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AIN SHAMS UNIVERSITY – FACULTY OF ENGINEERING

AIN-SHAMS UNIVERSITY

FACULTY OF ENGINEERING

CSE 430: ADVANCED MOBILE COMPUTING



isReferee

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INTRODUCTION

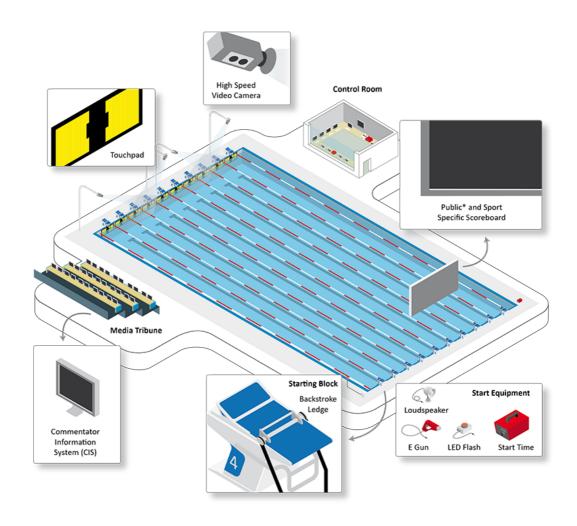
I am interested in improving my sport, which is Modern Pentathlon. In this application, I am focusing on presenting a solution for the swimming event.

The goal is to automate the process and minimize human interaction and redundant work which is too much.

I'll show a little demo to clarify my concept and the old scenario before automating and improving it.

Let's imagine having 4 lanes swimming pool and 40 players in the championship. Then we are going to distribute them to 10 heats "Groups" each group contains 4 players. And now starting with heat number 1. The first 4 players start swimming when the referee says "Heat Number 1, Take your mark, start" and this referee uses the start equipment in the below figure.

The lane referee starts the stopwatch time and the global stopwatch displayed to the public is started "Scoreboard", when the swimmers arrive the lane referee stops the stopwatch time and whenever a swimmer touches the lane **touchpad** the record is automatically printed to a paper and the referee write his time on another paper then one referee compares both records, and if matched another referee write these records in the web application or the database.



Old Scenario Disadvantages

The main issue is the redundant work both the lane referee and the system produce times and the comparison process and then the writing process. This is time-consuming. Also, many humans are involved.

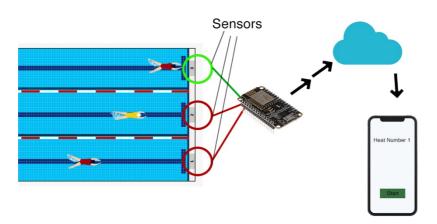
Proposed Solution

My proposed solution is to overcome this and directly save time to the database. Decreasing the cost, human interaction, and the time.

And this would happen either by updating the infrastructure to navigate the records to the database instead of printing it, but this is a legacy system and hard to manipulate.

Or, we can provide an internet connection and when the touchpad is touched an interrupt is triggered, so a value associated with the lane in the Realtime database is changed so the app listens to the change and updated the database, and the display scoreboard.

For the second solution, I only need a mobile app that will start the Heat, switch heats, receive records, saves them, and I added an option to retrieve a specific time.



DATABASE

I used Room Database, Saving the Heat Number, Lane Number, and the time associated with them.

```
@Entity(tableName = "recordsTable", primaryKeys = {"HeatNumber","LaneNumber"})
    public class Record {
        @NonNull @ColumnInfo(name = "HeatNumber")
        public int HeatNum;

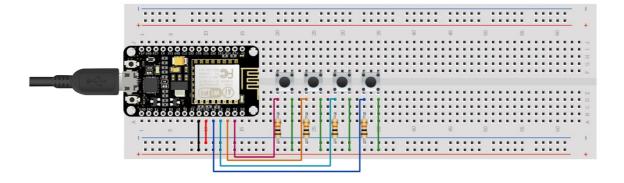
        @NonNull @ColumnInfo(name = "LaneNumber")
        public String LaneNum;

        @NonNull @ColumnInfo(name = "Record")
        public String Record;

        public Record(@NonNull int HeatNum, @NonNull String LaneNum, @NonNull
        String Record) {
            this.HeatNum = HeatNum;
            this.LaneNum = LaneNum;
            this.Record = Record;
        }
        public int getHeatNumber(){return this.HeatNum;}
        public String getLaneNumber(){return this.LaneNum;}
        public String getRecord(){return this.Record;}
}
```

