

# Wi-Fi Mapper for the University of Cape Town network

Clayton Sibanda

Department of Computer Science  
SBNCLA002@myuct.ac.za

David Kheri

Department of Computer Science  
KHRDAV001@myuct.ac.za

Meluleki Dube

Department of Computer Science  
DBXMEL004@myuct.ac.za

## Abstract

The goal of the project is to create a University of Cape Town(UCT) eduroam Wi-Fi Mapper, which is an application to allow the eduroam users to be able to view the quality/strength of the eduroam signal at different areas/locations on campus. The deliverables required consisted of a android application and a web client application for administration use.

The two deliverables needed were produced and their uses are as follows:

- **Android Application for users:** This was the application that the basic users will be using. With this the user can see the map of the UCT upper campus with colors over the different areas/zones indicating the signal strengths. The colors used are as follows:

- Red: bad signal strength of 0% - 30%
- Orange: poor signal 30%- 50%
- Yellow: average signal strength 50% - 60%
- Light: Green Good signal strength 60% - 80 %
- Dark: Green Excellent signal strength 80% - 100%

The user phones are also used to record Wi-Fi strengths of the different location areas together and send it to a database hosted on Firebase to update the average Wi-Fi strength of the whole area. If the Wi-Fi name is not eduroam the data is disregarded.

- **Web Client** The Web Client has the view of the map which shows the strengths of the different areas. It also provides the functionality for creating reports for the Information Communication Technology Services(ICTS) to monitor how the Wi-Fi strengths are at different signals.

## 1. Introduction

The project was concerned with the creation of a Wi-Fi signal strength mapper of the UCT eduroam internet across the upper Campus. The stakeholder who were involved in the project included:

- **Product Owner/Client:** This is the person in-charge of the project and for whom the project is being built for. In this case the client came with the project Idea which we then implemented in a way we saw fit. *The project owner in this instance is Dr. Josiah Chavula*
- **Basic users of the application** This is everyone who will download the application on their phone are going to using the phone to view the Wi-Fi strength of the eduroam networks in different areas on on UCT upper campus.

The basic end user of the application will also be responsible for collecting the data that will be used in the future to determine the average strength of an area. This has to be done with their permission.

- **Advanced users/ICTS department** These users will mainly use the application to monitor the Wi-Fi of the network across campus to act on the data.

The Wi-Mapper project consisted of two main deliverables, an android application for the basic users together with a web application for advanced users.

The purpose of the application was to provide a way for the students to know which places on campus have the best Wi-Fi strength so that they can go to those areas to use the Wi-Fi for applications that require strong Wi-Fi signals to operate appropriately. The problems together with the opportunities that arise from this project are:

- **Problems:**

- One has to travel to a further distance to an access point with a strong wifi signal
- New users of eduroam service do not have enough experience to know where strong signals can be found on campus

- **Opportunities:**

- Give a wider range of locations with a strong signal strength
- Maintenance easier for ICTS

The Wi-Fi mapper then serves as the platform to provide information and overview of the signal areas of the campus for the stakeholders mentioned above.

### Software engineering methods used

The project was developed in an iterative manner. Therefore the methodology used for this project was Agile. Agile development methods include developing the application in both iterative and incremental steps. Each end of an iteration is met with a milestone set upon by the client and the development team. The reason for going with this approach was so as to keep the client in the development process so as to not incorporate the change in requirements that the client might have and also to ensure that the client was happy with the progress at each development stage. At the end of each iteration the client was consulted to ensure the application being developed was what the client had envisioned that way instant Client feedback was given by the in case things were not going the right way. The model used in the project was the evolutionary prototyping method where the application was built in iterations of prototypes. These prototypes were shown to the user at the end of each iteration.

Your introduction provides the context for the project and should contain the statement of the scope of the project (which may have changed since you first wrote it). Someone reading your introduction must have clear idea of what the system is intended for. If you think there is something special about the kind of problem you tackled that your reader needs to know up front then this is where you say it.

If you need any survey of other work (you probably don't) then put it towards the end of the introduction and give suitable references. A case where this is needed is if your project builds on someone else's project or some published algorithm.

Discuss your approach to solving the problem. Please give a short overview of the software engineering methods you used (e.g., traditional analysis followed by design and implementation – typically the case if you did an evolutionary prototype, or a more agile approach where you had a cyclical development process).

## 2. Requirements Captured

The following are requirement divided into functional and non-functional requirement which where collected after consulting with the client.

### Functionality requirements

The list of the requirements for the application where as follows:

#### Functional Requirements

- Rendering of the map on the user screen
- Have signal strength indicators on the map. These should be updated on a real-time basis.
- Save signal strength on the database for a specific location.
- Zoom in and zoom out of the campus map

#### Non-Functional Requirements

- Real-time receiving of data being updated in the database.
- Speed up on the rendering of the areas and their strengths on the map.

The next section deals with the analysis of your system. Cover the functional, non-functional and usability requirements. This is where you present your use case narratives and diagrams.

Discuss the major analysis artefacts that you produced. We will expect you to produce at least one overall description of the architecture used in your system as a diagram, either here or below (see Section 2.1). You may also want to include an analysis class hierarchy diagram.

### 2.1. Design Overview

The next section is an overview of your design. The system design has to be justified in terms of the expected behaviour of the final product.

If you produced a design class diagram put it here.

You must present the overall architecture of the system together with an architecture diagram. You may choose what kind of diagram best suits your project but we would expect a layered architecture diagram (see Figure 1) unless there is a good reason for some other kind of diagram. It need not be a formal UML diagram as long as it conveys all the necessary information clearly.

