



Faculty of Engineering
and Technology



1. Project Title:

College Sports Equipment Booking App

2. Team Members Names:

PG-02 Keyur Oak

PG-04 Mihir Agarwal

PG-08 Gaurav Basantani

PG-13 Manav Chaudhari

3. Project Domain:

Android development

4. Project Description:

College Sports Resource Booking Android

The main aim of this College Sports Resource Booking Android is to book sports material on the college premises. This Project is an Android app, where the android app is developed by Java and XML.

This application is made to ensure that students can co-ordinate regarding the finite amount of sports equipment in the campus and get a time slot for recreational activities easily.

We have used the following Functions/classes in the program:

AppCompatActivity: Alternate constructor that can be used to provide a default layout that will be inflated as part of super.

OnCreate(): Used to start an activity

OnUpdate(): Executes when records are updated in a Live Query.

EditText: Used for entering and modifying text.

TextView: Displays text to the user and optionally allows them to edit it.

Spinner: Provide a quick way to select one value from a set, spinner displays a dropdown menu with all other available values, from which the user can select a new one.

RecyclerView: It is a container for displaying large datasets which can be scrolled efficiently by maintaining limited number of views.

Adapter: Allows the default implementation of listener interfaces.

ArrayList: It is a resizable array

SQLiteDatabaseHandler: Provides the ability to read from and write to a database, either individually or in a transaction.

Sql queries: Request for data or information from a database table or combination of tables.

Sqllite: SQLite is an embedded SQL database engine. Unlike most other SQL databases, SQLite does not have a separate server process.

StartActivity(): To start an activity, use the method startActivity(intent) . This method is defined on the Context object which Activity extends

finish(): The finish() method is called to destroy the activity and return to the home screen.

setAdapter(): It is used to display items in a list

LayoutInflater: Instantiates a layout XML file into its corresponding View objects.

Java.Util.*: Built-in package in Java which encapsulates a similar group of classes, sub-packages and interfaces.

TextUtils: An interface for splitting strings according to rules that are opaque to the user of this interface.

PinView: Feature that allows you to find out when they have completed all parameters.

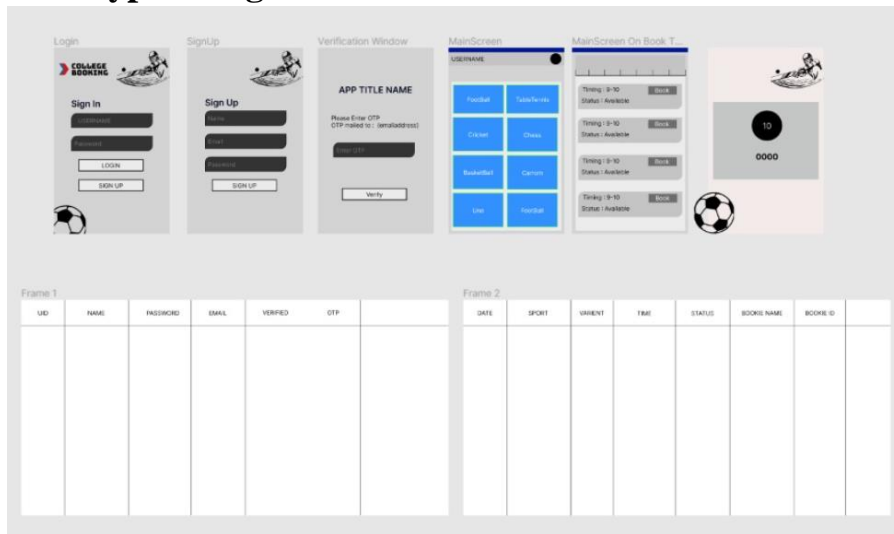
Gradle: Gradle is a build system, which is responsible for code compilation, testing, deployment and conversion of the code into . dex files and hence running the app on the device.

Paint(): The paint() method is called each time an AWT-based applet's output must be redrawn.

Canvas(): Represents a blank rectangular area of the screen onto which the application can draw or from which the application can trap input events from the user.

