

# android

Student Name: Daniel Eshkeri

Student ID: 21534117

**Course: BSc Information Technology Management for Business** 

**Module: Mobile Web Application Development** 

Module Leader: Cain Kazimoglu

Video Link: <a href="https://youtu.be/CG1ant0gw4E">https://youtu.be/CG1ant0gw4E</a>

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Appendix: 1307

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#### Introduction

In this report I clearly articulate the creation and reflection of the application I created for this assessment. Lucky Merch is a celebrity merchandise store with a web app component for the administration interface. I used Firebase for the database and Figma for the wireframes as I've had previous experience with both.

This report is split into 5 sections:

- 1. Wireframing, UI Design and Development
- 2. Back End Development
- 3. Reflection and Discussion
- 4. Conclusion and Future Work
- 5. Appendix/Code

Please enjoy this report and thank you for the opportunity to present my work.

## Wireframing, UI Design and Development

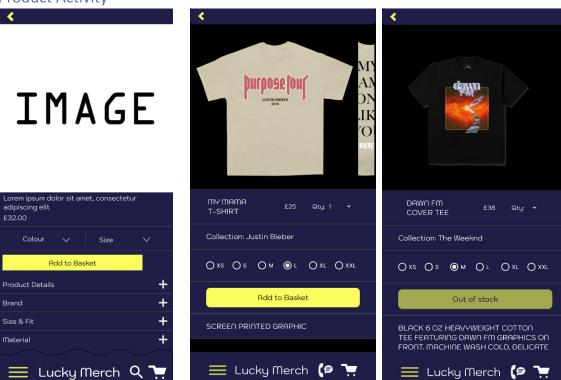
My application had several design stages. Originally, I tried a bold colour palette. After receiving feedback from my peers and lecturers I decided to tone down the colours but keep the original design language. In addition, some further changes were made during development.

#### Main Activity



(Figure 1.1: Main Wireframe Old) (Figure 1.2: Main Wireframe New) (Figure 1.3: Main Activity Final)

### **Product Activity**



(Figure 2.1: Product Wireframe)

(Figure 2.2: Product Activity)

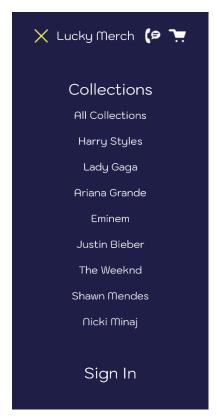
(Figure 2.3: Product Activity Out of Stock)

Upon click of a product, this page will open, showing more information about the product. Again, this page went through minor changes during development.

#### **Bottom Sheet**



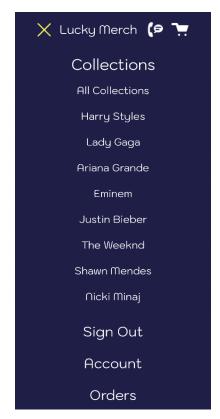
(Figure 3.1: Bottom Sheet Signed Out Wireframe)



(Figure 3.3: Bottom Sheet Signed Out App)



(Figure 3.2: Bottom Sheet Signed In Wireframe)



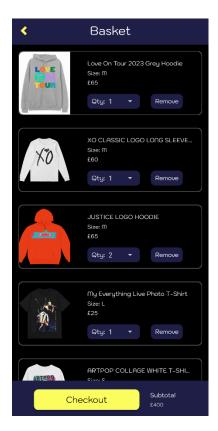
(Figure 3.4: Bottom Sheet Signed In App)

The bottom sheet appears when the user presses the menu button or swipes up on the menu bar.

# **Basket Activity**



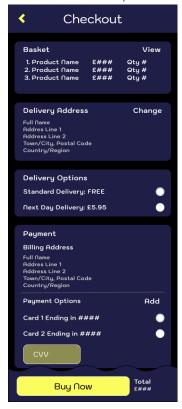
(Figure 4.1: Basket Wireframe)



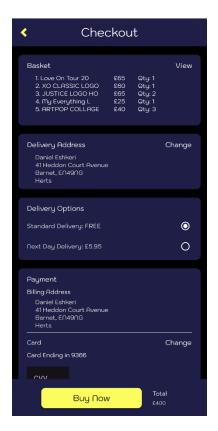
(Figure 4.2: Basket Activity)

The main changes here was the removal of the google pay button and the addition of size information for each product.

