

University of Ottawa



Tutron App Final Report

Course Code :SEG 2105

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July 16th, 2023

Introduction

In the past two months, we learned about software requirements, analysis and formalization, practice the design of different UML diagrams, developing real android mobile applications, practices in software development environments such as source control, continuous integration, the use of a database and an IDE and testing codes. This later helped our team to develop an Ottawa based application called Tutron App. The app connects students with tutors who can provide one-on one tutoring services and supports three users that are the tutor, student and the administrator who manages the application.

Throughout the labs, we had the chance to experience and put into practice the learning objectives above by developing applications, working with UI, using Firebase Database to hold real time data, testing the code, and using SQLite as a local database. Understanding all the software requirements concepts and being able to develop applications were very important as we had to use them to develop the Tutron App throughout the semester.

With the app, students can create accounts, connect with tutors offering multiple lessons and are able to purchase their Lessons using credit cards, create accounts and make complaints if there is any issue and the administrator will monitor the accounts and any raised issue. Tutors can list all lessons they teach and are able to accept or refuse a student's request. The app also offers many options to use.

Further in this report, we will show screenshots of our app, the UML diagram, contributions of team members to each deliverable and finish by a conclusion summarizing our learnings throughout the development of the application.

UML Class Diagram

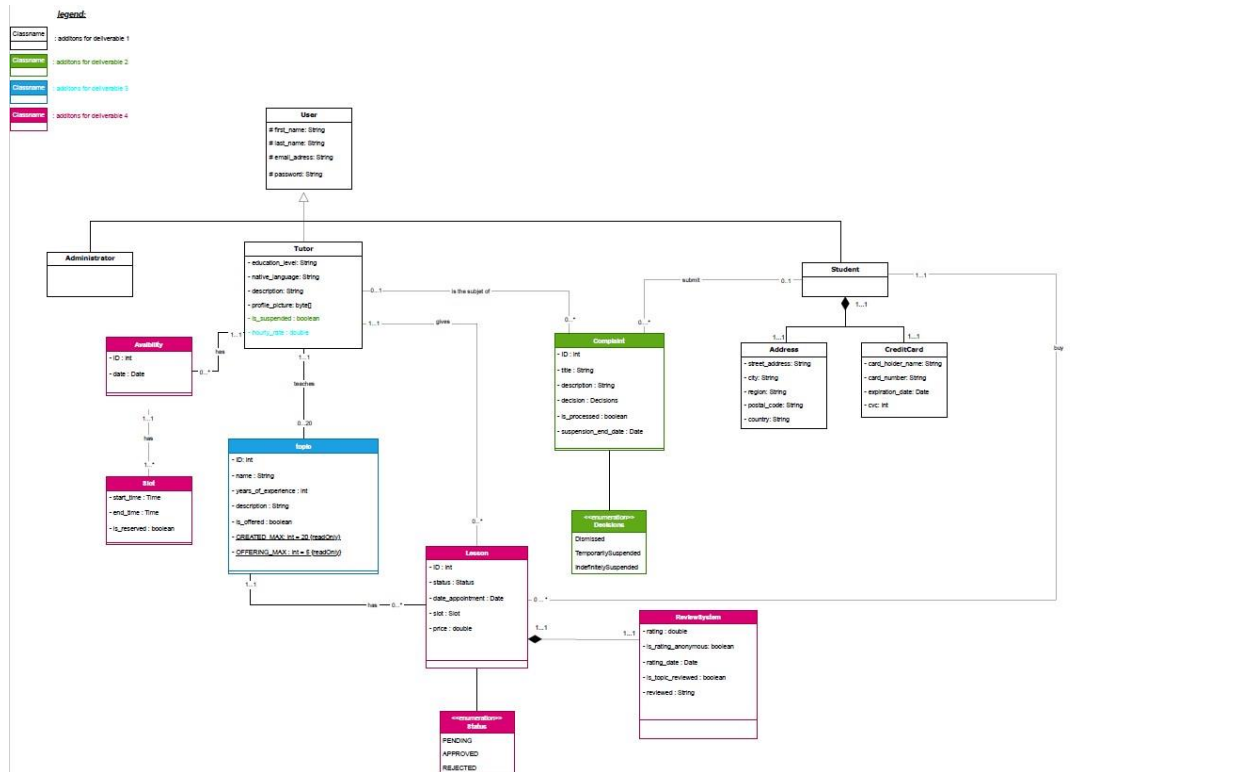


Figure 1: UML class diagram

Team members contributions

Team Members	Deliverable 1	Deliverable 2	Deliverable 3	Deliverable 4
Raphaelle Jean-Baptiste	Student page, welcome page specifying user role	Front-end designs and java implementation	Unit tests	Unit tests
Lucy Amos	General sign up page, tutor page	Front-end designs and java implementation	Front-end designs and java implementation	Front-end designs and java implementation
Dris-Bella Ishimwe	General welcome page to sign up or login, login page	Unit tests	Final report and presentation documents	Final report and presentation documents
Sonia Wang Dané	Back end, UML diagram	Back end, UML diagram	Back end, UML diagram	Back end, UML diagram

Tutron App pages

Below are the pages of the app the team developed.

