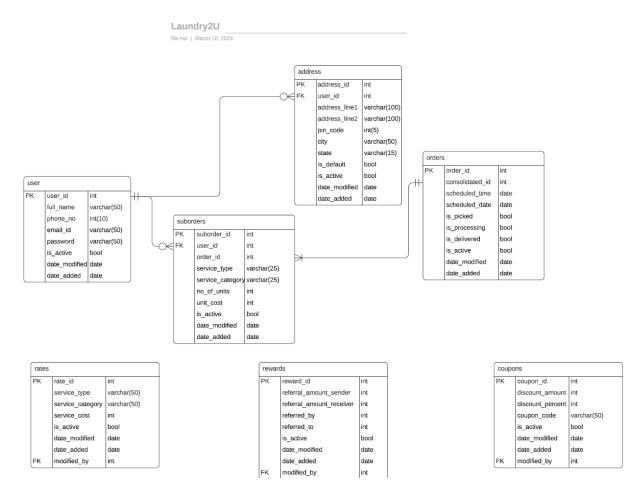
#### LAUNDRY WHEEL DESIGN AND DEVELOPMENT

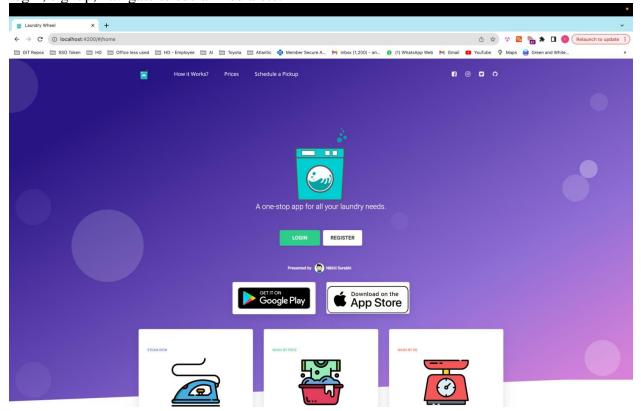
- 1. **CREATING SYSTEM DESIGN:** Laundry wheel is a B2C application which is developed for users who wants to avail premium laundry services by third party vendors in their specific locations who are willing to provide users with many laundry services which are widely used in the market.
- 2. This application was developed for Website, Play store and Apple store.
- Here I used Lucid chart to design the high-level structure of the application:



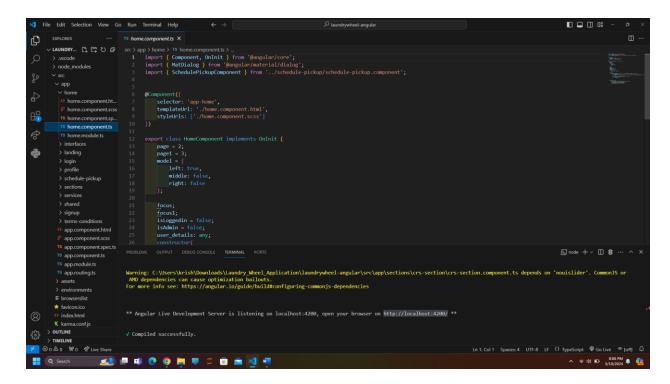
• Later utilized Figma to develop wireframes of the entire application homepage, etc.

## 3. APPLICATION'S WEBSITE DEVELOPED USING ANGULAR:

• **Homepage Component**: This is a SPA (single page application) in which all the services provided by the application are shown in this page. This page usually has the facility to login, signup, navigate to social media etc.

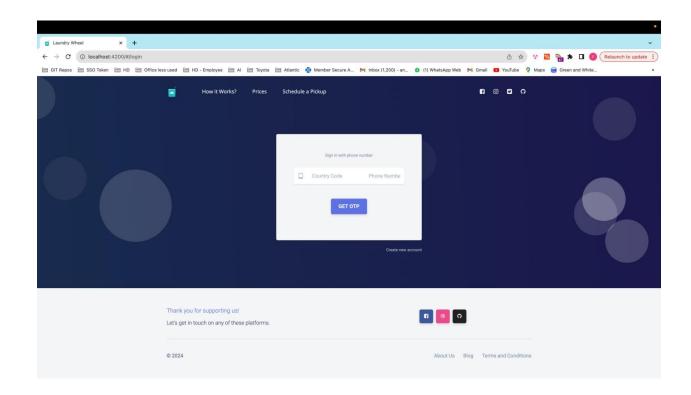


Code: Developed the code in Angular version 15, CSS styles from bootstrap, Typescript EC6.

