
Timetable Mobile Application

Oskar Ciebien

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Advised by: Mr. Martin Hynes

Department of Computer Science and Applied Physics
Atlantic Technological University Galway-Mayo (ATU)
Formerly known as Galway-Mayo Institute of Technology (GMIT)



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About this project

Abstract This project is a Timetable Application developed for Android Mobile Devices. This Application also has a customisation feature which is the dark mode. This dark mode allows the user to switch between dark and light modes in the app. It changes the application theme colours from dark to light and vice versa. This feature will provide ease of use at any time of the day. Most importantly this mobile application will have easy to use Front-End interface. With a menu at the bottom of the screen with options to be picked from. In the application the user will have many screens to choose from. The Timetable screen, displays the weekly schedule and the user is free to add more classes or modules to their weekly schedule. The settings screen which offers settings in relation to the choice of theme within the application as well as account options and security. There is also the home page screen which displays the information about the application and the author of the application. I have used React Native to develop the Front-End and Firebase for the Back-End of this Timetable Application, which will store all of the user information, settings, and timetable data. The database that has been used in this application is the realtime database, which allows for instant display of data when it has been modified.

Authors Oskar Ciebien is a final year student at Atlantic Technological University Galway-Mayo (ATU) formerly known as Galway-Mayo Institute of Technology (GMIT). Currently pursuing a Bachelor of Science (Honours) in Computing in Software Development. He has interest in Software Development and would like to pursue a career in software after graduation.

Chapter 1

Introduction

This is the introduction chapter of this dissertation. It outlines the layout, the objectives, information about the source code, the project timeline and the project difficulties as well as the learning outcomes of the Applied Project and Minor Dissertation module.

1.1 Layout of the Dissertation

Each chapter of this dissertation will mention different aspects of the preparations, research, technologies and the project itself.

The following are the chapters with a brief description of what each of them will cover in detail:

- **Chapter 1 - Introduction** - Chapter 1 which is the current chapter, will describe the project objectives, information on the project's source code and documentation, the projects timeline and difficulties and finally the learning outcomes of the Applied Project and Minor Dissertation module.
- **Chapter 2 - Methodology** - This chapter will discuss the approach on the project, the tools used while developing this project, the source control used, information on the project meetings conducted with the supervisor and the research which was done throughout the process of creating this project.
- **Chapter 3 - Technology Review** - Chapter 3 will provide a review on all of the technologies and the languages that have been used. As well as provide reasoning why they have been used and where they were used in the project.

- **Chapter 4 - System Design** - Will describe the project as a whole, the design and applications developed. Code snippets will be used and screenshots of the application to make it easier to understand and see how the application was developed.
- **Chapter 5 - System Evaluation** - Will discuss the types of testing that have been carried out while developing the application.
- **Chapter 6 - Conclusion** - The final chapter will conclude the project and discuss the evaluation, objectives, the improvements that could be done and the negatives of the project and the future plans for the project, after submission.

1.2 Project Source Code and Documentation

The project source code is available at a GitHub repository, under the following link https://github.com/Oskar-Ciebien/Timetable_Application.

A brief description of the project, the project requirements and instructions are available at the repository in the repository README file.

All the documentation and screencasts of the project are available at the repository in a folder called Documents.

1.3 Goal of the Project

The goal of this project was to create a fully working Timetable application developed in React Native, which is a completely new technology for the student.

The project allows the user to register and log in using email and password. Thanks to this authentication individual information from that account will be saved to a realtime database and could be accessed on any device after logging into the same account.

Additional idea for the project was to publish the working solution to the Google Play Store since the application was mainly targeted at Android mobile devices. But unfortunately the amount of work that it took was not expected, and this goal was not fulfilled.

The Timetable application, as the name suggests needs to have a timetable, which could be viewed and added to at any time by the user. This timetable application has this feature.

1.4 Project Plans

There have been two project plans created. Each of the plans were planned out for each of the semesters. Both of them were designed in weekly intervals, with at least one objective to be done each week.

The student has consulted with the supervisor on the mentioned plans and has given their best to follow the weekly objectives as to the objectives set out in the plans, but there have been minor differences in objectives done compared to the plans. The github repository commits fully reflects the work done for the project.

Week	Week Starting	Plans
1	20 th of September 2021	Think of Ideas
2	27 th of September 2021	Think of Ideas
3	4 th of October 2021	Think of Ideas
4	11 th of October 2021	Think of Ideas
5	18 th of October 2021	Decide on an Idea
6	25 th of October 2021	Research
7	1 st of November 2021	Git Hub, Presentation, Dissertation
8	8 th of November 2021	Add Supervisor to Repository, Create Project, Write-Up Project Plan
9	15 th of November 2021	Work on the Demo and Dissertation
10	22 nd of November 2021	Write more on Dissertation and Research
11	29 th of November 2021	Work on the Presentation
12	6 th of December 2021	Finish Presentation and Simple Demo
13	13 th of December 2021	Present Presentation and Demo

Figure 1.1: Semester One Plan.

The first plan was more focused on the idea of the project, the research and planning of the project and the new technologies that would be used for the development of the project.

Week	Week Starting	Plans
1	17 th of January 2022	Restart Project
2	24 th of January 2022	Login & Register
3	31 st of January 2022	Login & Register
4	7 th of February 2022	Other Security Type (Google or Two-Factor)
5	14 th of February 2022	Other Security Type (Google or Two-Factor)
6	21 st of February 2022	Timetable Functionality
7	28 th of February 2022	Timetable Functionality
8	7 th of March 2022	Front-End of the App
9	14 th of March 2022	Final Touches & Dissertation
10	21 st of March 2022	Dissertation
11	28 th of March 2022	Dissertation and/or Presentation
12	4 th of April 2022	Presentation

Figure 1.2: Semester Two Plan.

The second plan is mainly targeted at development and the dissertation of the project. Where the student would have objectives set out only to focus on the development of the application and the write up of the dissertation.

1.5 Project Difficulties

As the application was been developed, there have been some difficulties on the way. The difficulties that have been faced are as follows:

- Get familiar with the technologies that have been chosen for this application - React Native, Firebase and Android Studio were the main technologies used. These technologies were completely new to the student. The student sometimes found it difficult to understand the logic of those, but thanks to this course he was able to adapt to new technologies quicker.
- My first project idea. The student decided to restart the project completely after the Christmas review. It was all done to make the project seem and work better. The reason why the project was restarted, was because of a new idea for the login and register functionality.
- Time and priorities were definitely large factors that had to be taken into consideration while developing this project. The student sometimes was forced to decide what to focus on first, or how much time

he should spend developing a feature and if he was not able to finish it in the given time. This type of approach was the solution that worked very well and let the student to be more efficient.