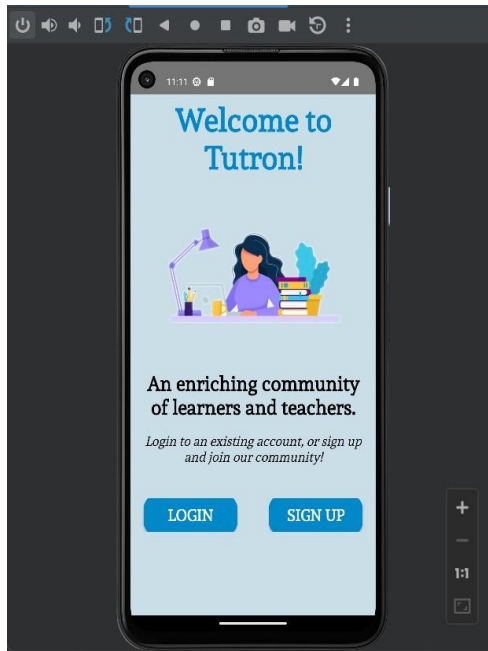


Figure 2: Welcome page

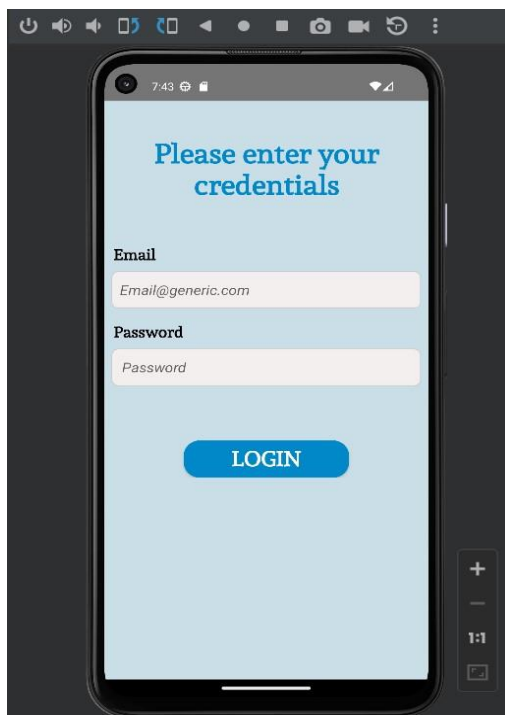


Figure 3: Login page

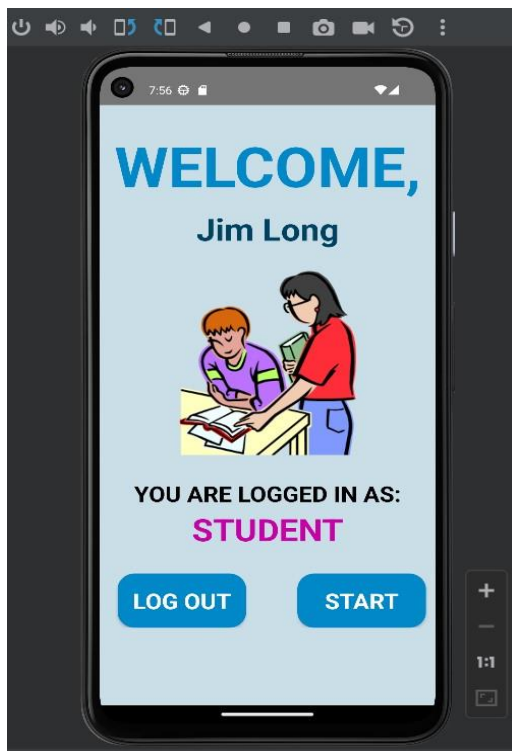


Figure 4: Logged in as a student page

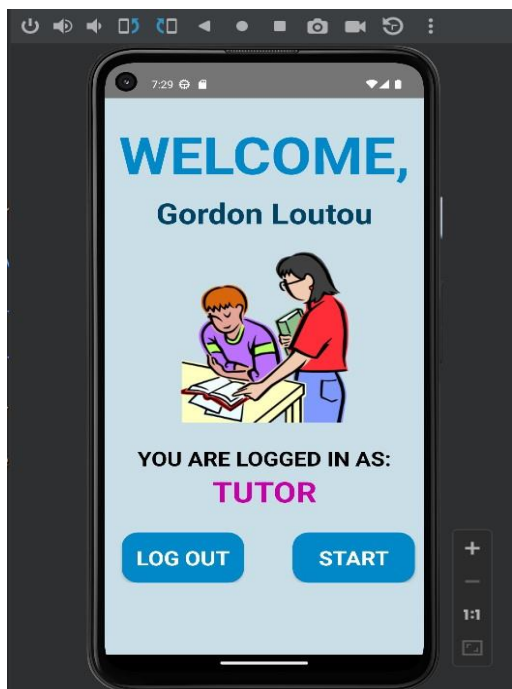


Figure 5: Logged in as a tutor page

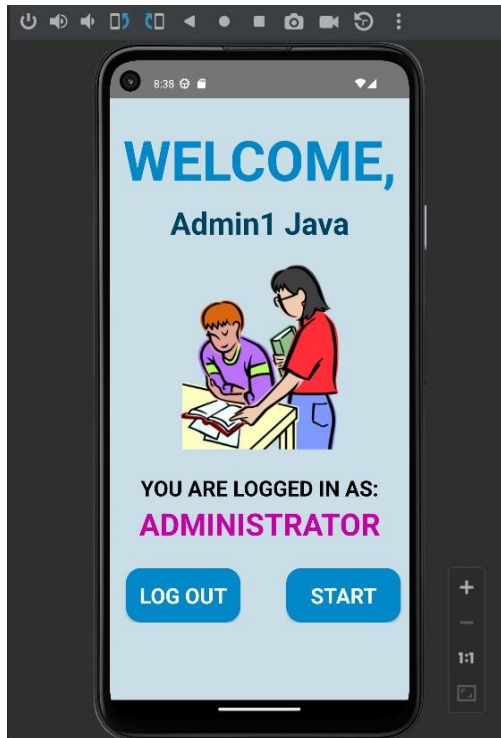


Figure 6: Logged in as an admin page

