SEG2105: App Development Project

SEG 2105 - Introduction to Software Engineering

Fall 2018

University of Ottawa

Course Coordinator: Miguel Garzon

Group: Anyone is Welcome

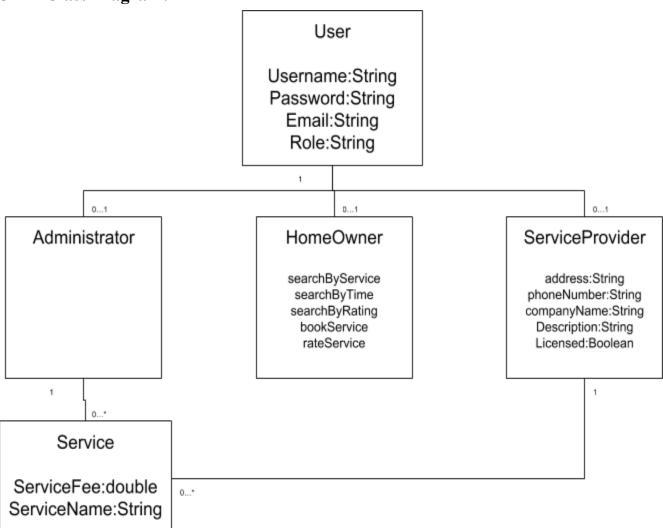
Mokhtar Zehrawi - 7308460 Riley DeDomenico - 300016694 Runnan Guo - 8533795

Submission Date -December 5, 2018

Introduction:

The presented issue of homeowner's needs for on-demand home services led to the creation of the "Android Project: On-Demand Home Repair Services App". The final product of this project is an implementation of all the components learned throughout the course, and utilized in a real world, group development setting.

UML Class Diagram:

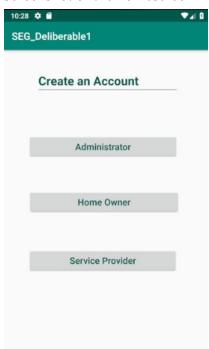


Roles and Contributions:

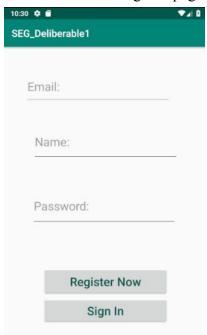
Name	Role	Contributions
Runnan Guo	Group Leader	Lead group in project, help distribute roles, worked heavily on code throughout deliverable 1,2, 3 and 4, worked
Mokhtar Zehrawi	Programming	Rate and Rating part, uploaded multiple bug fixes and implemented various coding portions throughout deliverable 2,3 and 4
Riley de Domenico	Documentation & Planning	Implemented small bug fixes in code, created UML Diagrams, wrote Final report, guided the planning of the presentation and its format

Screenshots:

Screenshot of the homescreen



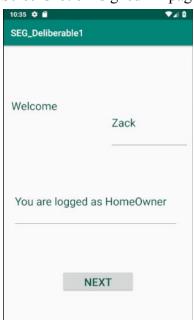
Screenshot of the register page



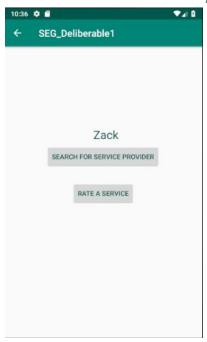
Screenshot of the sign in page



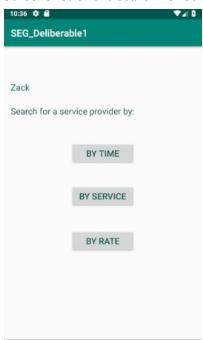
Screenshot of "signed in" page



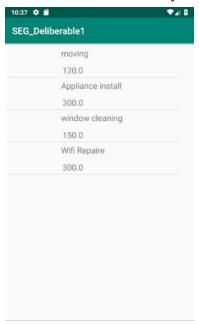
Screenshot of the homeowner options page



Screenshot of the search for service provider page



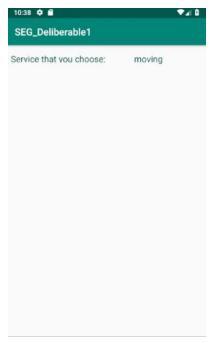
Screenshot of the search by service page



Screenshot of the search by time page



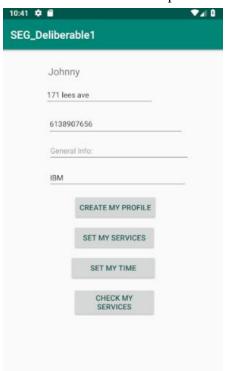
Screenshot of the service selection page



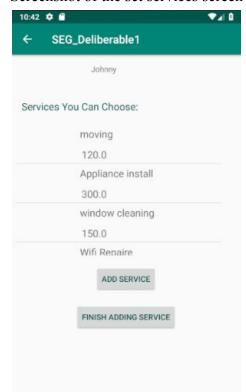
Screenshot of the rate service page



Screenshot of the Service provider's options and profile screen



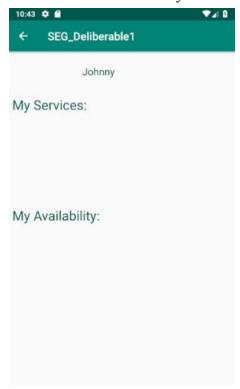
Screenshot of the set services screen



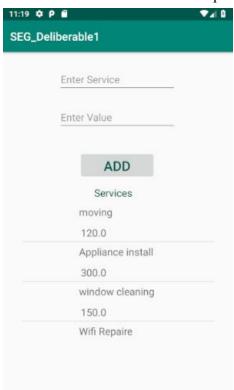
Screenshot of the set my time screen



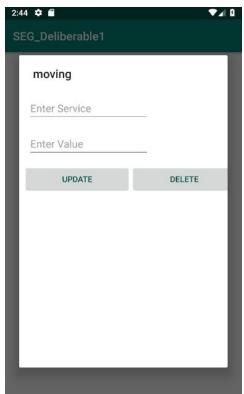
Screenshot of the check my services screen



Screenshot of the administrator options page



Screenshot of administrator delete and update service screen



Conclusion:

To conclude the overall project, much was learned, not only about programming, but also about working on various different components of a development project. From the final project, our team learned lessons on group work, and how to work with different people and different workflow styles. This was mostly an issue when it came to deadlines as some group members preferred to do all the work right away, whereas others may have preferred to spread the work out more. Our group managed to find a successful method by utilizing communication to discern when and where work would be completed. As well, we have learned how to incorporate all of the theoretical lessons learned throughout the semester, and combine them into one final, and polished product. Such as the incorporation of the UML Class diagrams to help aid in OO visualization, as well as the incorporation of the firebase, so that data could be stored on a server that the client can access. Therefore, throughout this project, lessons were both learned about group work, as were lessons learned about the implementation of theoretical aspects learned in class.