1.6 Learning Outcomes

Applied Project and Minor Dissertation module offers many learning outcomes. Which are very important when it comes to future job search or further studies in the field of computer science. The learning outcomes of this module are as follows:

- Demonstration of the application with the use of appropriate research methodologies and techniques which are all related to software development.
- Demonstration of the awareness at the current state of the art of computing.
- Application of critical thinking during challenging computer and software based problems.
- Design and implementation of a computing solution project which requires research.
- Integration of many different technologies in order to develop and deliver a working solution project.
- Being critical in regards to the work and research.
- Reflection on the strengths, weaknesses and any future potential of the project.

Thanks to these learning outcomes and the project being worth 100% of the overall mark for this fifteen credit module. The student gets a taste of project management, development, research and planning. Which are all very important for career growth in the future.

1.7 Chapter Conclusion

This chapter has described what each chapter is about, it provided the project's source code and documentation link. The goal, plans and difficulties have also been discussed. Finally the learning outcomes of the module have been described.

Chapter 2

Methodology

2.1 Overview

This methodology chapter will describe the various methodologies that have been used in developing this project. It also discussed the approach, meetings, the source control and the tools that have been used in development. Additionally it will go over some research methods that were taken into account before making the final decisions.

2.2 Research Methodology

There are different approaches to research. These approaches enhance the process and prove the way the research has been conducted [19].

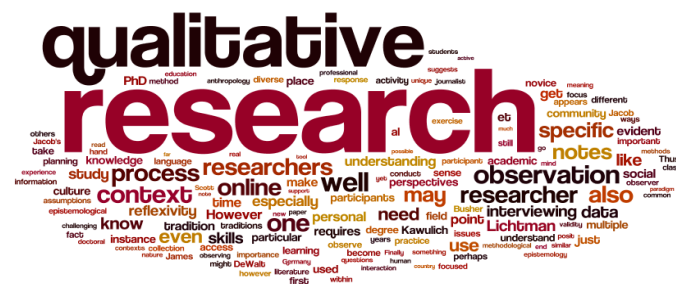


Figure 2.1: Image of Qualitative Research. Adapted from [1]

The Research Methodology used for this project was the **Qualitative Research Methodology**.

Qualitative Research relies on information that is text based. This research is done from first-hand. Information can be obtained through observations, documents and artifacts [20].

This Research Methodology was a good pick for this project, as it allowed the author to research information through documentations, articles and stack overflow in order to be able to fix issues or to know more on the field of technology, such as a programming language or a framework that was used in this project.

2.3 Software Methodology

Software Methodologies allow us to divide up the development process into smaller steps which in the end can help with design, development and management of the project [21].

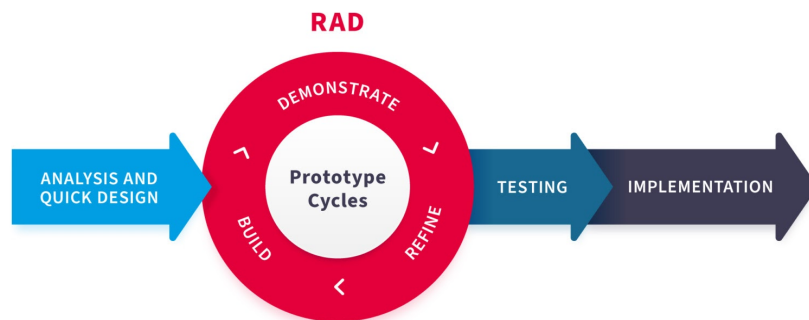


Figure 2.2: Image of Rapid Application Development. Adapted from [2]

This project has been developed using the **Rapid Application Development (RAD)** or sometimes also referred to as **Rapid Application Building (RAB)**.

This Software Methodology suits very well with this type of project as it has been developed by only one person, it allows for developing many features and then deciding which of the few options to keep [22]. This way the development of the application or project is simpler to manage as decisions and changes can be made at nearly any time of development.

Rapid Application Development is made up of many phases. These include the following [22]:

- **Requirements Planning Phase** - Which includes the scope of the project, requirements and design.
- **User Design Phase** - This phase goes through how users would like to see the project. What kind of inputs, outputs, design they would like to see.
- **Construction Phase** - Focuses on the building of the project. But since this is RAD, any changes or decisions can be made at any time. This phase also includes testing of the project or the application to ensure it is safe to move to the next phase.
- **Cutover Phase** - This is the final phase of RAD. It includes final testing and user training in some situations.

The RAD Software Methodology was one of the best approaches to pick for this project. As, once again it was an individual project. It was much easier to make quick changes or improvements.

2.4 Meetings

The project meetings were scheduled weekly. They were attended by both the supervisor and the student. They were all carried out on-line as it was more comfortable and convenient for both parties. The meetings were under fifteen minutes long. The supervisor and the student met over Teams. This was the preferred communication software as it was used over the last years in college throughout online learning due to the pandemic.

2.4.1 Meetings at the Beginning

The meetings at the early stages of the project were based on the planning and possible ideas for the project. The supervisor was giving the student guidance and suggestions on the project ideas. The project timeline and the project design brief have been done during that time. These were also consulted with and given to the supervisor. These meetings took a couple of weeks in the first semester.

2.4.2 Regular Meetings

Regular meetings consisted of:

- Current progress on the project.
- The problems encountered during the week.
- Feedback from the supervisor.
- Plans for the following week.
- Changes in the project brief or weekly project timeline if any.

2.5 Source Control

The source control used during the development of this project was **Git** and the hosting provider of the online repository was **GitHub**.

2.5.1 Why were they picked?



Figure 2.3: Git logo. Adapted from [3]

Git was the preferred source control as it has been used throughout the course and it is considered as the most popular and preferred source control in the industry.



Figure 2.4: GitHub logo. Adapted from [4]

Most importantly GitHub was used in this project as it was a requirement for this project set out by the project coordinator. There were also other reasons why GitHub was used, and these are:

- It was used throughout the course.
- The student is familiar with using it.
- It is considered as the most popular hosting provider for Git repository and as an industry standard.
- The student uses GitHub as his portfolio to host all of his projects to share to potential recruiters.

