# **CENG-322**

# DELIVERABLE 3

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

**Project: Smart Parking** 

### Members:

Ramesh Narayan Gaire - N01452430

Roshan Shrestha - N01457532

Rushi Bhandari - N01464259

Komal Bamotra – N01426087

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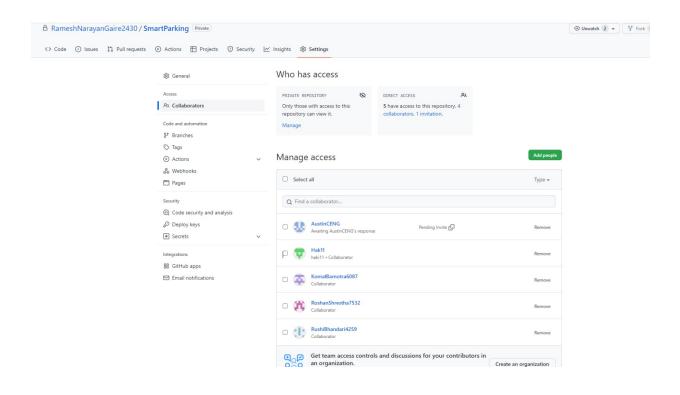
### Brief description:

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	for formation	100%
Ramesh Narayan Gaire	N01452430	Banesh	100%
Roshan Shrestha	N01457532	RIPU.	100%
Rushi Bhandari	N01464259	Thushi	100%

### Screenshot of Invitation:



### GitHub Repo link

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

### Login Information:

E-mail: narayanramesh22@gmail.com

Password: Ramesh22.

NOTE: You can register yourself as well

### Sprint goals:

Sprint 1: 30<sup>th</sup> October 2022

**Goal:** To start the documentation and theory part of the deliverable 3 to get a clear picture on the project.

Sprint 2: 2<sup>nd</sup> November 2022

**Goal:** To include new ideas in the application into the project. Also, to ask professor for a suspended task.

Sprint 3: 5<sup>th</sup> November 2022

**Goal:** To complete the layout of the app, SharedPref and runtime permissions on the application till the next sprint.

Sprint 4: 8<sup>th</sup> November 2022

**Goal:** To complete the "System Context Diagram" using app.diagrams.net and changing the functionality of screens on the application.

Sprint 5: 11<sup>th</sup> November 2022

**Goal:** To complete every single task of the application as decided in the sprints and organize the document for final submit.

# Stories and Tasks- Part 1

Implement from cloud DB and completion of settings screen

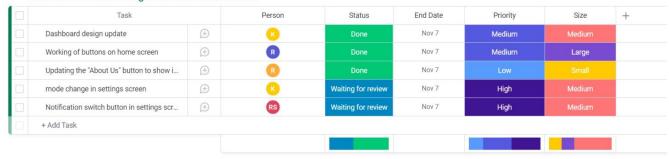
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func	ctionality of updating of data from DB	$\oplus$		K	Waiting for review	Nov 5	Medium	Medium	
Firel	base authentication error solving	$\oplus$		R	Working on it	Nov 5	Critical 🛆	Large	
Updated design of settings screem			RS	Working on it	Nov 5	Medium	Medium		
Fund	ctionality of buttons on the settings s	$\oplus$	RRK		Waiting for review	Nov 5	High	Large	
+ Ado	d Task								
v R	Runtime permissions creation	and l	ocking so	creen layout					
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	getting the code for the permissions		<u>+</u>	R	Done	Nov 4	Medium	Small	
	Working on the functionality of the per	rmi	<b>(±)</b>	K	Working on it	Nov 4	High	Medium	
	Implementing the portrait and landsca	ape	<b>(±)</b>	R	Waiting for review	Nov 4	Medium	Large	
	updating the code in fragments and m	nani	<b>(</b> ±)	RS	Working on it	Nov 4	High	Large	
	checking the permissions are function		<b>(+)</b>	R	Waiting for review	Nov 4	High	Medium	
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### Stories and Tasks-Part 2

#### Adding feedback page and help option in toolbar

Task		Person	Status	End Date	Priority	Size	+
Design of the feedback page	$\oplus$	R	Done	Nov 9	Medium	Medium	
Working of the text and rating bar buttons	<b>(±)</b>	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 suppor 🚜 Open	⊕	K	Done	Nov 9	Medium	Small	
code reviews and error solving	<b>(+)</b>	RRS	Waiting for review	Nov 9	High	Small	
+ Add Task							