#### **Checkout Activtiy**



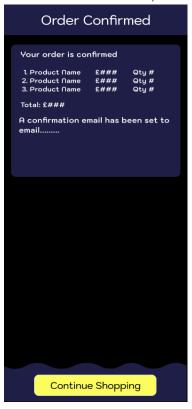




(Figure 5.2: Checkout Activity)

The user can only access the checkout activity if they are logged in, else they will be directed to the login page. Once they click buy now, if their CVV has been entered, they are taken to the order success activity.

#### Order Success Activity



(Figure 6.1: Order Success Wireframe)



(Figure 6.2: Order Success Activity)

This page confirms their order and allows the user to go back to the home page with the continue shopping button.

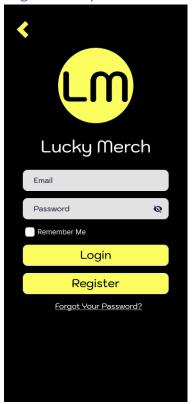
#### **Orders Activity**

This was a last-minute addition, so I did not complete a wireframe for this activity. This activity shows the user all their past orders.

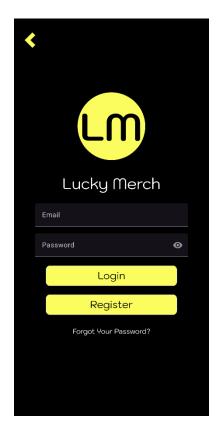


(Figure 7.1: Orders Activity)

# Login Activity



(Figure 8.1: Login Wireframe)

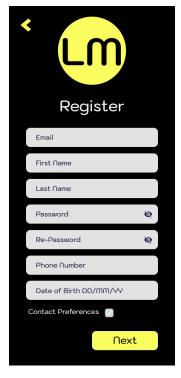


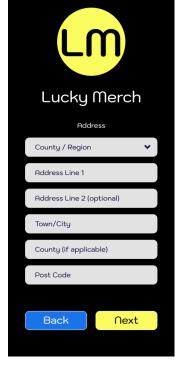
(Figure 8.2: Login Activity)

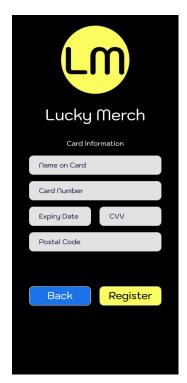
In my final application the user's credentials are saved automatically as this felt more natural and realistic to production applications.

#### Register Activity

Originally, I split the register page into three different activities. However, I realised this added to the complexity, so in the application I put it into one activity.





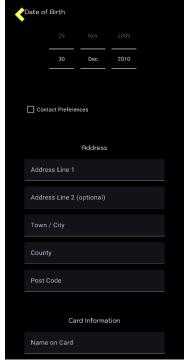


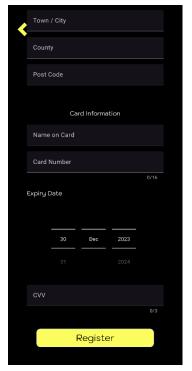
(Figure 9.1: Register Wireframe 1)

(Figure 9.2: Register Wireframe 2)

(Figure 9.3: Register Wireframe 3)







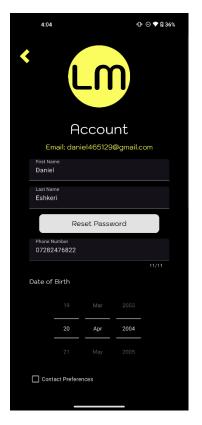
(Figure 9.4: Register Activity 1) (Figure 9.5: Register Activity 2) (Figure 9.6: Register Activity 3)

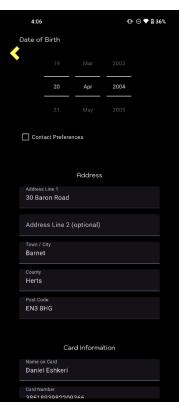
#### Profile Activity

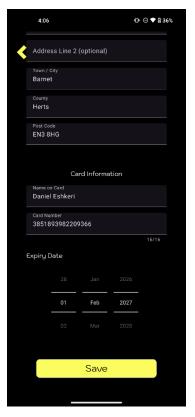
When I created the profile page in my wireframing, I forgot to add the address and card information. In my actual application I did include these edit fields.



