University of Ottawa Final Report

Mealer App - Deliverable 4

SEG 2105 – Introduction to Software Engineering

Group 20 Mostafa Yassine #300233320 Adham Radwan #300224504 Mohamad Bayaa #300251448 Maisam Al Nuaimi #300253256

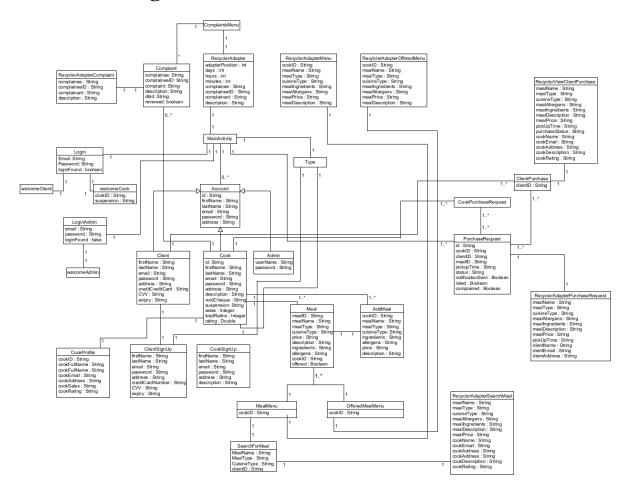
Due Date. December 7th, 2022

Introduction

Our android application is an on-demand meal pick-up application. The purpose of this application is to allow clients to purchase meals from chefs, which they can pick-up afterwards. This app will be beneficial to both users and cooks as it will allow users to buy meals they enjoy and allow chefs to sell meals they can cook.

During the whole semester, we've committed to complete this application and make it better based on our increasing knowledge of programming for android, management and team-relation skills. In this report, we will show the outcome by using UML Diagram and app screenshots. Lastly, we will also summarize our team work during this semester.

UML Class Diagram



Contribution Table

Member	Mostafa	Adham	Maisam Al	Mohamad
	Yassine	Radwan	Nuaimi	Bayaa
Contribution	- Worked on implementing admin features and functionalities (Complaints) - Worked on implementing database	- Worked on login pages functionality for Chef and customer - Worked on project report	- Worked on implementing the Chef user functions - Worked on GUI of the application (creating xmls and making them look nice)	- Worked on customer user functionality such as browsing by chef or recipe then making orders - Worked on UML reports

App Screenshots

Figure 1. Login Not Found Page



Figure 2. Login Not Found Admin Page



Figure 3. Admin Welcome Page

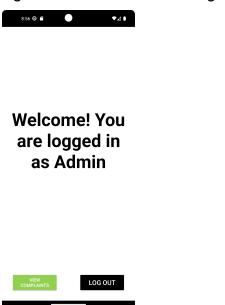


Figure 4. Welcome Cook Page



Figure 5. Select Role Page



Figure 6. Client Sign Up Page

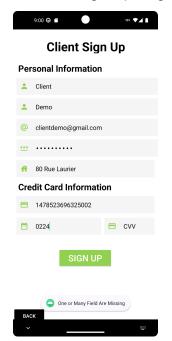


Figure 7. Cook Sign Up Page



Figure 8. Main Sign in Page



Figure 9. Adding Meal Page

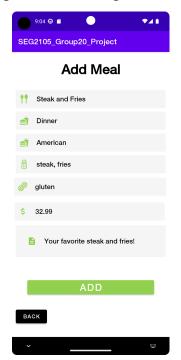


Figure 10. Cook's Menu Page

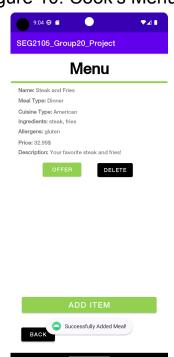


Figure 11. Cook's Offered Menu Page Figure 12. Client Welcome Page



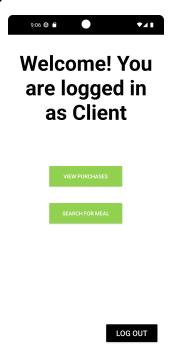


Figure 13. Invalid Pickup Time



Figure 15. Client Purchase Page



Figure 14. Successfully Purchased Meal

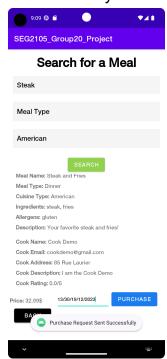


Figure 16. Client Purchase Page (Approved)

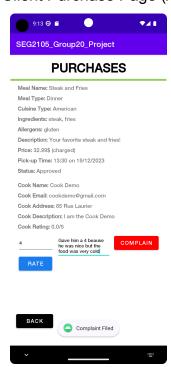


Figure 17. Cook's Purchase Requests



Figure 18. Cook's Profile

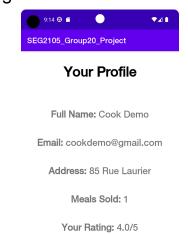




Figure 19. Admin List of Complaints



ВАСК

Figure 20. Admin Cook Suspended



List of Complaints





Figure 21. Suspended Cook Page



Figure 22. Banned Cook Page

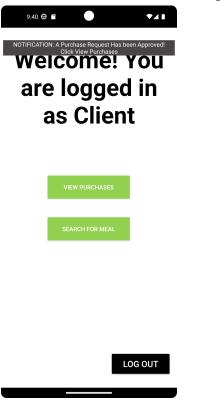


LOG OUT

Figure 23. Client Notification Page

LOG OUT

Status: Suspended for: 5D 3H 59M



Lessons Learned

Mostafa: I learned to communicate with my teammates by dividing the tasks equally. Keep them up to date on the work I've been working on, notifying when I push any changes to the github and asking for updates from them. I also learned how to handle asynchronous and synchronous tasks, and which to execute in order to prevent any crashes or exceptions.

Adham: In this project, I learned how to work in a team, more specifically a software development team. I learned many new skills including Android Studio, dealing with git control and working with a database to implement features in our application. Overall, it was a great experience to learn from in future project work.

Mai: In this project, I have learned how to use object oriented programming (Java) in Android Studio and create functionalities for .xml files. Moreover, I have gotten the opportunity to learn about good designing habits that align with users' needs and make the application more user-friendly.

Mohamed: I learned how to collaborate with my group on GitHub and how to work well as a team. I also learned how to use android studio and firebase to develop applications.