CENG-322

DELIVERABLE 4

Team name: F.R.I.E.N.D.S.& CO.

Project: Smart Parking

Members:

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Brief description:

The application's name is Smart Parking. Basically, we have designed our application in a way that users can reserve their parking spot in much advance. This in turn will help the user to save their time to find the parking spots. Our main objective is to make parking convenient spaces for working-class individuals in crowded cities. Due to an increase in the number of cars being owned by city residents, parking is becoming an issue for everyone. The development of a smart parking application powered by the Internet of Things (IoT) provides parking managers and drivers with crucial information about available spots as well as related services like reservations of the spots.

Signatures:

Name	ID	Signature	Effort
Komal Bamotra	N01426087	Law of may	100%
Ramesh Narayan	N01452430	Ramen	100%
Gaire			
Roshan Shrestha	N01457532	RIPUY.	100%
Rushi Bhandari	N01464259	Rushi	100%

GitHub Repo link

https://github.com/RameshNarayanGaire2430/SmartParking.git

If login required, provide credentials to test

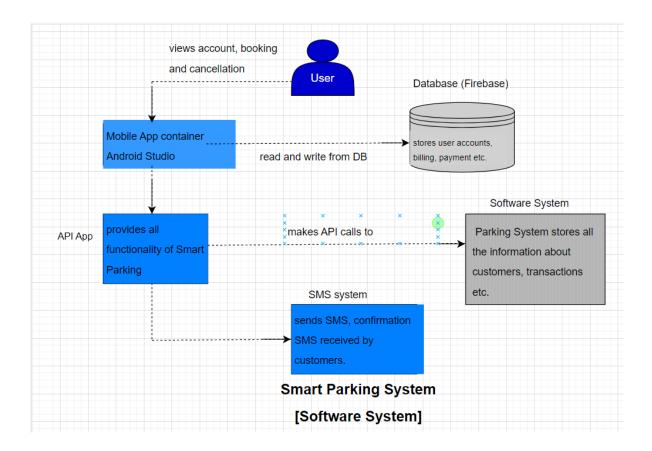
Username: Krrr

Email: aaa@bbb.com
Password: Admin101!

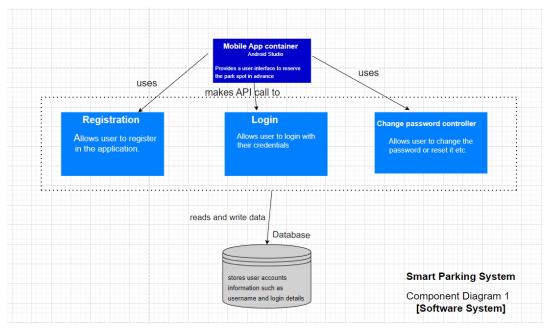
Sprint Goals (Summary):

- **Sprint 1**: Brainstorming the ideas according to the requirement of client and to implement them into the android application
- **Sprint 2**: Creative design and layout of the tabs with the functionalities.
- Sprint 3: Login and registration functionality with google sign-in option for the users
- Sprint 4: Better user-interface for an impeccable experience for our customers by implementing additional features and functionality.
- **Sprint 5**: Implementing test cases to check for any flaws in the application and addressing the technical debt.
- **Sprint 6**: Submitting the full-fledged application to the Google Play store and project closure.

