



THE UNIVERSITY OF  
NEWCASTLE  
AUSTRALIA

## GROUP ASSESSMENT ITEM COVER SHEET

Student Numbers:

3	2	1	8	1	2	4
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CHENG

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3	1	9	8	4	1	6
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3	2	3	8	1	8	3
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First Name

Email (studentmail account)

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First Name

Email (studentmail account)

Course:

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Course Code

Mobile Applications and the Cloud

Course Title

Campus of Study:

Callaghan

Assessment Item Title:

Assignment Two

Tutorial Group:

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Word Count (If applicable):

500

Due Date/Time:

25 May 2016

Lecturer/Tutor Name:

Dr. David Cornforth

Extension Granted:

☐

Yes

☐

No

Granted Until:

Please attach the approved copy of your extension approval.



We verify that we have each completed the online Academic Honesty Module and adhered to its principles [students within the Faculty of Business and Law and Faculty of Science and Information Technology] (please tick the box)



I understand that correct referencing and academic literacy are essential criteria on all written assignments in the School of Education; and I have read and understood the School of Education *Course Outline Policy Supplement*, which includes important information related to assessment policies and procedures. [Students within the School of Education] (Please tick the box)

**NB: STUDENTS MAY EXPECT THAT THIS ASSIGNMENT WILL BE RETURNED WITHIN 3 WEEKS OF THE DUE DATE OF SUBMISSION**

We declare that this assessment item is our own work unless otherwise acknowledged and is in accordance with the University's academic integrity policy available from the Policy Library on the web at

[http://www.newcastle.edu.au/policy/academic/general/academic\\_integrity\\_policy-new.pdf](http://www.newcastle.edu.au/policy/academic/general/academic_integrity_policy-new.pdf)

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We acknowledge that the assessor of this assignment may, for the purpose of assessing this assignment:

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I certify that any electronic version of this assignment item that I have submitted or will submit is identical to this paper version.

Turnitin ID:  
(if applicable)

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Signature:

Zixin

Date:

25 May 2016

Signature:

Nguyen

Date:

25 May 2016

Signature:

Shane

Date:

25 May 2016

Signature:

Date:

Signature:

Date:

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# UONLife

## PROJECT TEAM

Zixin Cheng	[c3218124]
Nguyen Quang Trung	[c3198416]
Shane Vincent	[c3238183]

## PURPOSE OF PROJECT

UONLife is a Windows phone application built for and serves as a community platform for UON students. The app users can perform several tasks on a single mobile device such as exchanging textbooks and sharing information about what is going on at the university, giving a new and convenient way of reaching out to fellow students.

## WHAT IT DOES

What this app can do is to display information on a number of things:

- Textbook Advertisements
- Room Rental Advertisements
- Jobs Advertisements
- Parties
- Stuff for Sale
- Club and Society
- Audio recordings

New student users can register a new account using their email, entering a username and password. The UI of the app has four main pages. After logging in, users can view information published by others and contact them by clicking on an icon representing each topic indicated above in the **View page**.

On the **Publish page**, users can post their own information. All topics, except audio recordings, allow users to enter brief details about their ads, upload photo and provide contact information. For room ads, users can provide location of the room by tapping on a map. These ads will then be uploaded to Azure cloud and the information including user accounts are stored in Azure cloud tables.

On the **Lecture page**, users can create an audio recording of lectures or class discussions using their phone's microphone, save it on their own device or share with other students. The **Portal page** displays all information students have shared.

**List of technologies used to build the app:**

- 1) Azure blob and table
- 2) Azure mobile services
- 3) Node.js
- 4) Json
- 5) Phone media: Camera
- 6) Download files from the Internet (Lecture 9)
- 7) GPS (Geoposition) & Maps
- 8) Record and Play audio
- 9) Collection, List (Lecture 9 - Data structure)

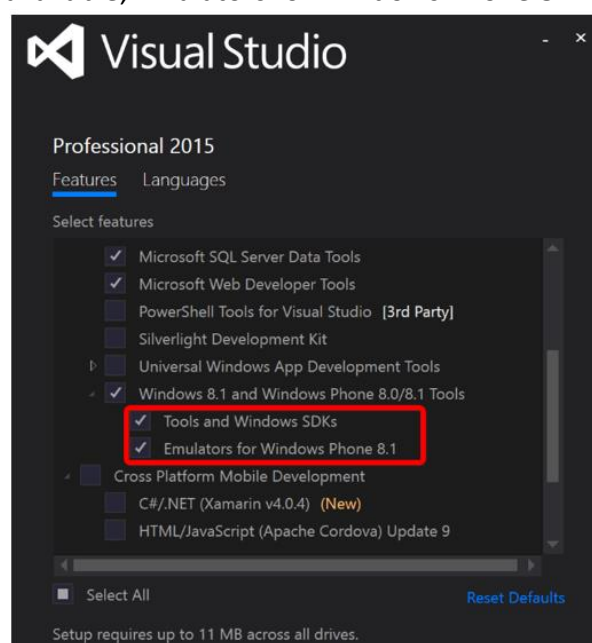
**WHAT PROBLEMS THIS APP WILL SOLVE**

Despite having several mobile apps such as BlackBoard and Myhub, the university does not yet provide a single mobile app that can connect students and let them interact with each other.

