

SMART LOYALTY

Individual project

App Development for Smart Mobile Systems

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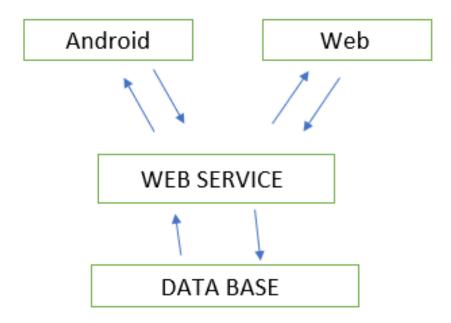
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1. Description

The application is meant to be a card manager. Its purpose is to replace the points card that you get in cafe or similar places. The app could be used by the employer or by the customer. The employer would be able to know who is he talking to and to update the number of points in the card without the user having to show it. The user won't have to keep the card with him because it will be in his smartphone all the time.

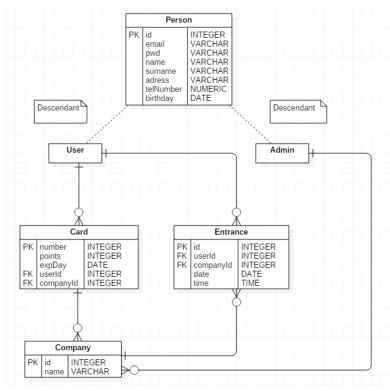
The employer will be able to add a new customer or a new card to the to the system.



The technologies that are going to be used are :JSON, PHP, ORM, MYSQL, IBEACON.

2. Structure

2.1 Database



There are respectively three entities the Person entity, that is the generalization of admin and user, the Card and the relative Company of appurtenance.

2.2 Technology

The database was created in an Apache sever using the mysql language. To connect to it php pages are used.



3. Screen Shots

3.1 Log In

Figure 1 is the Log In screen

In Figure 2 there is an Info Dialog, in case there is going to be some problem with the connection .

The Admin checkbox will be able to redirect the user in the admin section if he is one.

All the email used will be saved and the email field has the auto complete.

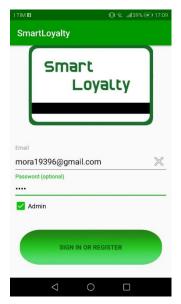


Figure 1

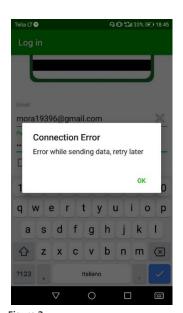
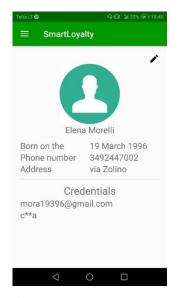
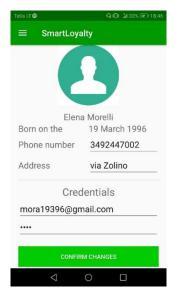


Figure 2

3.2 Profile





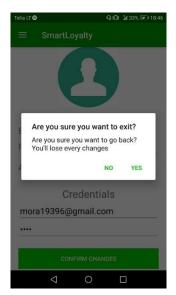


Figure 5

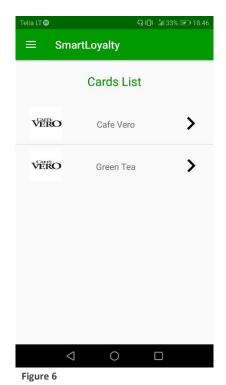
Figure 4

Figure 3

The first figure is the user profile while the second is the fragment that you get when you click the edit button. The third screen is the info Dialog that the user will get if he press the back button before confirming the changes.

3.3 Card List and Card Viewer

Fragment with list of all the cards. The fragment that shows the selected card.



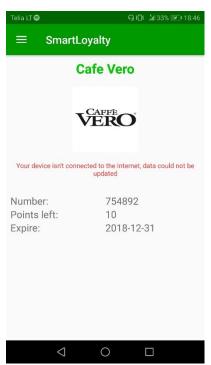
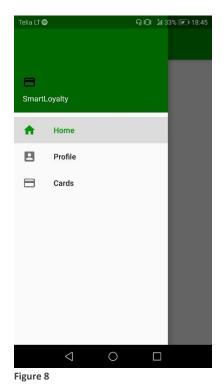
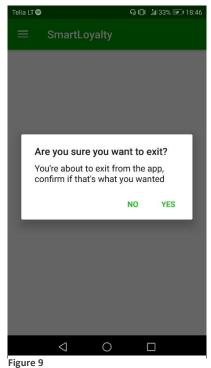