2.6 Tools

In order for this project to be developed in the most convenient way possible. The most popular and considered as best tools have been used. The tools are the following:

2.6.1 Visual Studio Code

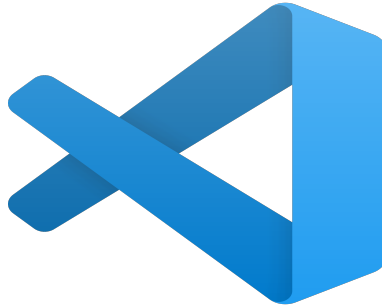


Figure 2.5: Visual Studio Code logo. Adapted from [5]

Visual Studio Code has been used as the Integrated Development Environment (IDE) during the development of this project.

It is very popular, easy to use and a widely modifiable piece of software, thanks to many developers working on extensions in order to improve it.

The student is very familiar with this IDE, because:

- This piece of software has been used throughout the course.
- The student is very familiar with it.
- Easy to use.
- Considered as the most popular IDE.
- It is a perfect IDE to use with the JavaScript language.

2.6.2 Android Studio - Emulator



Figure 2.6: Android Studio logo. Adapted from [6]

Android Studio is the most popular IDE when it comes to Android Development. In this project Android Studio was not picked because it is a great IDE but of the built-in emulators.

Since this project is aimed at Android devices. An android emulator was a must. Thanks to Android Studio the testing process has been reduced tremendously, as it is much faster to test an application on the same PC or laptop as it is developed with nearly no lag, than to fiddle with cables connected with a physical mobile android device and wait until it the application compiles and installs. An emulator is much faster, as it is using the computer's specifications, while a testing android device could have outdated hardware.

Android Studio made testing more convenient as well, because controlling a device with the same mouse and a keyboard is more comfortable.

2.7 Chapter Conclusion

The Methodology chapter has outlined the research and software methodology that have been used in the process of making this project. It also discusses the meetings that have been conducted with the supervisor throughout the year. Git and GitHub have been explained as the source control and hosting provider of this project, and finally the two main tools, visual studio code and android studio were mentioned. Which made the development quicker and easier.

Chapter 3

Technology Review

3.1 Overview

This chapter will focus on all of the different technologies that were used to develop this timetable application. Their advantages and disadvantages as well as how they were used in the project will be discussed.

3.2 Git



Figure 3.1: Git logo. Adapted from [3]

Git is an open source distributed version control system. It is designed in such a way to be able to manage small and large projects with ease, while being fast and efficient [23].

Git is released under the GNU General Public License version 2.0, which means it is an open source project. Thanks to this license, all developers are

free to share, change and use it for free [23].

This distributed version control system, is very easy to learn, fast and efficient, hence why it is so popular and used by many of the largest companies in the world such as Google, Facebook, LinkedIn and Microsoft [23].

What are the Advantages?

Git has many advantages and one of them is how distributed it is. Instead of using one repository, each of the developers have their own local repository and a history of commits [24]. This makes it fast, scalable and easier to work with.

Git is one of the most popular version controls in the world. Thanks to that, nearly all developers have had experience with Git and will not have to learn it from the beginning [24].

What are the Disadvantages?

Git is an excellent tool, but as any tool it also has some disadvantages.

One disadvantage of this piece of software is that it is slower on Windows machines [25]. Which could be a big downside for power users of Windows machines when using Git for development. But in most cases this will not have a major difference.

Git also does not support binary files [25], which could be important for some developers.

One of the annoying disadvantages of Git is the fact that it does not see empty folders inside of the repository and they cannot be committed, unless a file will be added or moved to that empty folder. Then it will recognise the empty folder [25].

How was it used in this project?

In this project Git has been used as the version control system. It was used to connect to GitHub and push commits from the local repository to the hosted repository up in the cloud in the GitHub Servers.

3.3 GitHub



Figure 3.2: GitHub logo. Adapted from [4]

GitHub is a hosting service for version control, with the use of the above mentioned Git [26].

It offers source code, project management and many more useful collaboration features. [26].

What are the Advantages?

The GitHub Pages that it offers allows developers to showcase their projects and portfolios on a static page completely for free. They can be customised as the developers would like it with the paid themes [27]. But the source code of the static web page has to be public and the name of the repository has to be specific, such as NameOfAccount.github.io.

GitHub can be accessed anywhere. Whether it is from a phone, windows PC or a Mac. Windows and Mac code sharing is simple and they can both do the same actions. While users can only access it through the website on the phone only to view the repositories and projects [27].

What are the Disadvantages?

With Git having some disadvantages, and GitHub working very well with Git, this also means that it can have some bad sides as well, which it does.

As any other service provider website, GitHub also provides services, but not all of the services are available for free. For users that do require a lot of

repositories, teams etc. this could mean that they will be forced to buy a plan [28].

Since GitHub is a website. Any websites sometimes might encounter an error or update where the website will have to be put on a downtime for some time. This could create some problems and inconvenience when trying to push code up onto a repository online. Especially when working in a team. This has happened once while working on this project.

How was it used in this project?

GitHub acted as the hosting provider of the project's repository. It worked with Git to host the repository with all the needed files, including Documentations, the Project and the Read Me file.

3.4 Node.js

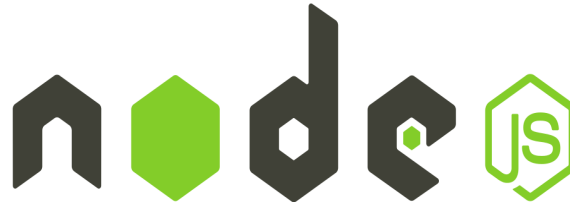


Figure 3.3: Node.js logo. Adapted from [7]

Node.js, is an open-source piece of software that works on many platforms. It has a backend JavaScript runtime environment, which runs on a so called V8 engine [29].

Node allows the creation of web servers and networking tools with the use of JavaScript. It has a collection of modules that are responsible for various core functionalities [29].

The only language that Node supports natively is JavaScript as the name suggests .js. But there are many languages that can compile to JavaScript,

some of these include Dart and TypeScript [29].

What are the Advantages?

Node.js is open source. This means that it is completely free. All modules, libraries and code samples are free to use [30].