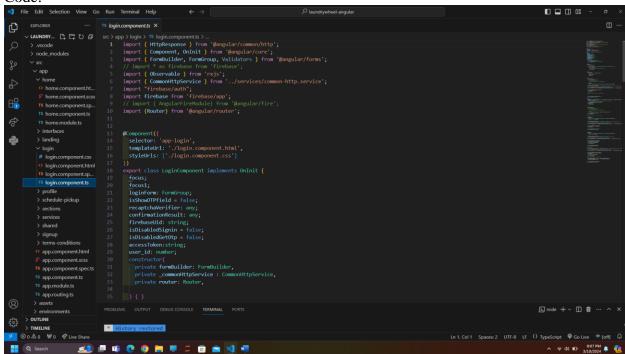


**Login Page**: Login page was initially developed for email ID in the initial release, but later changed to phone number and OTP to login, because the people of the demographic preferred using their phone number over email ID.

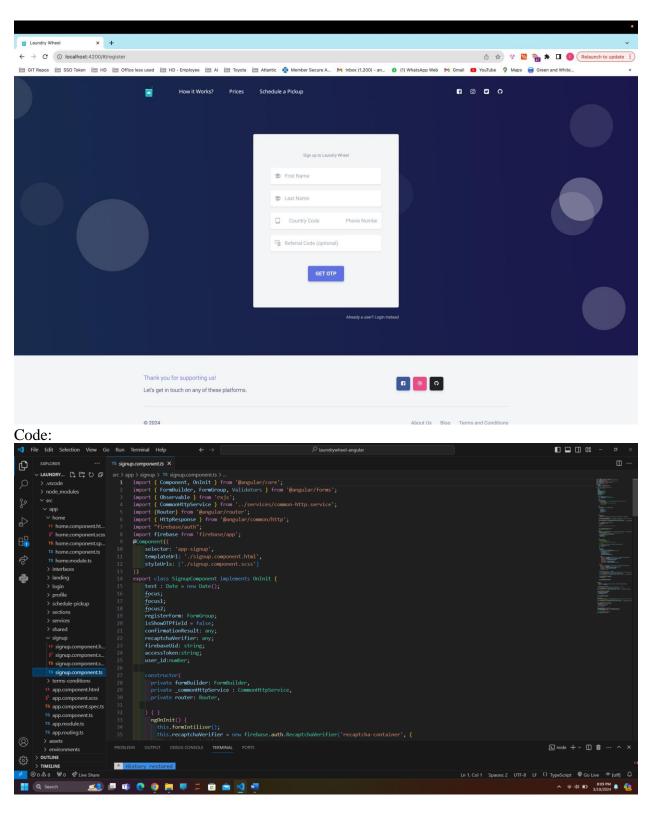
This was achieved using Google Firebase (O-AUTH2 feature for token generation)



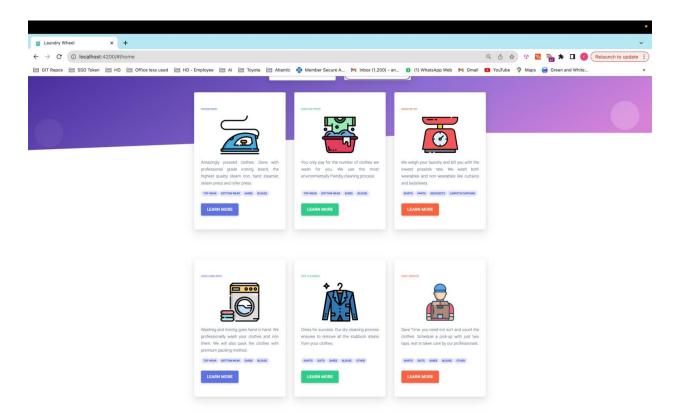
## Code:



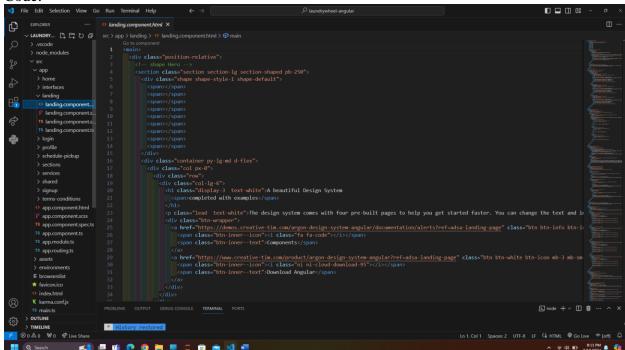
**Signup/Register Page**: This page usually takes input values from users such as their first, last names, Country code and referral to generate OTP (one time password)



**Landing Page:** This page provides all the information and selection of Laundry services that the users in that location can see. Every module is a CSS template upon clicking provided further information.

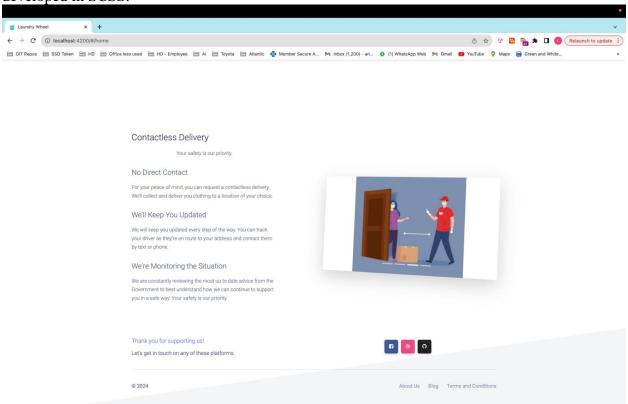


### Code:

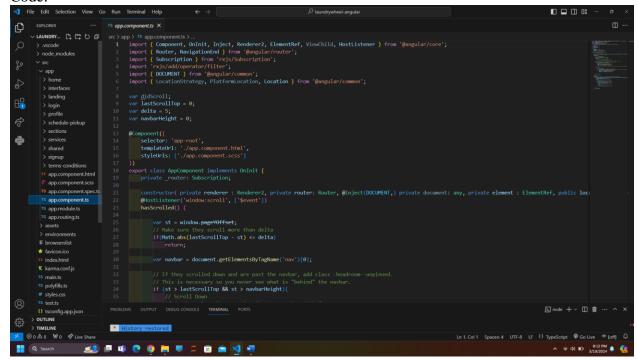


**Terms & Conditions Page**: It was during the COVID times that I developed this application so we came up with innovative ways of dealing with the situation with utmost

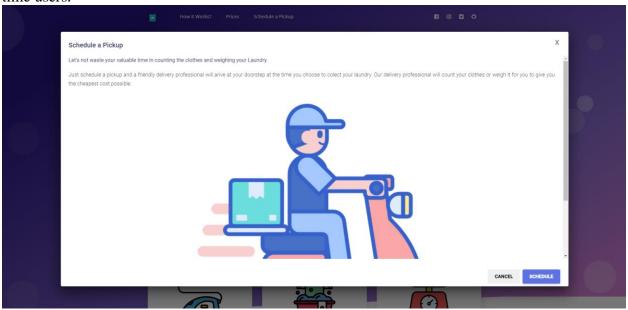
care and implementing contactless delivery. The right-side image shows a carousal developed in SCSS.



