



REPORT PROJECT

Kiosk System

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ABSTRACT

This report aims to present the processes, organization and tools used during the implementation of the film rental system. The team considered great importance in terms of analysis, design and development of the system. Especially with regard to the functionality and usability of the system.

Based on this, the team worked on the following criteria:

- UML diagrams
- Agile methodology
- MVC

INTRODUCTION

The team developed a Movie Rental System. After the task was given, the team analyzed the requirements and the System design was initiated first, taking into account the functionalities, usability, reliability and supportability. During the stages, there were meetings that served as support at the time of implementation.

The movie rental system was given by the subjects Object Oriented Programming and Systems Analysis & Design. Antes do projeto dar inicio foi realizada inumeras reunioes para debater sobre o sistema.

The first issue to be decided was how this would be implemented. The language was already decided by Professor ***Amilcar Apontes***, it would be JAVA which is an object-oriented language. The team decided to make this a little more challenging, and chose to study one of the Java language frameworks, Spring Boot.

The second issue of the project, was the design and how it would be shown to the user. The design was taken into consideration the color palette, to make it look harmonious.

After deciding on the functionalities, components and design. Use case diagrams were created for the user's simulation / interaction with the system. In the sequence, Classes Diagrams were created which would be the classes of the system and also Activity Diagram that showed the activities that each performed, between the Client and the System.

The team had big difficulty in organizing what each member would do. There was a face-to-face meeting to define this issue. At the meeting, it was agreed that Jose Paulo would do the entire front-end because he had more knowledge. The implementation

classes, database and documentation were divided equally. One of the most difficult parts of the project was the implementation of the films API and the relationship with the database. In this phase, meetings were more frequent so that the project could move forward.

During the development of the project, the following tools were used: *Node JS, Spring Boot, Visual Studio Code, Axios, Swiper, Mailgun and MYSQL.*

As material for study and support in the development of the project in Spring Boot. The team made inquiries and searches on Google and also classes from the **Java Brains** YouTube Channel, which offers a free Spring Boot course.

CONCLUSION

Initially it was very difficult to know exactly where to start. The meetings were essential for the project to start. Sometimes, the knowledge of programming does not make you a good programmer, and it is necessary to organize, interact with the client and co-workers. It is essential to break large projects into smaller parts so that the development and constant delivery of the project can be measured.

Teamwork becomes common in various organizations, and if there is no collaboration between the parties it makes the work even more arduous.

The team was surprised by the final result. Even with zero knowledge in Spring Boot the team managed to reach the expected goal.

REFERENCES:

<https://www.youtube.com/watch?v=msXL2oDexqw&list=PLqq-6Pq4ITTbx8p2oCgcAQGGYyqN8XeA1x>