HARDWARE

Circuit

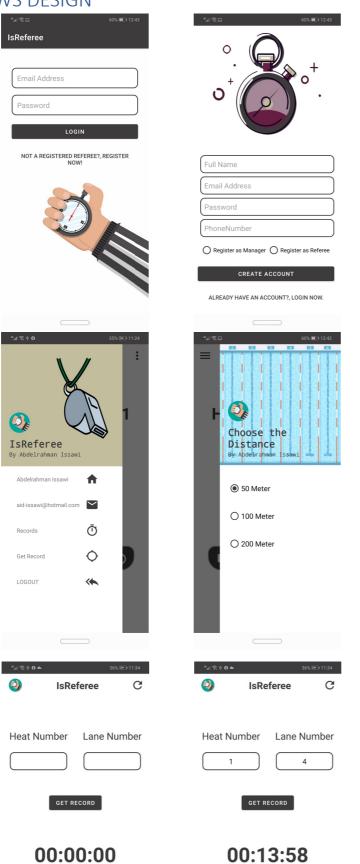


Code

```
#include <ESP8266WiFi.h>
#include <FirebaseArduino.h>
#define WIFI SSID "doda"
#define WIFI PASSWORD "@170570r"
#define FIREBASE HOST "isreferee-5a163-default-rtdb.firebaseio.com"
#define FIREBASE AUTH "NZwshtu141DeKMPzueCdDZu8ef50PiJpraBXdSmi"
uint8_t GPIO_Pin1 = D1;
uint8_t GPIO_Pin2 = D2;
uint8_t GPIO_Pin3 = D3;
uint8_t GPIO_Pin4 = D4;
int switchOneState = 0;
int switchTwoState = 0;
int switchThreeState = 0;
int switchFourState = 0;
void ICACHE RAM ATTR IntCallback1 ();
void ICACHE RAM ATTR IntCallback2 ();
void ICACHE RAM ATTR IntCallback3 ();
void ICACHE RAM ATTR IntCallback4 ();
void setup() {
 Serial.begin (9600);
pinMode(GPIO Pin1, INPUT);
pinMode(GPIO Pin2, INPUT);
 pinMode(GPIO Pin3, INPUT);
 pinMode(GPIO Pin4, INPUT);
 attachInterrupt(digitalPinToInterrupt(GPIO Pin1), IntCallback1, HIGH);
 attachInterrupt(digitalPinToInterrupt(GPIO Pin2), IntCallback2, HIGH);
 attachInterrupt(digitalPinToInterrupt(GPIO Pin3), IntCallback3, HIGH);
 attachInterrupt(digitalPinToInterrupt(GPIO Pin4), IntCallback4, HIGH);
 // connect to wifi.
  WiFi.begin(WIFI SSID, WIFI PASSWORD);
  Serial.println();
  Serial.print("connecting to WIFI");
  while (WiFi.status() != WL CONNECTED) {
   Serial.print(".");
   delay(500);
  Serial.println();
  Serial.print("connected: ");
  Serial.println(WiFi.localIP());
  Firebase.begin(FIREBASE HOST, FIREBASE AUTH);
}
```

```
void loop() {
  if (switchOneState == 1) {
    switchOneState = 0;
    Serial.println("switch 1 pressed");
    if (WiFi.status() == WL_CONNECTED) {
      Firebase.setString("lane1", "1");
    }else{
      Serial.println("FAILED");
  if(switchTwoState == 1) {
    switchTwoState = 0;
    Serial.println("switch 2 pressed");
    if (WiFi.status() == WL CONNECTED) {
      Firebase.setString("lane2", "1");
    }else{
      Serial.println("FAILED");
  if(switchThreeState == 1) {
    switchThreeState = 0;
    Serial.println("switch 3 pressed");
    if (WiFi.status() == WL CONNECTED) {
      Firebase.setString("lane3", "1");
    }else{
      Serial.println("FAILED");
  if(switchFourState == 1) {
    switchFourState = 0;
    Serial.println("switch 4 pressed");
    if (WiFi.status() == WL CONNECTED) {
      Firebase.setString("lane4", "1");
    }else{
      Serial.println("FAILED");
  }
  delay(200);
}
void IntCallback1() {
switchOneState = 1;
void IntCallback2() {
switchTwoState = 1;
void IntCallback3() {
switchThreeState = 1;
void IntCallback4() {
switchFourState = 1;
```