#### Home screen and settings screen features added



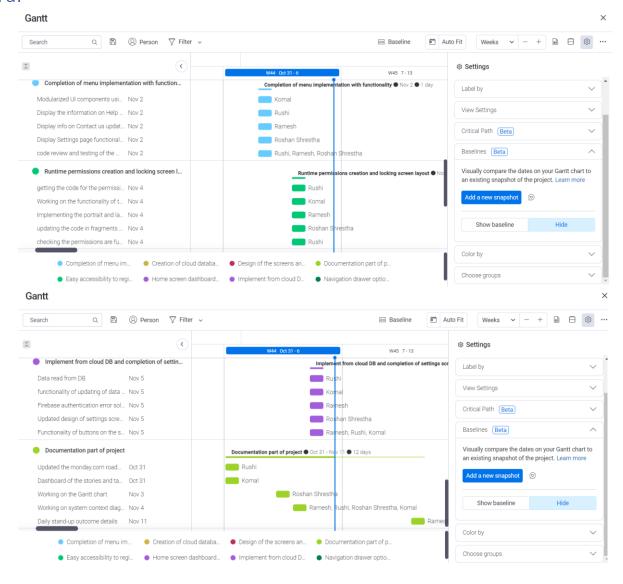
#### Additional features in login and registration screen

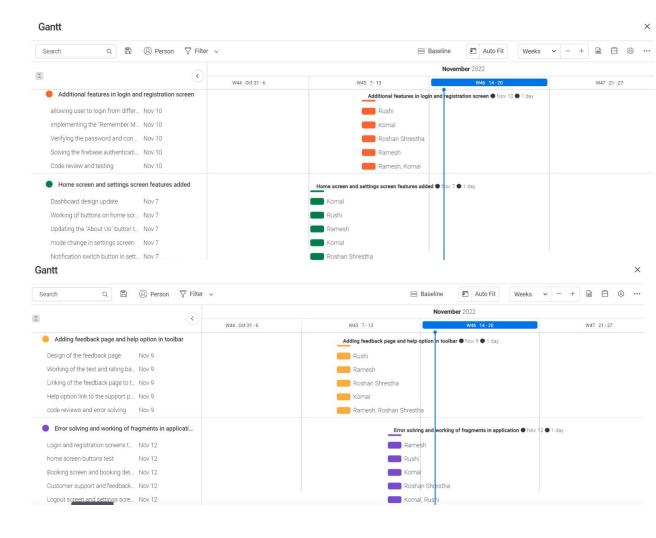
Task		Person	Status	End Date	Priority	Size	+
allowing user to login from different acco	<b>(±)</b>	R	Working on it	Nov 10	High	Large	
implementing the "Remember Me" functi	<b>(±)</b>	K	Waiting for review	Nov 10	Medium	Large	
Verifying the password and confirm pass	<b>(±)</b>	RS	Working on it	Nov 10	High	Medium	
Solving the firebase authentication proble	Ð	R	Stuck	Nov 10	Critical 🛆	Large	
Code review and testing	<b>(±)</b>	RK	To be done	Nov 10	High	Medium	
+ Add Task							