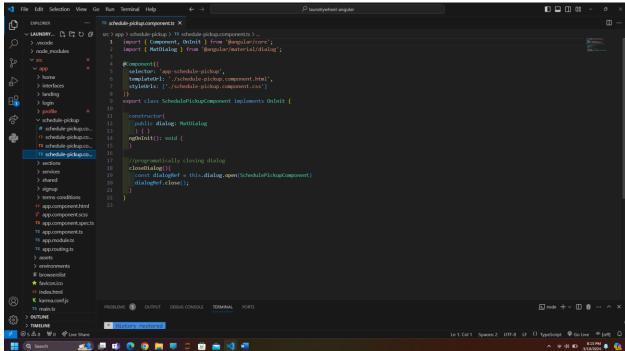
#### Code:



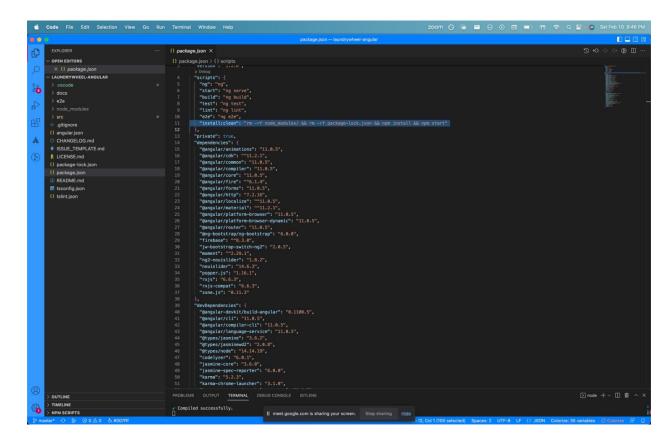
**Schedule Pick component**: This component basically will activate the service upon clicking. All the services follow the same format giving a simpler UI experience to first time users.



## Code:



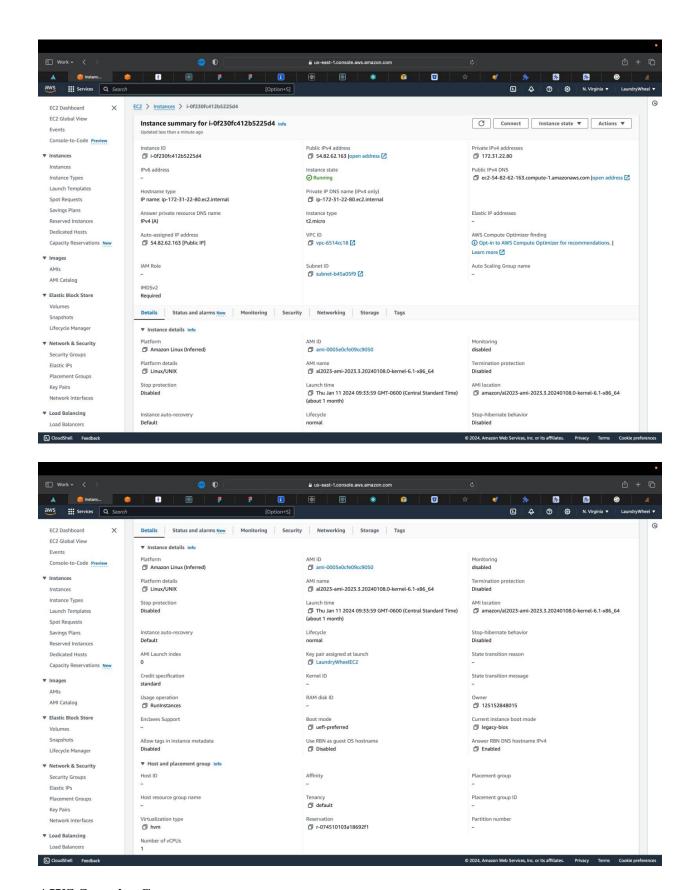
Modules used in application: Stored in the file package.json. This file has all modules/decorators/directives/components/fields used in the application.



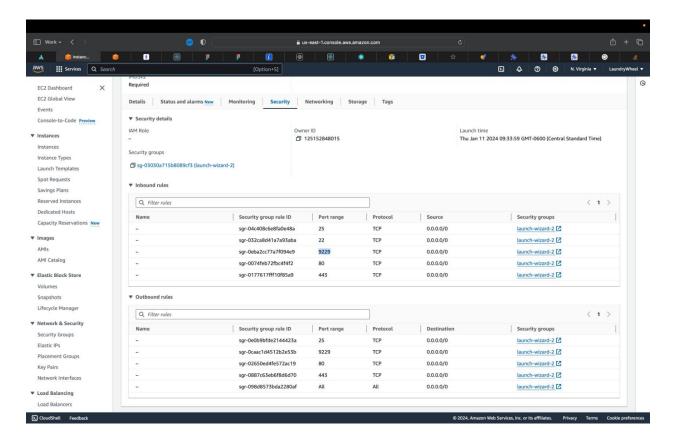
# 4. BACKEND DEVELOPMENT USING AWS:

• The application was deployed in AWS using EC2 instances, VPC and S3.