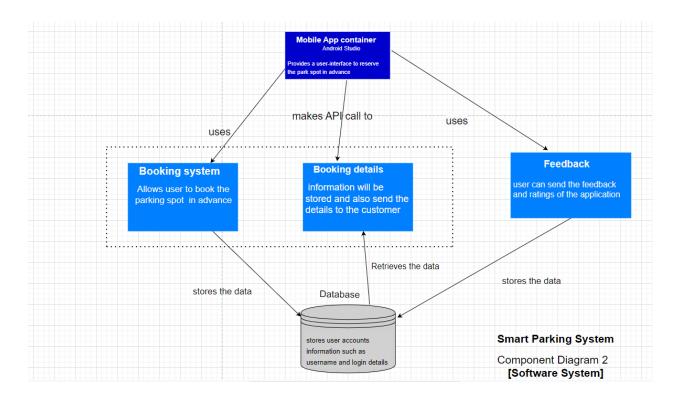
Container Diagram



Component Diagram - 1

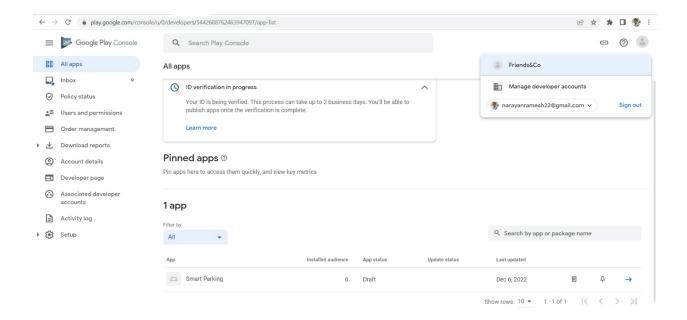


Component Diagram 2



Link to the app from Play store

Screenshot of the App Submission

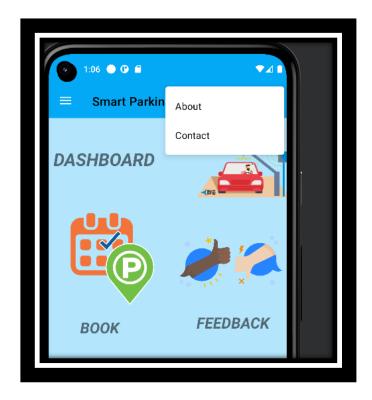


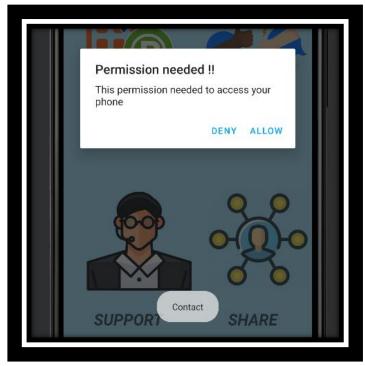
Off-line mode Functionality

We have created **Booking Details** tab to be available offline. In which, user can check his/her details anytime without the use of internet as well.

Accessing the Runtime Permission:

<uses-permission android:name="android.permission.CALL_PHONE" />





The above steps show how to access the Contact permission feature in the android application. Here is the small switch case example of the code used for the runtime permission:

This is implemented in the MainActivity:

Work on the feedbacks:

Feedback from **Deliverable 1**:

```
.gitignore (Then add all members names and students ids).

Getting an error when cloning your project
```

Added the names and ids to .gitgnore file and solved the cloning problem.

Feedback from **Deliverable 2**:

Toast.makeText(getApplicationContext(), "Booking Details", Toast.LENGTH_SHORT).show();
No hardcoding of text, should be in strings.xml

10- Splash, login and main screens must have landscape and portrait layouts.

All images must have minimum of 3 resolutions....

There is logout and no login screen ...

Clicked on menu item and app crashed ...

Overflow not shown properly ...

Settings screen, the sliding menu disapears, have to click on the back key

Show less content

- Hardcoding is removed from entire document
- Splash screen, login and main screens have the landscape and portrait layouts.
- Images have different resolutions
- Login and logout functionality solved
- Overflow shown in a proper manner
- The screens now has the back key option to go on previous window.

Feedback from **Deliverable 3**:

Google sign in not working!

Registration screen, I mentioned minimum info, but does not mean you dont ask for the user name!!

About Us is not important and should be in the overflow!

Settings screen should be completed ...

Snackbar.make(view, "Feedback Screen", Snackbar.LENGTH_LONG).show(); No hardcoding of text, should be in strings.xml

Customer Review:

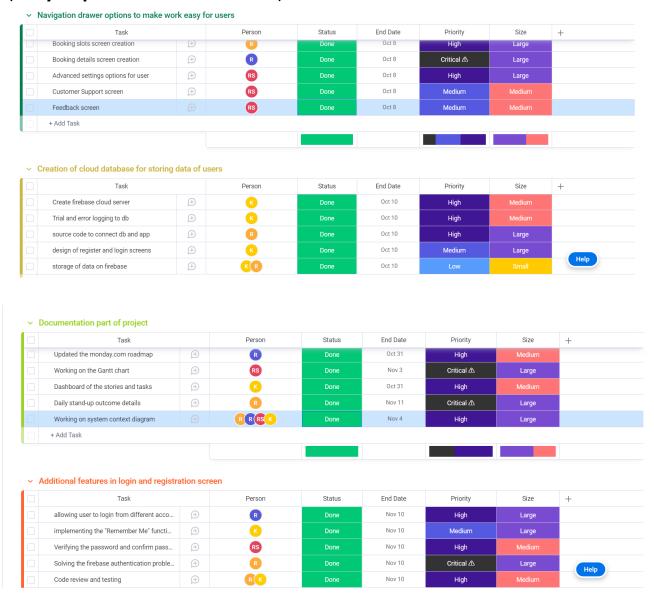
Include, name, phone number, email and comment. Use proper formats for the entries, and the number of stars selected.

In addition to above read device model programmatically, and pass to the DB.