You should then (in subsections) cover the algorithms and the data organisation used and why they were considered the best.

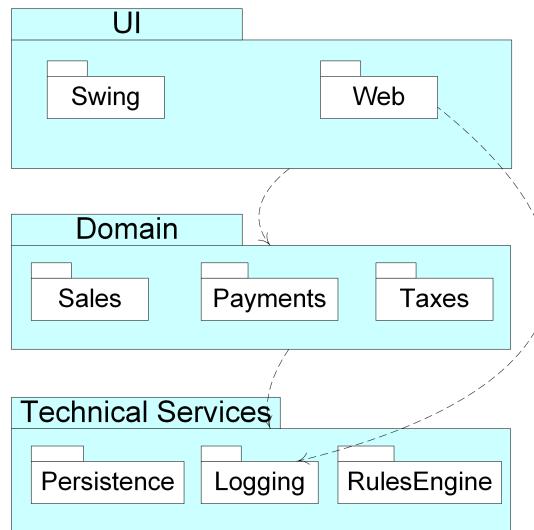


Figure 1: An architecture diagram. Caption to go below figure

### 3. Implementation

The major components of the application included, the database, the phone application and the web application version of the application. The application was implemented without a server. The implementation included a cloud database hosted on a third party computer in this case firebase. The phone application was developed for android phones to target the majority of users on campus as per the client's requirements. The Android application was therefore created in Java. The web application was created using JavaScript. Below follows the discussions of these components together with how they came about and why they were settled on.

#### Database

Firebase, a NoSQL cloud database was used as the database option. Since a NoSQL database was used, this means that the data in the database was stored as large JSON documents. This helped in reduce the number of deliverable that were to be delivered and hence aided in helping the developers put more focus into other aspects of the problem spectrum. This also reduced the number of resources required to complete the project. The alternative to this would have required a server and a database. The server would have required to be constantly monitored and always on taking data from users and updating it on the database as well as sending new data to the users. With the current approach, we only have a cloud-hosted database that is hosted on Google servers that both applications will be getting data from and sending data to. The database will handle the updating of all users currently connected to it with the new relevant information and as well on the users request give provide the users with the data to populate the menu. The advantages of this approach include the following:

- There is no need for a server since firebase database will be able to act both as a server and as a persistent storage tool at the same time. It will assume the role of the server when it needs update the other clients connected to it of new data changes or send the client the data on the database on opening of the application so as to populate the map. This also means there is no stressing about the hosting environment also.
- Firebase provide the connected users with realtime updates. This implies that when a value is updated by one user will be sent immediately to the other connected users.

#### Database Design

During the development cycle, the database had two main designs that where showed to the client. The first design was based on the miscommunication of the client requirements. In this design, the database

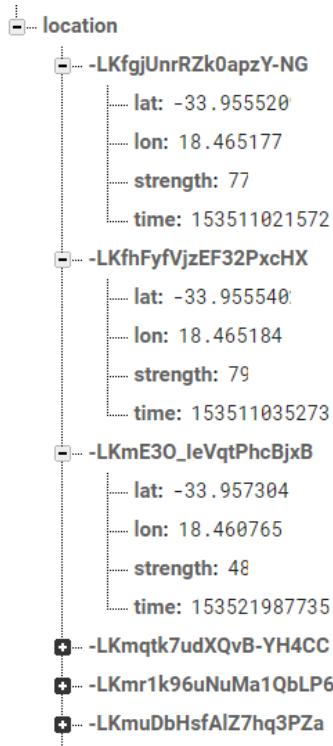


Figure 2: Showing the first design of the database developed.

only stored Location objects together with the signal strengths recorded for that location were stored. This is shown in the figure below As can be seen, there is not much structure in the way the was being stored. Each record had to have an id which made it unique so as to allow better queries. A time stamp was also added to the records on when being written to the database so as to allow future features to use it when they want to filter the strengths based on time. The location was stored as longitude and latitude objects.

The new database design now also include zone/area objects being stored. This store a list of 4 coordinates that define an area, the average strength of that area based on location points that are under that area that have recorded data, and lastly the name of the area. This design is shown below in next figure. The initial design was still used to maintain the list of all locations that have had data recorded from so as to be able to give the view of the places where the data was recorded for a WLAN zone if needed Now we get to the details.

### Android application

The android application was written in Java using the Android Studio tools. The minimum Android version supported in the application was Android 5 API level 21. This version for android was installed in atleast 71% of the phones of people using android. The reason it was selected to be the minimum supported version was to manage to reach a large population of people at the same time taking advantage of the new features that are in the new APIs which may include better management of resources and security issues for instance. The application built had only one Activity which was the main activity as well. This activity consisted of a map of UCT segmented into different areas based on the buildings and has each color with a specific color that relates into the signal strength in that area.

- Describe your data structures and be sure to illustrate them with a diagram.
- If your user interface was a key feature describe how that was implemented.
- Discuss the function of the most significant methods in each class. This may well require flowcharts, or sequence diagrams, in some cases.



Figure 3: Showing the added document for storing area objects.

- Any special relationship between the classes (e.g. friends) and why they exist.
- A description of any special programming techniques or libraries used.

#### 4. Program Validation and Verification

Tell us how you tested the system and why you believe it works. Describe the Quality Management Plan for your project, that is, software testing plan. The plan should indicate the types of testing that was performed and detail how they were done. This must include the reasons on why the chosen testing protocol was considered effective.

Create a table that summarizes the testing plan (see Table 1).

Table 1: Summary Testing Plan. A table caption goes above the table.

