

Faculty of Engineering, Systems Engineering

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Information already explained

USER STORY

Title: Using interaction with priority: High profiles.

User Story:

As a user of the app,

I want to interact with other users' profiles using options such as match, dismiss or like.

so that I connect and interact with people I'm interested in and improve my experience on the platform.

Acceptance Criteria:

Given an app user has completed creating their profile and has watched or skipped the tutorial.

When you start interacting with the profiles shown,

Then swipe or tap buttons to like or dismiss, and if a match is made, receive a notification of success.

USER STORY

Title: Registered user Priority: High Estimate: 1 week

User Story:

As a registered user, I want to log in using my email and password, so that I can access my account.

Acceptance Criteria:

Given that the user exists and the email and password match,

When the user enters their email and password and presses the login button,

Then the system grants access to their account and redirects them to the home screen.



Information already explained

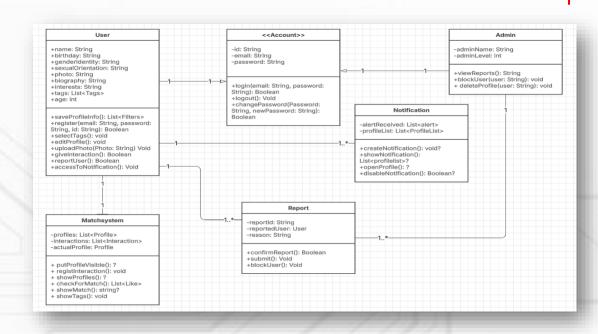


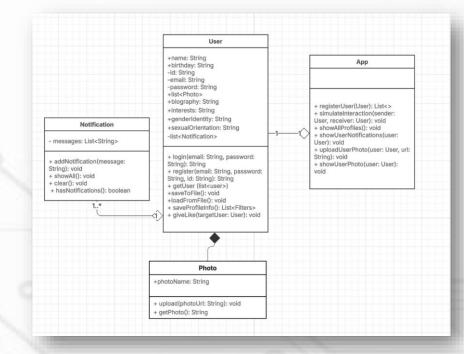




Object-oriented programming

Information already explained







Information already explained

Class Name: App

Responsibilities:

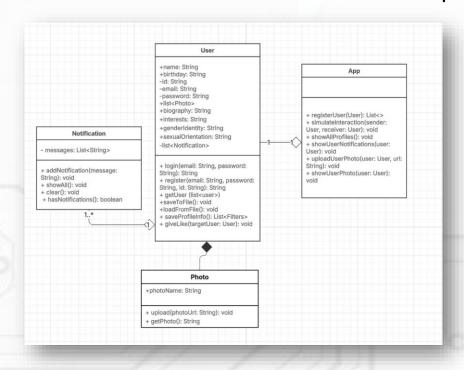
- Register new users
- Simulate users' interactions
- Display all other users' profiles
- Display notifications for a specific user
- Manage user photo uploads and viewing

Collaborators: -

- User
- Notification
- Photo



Implementation of simple architecture



- App: Main coordinator (GUI and navigation)
- User: Data and profile management
- · Notification: Notification management
 - · Photo: Image management



Implementing

SOLID

	Implementation Plan for OOP Concepts			
	User	App	Notification	Photo
Encapsulation				
Inheritance	×	×	×	×
Polymorphism	×	×	×	×
Abstraction			П	







Implemented features:

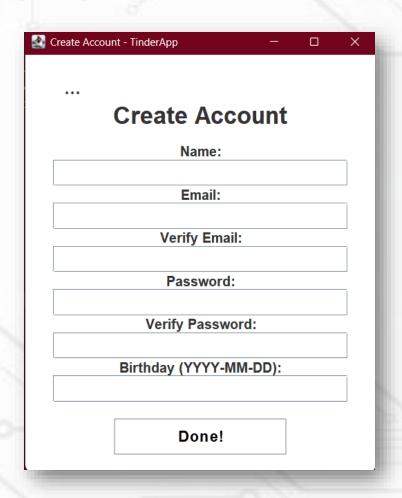
- Registration (basic information, preferences, photo)
- Like/dislike system with animations
- Customizable profiles

Techniques used:

- JFrame, JPanel, BoxLayout for structure
- ActionListener for event handling



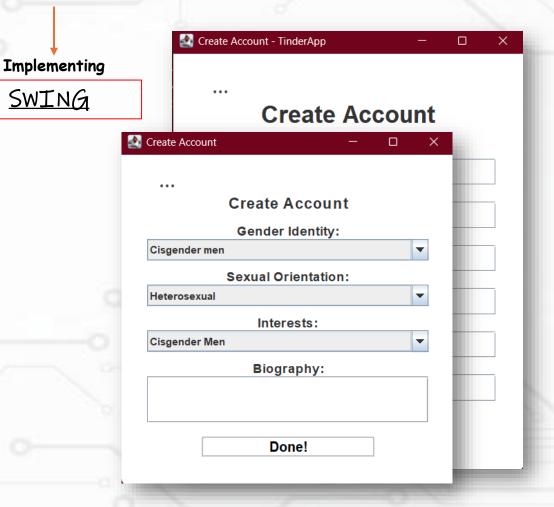
- Complete registration flow
- · Likes and matches system
- Data persistence in users.txt
- · Notifications in likes.txt





SWING

- Complete registration flow
- · Likes and matches system
- Data persistence in users.txt
- Notifications in likes.txt

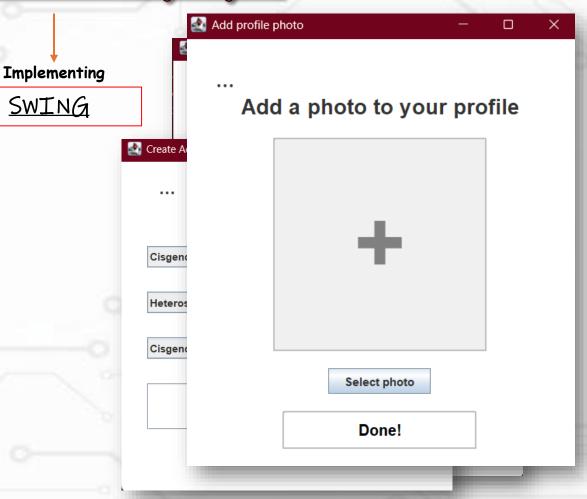




SWING



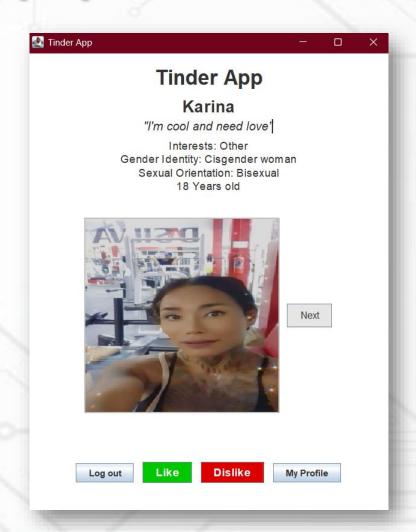
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Implementing

SWING

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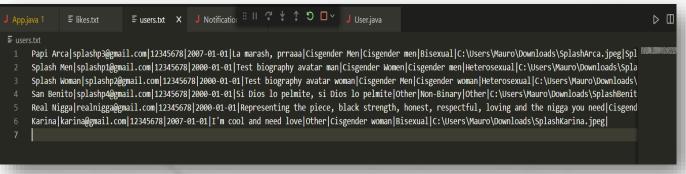


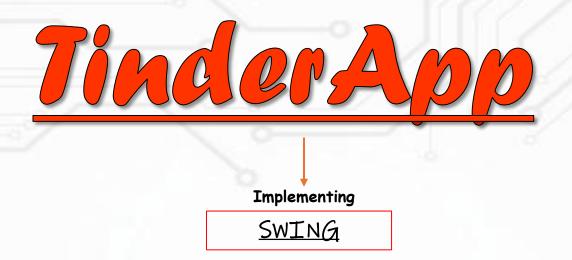


Implementing

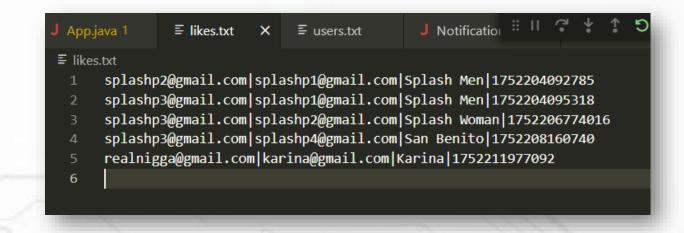
SWING

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Conclusions

We demonstrate that a wellplanned architecture with OOP and SOLID can transform a prototype into a scalable system.



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References

- Mockup Images: https://www.figma.com/design/Fjw8QTU486SoliSIwdrVPO/Mockup-WorkShop?node-id=34-2&t=8D6zloU96URJEWxH-1
- User Stories: Workshop.docx
- Information: https://www.pewresearch.org
- UML Diagram Image: https://lucid.app/lucidchart/03ad0193-ff99-4b08-9336-efa20bfca03c/edit?page=HWEp-vi-RSFO&invitationId=invc13517f7-c943-4c69-a93a-945adf5c3ba6