Since it is open source. Developers try to help each other out. It is community driven. There are many developers who contribute to Node.js, and they are always willing to help out or to share their knowledge with somebody else [30].

What are the Disadvantages?

Too many modules. There is a lot of unnecessary modules, which could over complicate things [30] [31]. There can be situations where there are two modules, which are called similarly, this could cause confusion on which module to choose.

Most JavaScript developers do not have a lot of experience with Node.js. Even experienced Software Developers tend to find themselves struggling with Node.js sometimes [31].

How was it used in this project?

Node.js was downloaded specifically for this project in order to get the Node Package Manager. As it is essential for this project to be built and to run as expected.

3.5 Node Package Manager (NPM)



Figure 3.4: NPM logo. Adapted from [8]

Node Package Manager or NPM is a package manager for Node.js. It is an open source project. It's goal is to help JavaScript developers share packaged modules of code [32].

The registry is a collection of packages which are open source and readily available to everyone to use for front-end, mobile applications and more. Developers can easily install any of the packages as well as publish packages [32].

What are the Advantages?

As mentioned above, the Node Package Manager is an open source project. Which is always a great thing when it comes to software development. It will most likely get updates for a very long time as individual developers will always try to improve on something and most importantly it will be secure. Just as any other open-source project, for example Linux, it is open source but it will stay secure as any bug will end up being fixed by an experienced software developer.

What are the Disadvantages?

NPM might be the preferred and most popular package manager that is used currently, but it definitely has its disadvantages as well. NPM can sometimes take its time to install or reinstall a package, when compared to other package managers. This shows that there is definitely a problem with the performance of this package manager [33]. But it does not mean that it is bad. It does the job, but it takes its time.

How was it used in this project?

The Node Package Manager was a very important technology in this project. With the help of npm, most of the features of the application that needed to be installed would not have been possible without npm. Thanks to npm the project ran as expected which was and is needed for development and testing.

3.6 React Native

Figure 3.5: React Native logo. Adapted from [9]

React Native is a JavaScript based framework that Meta, formerly known as Facebook has released in 2015 and it is still maintaining it. React Native combines native development with React, hence the name React Native. React Native code is written in JavaScript but it is then rendered with native code for a given device [34].

What are the Advantages?

Most important feature of this framework is the ability to develop cross-platform application with one code [34]. Which then transforms it into native code for other operating systems like Android and iOS. This feature is a great advantage, which decreases the cost and time it takes to develop applications. It is well suited for start-ups, as it does not require different developers to develop working versions for different systems like iOS or Android.

React Native also offers a great feature called "Fast Refresh", this feature allows for as the name suggests a fast refresh while developing and testing an application. The application refreshes on saving a file, without the need

of restarting the application [34].

What are the Disadvantages?

One major disadvantage that have been encountered in this project is the lack of information in the error messages. There have been times where the error messages seemed the same while debugging, therefore it was very difficult to debug the application. There was no specific "hint" as to what causes the problem in the code.

Another disadvantage that could cause a bigger issue for some users is the loading time of the application. While developing this application. React Native takes a longer amount of time to start than if it was developed natively through Android Studio for example. But this is a logical issue as the code is not written in native code.

How was it used in this project?

In this project React Native was used to build the Front-End of the application, as well as to connect with other components in order to have the project working as planned.

3.7 Firebase



Figure 3.6: Firebase logo. Adapted from [10]

Firebase was founded in 2011. From 2014 it has been acquired by Google. It is rapidly gaining respect and fame amongst developers. Large multinational companies are trusting Firebase services.

This back-end service provider offers many services such as, databases, authentication, storage and hosting. With that it also offers analytics to see how the application is evolving. Firebase also offers many paid plans as well as a limited free plan.[35].

What are the Advantages?

One of the advantages that Firebase offers is that it is quite simple to integrate on iOS, Android and Web [35]. This does not mean that it is very easy to integrate. It all depends on the technologies that are being used with it also.

Firebase offers many services, all in one package. They offer databases, analytics, storage and hosting. This is a great service to consider, as it allows for quick scaling and having many services in one, offer great integration. Definitely will change a lot when it comes to start-ups or even if developers would like to host and or develop their own small projects.

The documentation is well written and very helpful. They offer an example code snippet to each feature of their service in the documentation. This does not mean that it always help, as the code may differ a lot, depending on how the source code of a project is written [35].

What are the Disadvantages?

iOS devices do not seem to be favoured by Firebase. Which makes sense as Android is sponsored and focused by Google more than other systems. This is a disadvantage as Firebase claims it is a cross-platform service, but it is not completely true [36].

Firebase has a major limitation, which could be a large factor to consider when deciding if this service is right for a project. This limitation is availability. Firebase will not work in countries where Google is banned or not allowed in [36].

There are two available plans to pick from when choosing this service. The "Spark Plan" is completely free, but has it's limitations, it is great for very small applications, it also depends which services the applications will use, and it is great for development and testing. There is also the "Blaze Plan" which is a Pay As You Go plan. This is not necessarily a good idea, as we can never be sure how viral the application will be in the next month or so. This could increase the costs drastically without making enough profits from

the application itself [36].

How was it used in this project?

Firebase managed all the back-end of the project. The database and the authentication features of this service were used, to store the user's information as well as the timetable information.

3.8 Android Studio



Figure 3.7: Android Studio logo. Adapted from [6]

Android Studio is a great piece of technology which provides tools for building applications for any Android Device [37]. It also offers many emulators which are based on real devices such as Google Pixel phones and different versions of Android such as KitKat, Oreo etc. With that there is also an IDE integrated with this software. Making it completely easy to program natively for Android devices in Java or Kotlin programming languages.

What are the Advantages?

Android Studio has a built in editor. It is called the Visual Layout Editor, it allows for quick and easy manipulation of GUI elements for the application, without touching the code [37].

One of the most important advantages of it is the emulator feature. There are multiple options of devices and versions of android to pick from. These emulators are fast, quick and very simple to install. It has complete functionality of a standard phone. There is access to the camera, volumes, tilting

of the screen and many others [37].

The Integrated Development Environment (IDE) inside of Android Studio is based on the IntelliJ IDE. Which is one of the most popular IDE's in the world. Additionally Android Studio carries some other functionality which enhances the productivity [38].

What are the Disadvantages?