(Figure 10.1: Profile Wireframe)

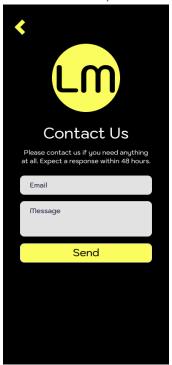




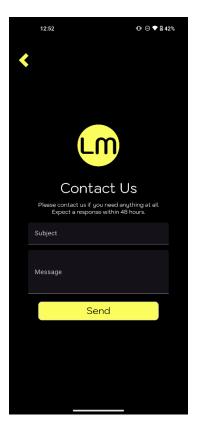


(Figure 10.2: Profile Activity 1) (Figure 10.3: Profile Activity 2) (Figure 10.4: Profile Activity 3)

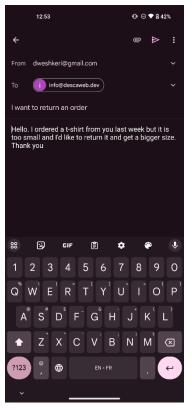
#### **Contact Activity**



(Figure 11.1: Contact Wireframe)







(Figure 11.2: Contact Activity) (Figure 11.3: Send pressed)

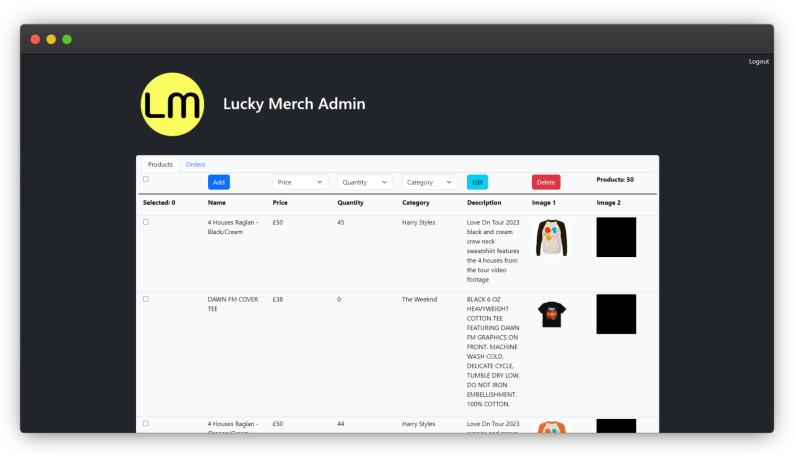
(Figure 11.4: Email client pressed)

The contact activity is a convenient way for the user to send us an email with anything they might need support with.

#### Admin Web Panel

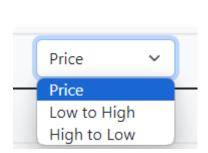
In addition to the application, I decided to make a web app to support the store. Users with the admin role can login and add, edit, and delete products, in addition to viewing customer orders. The web application interacts with the same backend as the android app, so they are synchronized.

You can find the admin panel at <a href="https://lucky-merch.web.app/">https://lucky-merch.web.app/</a>. Login with the email: <a href="https://lucky@merchin.com">lucky@merchin.com</a>. Use the password: Password1@.

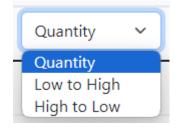


(Figure 12.1: Lucky Merch Admin Panel)

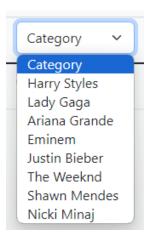
I included sorting and filters such as price, quantity, and category to make management easier.