5.Project scope:

Prototype on figma:



<https://www.figma.com/file/qeoXhLAPJReWD4ko3uCNAS/Untitled>

To have a basic idea of layout we prototyped the app on figma

Deadline: 10/5/22

XML layout:

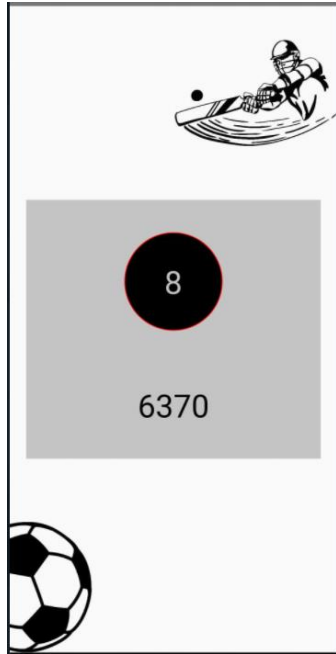
- Sign-up/Sign-in page – To draw layouts and write functions of sign-up and sign-in page.(Gaurav Basantani)

Deadline:12/5/22

The Sign Up form layout includes a header image of a person playing a sport. Below the header, there is a 'Sign Up' title, followed by three input fields labeled 'Erp Number', 'Name', and 'Password'. At the bottom, there are two buttons labeled 'SIGN UP' and 'BACK'. A soccer ball icon is located at the bottom left corner.

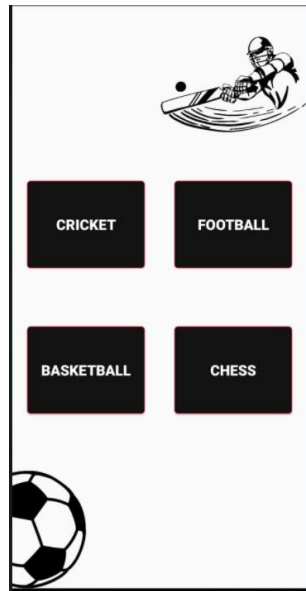
The Sign In form layout includes a header image of a person playing a sport. Below the header, there is a 'Sign In' title, followed by two input fields labeled '1' and '2'. At the bottom, there are two buttons labeled 'SIGN IN' and 'SIGN UP'. A soccer ball icon is located at the bottom left corner.

- Create user database and write function for user class (Manav Chaudhari)
Deadline: 15/5/22
- OTP Page and OTP verification – Added functions for OTP generation, checking and countdown timer. (Mihir Agarwal)
Deadline: 17/5/22



- Sports class database (Keyur Oak)
Deadline: 18/5/22

- Main screen page (Gaurav Basantani)
Deadline: 20/5/22

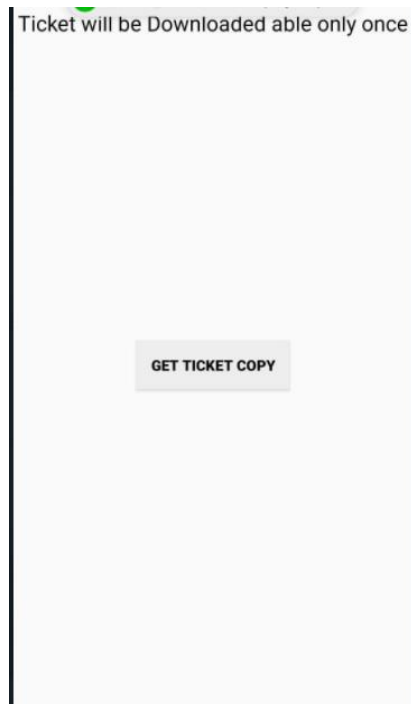


- Booking page and Recycler view (Mihir Agarwal)
Deadline: 21/5/22



- Dynamically adding bookings into database and creating new entries on screen (Keyur Oak)
- Deadline: 23/5/22

- Download Ticket and saving on user phone (Manav Chaudhari)
Deadline: 24/5/22



- Final report (All members)
Deadline: 28/5/22

6. Technology:

- Front End- Android Studios
- Back End- SQLite

7. Future Enhancements:

- Sync Environment
- Better UI
- A pool for sources as I so many ppl can come together and book a utility
- Setting up matches