Figure 7

Menu and Exit Dialog 3.4





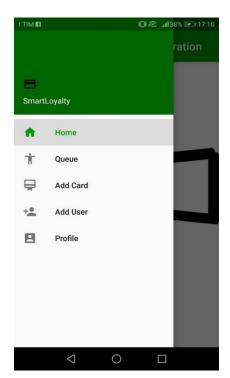
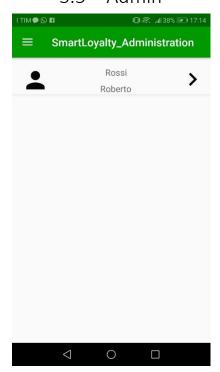


Figure 10

Drawer Menu and the info Dialog when the user is about to leave the app. Figure 8 is the user part while Figure 10 is the admin part

3.5 Admin





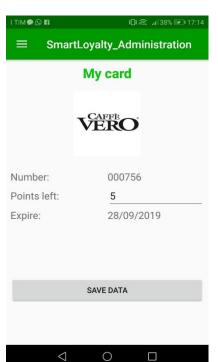


Figure 12

Fig.11 Queue-Inside Fragment

The employer see who is the last customer that entered the shop

Fig.12 Card of the person selected.

The employer will update the points after serving the client.

4. Classes

4.1 Activity

4.1.1 Main Activity

It has the task to manage all the fragments in the Navigation drawer and add the user in the Room Database in case is not already there.

In the main activity an AsyncTask has been added to check if the user got inside the shop or not.

To make this possible there is a support class called BeaconManagerClass. This one manages the Bluetooth connection between the Beacon and the phone.

Whenever the beacon will be found less than a metre from the phone, the listener will inform the Main Activity and the AsyncTask will start.

To make things easier the user will be considered inside the shop for at least two hours from the shop (database).

```
/**
  * Method to get the new fragment to add to the screen
  * @param state the current state from which will be recovered the fragment
  * @return a pair containing the fragment and a tag to be assigned
  */
private Pair<Fragment, String> getFragment(final MenuState state) {
  Fragment fr;
  String tag;
  switch (state){
    case HOWE:
        fr = HomeFragment.newInstance();
        tag = MenuState.HOME.toString();
        break;
    case CARD:
        fr = CardListFragment.newInstance();
        tag = MenuState.CARD.toString();
        break;
    case PROFILE:
        fr = ProfileFragment.newInstance();
        tag = MenuState.PROFILE.toString();
        break;
    default:
        fr = EmptyFragment.newInstance();
        tag = "empty";
        break;
}
return Pair.create(fr, tag);
}
```

```
@Override
public void onLoginCompleted(final User user, final boolean newUser) {
    if(newUser) {
        this.manager.addUser(user);
    } else {
        this.manager.setUser(user);
    }
}
```

Fig. Main Activity

```
public class BeaconManagerClass implements BeaconConsumer{
   public static final String TAG = "BeaconsEverywhere";
   private BeaconListener listener;
   private BeaconManager beaconManager;
```

```
@Override
public void unbindService(ServiceConnection serviceConnection) {

}

@Override
public boolean bindService(Intent intent, ServiceConnection serviceConnection, int i) {
    return false;
}

protected void onDestroy() {
    beaconManager.unbind(this);
}

public interface BeaconListener(
    void beaconFound(String id);
}

public void setEntrance(boolean entrance) {
    this.entrance = entrance;
}

}
```

Fig BeaconManagerClass

4.1.2 LogIn Activity

The LogIn activity has the task to check if the email is in the database and if the password related to that email is correct.

To do this the class has an AsyncTask that check Online in case there is internet connection otherwise in the room database.

In case the user has that kind of privileges and the admin checkbox is been checked the Admin Activity will be open.

```
JSONObject userJS = new JSONObject(response).getJSONObject(USER_FIELD);
if (userJS != null) {
protected void onPostExecute(final Integer result) {
             ConnectionUtilities.alertAdminError(LoginActivity.this);
             SharedPreferences.Editor editor = pref.edit();
             if (admin) {
```

```
intent.putExtra(USER_DATA, this.user);
    intent.putExtra(USER_CREATE, this.addUser);
    startActivity(intent);
    finish();
    break;

// the user doesn't exist

case HttpURLConnection.HTTP_NOT_FOUND:
    mEmailView.setError(getString(R.string.error_incorrect_email));
    mEmailView.requestFocus();
    break;

case HttpURLConnection.HTTP_GONE:
    ConnectionUtilities.alertConnectionAbsence(LoginActivity.this);
    break;

default:
    ConnectionUtilities.alertConnectionError(LoginActivity.this);
    break;
}
```

4.1.2 Admin Activity

The Admin Activity is all about managing the fragments and the navigation Bar of the administration side the code is pretty similar to the one in the main activity.