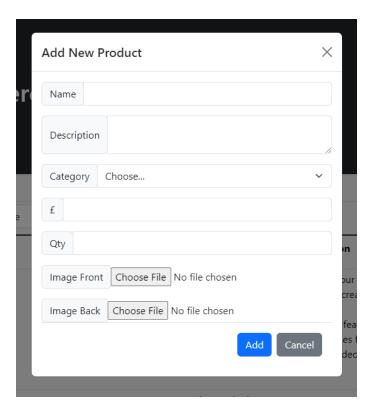
(Figure 12.2: Price Sort)



(Figure 12.3: Quantity Sort)

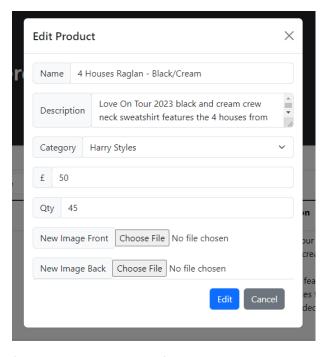


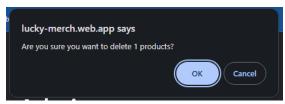
(Figure 12.4: Category Filter)



(Figure 12.5: Add New Product)

In this modal you can add a new product. The web app will not allow you to add a product unless every field is populated.

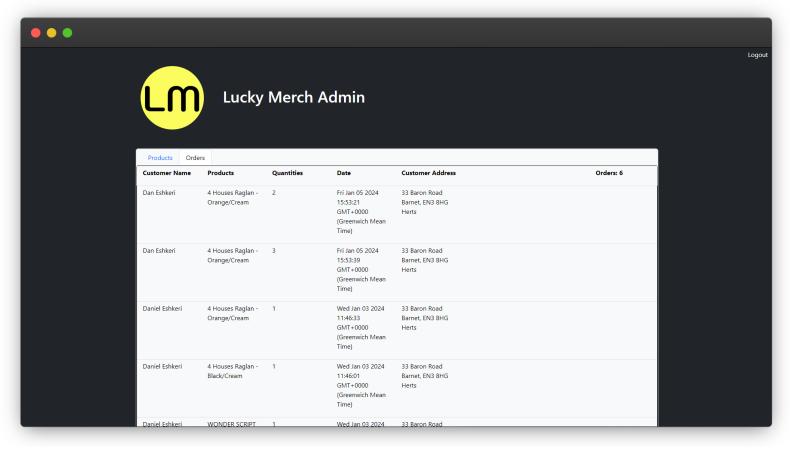




(Figure 12.6: Edit Product)

(Figure 12.7: Delete Product)

The edit modal allows you to edit each product individually and the delete button will delete all the selected products after you confirm deletion with the alert in figure 12.7.



(Figure 12.8: Orders Tab)

My justification for creating a web interface instead of building the admin panel into the mobile app is that trying to add, edit and delete products on my smartphone would be time consuming and tedious. Furthermore, it is my understanding that many industry grade applications use this method of administration.

# **Backend Development**

#### Home Page

I wanted a way for the users to filter the products based on category, so I built this function to get the products from the Firebase database queried by category and create a new adapter to populate the recycler view with the products.

```
public void getCollectionCategory(String category, BottomSheetBehavior(View> sheetBehavior, LinearLayout
mBottomSheetLayout) {
    // get the products where category equals selected category
    RecyclerView rVProducts = findViewById(R.id.productRecyclerView);
    TextView ritleText = mBottomSheetLayout.findViewById(R.id.Jucky_merch);
    titleText.setText(category);
    Toast.makeText(toategory);
    Toast.makeText(toategory
```

(Figure 13.1: Get Collection Category Function – Main Activity)

#### Registration

The sign-up function takes all the entered information after it's been validated and creates a new Firebase user and adds and new user with all their information to the fire store database.

