



Industrial / Research

CSCI490

Company Name: X-Eats

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Submitted To:

NU Internship Committee

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Executive Summary:

I am pleased to present this report summarizing my accomplishments during my internship at X-Eats. This internship provided me with valuable practical experience in the field of Software engineering specially in cross platform development using Flutter, allowing me to apply the knowledge and skills I acquired during my academic studies at Computer Science. Under the guidance of my supervisor, Abdulrahman Wael, I actively participated in various projects and tasks, contributing to the overall success of the organization.

The Company:

Brief about the company

X-Eats is a food delivery company that let consumers choose and order their food from various restaurants in their website or android application, then deliver their orders to Nile University. The main aim of the company is decrease the delivery fees in Sheikh Zayed and 6th of October cities, because the fees of delivery in these two specific cities were very high and overpriced. So, X-Eats was founded for this main problem.

The Project:

X-Eats Mobile Application

1. Features: I was assigned to implement the main functions and features of the app using Flutter framework and dart programming language such as: Log in, Sign up, retrieving user cart, displaying all available restaurants, retrieving meals of each restaurant, displaying user information and handling user tokenization.
2. UI/UX Design Implementation: This mission was in our mobile development team responsibility, to implement the design that we already got from the supervisor. Animations, texts, images and scrolls were all implemented by me in most of the application screens.
3. Code Optimization and Refactoring: As part of my internship, I was tasked with optimizing and refactoring existing codebases for performance and maintainability. I conducted thorough code reviews, identified areas for improvement, and implemented necessary changes. Through my efforts, I was able to enhance the app's performance, reduce code complexity, and

improve overall code quality using the clean architecture and BLoC to enhance the business models and code reusability.

4. Collaboration and Teamwork: I actively collaborated with the development team, participating in daily stand-up meetings, code reviews, and pair programming sessions. I effectively communicated my ideas, shared knowledge, and contributed to discussions aimed at improving the development process. By working closely with team members, I gained valuable insights into collaborative app development practices and enhanced my ability to work effectively as part of a team.
5. Troubleshooting and Debugging: During the internship, I encountered various challenges related to app development, including identifying and resolving bugs, performance issues, and compatibility problems. I utilized Flutter's debugging and testing tools, such as the Flutter Inspector and DevTools, to diagnose and resolve issues efficiently. Through persistent problem-solving efforts, I successfully addressed several critical issues, ensuring the smooth functioning of the app.

Challenges Faced:

1. Understanding the flow and how the backend is working and handling all the functions and data it will receive from the mobile application.
2. How to build a responsive UI/UX design that can fit in any screen the mobile application will be displayed in.
3. The application performance and how it will request, load, and display any data it will receive. The main problem in performance section was the refreshing of screens if any data updated or changed with the lowest cost of power and time.
4. The last challenge I have faced during my internship was the loading of the application after closing it, and how to retrieve the current logged in user data and information without interrupting the user.

Project interface