Emulators are big in size. They take a lot of memory and storage. This could be an issue on devices used for development with smaller storage capacity like some laptops. Certain laptops or PCs can get warm when running an emulator in the background, as they use a lot of memory to run.

How was it used in this project?

The only way this piece of software was used in this project was through the use of the Android emulator. Which helped to develop, test, visualise and connect everything together.

3.9 Expo

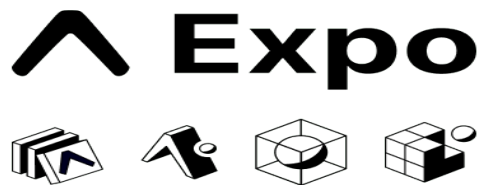


Figure 3.8: Expo logo. Adapted from [11]

"Expo is a framework and a platform for universal React applications". It is a great collection of tools and services which can be used with React Native in order to develop, build and deploy cross-platform applications using only one language which is JavaScript or TypeScript [39].

What are the Advantages?

The Metro Bundler or the Expo Developer Tools, makes the whole development process a whole lot easier and faster. With just one click of a button or option picked in the development console or in the web browser, the developer is able to run the application on their iOS or Android emulator as well as a website.

Thanks to Expo-CLI the creation of a project is much quicker and it provides templates to use from, to give developers a little bit of a boost at the start if they decide to use one of the templates [40].

What are the Disadvantages?

Expo App sometimes disconnects with the Expo Developer Tools app or the Metro Bundler. It can be frustrating and make the developer loose concentration while developing.

How was it used in this project?

Thanks to Expo, this project was hosted and was able to connect with the emulator. Without Expo, this project would not be possible to make. The Expo-CLI was also used to initialise the project in the beginning and it is used with npm to host the applications.

3.10 LaTeX



Figure 3.9: LaTeX logo. Adapted from [12]

LaTeX is a typesetting system. It is commonly most used for scientific and technical documentation. It is a free piece of software [41].

What are the Advantages?

One of the huge advantages of LaTeX is efficiency. With the use of table of contents, or bibliography or references and table of figures etc. the authors do not have to insert anything or refresh it manually. LaTeX adds everything to it automatically after it gets compiled.

What are the Disadvantages?

The appearance of LaTeX may not suit everyone. It still allows the writers to have some customisation in their documents through the use of packages, but in the end the document will look plain as it was built for scientific and technical documentation which do not need a lot of customisation and pretty looks.

Writing in LaTeX is completely different than in other text editors or text processing programs like the very popular **Word**. In LaTeX we need to use commands, packages etc. It is not as simple as a drag and drop to insert an image to a document. See the below figure to see how a simple table is created in LaTeX.

```
\documentclass{article}
\usepackage{multirow}
\begin{document}
\begin{center}
\begin{tabular}{|c|c|c|c|}
\hline
col1 & col2 & col3 & \\
\hline
\multirow{3}{4em}{Multiple row} & cell2 & cell3 & \\
& cell5 & cell6 & \\
& cell8 & cell9 & \\
\hline
\end{tabular}
\end{center}
\end{document}
```

col1	col2	col3
Multiple row	cell2	cell3
	cell5	cell6
	cell8	cell9

Figure 3.10: LaTeX table with code. Adapted from [13].

How was it used in this project?

Without LaTeX this dissertation would not be as comfortable to write as it was. This technology was first used by the students of this course at the beginning of fourth year. It is always great to learn new technologies which could make the students switch from the traditional text processing softwares to LaTeX.

3.11 Chapter Conclusion

The Technology Review chapter provided descriptions of the technologies used in this project, with the most important advantages and disadvantages of them and with an explanation to where that technology was used in the project. This project would not have been possible without the use of these technologies.

Chapter 4

System Design

4.1 Overview

This chapter goes over the system design for the project. Since React Native allows for developing many applications with one code, this chapter will also go over the two types of applications that have been developed.

4.2 Android Mobile Application

The Android application was the main focus of this project. As the targeted devices of this project are Android devices.

Why Android Devices?

The reasons why Android devices have been picked as the main target of this application are as follows:

- Android devices are the most popular devices used currently worldwide. They take over 70% of global market share, while over 20% of the global market share are iOS devices [42].
- It is easier to develop Android applications than iOS applications.
- With the picked technologies for this project, there are more limitations for iOS devices than the Android devices.

4.2.1 Login and Register

At first, once the user starts up the timetable application. The Login and Register screen is displayed, where the user is presented with two input boxes and three buttons. There is an email and password text input. Then followed by the two main buttons, Login and Register and a text button which is responsible for recovering a forgotten password.

Login Functionality

When a user decides to login. They are required to input their email and password. They can then press on the Login button.

After pressing the login button the application checks with the authentication system from firebase, if the email and password that the user has entered match.

If they do, the user is then authenticated and will be transferred to the Home Page.

If the details entered by the user do not match, then an alert box will be displayed on the screen, to inform the user about the error.

Register Functionality

In order to register in the app. The user has to give their email and password in the input boxes provided.

Next up the user can click on the Register button, which will prompt firebase authentication system to register a new user with the given email and password.

On a successful register, the user details are saved in the firebase authentication system and then the user is moved to the home page of the application.

The system also checks if the email is already taken and if the password is too short. This will prevent the user from registering and prompt an alert box to let the user know of the situation.

Forgotten Password Functionality

When the user finds themselves in a situation where they cannot remember their password for their account. They can use the Forgot Password feature in the application.

The forgot password buttons can be found on the Login and Register screen of the application and the Settings screen. The reason for it to be on the Login and Register screen is that if it was not there the user's account would be completely lost when the password has been forgotten.

The forgot password button is also on the settings screen. There are two reasons for this:

- The application uses asynchronous storage and therefore keeps the user logged in. They might forget their password after some time.
- Or the user might want to change their password every so often, because of security purposes and they might end up with the password being forgotten as they did not have to log in often, thanks to the application keeping the user logged in.

This asynchronous storage feature has its advantages and disadvantages. But thanks to that it should increase user satisfaction, as they do not have to waste a few seconds to log in every time they want to access their timetable, which most likely will be looked at many times a day.

4.2.2 Home Page

Once the login or register process has been passed through successfully. The user is then transported to the home page screen. On this screen the user is greeted with information about the application and a brief tutorial on how to begin using the application.