#### (Figure 14.1: Sign Up Function – Registration Activity)

#### **Product Page**

The add to basket button will only be active if the product is not out of stock. Furthermore, if the product is in stock and the user clicks it, the program will get the size and quantity they have selected and will save that to an SQL lite database along with the id of the product. However, it will only add the product if the product is not already in the basket. There is a small oversight here because if the user wishes to add the same product twice but in different sizes, the program will not let them. That is something that could be improved in a later version.

```
Button addToBasketBtn = findViewById(R.id.addToBasketBtn);
   String size;
   basketDB.openDatabaseConnection();
        for (String row : basketDB.getDataArray()) {
```

(Figure 15.1: Add to Basket Button – Product Activity)

#### Checkout, Order Success Page

The function to add a successful order runs after the user has completed checkout. This function will loop through the products, put them into a HashMap, and add them to the Firebase database as references to the products and the user.

(Figure 16.1: Add Order to Server Function – Order Success Activity)

The stock update function looks at what products have been ordered and the quantity of each product and will adjust the products collection in the database to reflect those stock numbers.

(Figure 16.2: Stock Update Function – Order Success Activity)

#### Reflection and Discussion

I am incredibly happy with how this application turned out. However, there are two things I would like to change. Firstly, there is a bug where you cannot add the same product twice with different sizes. I would like to amend this in the future. Secondly, if a user tried to register with an email that has already been registered, the program will only tell them that authentication has failed and not why it failed. To improve this, I would add more specific failure message to better inform the user of the issue. Aside from those two changes, this application has exceeded my own expectations, and I am impressed with the result.

#### Conclusion and Future Work

Overall, I am satisfied with my project. I believe it is high quality and even something I could develop into a production application without many changes. I satisfied all the requirements including users account, baskets, stock updates, and transactions. In addition, I went beyond the requirements with the addition of an admin panel to manage products, stock, and orders. In the future, I would like to add user management to the admin panel to expand the admin's capabilities.

#### References

I used some code from Cain's lectures and some from the Firebase Documentation.

Google Firebase (2023) *Developer documentation for Firebase.* Available at: <a href="https://firebase.google.com/docs">https://firebase.google.com/docs</a> (Accessed: 20/12/23)

# Appendix/Code Account Activity Part 1

```
package com.example.luckymerch;
import java.util.Date;
import java.util.HashMap;
import java.util.Map;
import java.util.Objects;
            EditText nameOnCardField = findViewById(R.id.nameOnCardEditText);
```

```
String email;
                   String phone = Objects.requireNonNull(document.getData().get("phone")).toString();
                   String addressLineOne = Objects.requireNonNull(document.getData().get("addressLineOne")).toString();
String addressLineTwo = null;
                   saveBtn.setOnClickListener(v -> {
                            Log.d("FirebaseAuth", "Email sent.");
Toast.makeText(this, "Password Reset Email Sent to: " + email, Toast.LENGTH_LONG).show();
```

#### **Account Activity Part 3**

```
void updateProfile() {
```

#### **Account Activity Part 4**

```
String postCode = postCodeField.getText().toString().trim();
String nameOnCard = nameOnCardField.getText().toString().trim();
    cardNumberField.setError("Please enter a valid card number");
```

#### **Basket Activity**

```
protected void onCreate(Bundle savedInstanceState) {
   final BasketDB basketDB = new BasketDB(this);
   BasketAdapter adapter = new BasketAdapter(basketList);
// Attach the adapter to the recyclerview to populate items
```

#### Basket Adapter Part 1

```
package com.example.luckymerch;
import android.widget.Button;
import android.widget.ImageView;
import com.bumptech.glide.Glide;
import java.util.List;
import java.util.Objects;
      // Provide a direct reference to each of the views within a data item
// Used to cache the views within the item layout for fast access
                   quantitySpinner = itemView.findViewById(R.id.quantitySpinner);
deleteBtn = itemView.findViewById(R.id.deleteBtn);
```

#### Basket Adapter Part 2

```
if (document.exists()) {
   Log.d("BasketAdapterMsg", "DocumentSnapshot data: " + document.getData());
    String price = Objects.requireNonNull(document.getData().get("price")).toString();
```