Process	Technique
1. Class Testing: test methods and state behaviour of classes	Random, Partition and White-Box Tests
2. Integration Testing: test the interaction of sets of classes	Random and Behavioural Testing
3. Validation Testing: test whether customer requirements are satisfied	Use-case based black box and Acceptance tests
4. System Testing: test the behaviour of the system as part of a larger environment	Recovery, security, stress and performance tests

Describe all the steps taken to validate the correctness of the program.

If you had user tests then say what you did and what the results were. Describe why these test data were chosen (what test conditions the data was testing). Table 2 provides an example of the sorts of results we are looking for. The full detail of the test runs should be appended to the report.

Follow your table of results with a discussions of them highlighting how useful and usable your system is for its intended purpose.

Table 2: A table of tests. A table caption goes above the table.

<b>Data Set and reason for its choice</b>	<b>Test Cases</b>		
	<i>Normal Function-ing</i>	<i>Extreme boundary cases</i>	<i>Invalid Data (program should not crash)</i>
Preliminary test (see Appendix 3)	Passed	n/a	Fell over

## 5. User Manual

### 5.1. Mobile Client(Android)

#### 5.1.1. Getting started and Installation

To get started download and install the latest version of WiFi mapper from the website provided or from google play app store. If downloaded from the app store, the app will automatically install on your device. If downloaded from the website, tap on the apk file to begin installation. During installation WiFi mapper will ask for permissions to use location services of the device. Tap yes to allow the app to send data from your device. Tapping no will allow one to see the data collected by other users but will not allow the app to send the data to the database.

#### 5.1.2. Map

On opening the app, a hybrid version of google maps is displayed on the screen. The map contains polygons on top of different buildings with colors depicting the wifi strength on respective WLAN ZONES. The map is by default zoomed such that it is focused on the University Of Cape Town(UCT) upper campus.

#### 5.1.3. Zoom

Wifi mapper allows users to zoomin and zoomout on the map. The app puts restrictions on the zoomout functionality so that the map is always focused at UCT upper campus. The zoomin functionality is also limited to a certain degree. To zoom in, pinch in with two fingers on the map screen. On zooming in the map replaces colored polygons with coloured data points. Zoomout by pinching out on the map screen, if the map was displaying datapoints it replaces those with coloured polygons.

#### 5.1.4. Pan

To move to another area without zooming in, pan on the screen with a single finger. To move the map to the right push the map with a single finger to the left. To move the map to the left push on the map right using a single finger. Rate at which you push the map determines the rate at which the map moves in the specified direction.

#### 5.1.5. Area tap

To get the name and wifi strength of an area a polygon is placed over, tap the screen once. On taping the screen the maps pans over to the tapped polygon or area.

## 5.2. Web Client

### 5.2.1. Getting started and Installation

To get started with the web client, open your browser and go to <https://capestone-a8a58.firebaseio.com/>. Before going to the url first ensure that you are connected to the internet. If the network is slow, wait for the app to load fully.

