry, Innovation, and Structure, which is the SDG of this project. An effective and efficient application that provides innovation and reliable infrastructure that can provide increased productivity, reduce the time consumed in locating parking space and improve the flow and orderliness in the school premises.

DEVELOPMENT MODEL



When developing the app, the team used the Agile Methodology to better understand interactions between plan holders and management. It is iterative and incremental, but it is typically centered on the testing phase, which entails investigating issues and solutions. It also requires working cohesively with stakeholders as well as continuous improvement at all stages.

PLAN

Creating even a basic application involves a great deal of planning and discovery before any design or development can begin. In order to have a proper and effective plan, the team considers having a meeting to discuss the topic and talk about essential data needed for the project, assigning the task to each member of the team, making the storyboard and then once it's done, the team will finalize the plan before executing it.

DESIGN

A well-designed application can help to form a good impression on the prospective users. It provides good user experience and helps the application students, faculty and visitors access and navigate the application with ease. In designing, the team creates the design layout/ionic sketch for the application, preparing the needed files for designing, designing the database and then after, the team proceeds with the finalization of designs that will be attached to the application.

DEVELOPMENT

The developers create the BSUPLA using the following software: HTML, JAVASCRIPT CODE and IONIC which is a database programming language used to store and retrieve customer information. In developing the system, the team performs the front end coding, back end coding, adding the web pages, adding extra features for the app and then the team proceeds with the final development of the application

TESTING

It is important to be sure that the application is easy to navigate and that tasks can be completed with ease; otherwise, people will leave and go to a competitor's site. That's why the program performance was tested not only once but several times by the developers to ensure that the system works accurately and efficiently before live operation commences. Testing includes debugging the system, fixing some problems and errors that occur during testing, monitoring the performance and functionalities of the system, test implementation and execution and then proceeding with the testing finalization.

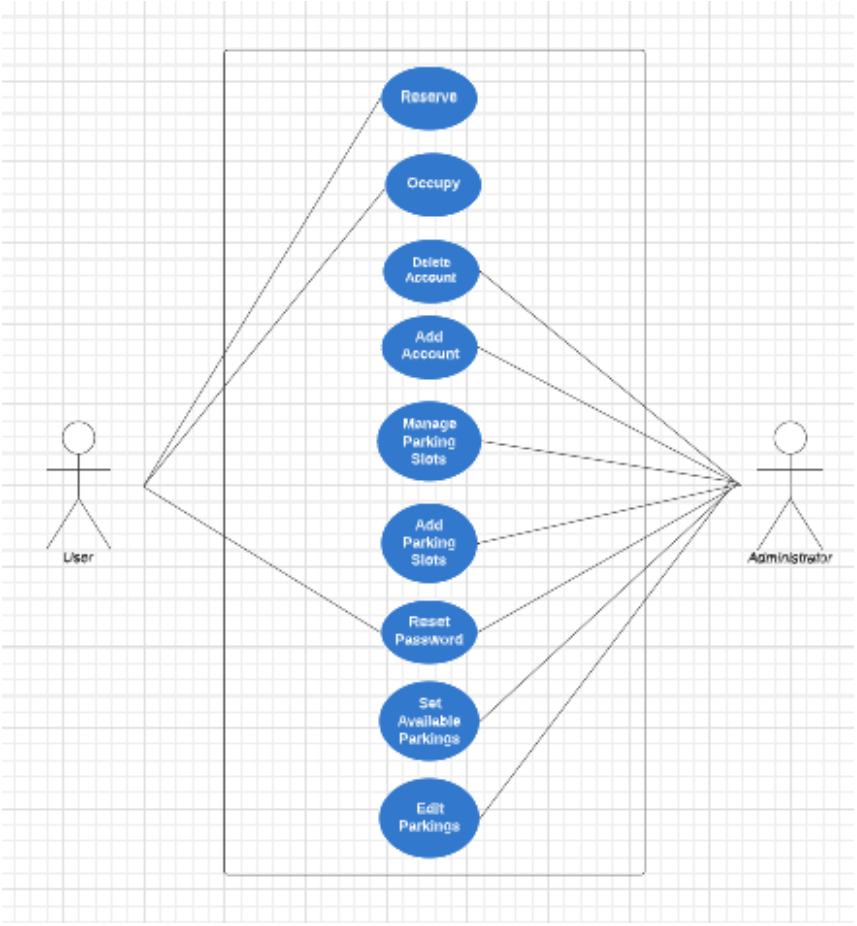
LAUNCH

After testing, the mobile application will be launched so that users can access and use it.

