

<Project Title>

Project Manual

DT265

Higher Diploma in Computing

**<Student Name>**

**<Supervisor>**

**<Second Reader>**

School of Computing

Dublin Institute of Technology

**<Date>**



Abstract

Declaration

I hereby declare that the work described in this dissertation is, except where otherwise stated, entirely my own work and has not been submitted as an exercise for a degree at this or any other university.

Signed:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

<Student Name>

<Date>

Acknowledgements

Body text

Table of Contents

*(Suggested contents, but you can add/ modify and format as required)*

1. Introduction
   1. Overview of the project and the background behind it.
   2. Project Objectives
   3. Project Challenges
   4. Structure of the document
2. Technologies Researched
   1. An overview of the technologies evaluated and selected or rejected and the rationale behind the key decisions.
   2. Google Maps
3. Architecture & Design
   1. Overview of the system architecture and a diagram to represent all of the key elements within the architecture.
   2. Identification of a design methodology including why it was chosen.
   3. Design of each of the project components e.g., the UI, Network, Communication mechanisms.
   4. Clearly identify the list of features of the project.
4. Development & Implementation
   1. Details of each component within the project, problems encountered and resolved, challenges overcome or worked around.
   2. Identify key development components
5. System Validation
   1. Testing: What testing was performed, why it was selected and what are the key use cases within the project.
6. Project Plan
   1. Project Plan analysis and review of how it changed from the initial proposal including explanation of what changed and why, and suggestions on how to address this if the project was repeated.
7. Conclusion
   1. Analysis of the projects key elements identify the key learning obtained from the project and recommendations and suggestions for how the work can be improved on continued into the future.
8. Bibliography
9. Appendix

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*(Note: For bibliography use IEEE or Harvard referencing styles)*

**2 b Google Maps**

If you are developing an Android application that will display Google Maps data using the API provided in the Maps external library, you must register with the service and get a Google Maps Android API v1 Key.

**Problems**

* Starting activity from map overlay item- finding context
* Passing paramters to async task
* Using name pair values to post http request to php
* Getting context in itemized overlay class
* Pass restaurant id into new activity to change content dynamically
* Progress dialog while switching activities
* Phone and email
* Mergeadapter for listview with header in restaurantview
* Store passwords with salt encryption
* Use ajax to check if unique username or email already in use
* Favoutrite icons on map markers
* Check if user logged in on map and list view
* Show only restaurants with rating of more than 2 for each of users allergies
* Write review. Locate on map
* Add review to restauratn on map
* Place marker at users current location. Drag to change and make note of new geopoint