4.2.3 Timetable

When a user clicks or taps on the Timetable icon from the tabs menu. They will be moved to the timetable screen where they will be able to add new timetable using the icon on the bottom right hand corner, which looks like a plus sign. They will also be able to see their timetable for the week.

4.2.4 Settings

Once the settings icon has been pressed on the tabs menu at the bottom of the screen, the setting screen will be displayed in front of the user. This screen displays some important functions of the application, which any application should consider having when an email authentication has been added to it.

Dark Mode

Change Password

The Change Password screen is responsible for changing the password whenever the user sees it as a necessity.

The user is asked to enter their email, current password and the new password. With this information, the application is able to verify if the email and current password are valid and match the account details. Therefore the password can be changed in the Firebase Authentication service.

```
<View style={styles.inputContainer}>
  <TextInput
    placeholder="Enter Your Email"
    value={email}
    onChangeText={(text) => setEmail(text)}
    style={styles.input}
  />
</View>
```

Figure 4.1: Forgot Password Text Input from Project Source Code.

The above figure describes the code structure for each of the inputs in this given screen.

There was one issue that was faced when this feature was developed. The changing of password was not allowed, after some time. As the user gets deauthenticated after some time and therefore will not be allowed to change the password. Therefore firstly the application reauthenticates the user with

firebase. That is why the current password is needed in this case, as the application passes on the password to reauthenticate and then changes the password.

Change Email

The screen to change the user's email, is responsible for allowing the user to change their email. It takes the very same approach as the previous change password screen. It firstly needs to authenticate the user once again, before proceeding to changing the email.

The design of this screen looks very much the same, except there is one less input box. The input boxes on this screen are for inputting the new email and for the current password. The current password is there to confirm the user's choice and to reauthenticate the user with the firebase authentication service.

Forgot Password

This screen is available from two screens. It is available from the login and register screen and the settings screen. It has exactly the same functionality. No matter from which screen it is opened from.

It takes in only one text input, which is the email. The user can then confirm their decision by pressing on the button to send an email with a new password. After receiving the email from the firebase authentication service. The user can log in with the new password that was sent in that email.

Delete Account

The screen responsible for deleting the account, can only be called from the settings screen.

On this screen the user has to confirm the delete action by inputting their current password and then pressing on the Confirm button. Once that button is pressed, the application has to reauthenticate the user, in the same way as it is done on the other screens, mentioned previously. If the reauthentication has passed successfully, then the application alerts the user if they are definite about deleting their account. They are given a Yes or No alert box. If no is pressed, the alert box is closed. But once yes is pressed all

of users information from firebase authentication is deleted along with any information related to this account in the database is also deleted.

Log Out

The log out button is situated on the settings screen. Once the log out button is pressed the application logs the user out. The user of the application is then navigated back to the login page. Where they can log in again, with a different account or register with a new one.

4.2.5 Account Management

All of the user accounts are managed through Firebase. Each user gets a unique identification number (UID) through which they can be identified. This UID can also be used for other services, like the databases which will match individual information for each user.

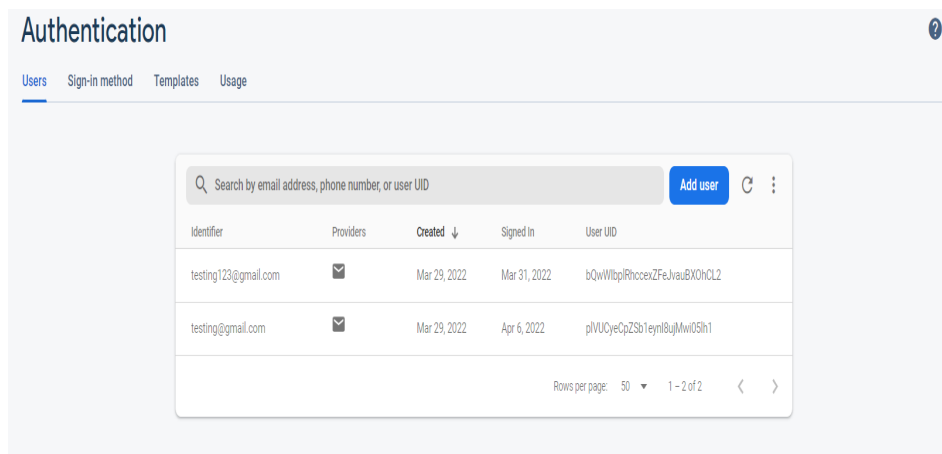


Figure 4.2: Firebase Authentication Project Page.

As shown on the figure above, the administrator of the firebase project can search for a user, delete a user and also add a new user. They are also able to see when the user has created their account and when was their last login.

The administrators can see what kind of account the user has created. In this case the accounts have been created with an email and password.

4.2.6 Database Management

Firebase provides two types of Databases. The firestore database and the realtime database. The database that has been picked for this project is the realtime database.

This database has been picked, because receiving information instantly on any change is an important factor for this type of application. The data has to be returned instantly.

A timetable application is a type of application, where a user most likely will check on many times a day. A refresh button on the screen would not be as good for user experience as a realtime database which would update whenever there is a change detected.

4.2.7 In-App Navigation

React Native provides many types of navigation. All with their pros and cons, different animations and functions. React Native offers the ability to nest navigations on top of one another. This is especially used when the application is made in such a way, that there are drawers which have buttons which then move the user to a different screen etc.

In this project the nested Stack and Tab navigation have been used. Both of them play an important role in the application and are responsible for different screens and have connections in between them.

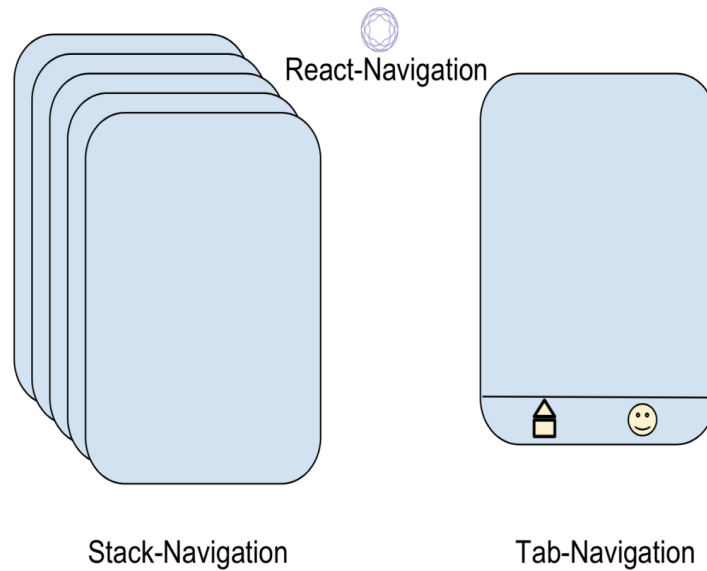


Figure 4.3: Tab and Stack navigation. Adapted from [14].