REVIEW/MONITORING

The team intend to monitor or reviews any issues or problems that may occur on the mobile application during this phase and attempt to resolve them.

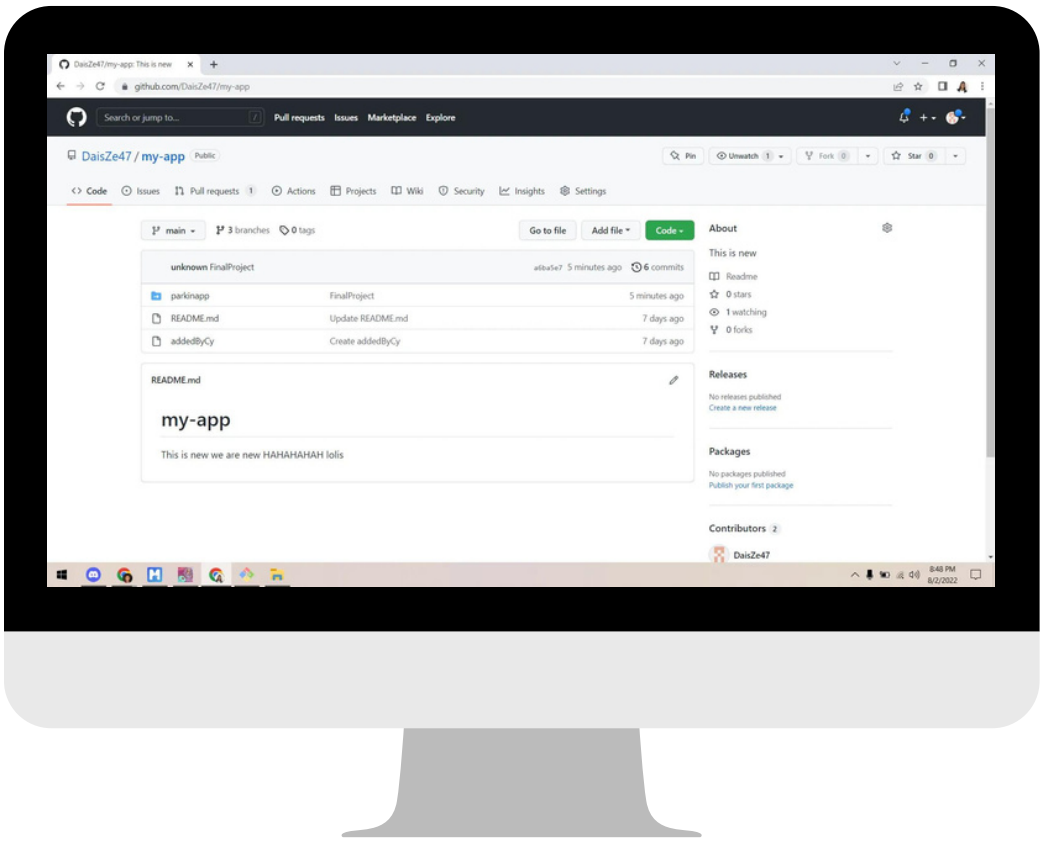
SYSTEM ARCHITECTURE



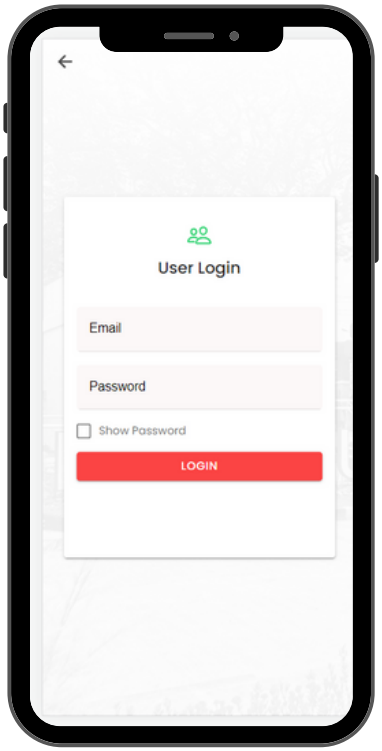
The user is in charge of reserving, occupying and changing their password. The administrator is in charge of managing the entire system.