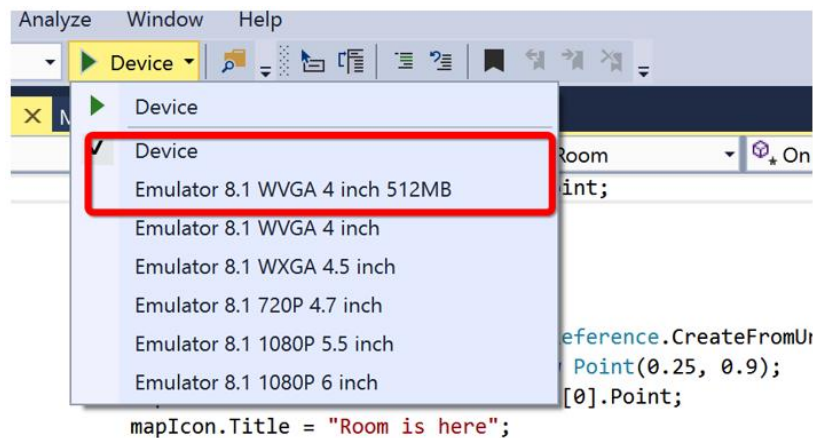
There many students who want to buy a second-hand textbooks at a more affordable price and those who want to sell old textbooks to other students. They usually have to contact each other via university's noticeboards displayed around the campus. However, not many students, especially new and international students know about these noticeboards and have difficulty in finding these information or others about jobs and events. With this app, all information is gathered in one platform, making it more accessible and convenient for students to share and receive them. Moreover, students can look for roommates to share accommodation with, and share reviews about any accommodation they have lived in. This will be highly helpful for other students, especially new ones, to know about the quality of specific house, room, landlord or agent as usually this kind of information is difficult to get.

**HOW TO RUN ON PC/MAC**

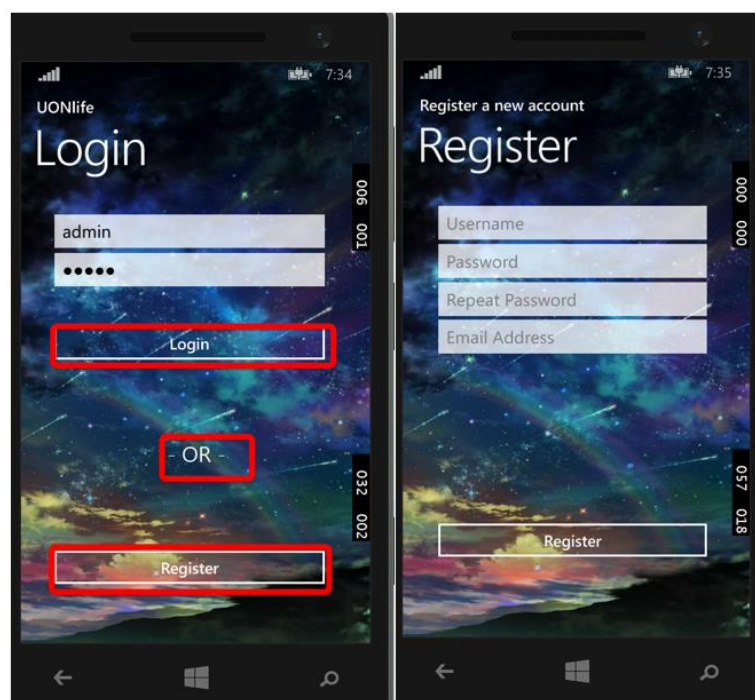
1. Visual Studio 2015 with Windows phone 8.0/8.1 SDK are required to run the app - If a Windows phone is not available, Emulators for Windows Phone 8.1 need to be installed.



2. Open the Visual Studio solution file: UONlife/UONlife.sln. If a Windows phone is available, connect to a windows phone, select and click select device. If not, select and click Emulator 8.1 WVGA 4 inch 512 MB.



3. Once the app is launched, you can use account “username: admin, password: admin” to login, or register a new user account.



4. After logging in, you can use our app. This app requires phone GPS, microphone and camera to work. It is advised to test the app on a Windows phone device.

## TEAM CONTRIBUTION

Team Member	Contribution (%)
Zixin Cheng	[35]
Quang Trung Nguyen	[35]
Shane Vincent	[30]