The Tab navigation is used for three main screens of the applications which are:

- Home Page
- Timetable
- Settings

These three screens can be picked from the tab navigator at the bottom of the screen. This tab navigator is available only on those three screens.

```
<Tab.Screen
  name="Timetable"
  component={TimetableScreen}
  options={{
    tabBarIcon: ({ focused }) => (
      <View
        style={{
          alignItems: "center",
          justifyContent: "center",
          marginTop: 0,
        }}
      >
        <Image
          source={require("../assets/icons/timetable.png")}
          resizeMode="contain"
          style={{
            width: 28,
            height: 28,
            tintColor: focused ? "#2b7eba" : "grey",
          }}
        />
        <Text
          style={{ color: focused ? "#2b7eba" : "grey", fontSize: 14 }}
        >
          Timetable
        </Text>
      </View>
    ),
  }}
/>
```

Figure 4.4: Tabs navigation in the project.

As shown on the figure above, that is how each tab is implemented in the code. Each tab has its own icon, which is an image, but at a smaller size. All tabs have the same colours. They change colour when they are the active screen.

The Stack navigation is used for all other screens in the application. This includes the Login and Register, all the options from the settings screen.


```

<Stack.Navigator>
  <Stack.Screen
    name="Login"
    options={{ headerShown: false }}
    component={LoginScreen}
  />
  <Stack.Screen
    name="HomeTabs"
    options={{ headerShown: false }}
    component={Tabs}
  />
  <Stack.Screen
    name="ChangePassword"
    options={{ headerShown: false }}
    component={ChangePasswordScreen}
  />
  <Stack.Screen
    name="ForgotPassword"
    options={{ headerShown: false }}
    component={ForgotPasswordScreen}
  />
  <Stack.Screen
    name="ChangeEmail"
    options={{ headerShown: false }}
    component={ChangeEmailScreen}
  />
  <Stack.Screen
    name="DeleteAccount"
    options={{ headerShown: false }}
    component={DeleteAccountScreen}
  />
  <Stack.Screen
    name="AddTimetable"
    options={{ headerShown: false }}
    component={AddTimetableScreen}
  />
</Stack.Navigator>

```

Figure 4.5: Stack navigation in the project.

As it is shown in the figure just above. The stack navigation is a very simple type of navigation compared to the tab navigation. Every screen of the application except the main three is a stack screen. Each stack screen in this project has their header disabled. This header shows a title of the screen on each screen if it is enabled. It has been disabled in this project as it does not look appealing.

These two types of navigation are connected together, by firstly loading the Login screen. Once a user is logged in, the stack navigation is calling the Tabs component, which actually calls a function called tabs. This functions opens the home screen with the tabs menu at the bottom of the screen. From there, those screens from the tab menu have different screens that can be directed to. For example on the Settings screen from the tab navigator, the user can switch to change email screen which is part of the stack navigation. This is the same logic as on the figure below.

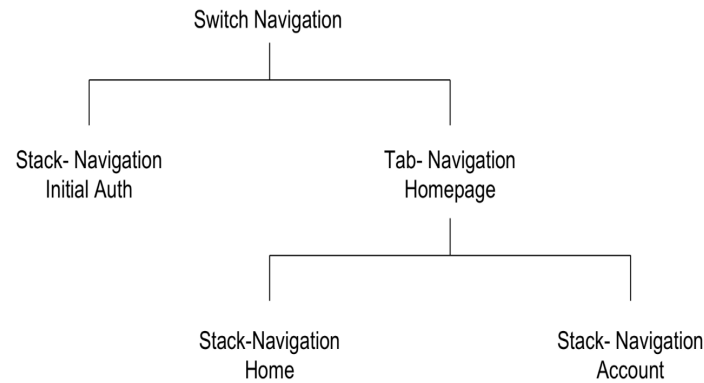


Figure 4.6: Connected Tab and Stack Navigation. Adapted from [14].

4.2.8 Types of Views

4.3 Web Application

Thanks to the fact that this application is built as a cross-platform, and with the use of Expo and React Native, the Web Application was also possible to build at the same time.

The Web Application of this project looked completely the same as the Android version of this project. It had some minor differences in the feedback animations when buttons were pressed, as well as the style of the application looked more stretched as the project was mainly aimed at Android devices, the web application was not taken into consideration. Nonetheless it was still looked at from time to time in order to test the functionality.

4.4 Chapter Conclusion

This chapter has went over the two types of applications of this project. With the main focused application being the Android application. It described the many different features of the application, such as the navigation, the screens and the database.

Chapter 5

System Evaluation

5.1 Overview

This chapter will discuss the types of testings that were involved while developing the application. Thanks to this, the student will know if their software is stable and has been developed as it was planned.

5.2 Graphical User Interface Testing

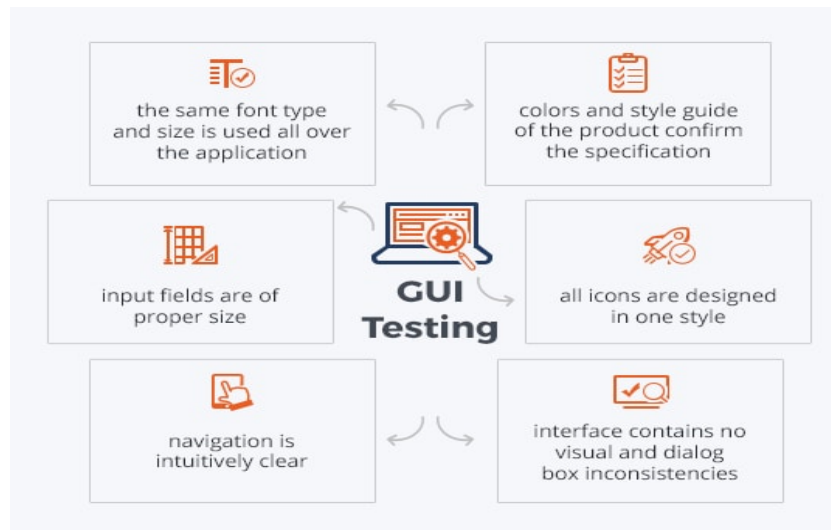


Figure 5.1: Example of GUI Testing. Adapted from [15].