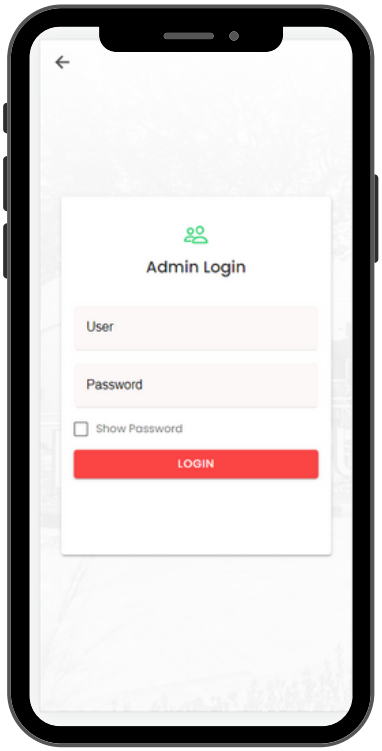
GITHUB REPOSITORY

Link to repository: https://github.com/DaisZe47/my-app



APPLICATION SCREENSHOT





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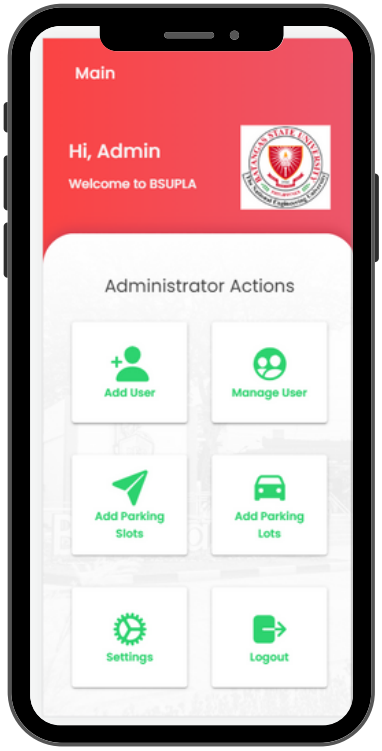

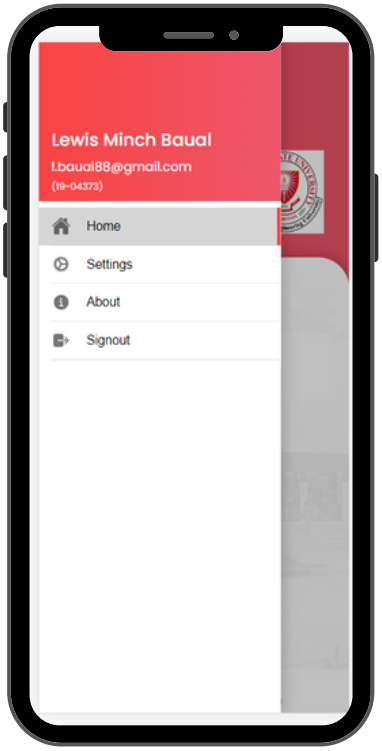

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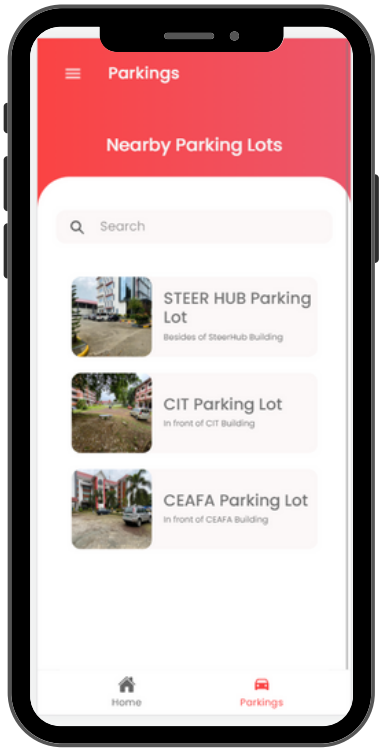