#### Basket Adapter Part 3

```
// delete btn
holder.deleteBtn.setOnClickListener(v -> {
    final BasketDB basketDB = new BasketDB(holder.itemView.getContext());
    Log.d("holder.deleteBtn.setOnClickListener", "ROWID: " + rowID);
    Log.d("holder.deleteBtn.setOnClickListener", "POSITION: " + position);
    basketDB.deleteRecord(rowID);
    mBasket.remove(position);
    notifyItemRemoved(position);
    notifyItemRemoved(position);
    if (mBasket.isEmpty()) {
        Activity activity = (Activity) holder.itemView.getContext();
        ConstraintLayout activity_basket = activity.findViewById(R.id.activityBasket);

        TextView basketTotal = activity_basket.findViewById(R.id.totalTextView);
        basketTotal.setText("£0");
    }
    });

} else {
        Log.d("BasketAdapterMsg", "No such document");
    }
} else {
        Log.d("BasketAdapterMsg", "get failed with ", task.getException());
}

@Override
public int getItemCount() {
        return mBasket.size();
}
```

#### BasketDB Part 1

```
public static final String KEY_PRICE = "_price";
public static final String KEY_SIZE = "_size";
      this.database.execSQL("DROP TABLE IF EXISTS basketTable");
           database.execSQL("delete from "+ DATABASE_TABLE);
Log.d("clearAllRecords", "Cleared ALL: ");
public long insertRecords (String productID, String quantity, String price, String size) {
```

#### BasketDB Part 2

```
public boolean deleteLastRecord() {
public long updateRecord (String rowId, String productID, String quantity, String price, String size) {
           String price = c.getString(3);
```

#### Checkout Activity Part 1

#### Checkout Activity Part 2

```
TextView cardNumberTextView = findViewById(R.id.cardNumberTextView);
```

#### Checkout Activity Part 3

```
String prices = "";
String qtys = "";
```

#### Contact Activity

# **DBHelper**

```
KEY_ID + " INTEGER PRIMARY KEY AUTOINCREMENT, " +
KEY_PRODUCT_ID + " TEXT NOT NULL, " +
KEY_QUANTITY + " TEXT NOT NULL, " +
KEY_PRICE + " TEXT NOT NULL, " +
```

# Image Adapter

```
import java.util.ArrayList;
public class ImageAdapter extends RecyclerView.Adapter<ImageAdapter.ViewHolder> {
```

# Image View Activity

```
package com.example.luckymerch;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.widget.ImageView;
import com.bumptech.glide.Glide;
public class ImageViewActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_image_view);
        ImageView imageView = findViewById(R.id.imageView);
        Glide.with(ImageViewActivity.this).load(getIntent().getStringExtra("image")).into(imageView);
    }
}
```

# Login Activity Part 1

```
if (usernameField.getText().toString().trim().isEmpty()){
    usernameField.setError("Enter email adn try again");
```

# Login Activity Part 2

```
import android.view.View;
import android.widget.Button;
import com.google.firebase.auth.FirebaseUser;
import java.util.ArrayList;
import java.util.Objects;
           final BasketDB basketDB = new BasketDB(this);
```

```
ordersBtn.setOnClickListener(v -> {
```

```
arianaGrandeBtn.setOnClickListener(v -> getCollectionCategory("Ariana Grande", sheetBehavior, mBottomSheetLayout));
Button eminemBtn = mBottomSheetLayout.findViewById(R.id.eminemBtn);
```

```
String id = Objects.requireNonNull(document.getId());
        String price = Objects.requireNonNull(document.getData().get("price")).toString();
sheetBehavior.setState(BottomSheetBehavior.STATE COLLAPSED);
       String price = Objects.requireNonNull(document.getData().get("price")).toString();
```

# Order Confirmed Activity Part 1

```
import com.google.firebase.auth.FirebaseAuth;
import java.util.List;
import java.util.Map;
                  TextView confirmationEmailText = findViewById(R.id.confirmationEmailTextView);
confirmationEmailText.setText("A confirmation email has been sent to " + email
           BasketDB basketDB = new BasketDB(this);
```