- 17- Should allow for configuration setting and remember user selections. Store data into SharedPref and read it back.
- 18- Complete the implementation of the settings screen.
- Google sign-in working now
- Registration screen issues solved with better functionality
- About us transferred to the overflow
- Hardcoding removed
- Customer review screen added additional information features as suggested
- Data is now stored in SharedPref and read as well
- Implementation of settings screen is completed

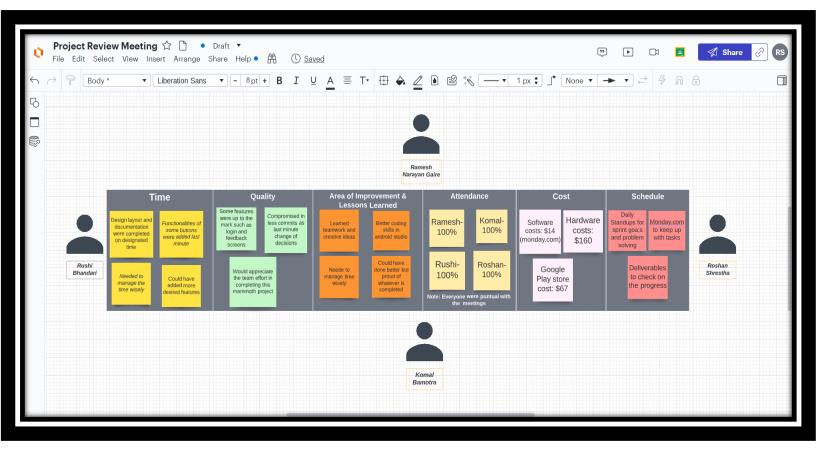
Scrum dashboard:

Scrum Dashboard with completed stories and tasks (Only important ones included):



	Task		Person	Status	End Date	Priority	Size	+
	Dashboard design update	\oplus	K	Done	Nov 7	Medium	Medium	
	Working of buttons on home screen	(±)	R	Done	Nov 7	Medium	Large	
	Updating the "About Us" button to show i	(±)	R	Done	Nov 7	Low	Small	
	mode change in settings screen	(±)	K	Done	Nov 7	High	Medium	
	Notification switch button in settings scr	(±)	RS	Done	Nov 7	High	Medium	
	+ Add Task							
~ A	adding feedback page and help option	in toolbar	Person	Status	End Date	Priority	Size	+
	Design of the feedback page	(+)	R	Done	Nov 9	Medium	Medium	'
	Working of the text and rating bar buttons	£	R	Done	Nov 9	High	Large	
	Linking of the feedback page to the home	(±)	RS	Done	Nov 9	High	Large	
	Help option link to the support page	<u>+</u>	K	Done	Nov 9	Medium	Small	
	code reviews and error solving	<u>+</u>	R (RS)	Done	Nov 9	High	Small	Help
								_
٧ E	rror solving and working of fragments	in applicat	ion					
	Task		Person	Status	End Date	Priority	Size	+
	Login and registration screens test	(±)	R	Done	Nov 12	Critical ⚠	Large	
	home screen buttons test	(±)	R	Done	Nov 12	High	Large	
	Booking screen and booking details scre	(±)	K	Done	Nov 12	High	Large	
	Customer support and feedback screen t	(±)	RS	Done	Nov 12	High	Large	
	Logout screen and settings screen test	\oplus	KR	Done	Nov 12	Medium	Medium	
	+ Add Task							

Post-Mortem And Project Review Meeting



Technical Debt

The term "technical debt" refers to the costs of having to go back and resolve problems that arise because of an earlier decision to take the easy route instead of the best one when executing a software development project. Choosing a single course of action to finish tasks and reach your objectives is essentially what planning for a software development project comprises.

So here are the ways how we dealt with the **Technical Debt:**

- Advocated for Organizational Maintenance—By spending the effort to promote organizational maintenance, we solved problems and preserve procedures. To proceed in the project while minimizing risks and weaknesses, we ensured that there is time in the plan to deal with technical debt as soon as possible.
- Don't Ask Members to Do Too Much Too Soon
 - We accrued technical debt by consulting the daily stand-ups to solve any problems faced. No pressure was given to any members to forcedly complete the tasks. This way we could finish the tasks in time.

Refactoring of code:

Suggestions and Things learnt

For the future projects we are planning to manage our time in a wise manner. We liked the idea of different deliverables to check in the progress of the application. We tried our best to complete the application on time though we could not get some desired features in our application. But we learned many new things in coding with Android studio and teamwork for managing this project. For next time, we would like to complete the desired tasks on time and will not skip any tasks. We would like to take suggestions from professor as his knowledge and teaching skills led us to complete this whole project. We acknowledge Mr. Haki Sharifi for the guidance and feedback given to us for the deliverables.