Graphical User Interface Testing tests a piece of software with a Graphical User Interface (GUI). The piece of software that is being tested can have buttons, areas of text input, menus, text etc. [43]. These tests can be performed using certain software tools or by developers and designers opinion. It depends on what is being developed and how the development team sees it best.

In this project the student used Graphical User Interface Testing to test all of the components which are at the Front-End of the project. He tested to see if the buttons are of the right size and at the correct position. He had to make sure that all of the Front-End components match the style of the application and do not overlap each other. The student has completed this testing at their own discretion without the use of any software technologies.

5.3 Black Box Testing



Figure 5.2: Picture of Black Box Testing. Adapted from [16].

Black Box testing is a method of testing, that examines the functionality of an application without looking at the internal structures like code or technologies used [16].

This type of testing played an important role in testing of this application. It ensured that all software has been built correctly in the eyes of the user. That there are no major visual errors and that everything works as expected.

5.3.1 End to End Testing



Figure 5.3: Example of End to End Testing. Adapted from [17].

End to End Testing is a very important part of testing. It is used in order to test the functionality and performance of a piece of software. The idea of this test is to pretend what a real user experience would look like while using the application [44].

The student had to put himself into the mindset of a user and test the application as he would like it to work as a user of the application. During testing, he has checked if the application gave the right feedback to the actions. He tested if the the correct information was retrieved and sent to the other systems of the project which for example were the Authentication and the Real-time Database.

5.4 Functional Testing



Figure 5.4: Picture of Functional Testing. Adapted from [18].

Functional Testing is a type of black-box testing. It tests the functions of a software project, by giving the software inputs and testing the outputs. The tests are strictly focused on the functionality and not the software used to develop the piece of software, hence it is a type of black-box testing [45].

The way that Functional Testing was used in this project was by testing each function one by one. This was a lengthy process, but without Functional Testing the student would not be able to see what feature does not work properly, or that it does not work at all and most importantly that the features work as they have been expected to.

5.5 Chapter Conclusion

The System Evaluation chapter, discussed the types of different testing methods that have been used in the project as well as provided some information about them.

Chapter 6

Conclusion

6.1 Overview

This is the final chapter of this dissertation it will conclude all the other chapters. Discuss the objectives and analysis of the project and also mention any negatives or problems encountered as well as the improvements that could be made in the future.

6.2 Objectives

This project had a few objectives. All of them had different importance. The objectives of this project are:

- To create a mobile application through which a user would have to use an email and password to log in or register.
- To create a timetable application in React Native which would display timetable information and allow for adding new classes or modules to it.
- Publish the application to the Google Play Store or Apple App Store.

Not all of the objectives were met, but they were the aim for the whole time. The only objective that was not met was to publish the application to the Google Play Store or Apple App Store, as the application is not ready for that move yet. But continued work on this application has been planned and most likely will be continued after graduation.

6.3 Evaluation

This part of the conclusion will discuss the Improvement, Negatives and Overall experience of the project throughout the two semesters of the course.

6.3.1 Improvements

This application met most of the set objectives which were set at the beginning of the planning phase of the project. But with that there could be some improvements made to make the application seem and run better.

The reason why the realtime database from the firebase database service was used, was because it was their first version of a database which would mean it is stable, but might in fact get deprecated in the future since they have created another database which has some differences. With this one of the improvements that would have to be done to this application, would be the change from realtime database to the firestore database or even better work out a back-end database by the student themselves.

The much needed improvement of this application would be the front-end. As of right now the front-end of this application is good for testing and development, which is fine for the time being as the application is not released to google play store.

6.3.2 Negatives

Unfortunately there are always some negatives that could not have been avoided. There have been many problems encountered while developing this project. Some of which include:

Unfinished Functions The dark mode slider has been implemented in the project, but after many tries of implementing it. With all the knowledge of a new framework and technologies throughout the process of making this project. The functionality of dark mode has not been implemented, and with that one of the objectives has not been fully completed.

6.3.3 Future Plans

This project is a good starting point of making this application become something bigger and better in the future. Some of the future plans for this application are as follows:

- The first few things that would have to be done with this application are to fix all the negatives which were mentioned up above.
- The next would be to implement all the improvements into the application, or maybe find better solutions to the improvements.
- Publish the application up on the Google Play Store, once this timetable application gets to a good standard.
- With the application published on the Google Play Store and with hopefully some success, there could be some subscription fees or ads added to the application in order to monetise the project. This monetisation could fund all the monthly expenses that are being covered by the student while keeping this application public. Some of these expenses would include the payment for the Firebase plans if the student decides to stick with Firebase services.
- If the application would continue to be a success on the Google Play Store. The next step that would be taken, would be to ensure the iOS version of the application works and looks well. Once that would be done, the timetable application would be published to the Apple App Store.

The good thing about making this a longer developed project is that the student will learn how to deal with newer version and updates of the technologies used.

6.3.4 Overall

Throughout the two semesters working on this project. It has been a great experience to see how much planning, thinking and designing goes into creating a software project. It was a very enjoyable process to go through, and the student has learnt many lessons over the course of this year.

Thanks to this module, the student was able to see how a software developer feels with tight deadlines, which were created by himself. How much of a challenge it is to learn new technologies, and to force himself into learning more and more in order to become much better at what they would like to become and do in the future with more valuable knowledge and much needed experience.

It was very enjoyable to undertake a project over a longer period of time than any other project given in this course. The weekly meetings with the

supervisor forced self discipline and forced to be more organised out of the student. Which is a really positive outcome. Especially when the student is nearing an end on the course and heading into the industry very soon.

Over the duration of this course, the student was learning new technologies and learning more and more about software development where they gained more experience with software development. But this time, thanks to this project the student had to learn by themselves more than ever before. They used official documentations and used different methods of approaching the tasks while developing the project.

6.4 Chapter Conclusion

This chapter has concluded the whole dissertation. It went over the objectives that were met and not met. The improvements and negatives were also mentioned and the future plans for the application after graduation were discussed.

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