VIEWS DESIGN





FEATURES

- Text to Speech to start the heat.
- Notifications to alert the referee when the heat is finished.
- Async Task implemented to retrieve records, delete, or insert.
- **Stopwatch** implementation to show the time.
- **Buttons** to start, stop, reset time, and increment or decrement heats.
- Android Architecture **MVVM** to organize the code.
- Firebase Authentication to register users and login.
- Firestore to save user's data.
- Firebase Realtime database to monitor hardware change.
- Users can retrieve any time by lane number and heat number.
- Used customized styles, not the default ones, designed the logos, edited the pictures I got.
- Customized toolbars.
- Used recycler views, and drawer layouts.
- Used **Live data** to show lanes changing, users, records.
- Used NodeMCU for the communication between hardware and firebase.
- Created the circuit demonstrating 4 lanes by push buttons.
- Instead of polling, I used interrupts.

TESTING SCENARIOS

Normal Sequence of Application

Referee Starts the app to register, enter valid information, and then click create an account, or the Referee can login if already registered. Navigates to the home screen where the Referee can start the time change the heat, stop the heat, and reset.

The Referee also after stopping the heat can change the distance, open the records view to see all records or open the get records view to get a specific record.

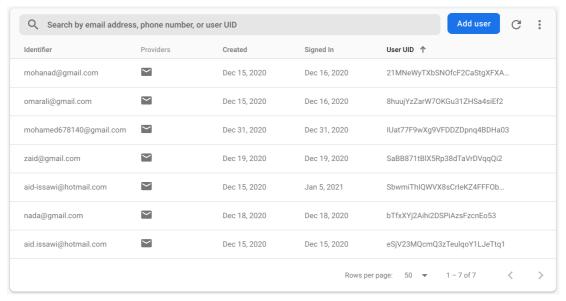
Odd Trials

Whenever the Referee clicks the back button or any button except the stop one when the heat is running a toast will show up warning. The heat must be stopped to change the heat number or open the records panel or changing the distance, in the retrieval of specific records the invalid entry numbers are handled as empty fields or not existing heat or lane numbers.

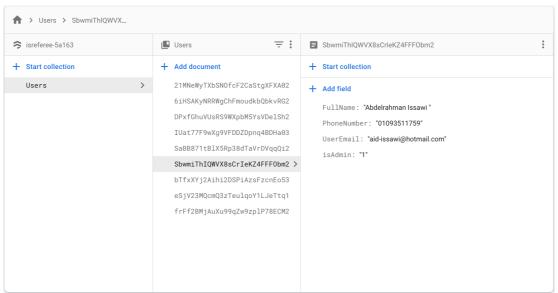
When the button is clicked more than one time. The record is replaced, and this is a valid solution in my use case.

FIREBASE

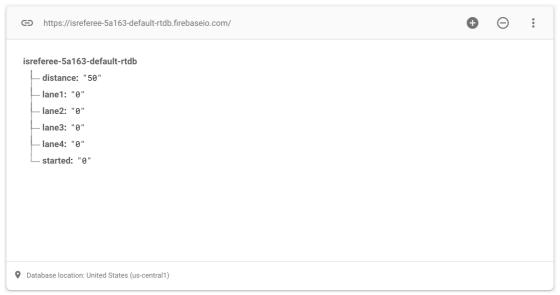
Firebase Authentication



Cloud Firestore



Realtime Database



CODES SAMPLES

Model

Dao

```
@Dao
public interface RecordDao {
    @Insert(onConflict = OnConflictStrategy.REPLACE)
    void insert(Record record);

    @Query("DELETE FROM recordsTable")
    void deleteAll();

    @Delete()
    void delete(Record record);

    @Query("SELECT * from recordsTable ORDER BY HeatNumber, LaneNumber ASC")
    LiveData<List<Record>> getAllRecords();

    @Query("SELECT Record from recordsTable where HeatNumber = :number AND
LaneNumber = :lane")
    String getRecord(int number, int lane);
}
```