# Order Confirmed Activity Part 2

```
TextView totalTextView = findViewById(R.id.totalTextView);
```

# Order Confirmed Activity Part 3

```
public void addOrderToServer(ArrayList<String> idList, ArrayList<String> quantityList, FirebaseUser currentUser,
                   Map<String, Object> data = new HashMap<>();
```

# **Orders Activity**

# Orders Adapter Part 1

```
public OrdersAdapter.ViewHolder onCreateViewHolder(ViewGroup parent, int viewType) {
```

# Orders Adapter Part 2

#### **Product**

```
package com.example.luckymerch;
   public Product(String id, String name, String description, String price, String imageFront, String imageBack, String
   public void setPrice(String price) {
```

```
FirebaseFirestore db = FirebaseFirestore.getInstance();
```

```
ocumentReference docRef = db.collection("products").document(Objects.requireNonNull(productID));
```

```
Button backBtn = findViewById(R.id.backBtn);
```

```
mBottomSheetLayoutLoggedOut.setVisibility(View.VISIBLE);
```

```
public void SetUpBottomSheet(LinearLayout mBottomSheetLayout) {
   BottomSheetBehavior<View> sheetBehavior = BottomSheetLehavior.from(mBottomSheetLayout);
   ImageButton mButton = mBottomSheetLayout.findViewById(R.id.menuBtn);
   mButton.setOnClickListener(it -> {
      if (sheetBehavior.getState() != BottomSheetBehavior.STATE_EXPANDED) {
            sheetBehavior.setState (BottomSheetBehavior.STATE_EXPANDED);
            mButton.setBackgroundResource(R.drawable.close_icon);
      } else {
            sheetBehavior.setState(BottomSheetBehavior.STATE_COLLAPSED);
            mButton.setBackgroundResource(R.drawable.menu_icon);
      }
    });
    sheetBehavior.addBottomSheetCallback(new BottomSheetBehavior.BottomSheetCallback() {
        public void onStateChanged(@NonNull View bottomSheet, int newState) {
            if (sheetBehavior.getState() == BottomSheetBehavior.STATE_EXPANDED) {
                mButton.setBackgroundResource(R.drawable.close icon);
        } else {
                mButton.setBackgroundResource(R.drawable.menu_icon);
      }
    }
    public void onSlide(@NotNull View bottomSheet, float slideOffset) {
      }
    }
}
```

# Product Adapter Part 1

# Product Adapter Part 2

```
public ProductAdapter.ViewHolder onCreateViewHolder(ViewGroup parent, int viewType) {
        ViewHolder viewHolder = new ViewHolder(productView);
        TextView nameView2 = holder.nameTextView2;
```

# Product Adapter Part 3

```
TextView priceView4 = holder.priceTextView4;
priceView4.setText("f" + product4.getPrice());
String src4 = product4.getImageFront();
Glide.with(imageView4.getContext()).load(src4).into(imageView4);
TextView nameView5 = holder.nameTextView5;
for (int i = 0; i < linearLayoutList.size(); i++) {
   LinearLayout linearLayout = linearLayoutList.get(i);
   String id = mProducts.get(i + k).getId();</pre>
```

```
protected void onCreate(Bundle savedInstanceState) {
   expiryDateField.setMinDate(System.currentTimeMillis());
```

```
String addressLineOne = addressLineOneField.getText().toString().trim();
String addressLineTwo = addressLineTwoField.getText().toString().trim();
if (!addressLineTwo.isEmpty()) {
   data.put("addressLineTwo", addressLineTwo);
Timestamp expiryDate = getDateFromDatePicker(expiryDateField);
data.put("expiryDate", expiryDate);
```

```
int month = datePicker.getMonth();
int year = datePicker.getYear();
      Calendar calendar = Calendar.getInstance();
calendar.set(year, month, day);
      String regex = "^(?=.*[0-9])" + "(?=.*[a-z])(?=.*[A-Z])" + "(?=.*[@\#\$\%^\&+=])" + "(?=.*[@\#\$\%^\&+=])";
public void signUp(String email, String password, Map<String, Object> data) {
                                   Log.w("RegisterActivity", "createUserWithEmail:failure", task.getException());
Toast.makeText(RegisterActivity.this, "Authentication failed.",
```