4.2 Database

The database has two entities for now: the User the Card with relative Dao classes

```
@Dao
public interface UserDAO {
    @Query("SELECT * FROM user WHERE email LIKE :email")
    LiveData<User> getObservableUser(final String email);

    @Query("SELECT * FROM user WHERE email LIKE :email")
    User getUser(final String email);

    @Update
    void updateUser(final User user);

    @Insert(onConflict = OnConflictStrategy.REPLACE)
    void addUser(final User user);
}
```

```
@Dao
public interface CardDAO {
    @Query("SELECT * FROM card WHERE cardId = :id")
    LiveData<Card> getCardFromId(final int id);

@Update
    void updateCard(final Card card);

@Query("SELECT * FROM card WHERE user_email LIKE :email ")
    List<Card> getCardsFromUserEmail(final String email);

@Query("SELECT * FROM card WHERE cardId = :id")
    LiveData<Card> getObservableCardFromUserEmail(final int id);

@Query("SELECT * FROM card WHERE user_email LIKE :email ")
    LiveData<List<Card>> getObservableCardsFromUserEmail(final String email);

@Insert
```

```
void insertCard(final Card card);
}
```

4.3 Fragments

There are 4 different fragments for now: the Profile fragment, the Changeinfo fragment, CardList fragment and the Card fragment.

The first one has the user profile data while the second one enable to change them like the password for example.

The CardList shows every card that the user has while the Card Fragment all the data from the one selected in the list.

```
oublic class CardListFragment extends Fragment {
   private CardAdapter cardAdapter;
   public static CardListFragment newInstance() {
       return new CardListFragment();
   public CardListFragment(){}
   public void onCreate(@Nullable Bundle savedInstanceState) {
       super.onCreate(savedInstanceState);
ViewModelProviders.of(getActivity()).get(InformationManager.class);
           public void run() {
           public void onChanged(@Nullable List<Card> cards) {
```

```
this.mail = view.findViewById(R.id.change user email);
    this.pwd = view.findViewById(R.id.change user pwd);
    final Button btn = view.findViewById(R.id.change complete);
    btn.setOnClickListener(new View.OnClickListener() {
       public void onClick(View v) {
                final String numText = num.getText().toString();
                    user.setPwd(pwdText);
                    manager.updateUser(user, ChangeInfoFragment.this);
    new SetUserFields().execute();
public void onUpdateComplete(boolean isUpdated) {
            ConnectionUtilities.alertConnectionError(getContext());
            ConnectionUtilities.alertConnectionAbsence(getContext());
public interface ChangeInfoFragmentListener {
   void onChangesCompleted();
```

```
private class SetUserFields extends AsyncTask<Void, Void, User>{
    @Override
    protected User doInBackground(Void... voids) {
        return manager.getUser();
    }

    @Override
    protected void onPostExecute(User newUser) {
        user = newUser;
        SimpleDateFormat dateFormat = new SimpleDateFormat("dd MMMM YYYY",
Locale.getDefault());
        name.setText(newUser.getFullName());
        date.setText(dateFormat.format(newUser.getBirthDate()));
        addr.setText(newUser.getAddress());
        num.setText(newUser.getNumber());
        mail.setText(newUser.getEmail());
        pwd.setText(newUser.getPwd());
    }
}
```

The code below is from the Fragment that manages the people that are currently inside the shop. The Fragment will use the Worker repository to get all the user that are inside the shop where the admin is working right now.

If someone is inside the name and the surname will be displayed in a ListView .

```
return view;
}
```

Fig. InsideFragment

```
goverride
protected List<User> doInBackground(Void... voids) {
    final String url_entrance = ConnectionUtilities.SERVER_HTTP_URL +
ConnectionUtilities.QUEUE_PAGE;

try {
    May<String, String> map = ConnectionUtilities.getQueue(emailWorker);
    String data = ConnectionUtilities.getDataFromUrl(url_entrance, map, true);
    Log.e("data",data);
    if (data != null && !data.isEmpty()) {
        JSONNarray jsonArray = new JSONNarray(data);
        for (int i = 0; i < jsonArray.length(); i++) {
            JSONObject objData = jsonArray.optJSONObject(i);
            final String email = objData.getString("email");
            final String name = objData.getString("email");
            User user = userTable.getUser(email);
            userList.add(user);
        }
    }
} catch (HttpException e) {
    Log.e(TAG, "Error in userRepository addQueue, HttpCode: " + e.getCode(), e);
    satch (JSONException e) {
        Log.e(TAG, "Error in userRepository addQueue", e);
    }
    return userList;
}
@Override
protected void onPostExecute(List<User> users) {
    if (users != null) {
        mutable.setValue(users);
    }
}
```

Fig. WorkerRepository

This next one will show the user card with the points field editable. The worker will be able to update the field and save it to the room database and to the real database.

```
protected void onPostExecute(Integer success) {
```

There are also two more items in the drawer menu: Add Card and Add User that are yet to be implemented.