EC2 summary:



# **AWS Security Groups:**



## 5. APPLICATION DEVELOPMENT IN MOBILE:

• We used React native for developing the application in mobile for both Android and iOS. For iOS, I used Material UI instead of Swift for design and development.

Overview of the software used in Mobile: Because of few technical limitations, The application is not able to be shown as the builds were older and couldn't run now.

Name	Date modified	Туре	Size
∨ Today			
.DS_Store	3/10/2024 3:48 PM	DS_STORE File	7 KB
s App	3/10/2024 3:48 PM	JavaScript Source	3 KB
app.json	3/10/2024 3:48 PM	JSON File	1 KB
s babel.config	3/10/2024 3:48 PM	JavaScript Source	1 KB
index	3/10/2024 3:48 PM	JavaScript Source	1 KB
s metro.config	3/10/2024 3:48 PM	JavaScript Source	1 KB
package.json	3/10/2024 3:48 PM	JSON File	2 KB
package-lock.json	3/10/2024 3:48 PM	JSON File	397 KB
<b>■</b> README	3/10/2024 3:48 PM	Markdown Source	3 KB
yarn.lock	3/10/2024 3:48 PM	LOCK File	319 KB
src src	3/10/2024 3:55 PM	File folder	
android	3/10/2024 3:55 PM	File folder	
tests	3/10/2024 3:54 PM	File folder	
ios	3/10/2024 3:54 PM	File folder	

For Android:

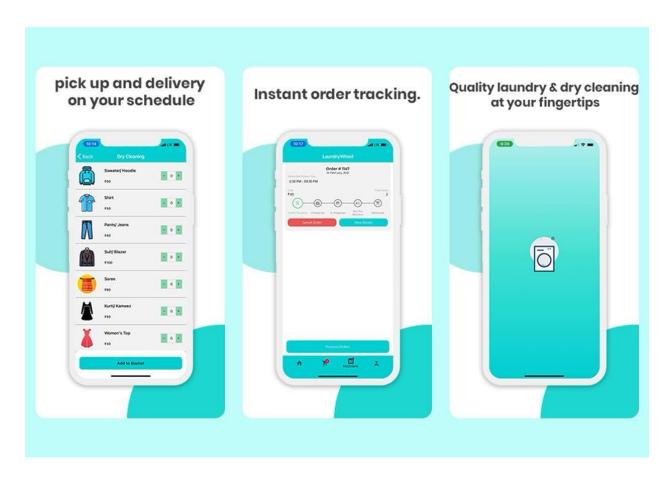
Name	Date modified	Type Size	e
∨ Today			
🕦 gradlew	3/10/2024 3:54 PM	Windows Batch File	3 KB
settings	3/10/2024 3:54 PM	Gradle Source File	1 KB
build	3/10/2024 3:54 PM	Gradle Source File	1 KB
gradle	3/10/2024 3:54 PM	Properties Source	2 KB
gradlew	3/10/2024 3:54 PM	File	6 KB
local	3/10/2024 3:54 PM	Properties Source	1 KB
== .gradle	3/10/2024 3:55 PM	File folder	
gradle	3/10/2024 3:55 PM	File folder	
арр	3/10/2024 3:55 PM	File folder	

For iOS:

Name	Date modified	Туре	Size
√ Today			
.DS_Store	3/10/2024 3:48 PM	DS_STORE File	7 KB
main.jsbundle	3/10/2024 3:48 PM	JSBUNDLE File	1,536 KB
Podfile	3/10/2024 3:48 PM	File	1 KB
Podfile.lock	3/10/2024 3:48 PM	LOCK File	20 KB
Laundry2U.xcodeproj	3/10/2024 3:54 PM	File folder	
Laundry2UTests	3/10/2024 3:54 PM	File folder	
Pods	3/10/2024 3:54 PM	File folder	
aundry2U	3/10/2024 3:48 PM	File folder	
Laundry2U.xcworkspace	3/10/2024 3:48 PM	File folder	
Laundry2U-tvOSTests	3/10/2024 3:48 PM	File folder	
Laundry2U-tvOS	3/10/2024 3:48 PM	File folder	
A long time ago			
aundryjs laundryjs	8/30/2020 11:23 AM	File folder	

# 6. LAUNDRY WHEEL APPLICATION IN MOBILE:

**SYSTEM DESIGN:** 



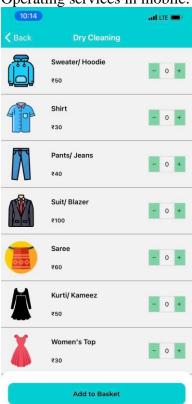
Loading Logo: Design a default design logo whenever the app is refreshed or updated.



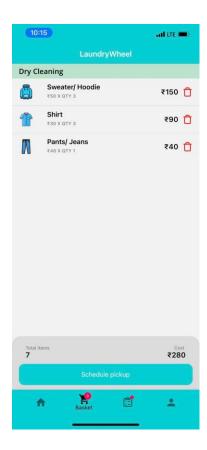
Homepage in mobile:



Operating services in mobile:



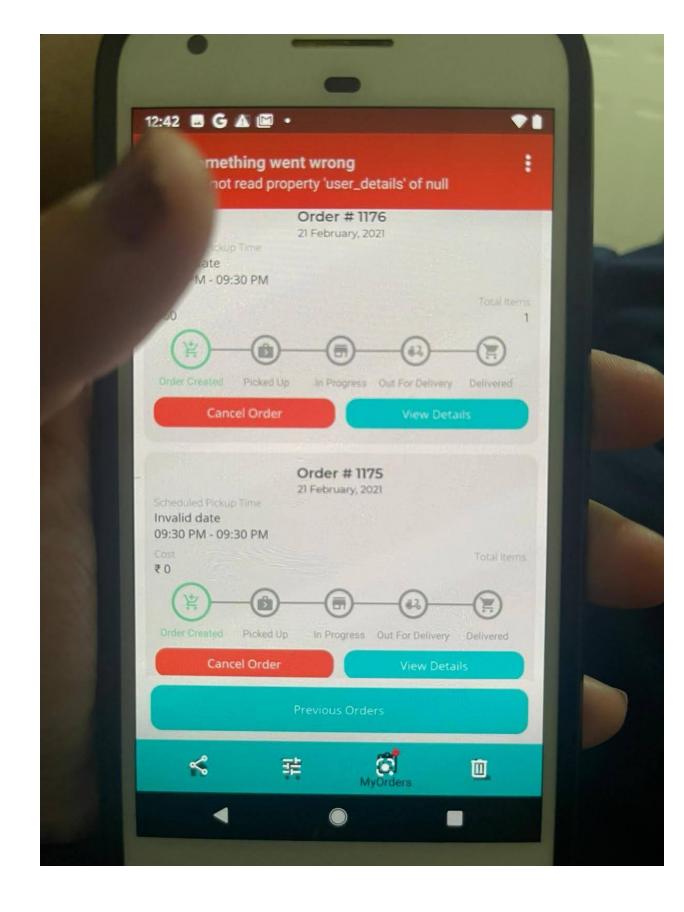
Finalizing the pickup service:

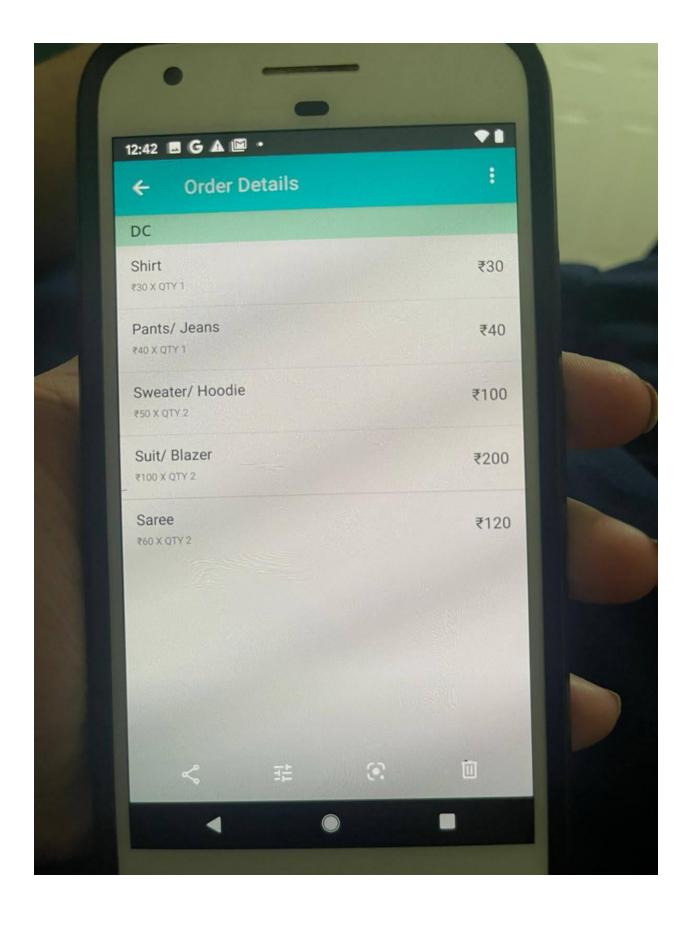


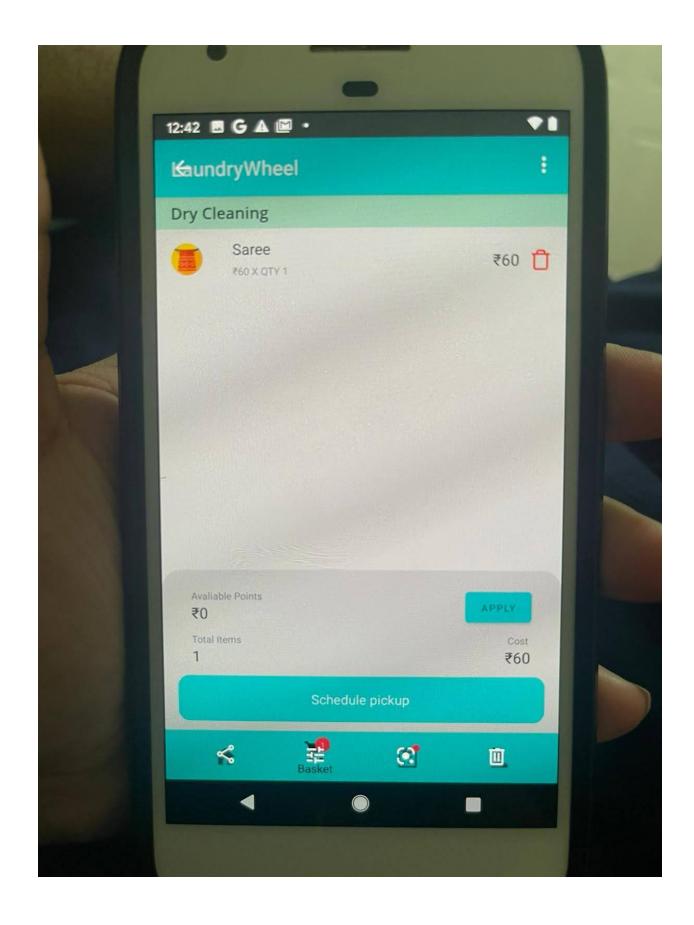




Real time testing with many users: Finalized version of the application is released on both iOS and Android that is on both Apple's Play store and App store. Then tested on many mobile devices for final testing.







This concludes the overall design and development of my laundry application, and it took over an year of hard work and passion to bring it out to the market. This application had an active user base of over 1000 users and served people over 10+ regions in India.

The app officially got shut down on 2021 December.

More Content and References: The provided GIT link has a laundry wheel repository where you can see and check the code

http://github.com/Nikhil-Surabhi