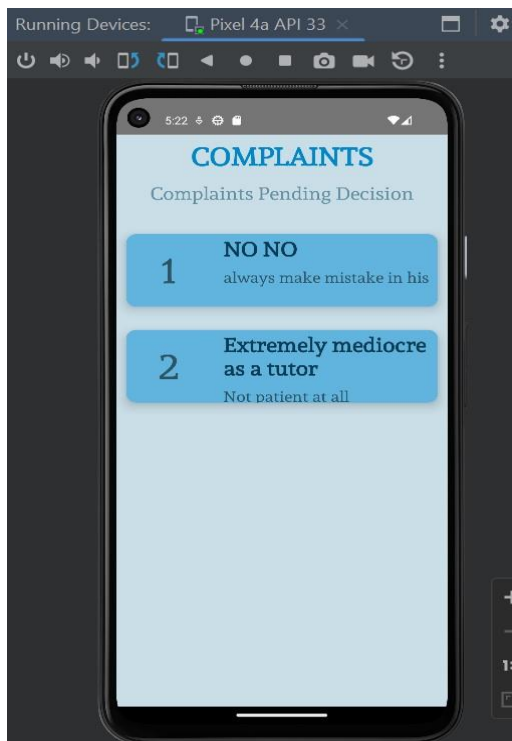


Figure 7: Admin complaints' view list page

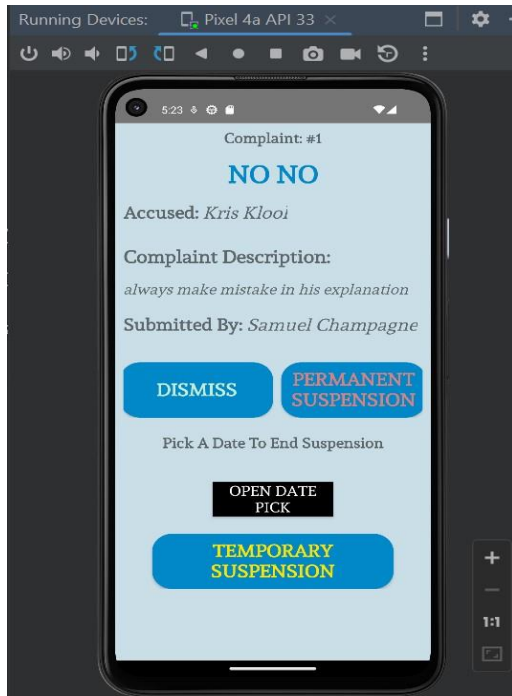


Figure 8: Admin complaints' actions page

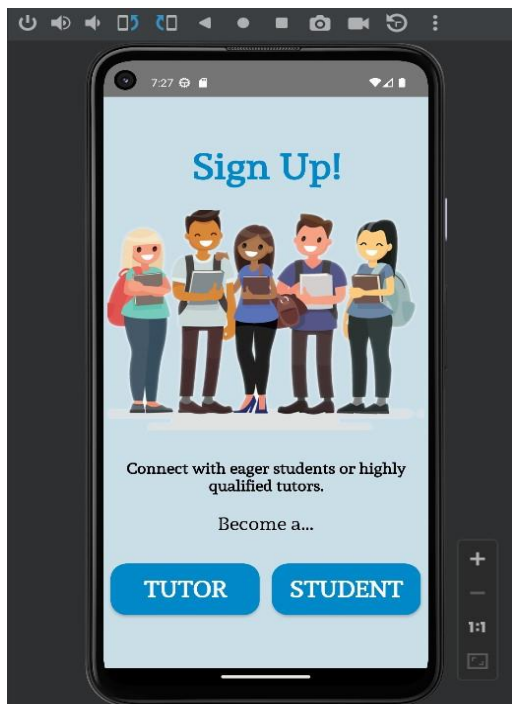


Figure 9 : Sign up page

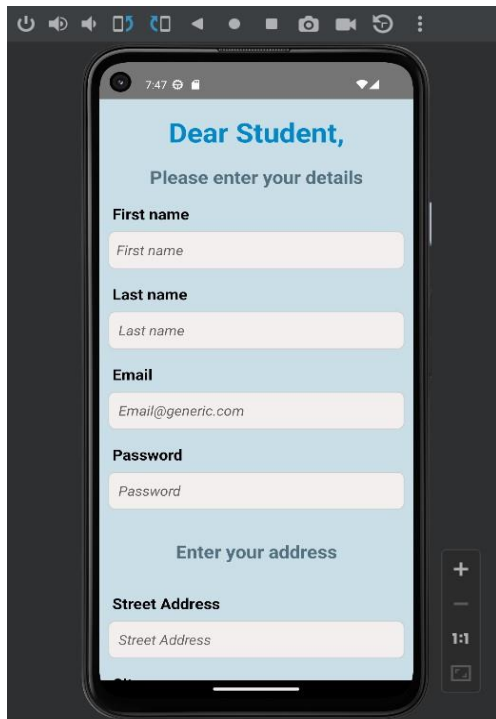


Figure 10 : Student sign up page

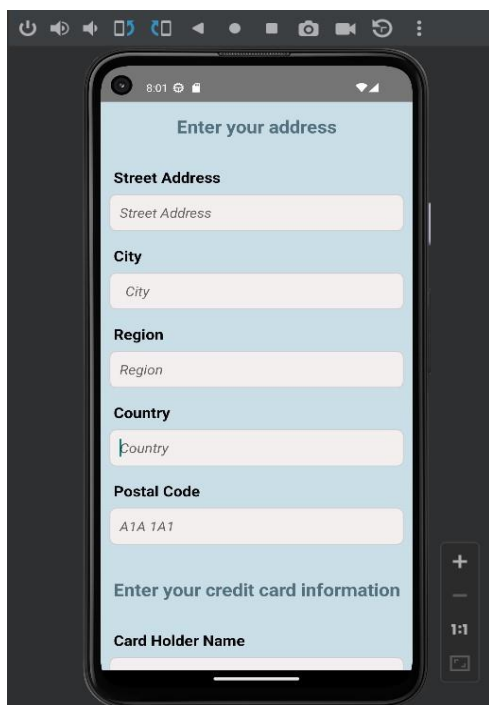


Figure 11: Student sign up page

Country

Postal Code

