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Free UVA Eats

Free UVA Eats lets users keep up with all the “free food” events on Grounds. The app will automatically retrieve relevant emails from an inbox receiving emails from email lists (ideally clubs, CIOs, and other student groups) from a scraper. Key information is pulled from these messages and put into a database of archived “free food” events. Through Free UVA Eats, users can see a list of archived events, the closest upcoming event, and search through events to satisfy specific cravings, and post event information to their own personal Twitter. Free UVA Eats is an essential resource for the money-starved college student.

List of Services

1. Searchable Listing

This service retrieves resources from Heroku and lists all “free food events” in the database that match a user’s query. The input is parsed information from the email scraper, including event ID, body of the email, subject of the email, and date/time information, as well as input that a user types into a textbox. The output is a JSON Array of all the events, with the respective input information, that match the query.

Output URL:

[http://phase3remake1112.herokuapp.com/foodevents.json?utf8=%E2%9C%93&search=\[QUERY\]](http://phase3remake1112.herokuapp.com/foodevents.json?utf8=%E2%9C%93&search=[QUERY])

2. Next Upcoming Event

This service retrieves resources from Heroku and lists the next upcoming “free food event”. The input is the JSON Array of all the events from the first service, and the output is a singular event in JSON Object format. This event is the next upcoming event.

Output URL: <http://plato.cs.virginia.edu/~em2ae/freeuvaeats/upcoming.json>

3. Twitter Integration

Within the app, users can long press on a particular listing and send an abbreviated version of the event information to their own Twitter. Information from the JSON outputs are parsed into

Java Objects. The input here is the information associated with the listing (ID, body of email, subject of email, date/time information) and the output is an abbreviated description consisting of the subject of the email and date/time information. This string is then sent to Twitter if the user is logged in. If the user is not logged in, the app will redirect to a login page, and redirect back if the login is successful.

Link to Final APK

<http://plato.cs.virginia.edu/~em2ae/freeuvaeats/FreeUVAEats.apk>

Lessons Learned

The lessons learned from this project came from difficulties encountered, and how we managed to get around them. The biggest lesson learned was that you should know exactly what you're doing before you dive into things. We had vaguely defined ideas for each phase, but didn't clearly define input/output before starting to code. Even if we did do that, where each service fit in was unclear for far too long. This made the entire project itself up in the air. A better game plan would've made development a lot smoother with less backtracking. The lack of clearly defined goals also made it hard to give people work to do. Team communication was a challenge – often meeting times were hard to coordinate and after meetings were done, jobs weren't really given out or followed. In the end we pulled through, by the skin of our teeth, and made a cohesive system.