Repository Sample

```
oublic Repository(Application application) {
   RecordsRoomDatabase db = RecordsRoomDatabase.getDatabase(application);
   RecordDao = db.RecordDao();
   AllRecords = RecordDao.getAllRecords();
   this.application= application;
   userMutableLiveData = new MutableLiveData<>();
   lane1Data = new MutableLiveData<>();
   lane2Data = new MutableLiveData<>();
   lane3Data = new MutableLiveData<>();
   lane4Data = new MutableLiveData<>();
   startedData = new MutableLiveData<>():
   fAuth = FirebaseAuth.getInstance();
   fStore = FirebaseFirestore.getInstance();
   if(FirebaseAuth.getInstance().getCurrentUser() != null){
       userMutableLiveData.postValue(fAuth.getCurrentUser());}
   int theatNumber = 0;
   String tlaneNumber = "0";
   String ttime = "00:00:00";
   Record trecord = new Record(theatNumber, tlaneNumber, ttime);
   insert(trecord);
   delete(trecord);
```

Room Database Sample

Main Activity Sample

```
MainViewModel.getLane1Changing().observe(this, new Observer<String>() {
    @Override
    public void onChanged(String laneChange1) {
        if(laneChange1.equals("1") && isStarted)
        {
            lane1 = timer.getText().toString();
            Log.d("LANE1","------ " + lane1);
            int heatNumber = count;
            String laneNumber = "1";
            String time = lane1;
            Record record = new Record(heatNumber, laneNumber, time);
            MainViewModel.insert(record);
            MainViewModel.setLane1();
        }
        else if(laneChange1.equals("1") && !isStarted)
        {
             MainViewModel.setLane1();
        }
    }
});
```

Content Records Sample

```
RecordsViewModel = ViewModelProviders.of(this).get(ViewModel.class);
    RecordsViewModel.getAllRecords().observe(this, new
Observer<List<Record>>() {
        @Override
        public void onChanged(@Nullable final List<Record> records) {
            // Update the cached copy of the words in the adapter.
            adapter1.setRecords(records);
        }
     });
}
```

Adapter Sample

```
@0verride
   public void onBindViewHolder(RecordViewHolder holder, int position) {
      //if ((Integer) position ==null) position = 1;
      Log.d("TESTMVVM", "POSITION Record" + position);
      if (Records != null) {
            Record current = Records.get(position);
            int heat = current.getHeatNumber();

            holder.HeatNumber.setText(Integer.toString(current.getHeatNumber()));
            holder.LaneNumber.setText(current.getLaneNumber());
            holder.Record.setText(current.getRecord());

        } else {
            // Covers the case of data not being ready yet.
            holder.Record.setText("00");
        }
}
```

View Model

View Model Sample

```
public ViewModel(Application application) {
    super(application);
    mRepository = new Repository(application);
    userMutableLiveData = mRepository.getUserMutableLiveData();

    lane1Data = mRepository.getLane1Changing();
    lane2Data = mRepository.getLane2Changing();
    lane3Data = mRepository.getLane3Changing();
    lane4Data = mRepository.getLane4Changing();
    startedData = mRepository.getStartedRef();

AllRecords = mRepository.getAllRecords();
}
```

XML

Custom Styles Sample

```
<?xml version="1.0" encoding="utf-8"?>
<shape xmlns:android="http://schemas.android.com/apk/res/android"
    android:shape="rectangle" android:padding="30dp">
        <solid android:color="#FFFFFF" />
        <stroke
            android:width="2dp"
            android:color="#3D3B3C"/>
        <corners
            android:bottomRightRadius="10dp"
            android:topLeftRadius="10dp"
            android:topRightRadius="10dp"
            android:topRightRadius="10dp"
            android:topRightRadius="10dp" />
</shape>
```

Custom Toolbar

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
   xmlns:android="http://schemas.android.com/apk/res/android"
   android:layout_width="match_parent"
   android:layout_height="wrap_content"
   android:orientation="horizontal"
   android:padding="12dp'
   android:gravity="center_vertical"
   <ImageView
       android:layout_width="wrap_content"
       android: layout height="wrap content"
       android:onClick="ClickMenu"
       android:src="@drawable/menuicon"/>
   <TextView
       android:layout_width="0dp"
       android:layout_height="wrap_content"
       android:layout_weight="1"
       android:textSize="24sp"
       android:textStyle="bold"
       android:textAlignment="center"
       android:textColor="#3D3B3C" />
   <ImageView
       android:layout_width="wrap_content"
        android:layout_height="wrap_content"
       android:onClick="ClickDistance"
       android:src="@drawable/moreicon"
       android:onClick="DistanceMenu"-->
</LinearLayout>
```

GIT	
https://github.com/Issawi98/isRe	eferee-Android-App
DEMO VIDEO	
https://drive.google.com/file/d/1	1qR2-pANDOT6m8TsYfKHccZdrUytdLT_m/view?usp=sharing
	grand printed control of the control