

The Report of Project

Submitted

to

SEG2105B

University of Ottawa

Ottawa, ON

By

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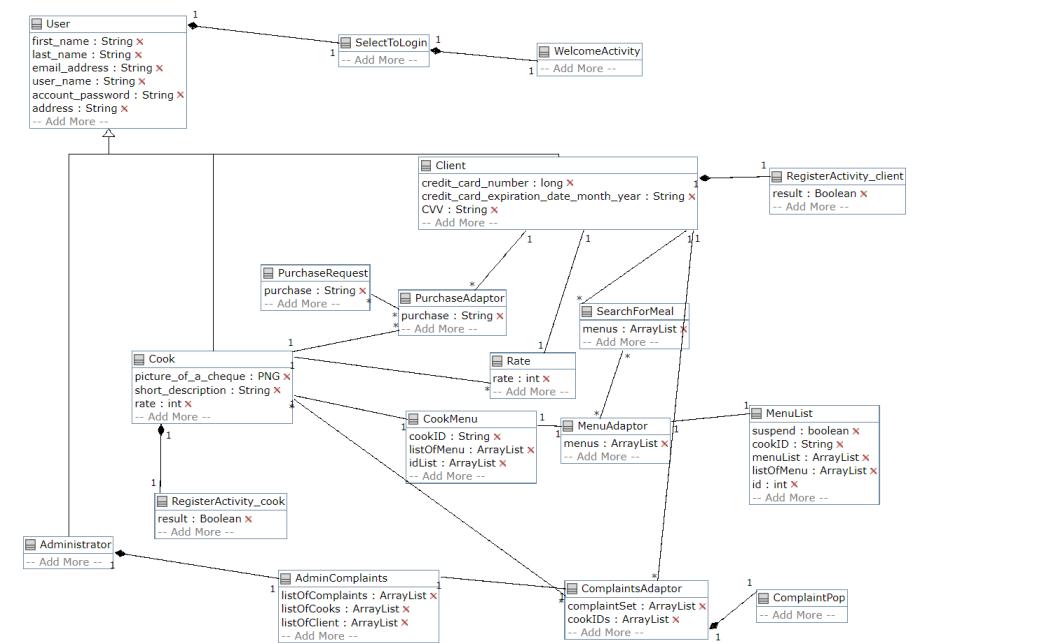
University of Ottawa

December 6, 2022

A. Introduction

This is a report for the project we have done on SEG2105. In this project, we have been doing a meal sharing application called “mealer”. The application provides meals from cooks to clients. Besides cooks and clients, the administrator is a special user of the application and can choose to suspend the cook to deal with complaints from clients.

B. UML class diagram



C. Contributions of team members

	Xinyi Wang	Yinhui Wu	Haoxin Zeng	Haozhi Zhang
D1	Joined GitHub and committed to the repository.	Joined GitHub and committed to the repository, did application UI design.	Joined GitHub and committed to the repository,did firebase and coding.	Joined GitHub and committed to the repository,did UML class diagram.

D2	Coded about Administrator.	did application UI design.	stored information in DB.	did UML and implemented Unit test cases.
D3	Coded about cook methods.	Did application UI design.	Fixed some problems in application and implemented Unit test cases.	Updated the UML diagram.
D4		Did application UI design, and fixed some parts of leaving problems.	Coded methods that client needed and made connections with cook.	Implemented Unit test cases, updated UML and wrote the report.

