

Gotta Catch 'em All!

### **Team**

Grayson Dew - Team Lead
Orion Culbertson - Front-end Lead
Miguel Galvan - Git Master
Rigo Perez - Back-end Lead
Kristopher Phillips - Scrum Master

# What is DoggyDex?

- User Accounts
  - Create Account
  - Log In
- Upload Photo
- Dog Breed Classification
- Personal DoggyDex"Learning Mode" DoggyDex

# Project Management

- Identify Strengths/Prior Knowledge
- Desire to work on certain topics
- Set realistic and attainable goals.
  - Meeting/Week/Milestone

### **Team Coordination**



### Technology Stack



#### MERN Stack + AWS

- MongoDB Atlas 5.0
  - Multi-cloud database service
- Express 4.27
  - Web application framework
  - Handles HTTP requests (Get, Post, Delete, etc)
  - Deals with middleware
- NodeJS v17
  - Runtime environment
- React JS Library
  - Created by Facebook
  - Fast and interactive UIs
  - Front-end only
  - Component based
- AWS-EC2 (Amazon Elastic Compute Cloud)
  - Scalable compute capacity
  - Powerful cloud-based infrastructure

## Implementation Discussion

### Back-end

- Services (User)
  - Signup
  - Password Hashing with "bcrypt"
  - o Log-In
  - Authentication with JWT (Jason-Web-Token)
- Services (Dog Breed)
  - Search
- Services (Photo)
  - Multer

## Implementation Discussion

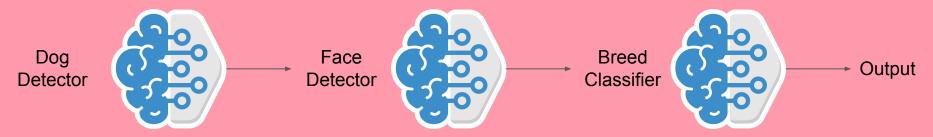
### **Machine Learning**

#### Tensorflow

- Trained ML classification models in a local environment
- Used these pre-trained models in the back-end

#### Features:

- Classifies 133 different dog breeds
- Recognizes human faces as well and outputs the closest-looking dog breed
- On the server, takes approximately 15 seconds to classify an uploaded image



## Implementation Discussion

### Front-end

- Designed with:
  - Figma
- Implemented with:
  - React
    - Main Front-End JavaScript Library
  - React Redux
    - App State Management
  - REST API
    - Used to communicate with the Back-End Express server
- Tested with:
  - Jest and React Testing Library
    - Jest mock functions and backend
    - React testing fireEvent and rendering