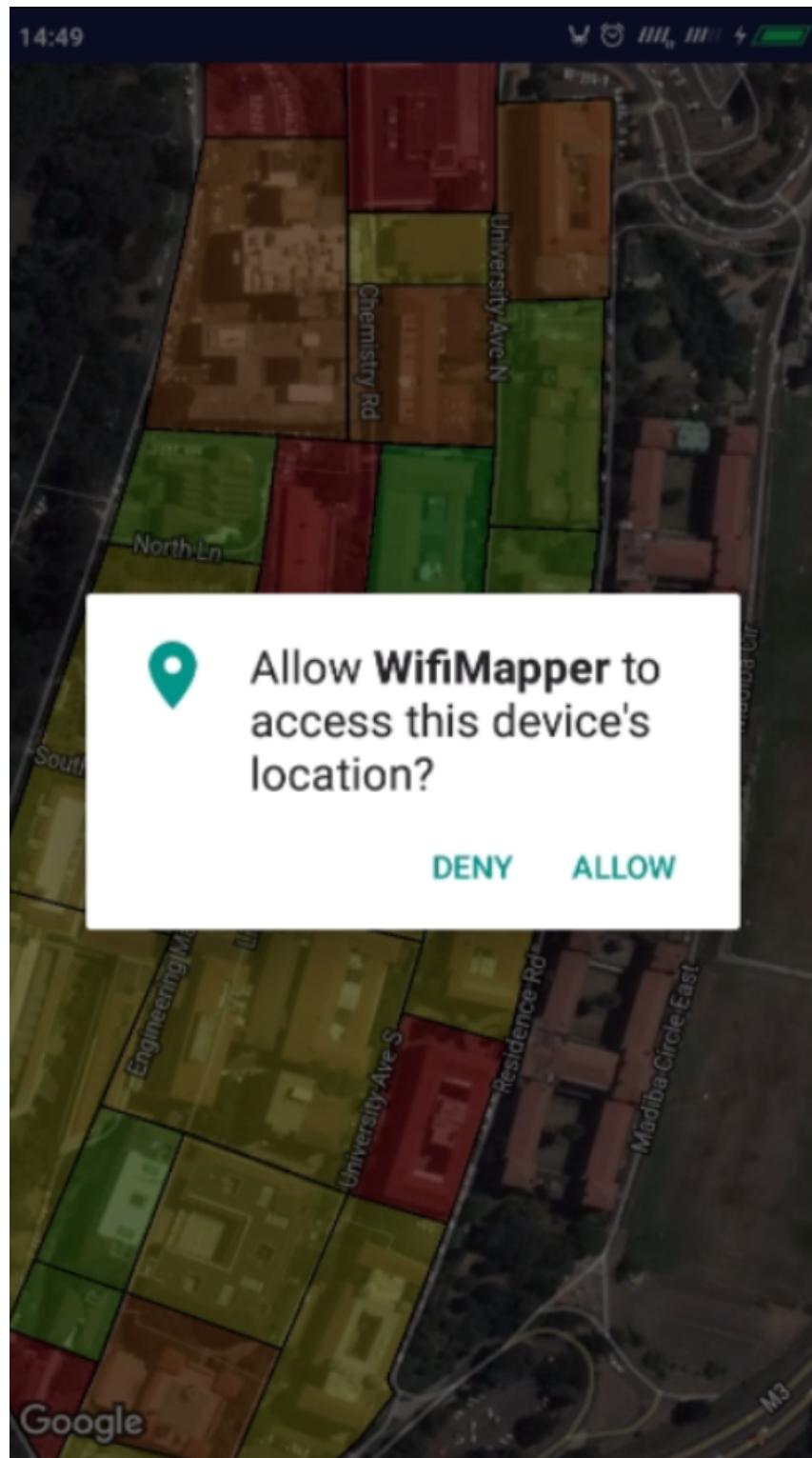


Figure 4: Asking For Permissions

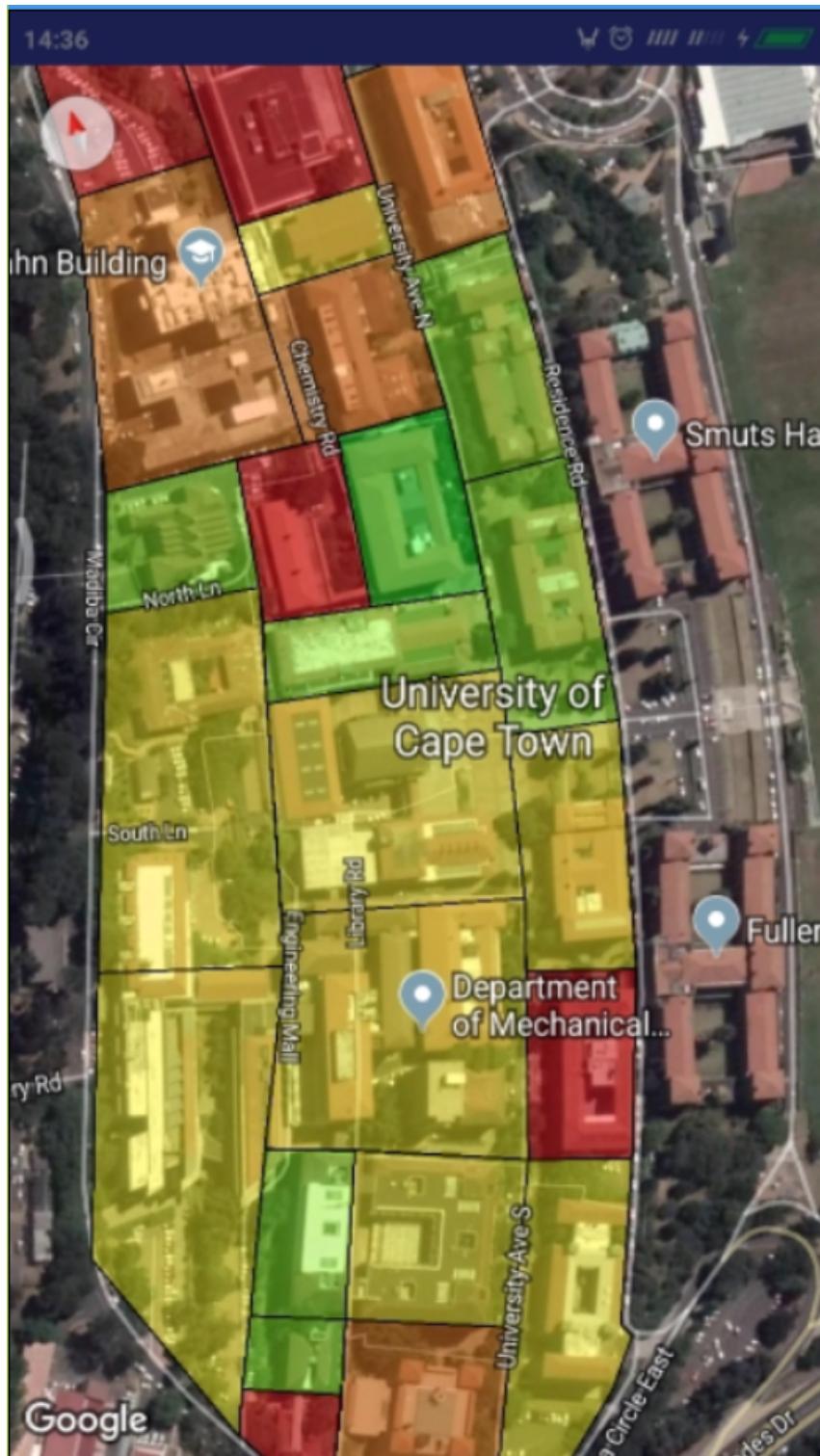


Figure 5: Showing the Map

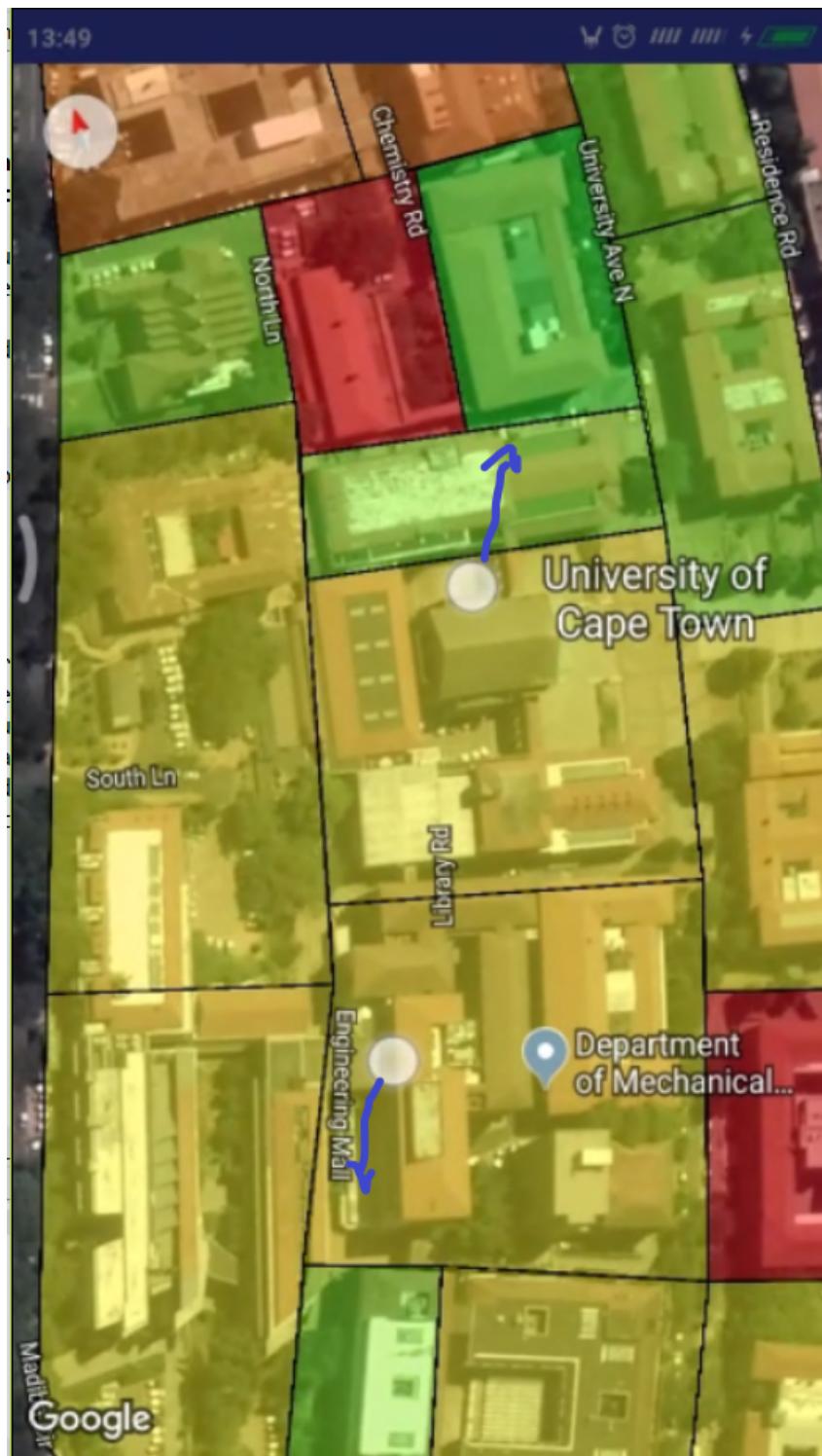


Figure 6: zoomin

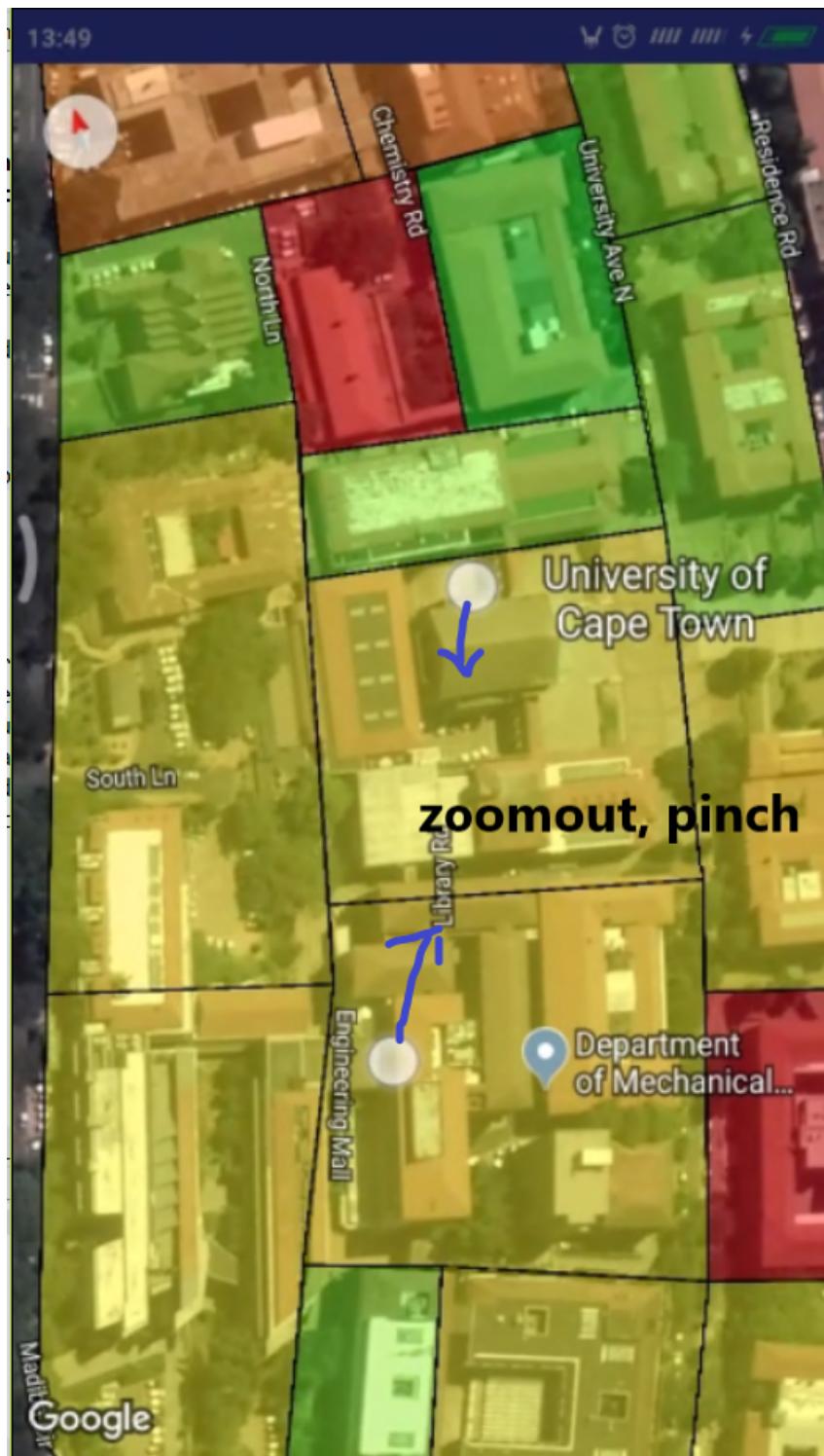


Figure 7: zoomout

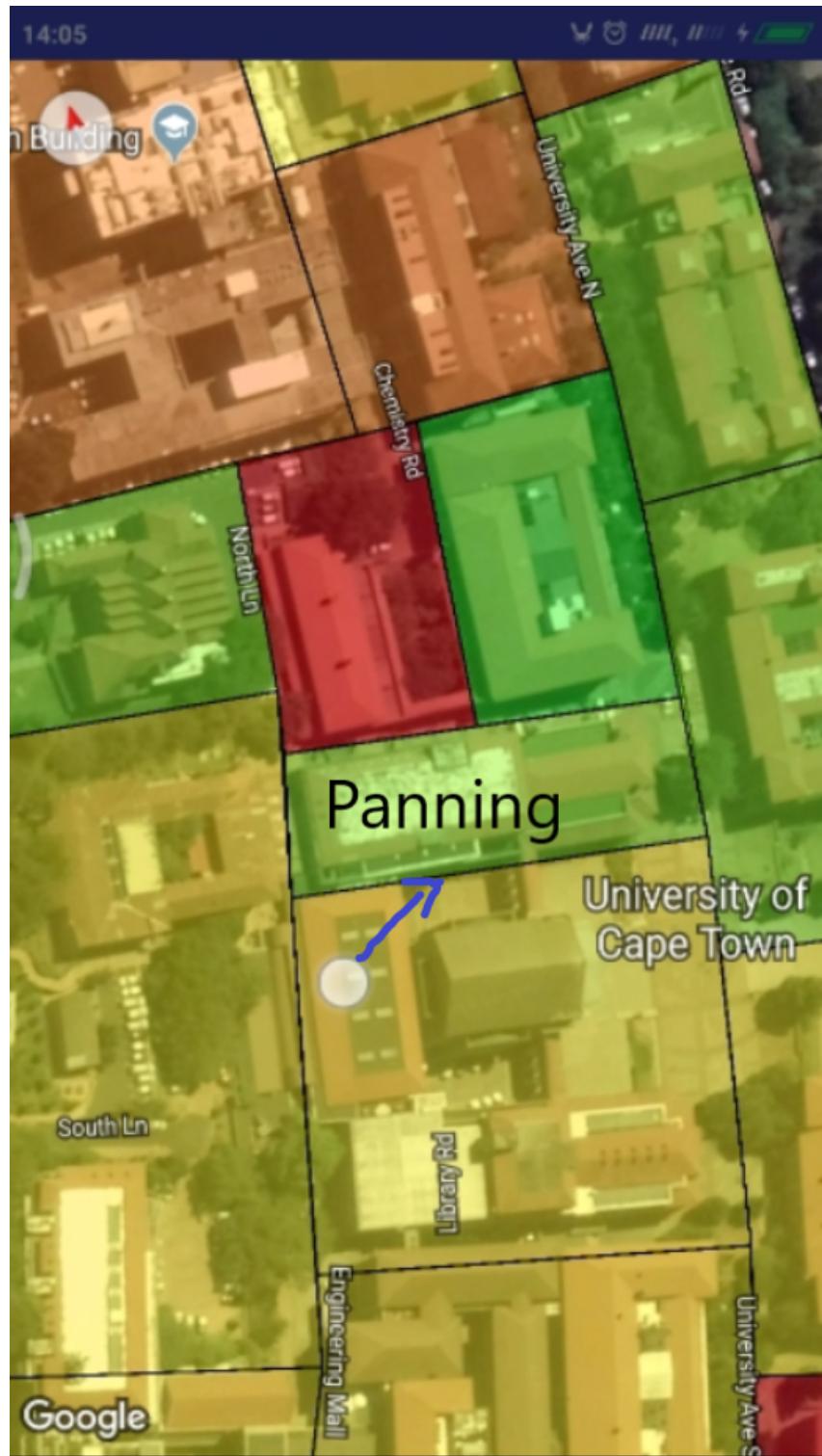


Figure 8: Panning

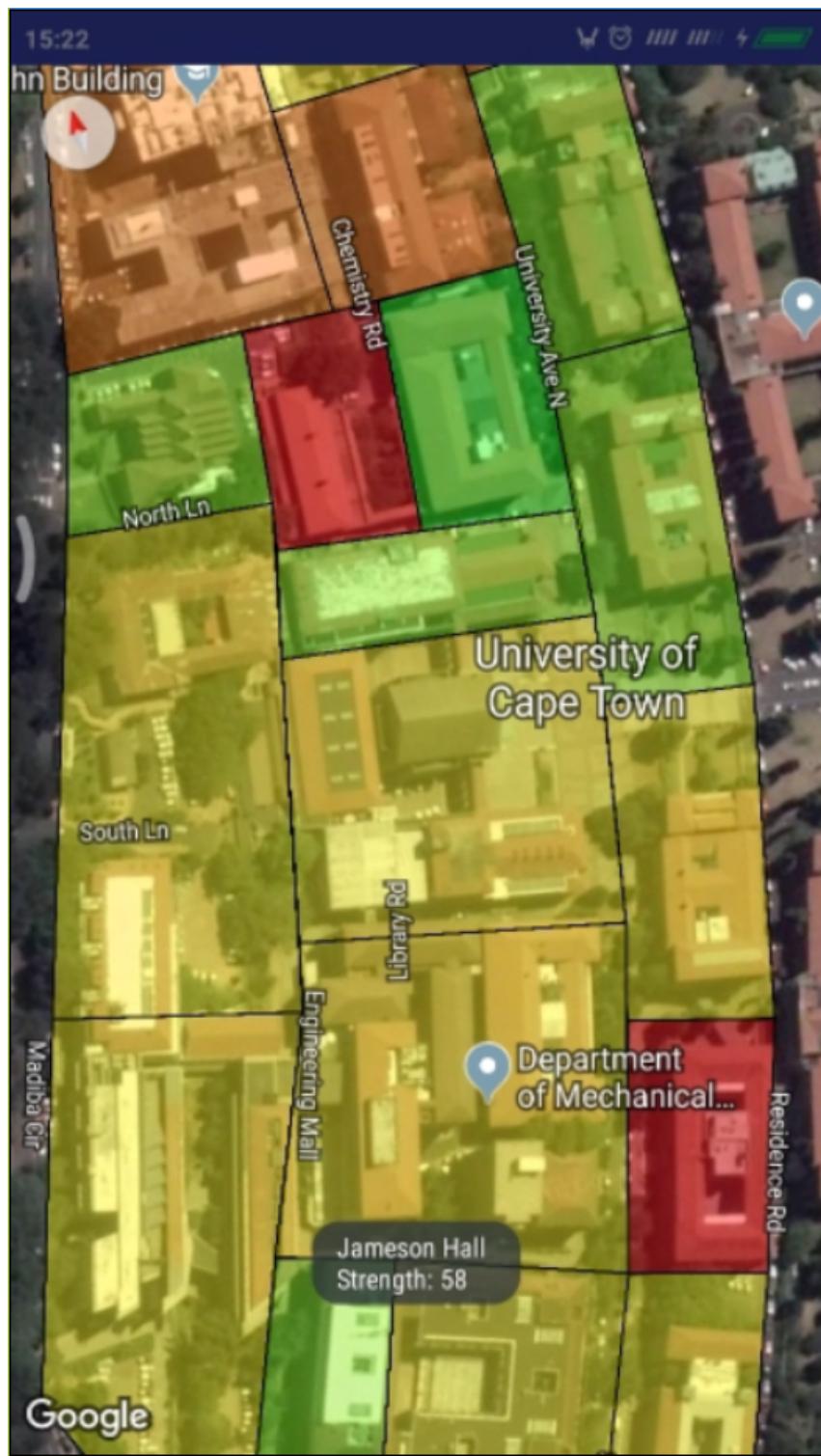


Figure 9: Tapping showing the name and strength of the tapped WLAN ZONE

### 5.2.2. Map

On opening the app, a hybrid version of google maps is displayed on the screen. The map contains polygons on top of different buildings with colors depicting the wifi strength on respective WLAN ZONES. The map is by default zoomed such that it is focused on the University Of Cape Town(UCT) upper campus.

### 5.2.3. Zoom

Wifi mapper web client allows users to zoomin and zoomout on the map. The app puts restrictions on the zoomout functionality so that the map is always focused at UCT upper campus. The zoomin functionality is also limited to a certain degree. To zoom in, pinch in with two fingers on the map screen. On zooming in the map replaces colored polygons with coloured data points. Zoomout by pinching out on the map screen, if the map was displaying datapoints it replaces those with coloured polygons. On the webclient the zoomin and zoomout limits are different.

### 5.2.4. Pan

The WiFi mapper web client allows users to pan and navigate the map around. To pan use two fingers to move the map around. To move the map to the left push to the right using both fingers. To move them map to the right push on the map to the left with both fingers.

