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|  | Mobile Application  for  Fleet Management |  |
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|  | Relatório Final de Estágio Profissional apresentad(a)o à Escola Superior de Tecnologia e Gestão para obtenção do Grau de Mestre em Sistemas de Informação |  |
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Abstract  
A fleet management company  initiated a website and na Android mobile application to facilitate the in-house management, viewing options and communications for the associated employees. In this project, an iOS mobile application is needed to to manage the driver, vehicle and intercommunication of drivers. The application then further provides the functionalities for driver to view and track the Alarms, Events and other vehicle based on the geo location of the vehicle. Furthermore it provides the facility for management to keep track of all the vehicles and their trips which helps to analyse the data. This project covers the development of the Fleet management application.

Table of Contents

[Abstract 2](#_Toc43665085)

[Introduction 4](#_Toc43665086)

# **Introduction**

This project is a fleet management solution that combines true fleet intelligence and great customer service for companies worldwide. Smartphone App is a mobile application, part of the client software product. It is already in the App Store and usable for company’s clients.

The Smartphone App are made to be used by fleet managers. After login, the user are able to consult the fleet vehicles, drivers, trips, paths, etc. The user can also interact with drivers, find the nearest vehicles, block vehicles and receive activity notifications of each vehicle.

## **Work Division**

Initially a team of two members from the company was assigned to the fleet management application. The work was split into two areas: The local database and Parsing services and features implementations. The work was split in such way that by the time parsing services are being implemented the user interfaces of other features will be under development simultaneously. And by the end of parsing services the user interface will be connected to the Web services JSON APIs with the help of parsing services.

Later on, after the finishing of the Parsing services and local database implementations the project had to re-assign to a single person with all the responsibilities of the application development. This report covers the application development side of the fleet management project.

This report is divided into several sections that include: background chapter which reviews general mobile application development, requirement analysis that covers user requirements for the mobile application, design and implementation chapters that cover mobile development and web-service development, user testing and evaluation, future work and conclusion which includes a discussion of certain problems encountered in the project.

## **Report outline**

This report is divided into several sections that include: background chapter which reviews general mobile application development, requirement analysis that covers user requirements for the mobile application, design and implementation chapters that cover mobile development and web-service development, user testing and evaluation, future work and conclusion which includes a discussion of certain problems encountered in the project.

# **Background Chapter**

When starting a mobile development, few questions may be raised. What differentiates mobile application development and traditional application development? What options are available? What are the important design principles for mobile application? What is a web- service? These questions are discussed in this chapter.