A1A 1A1

Enter your credit card information

Card Holder Name

Card Number

#####

CVV Number

CVV

Expiration Date

MMYY

SUBMIT

Figure 12: Student sign up page

Dear Tutor,

Please enter your details

First name

First name

Last name

Last name

Email

Email@generic.com

Password

Password

Education Level

Education Level

Native Language

Native Language

Description

Figure 13: Tutor sign up page

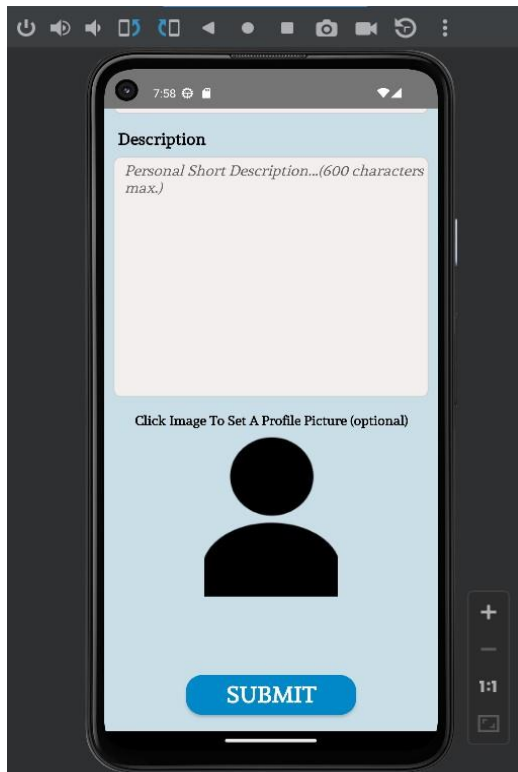


Figure 14: Tutor sign up page

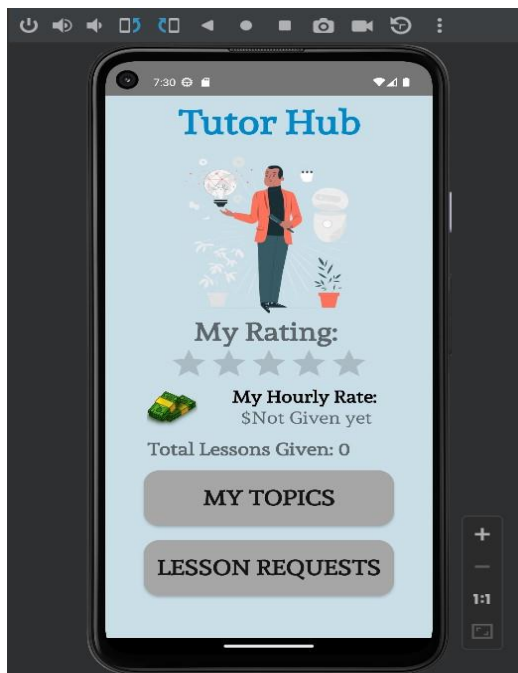


Figure 15: Tutor account page

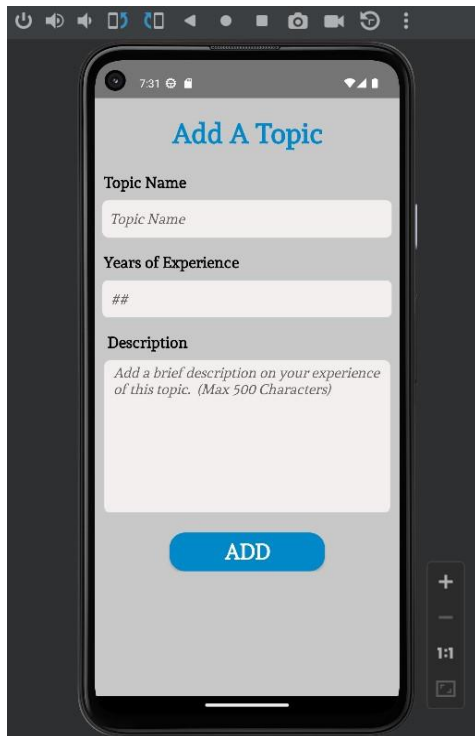


Figure 16: Tutor account- topic adding page

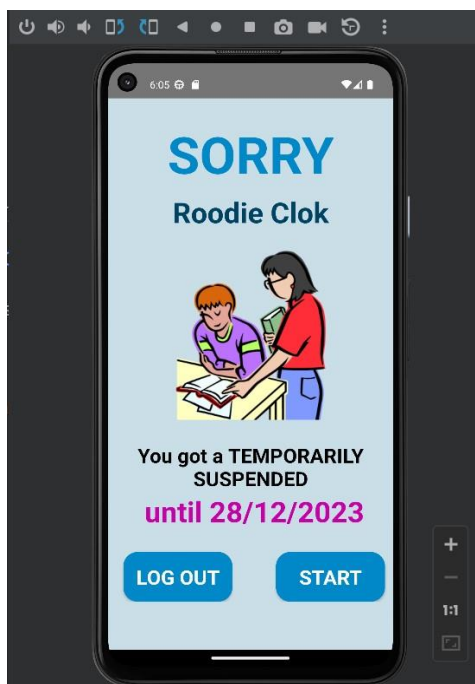


Figure 17: Tutor with a temporary suspension account page

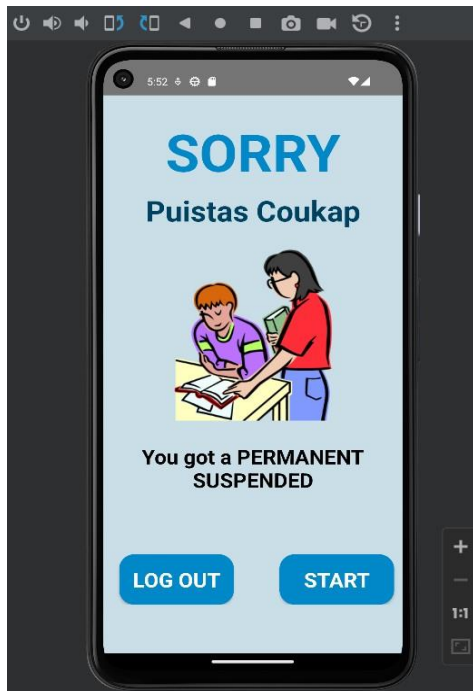


Figure 18: Tutor with a permanent suspension account page

Conclusion

Overall, the term was very educational and helped us gain more knowledge regarding developing real android mobile apps, software development environments, implementing unit, JVM and instrumented tests, databases and frameworks and debugging. We were able to familiarize ourselves with time management and how to improve codes.