4.4 Repository

In this package the is the UserRepository that manages all the task that involve the data got from the database

```
public class UserRepository {
    private static final String TAG = "user_repo_tag";
```

```
private LiveData<User> user;
private LiveData<List<Card>> card;
private ParallelExecutor executor = new ParallelExecutor();
public interface UserInformationListener {
    void onCardUpdate(Card newCard);
    void onListCardUpdate(List<Card> card);
    void onUpdateComplete(boolean isUpdated);
public UserRepository(final Context context) {
public User getUser(){
    return userTable.getUser(email);
public void updateUser(final User newUser, final UpdateListener listener) {
public void addUser(final User newUser) {
    executor.execute(new Runnable() {
        public void run() {
```

```
ConnectionUtilities.getCardMap(user email);
                    String data = ConnectionUtilities.getDataFromUrl(url card, map,
                        userTable.addUser(newUser);
                        user = userTable.getObservableUser(user email);
e.getCode(), e);
        this.card = cardTable.getObservableCardsFromUserEmail(email);
    public UserUpdateTask(final User newUser, final UpdateListener listener) {
    protected Boolean doInBackground(Void... params) {
```

```
final String oldEmail = new String(email);
       final Map<String, String> map = ConnectionUtilities.getUserUpdateMap(
                this.newUser.getName(),
                this.newUser.getSurname(),
                this.newUser.getAddress(),
                this.newUser.getEmail(),
                this.newUser.getPwd()
ConnectionUtilities.UPDATE PAGE;
                    user = userTable.getObservableUser(newUser.getEmail());
                    card = cardTable.getObservableCardsFromUserEmail(email);
```

4.5 Connection

Contains all that method that make possible for the app to connect to the php code

```
public class ConnectionUtilities {
    /* server url */
    private static final String IP_ADDRESS = "192.168.137.1:80";
    public static final String SERVER_HTTP_URL = "http://" + IP_ADDRESS +
"/smartloyalty/";

    /* web pages */
    public static final String LOGIN_PAGE = "utente.php";
    public static final String CARD_PAGE = "tessera.php";
    public static final String UPDATE_PAGE = "update.php";
```

```
private static final String UPDATE ADDR = "ind";
 * @param context
 * @param urlToConnect the url to connect
 * @param params
 * @throws HttpException if a http error occurs
public static String getDataFromUrl(final String urlToConnect, final Map<String,
   StringBuilder response = new StringBuilder();
       URL url = new URL(urlToConnect);
        httpURLConnection.setConnectTimeout(3 * 1000);
```

```
httpURLConnection.setUseCaches(false);
      if (isPost) {
          httpURLConnection.setChunkedStreamingMode(0);
          writer.write(getPostDataString(params));
          writer.flush();
              while ((line = rd.readLine()) != null) {
                   response.append(line);
      e.printStackTrace();
          throw new HttpTimeoutException();
              rd.close();
  return response.toString();
* @param params a map with the data to send
```

```
@throws UnsupportedEncodingException
public static String getPostDataString(final Map<String, String> params) throws
   StringBuilder res = new StringBuilder();
    for (Map.Entry<String, String> entry : params.entrySet()) {
        if (first) {
            first = false;
       res.append(URLEncoder.encode(entry.getKey(), "UTF-8"));
        res.append("=");
        res.append(URLEncoder.encode(entry.getValue(), "UTF-8"));
    return res.toString();
 * @param user
 * @return a map with the data
public static Map<String, String> getLoginMap(final String user, final String
 * @param pwd user password
public static Map<String, String> getUserUpdateMap(final String name, final String
 * @return a map with the data
public static Map<String, String> getCardMap(final String user) {
   HashMap<String, String> map = new HashMap<>();
```

return map;
}

5.6 Information Manager

The information Manager Class has the task to get all the result from the repository classes

```
public InformationManager(final Application application) {
    super(application);
    this.context = application;
    this.userRepo = new UserRepository(application);
    this.userRepo = new WorkerRepository(application);
    this.cardRepo = new CardRepository(application);
    this.cardRepo = new CardRepository(application);
}

public LiveData<User> getObservableUser() {
    return this.userRepo.getObservableUser();
}

public LiveData<List<Card>> getUserCards(final String userEmail) {
    return userRepo.getUserCards(userEmail);
}

public void updateUser(final User user, final UserRepository.UpdateListener listener) {
    this.userRepo.updateUser(user, listener);
}

public void addUser(final User user) {
    this.userRepo.addUser(user);
}

public void setUser(final User user) {
    this.userRepo.setUser(user);
}

public LiveData<List<User>> getQueue(String emailWorker) {return this.workRepo.getPeopleInside(emailWorker);}

public LiveData<Card> getCardToUpdate(String emailWorker), String emailWorker) {return this.cardRepo.getUserShopCard(emailUser, emailWorker);}
```