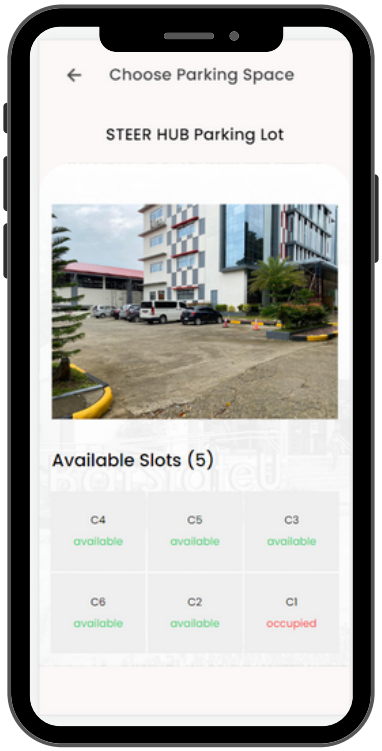

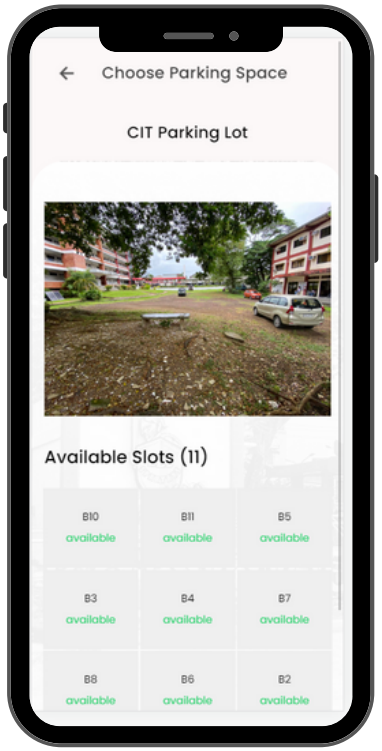

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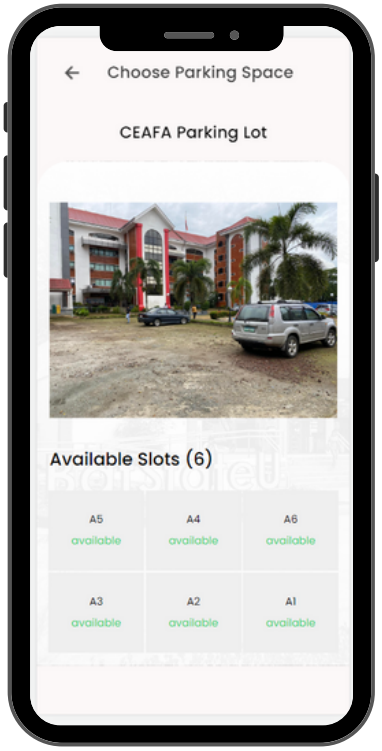
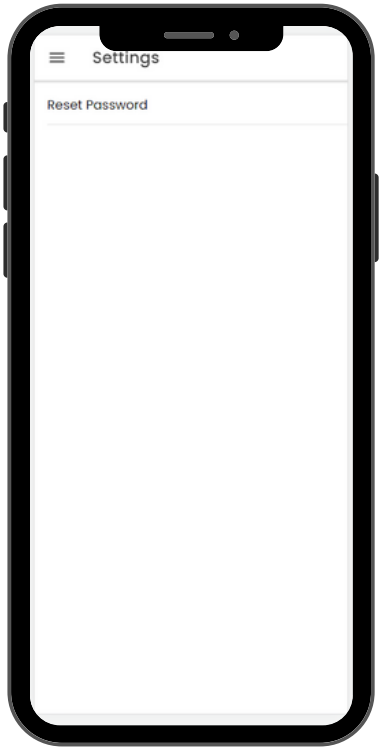
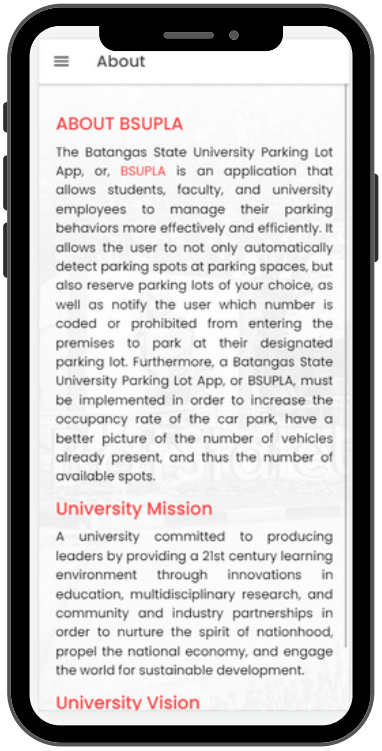
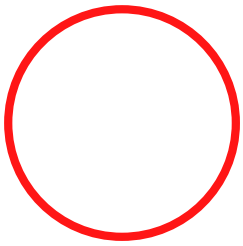






TEAM MEMBERS



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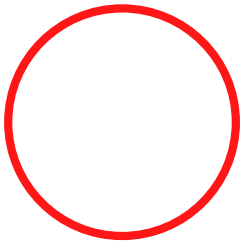

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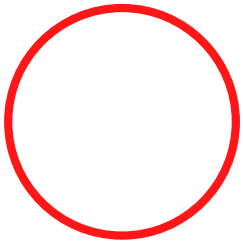

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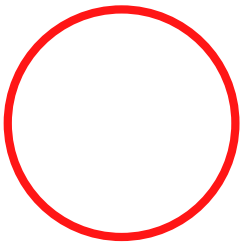

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