### 5.2.5. Area tap

The behaviour is the same as that of the android client

Your system must have a user manual. Append this to your report (make it Appendix A) or bind it separately if it is big. If your system is interactive and has a good user interface with context dependent help then this can be just a cheat sheet. Discuss the level at which your user manual is to be pitched with your client. If your system is to be extended then you might want to include a technical API manual.

## 6. Conclusion

This document has covered the major sections needed for your report. You will probably have each of the subsections 2.1–2.7 as major section in the report each with its own subsections.

A marking guide for the report will be provided later.

## 7. Code Legibility and Output

This is not strictly part of the report but is a requirement for the final hand-in.

- Each method should start wide a brief description of its function.
- Use indentation to display the structure within a method.
- Comments should be used extensively. They are best used to describe logical blocks of code rather than individual statements. Line-by-line comments have the drawbacks of not providing any overview and of decreasing readability.
- Meaningful identifiers should be chosen.
- Output should be pleasingly formatted and easy to read.

You do, of course, have the option to call in any of your favourite packages for setting maths, graphics, computer listings, etc.

## References

[Kopka and Daly(2004)] Kopka, H. and Daly, P.W. (2004) *A Guide to L<sup>A</sup>T<sub>E</sub>X 2 <sub>$\varepsilon$</sub> : Document Preparation for Beginners and Advanced Users* (4th edn). Addison-Wesley.

[Lamport(1994)] Lamport L. (1994) *L<sup>A</sup>T<sub>E</sub>X: A Document Preparation System* (2nd edn). Addison-Wesley.

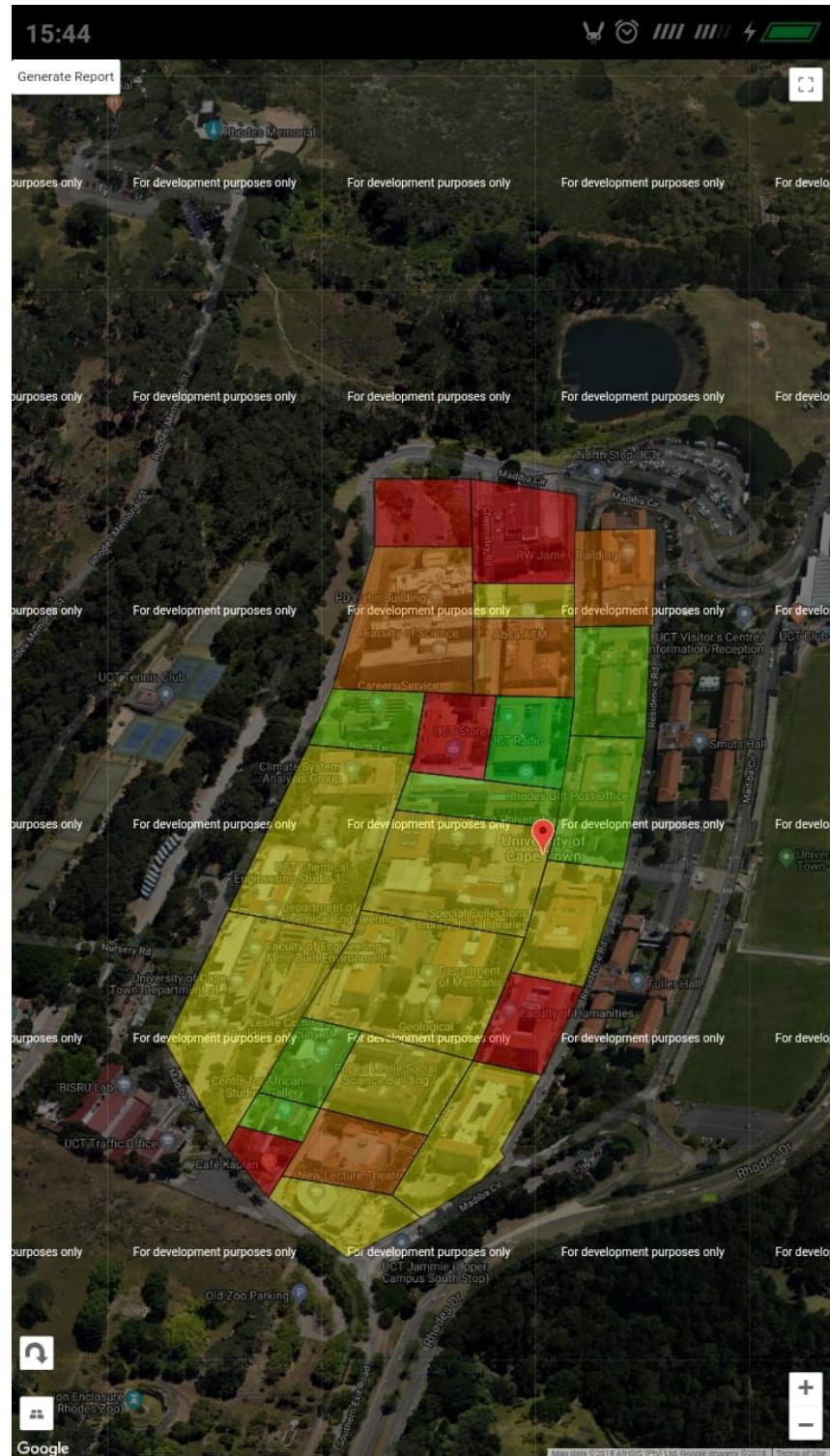


Figure 10: web client map

[Mittelbach and Goossens(2004)] Mittelbach, F. and Goossens, M., (2004) *The L<sup>A</sup>T<sub>E</sub>X Companion* (2nd edn). Addison-Wesley.