D. Screenshots for the app





DISMISS

INDEFINITELY

TEMPORARILY



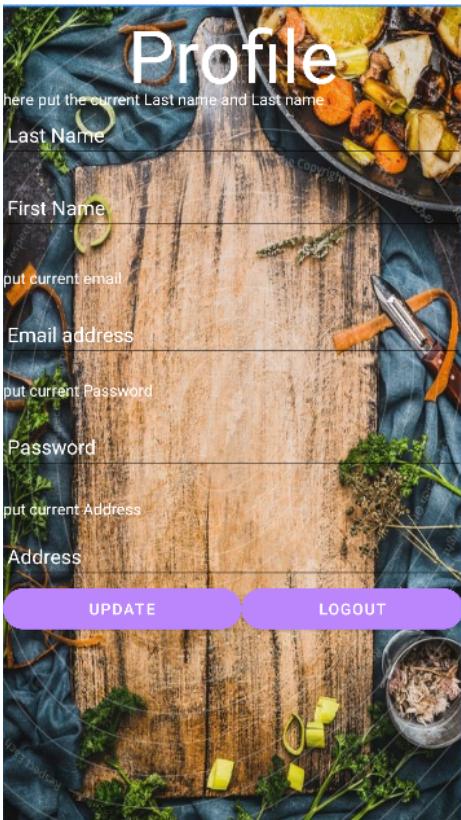
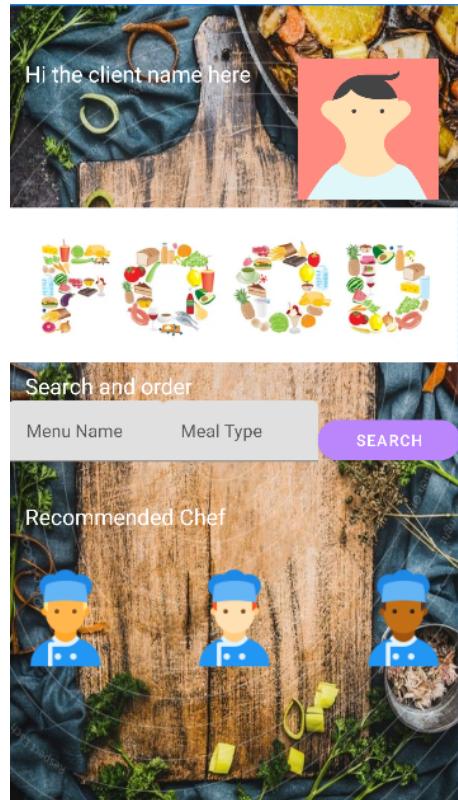
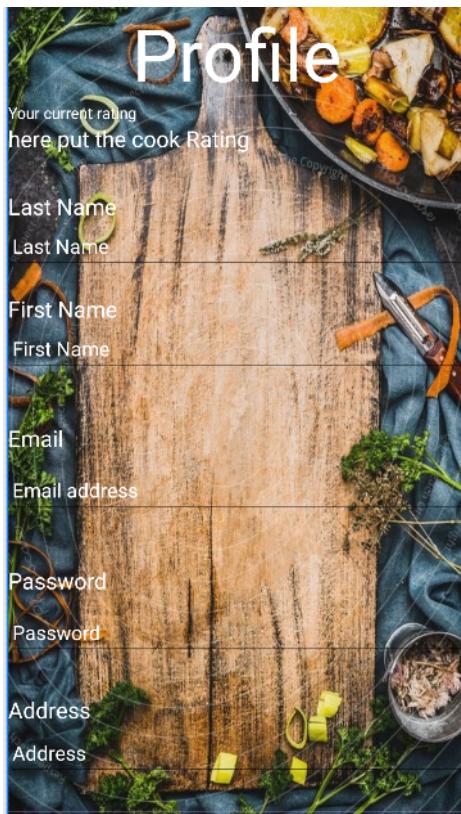
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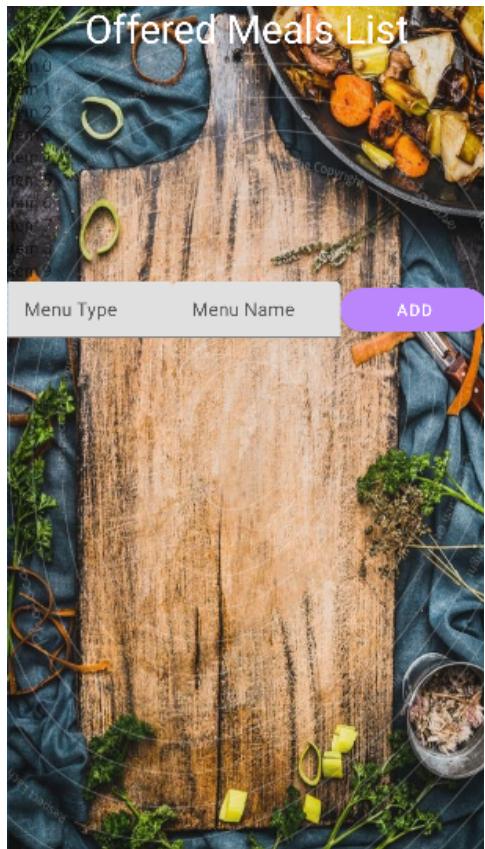


Profile



Purchase





E. Lesson learned

From this lesson, we learned many types of UML diagrams, each of them has its own features, like class diagrams mainly describe the necessary classes to make the project run successfully, sequence diagrams are used to describe the interaction between objects and emphasize the message sending sequence between objects. Besides UML diagrams, we also learned many basic parts about building an application, and how to meet the requirements in writing the program to meet customer expectations. For the project and labs, we touched on how to connect the front end of an application to the back end through code, and how to communicate and assign work to solve problems when there are problems with the application and division of work in a team so that the application can run successfully.