#### Error solving and working of fragments in application

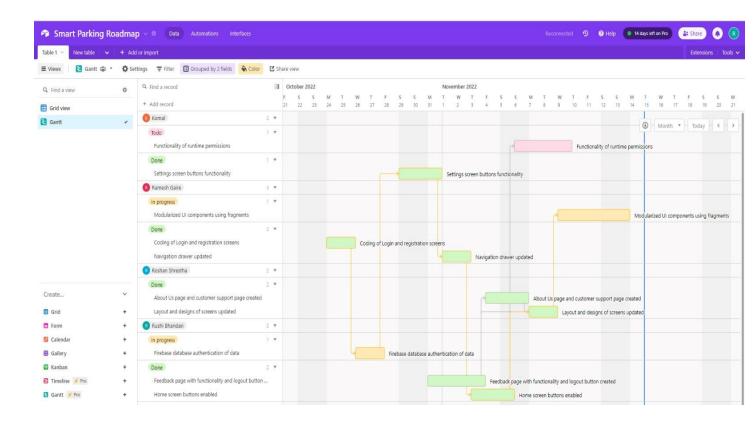


#### Dashboard:

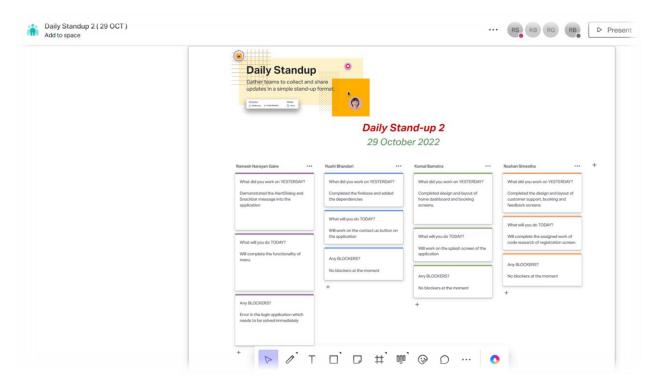




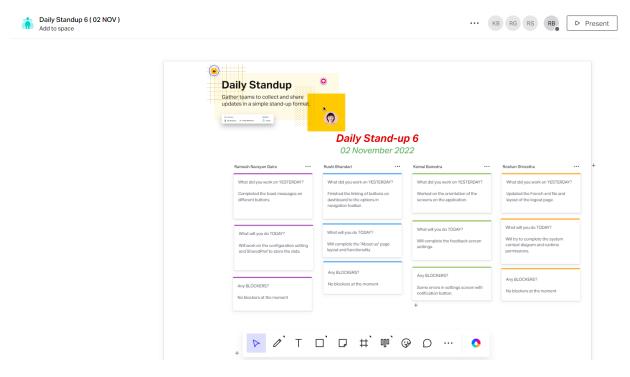
### **Gantt Chart:**



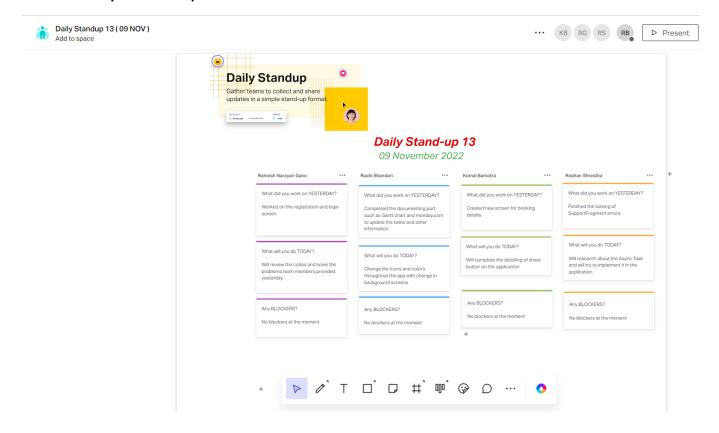
• Daily Stand-up 2's Outcome screenshot:



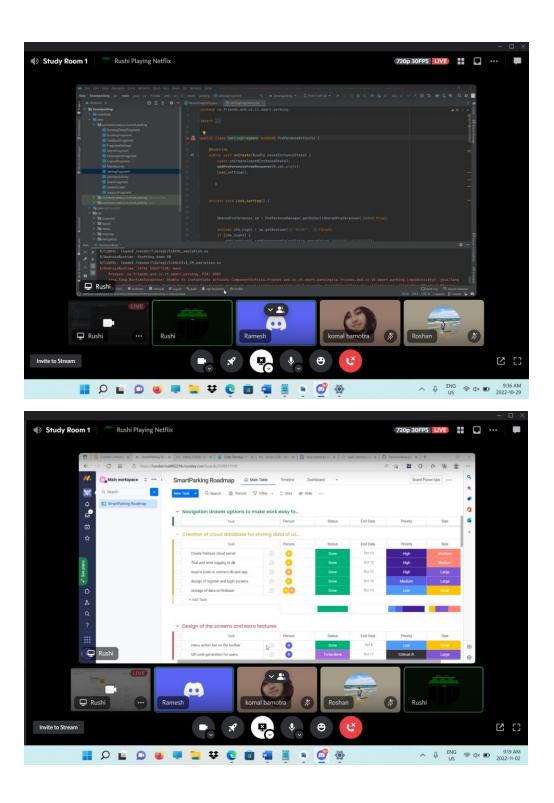
• Daily Stand-up 6's Outcome screenshot:

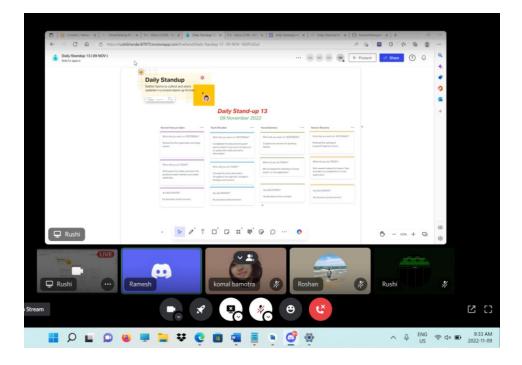


• Daily Stand-up 13 Outcome screenshot:



# Meeting Records:

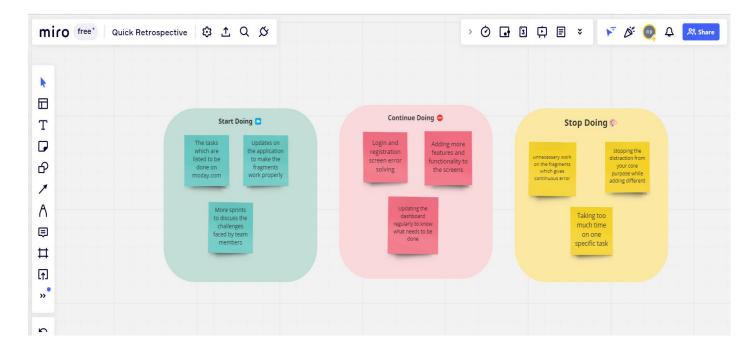




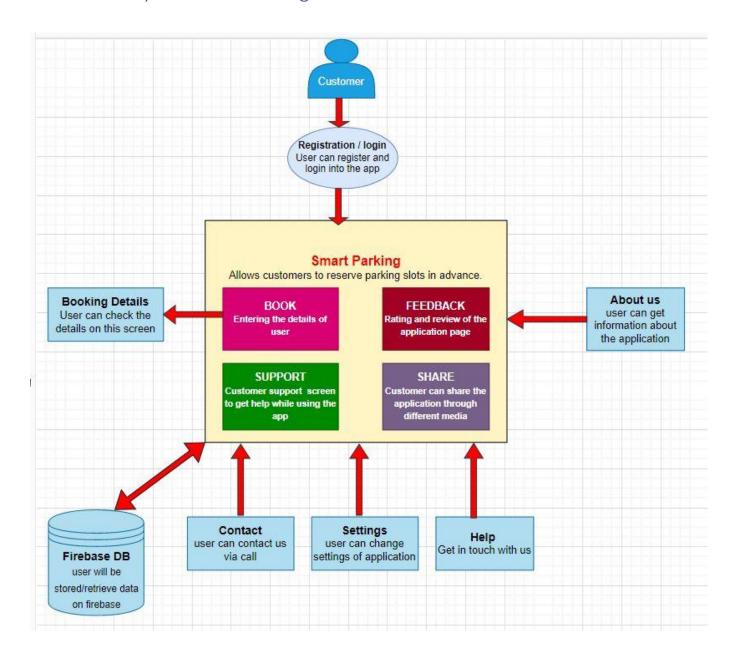
Who missed the meeting, marks will be deducted for missing the retro?

No team member missed the meeting once. All were punctual about the stand-ups

## Sprint Retrospective:



### C4 Model – System Context Diagram:



### Design principles:

We used below listed design principles:

 KISS (Keep It Simple, Stupid): This principle suggests Unnecessary complexity in the coding of the application be avoided. As simplicity guarantees the greatest levels of user acceptance and interaction. KISS

is used in a variety of disciplines, such as interface design, product design, and software development.

- Next, we used the DRY principle in which DRY stands for "Don't Repeat Yourself," a basic principle of software development aimed at reducing repetition of information. The DRY principle is stated as, "Every piece of knowledge or logic must have a single, unambiguous representation within a system." We call the information for data used in booking of the spot, so we do not repeat the code in each class.
- Single responsibility principle is used as well in our code. It signifies that Each software module should have one and only one reason to change.

### Design patterns:

We used design patterns such as:

- We have used OOP in our code. Object-oriented programming (OOP) is a programming paradigm based on the concept of objects, may contain data, in the form of attributes, and code, in the form of methods.
- We also used builder pattern which proceeds step-by-step and lets us specify the parts of AlertDialog that we need to specify. We used in MainActivity java class.

### Coding work progress:

Since deliverable 2, we added many functionalities and new options for users for a better experience:

- Home screen dashboard designed with ease of accessibility of buttons
- Settings screen is created for the users to change the orientation of the app, the mode of the app and option for enable/disable notifications of the application

- Feedback screen is created for the users to add the rating and review of the application which will be stored on firebase.
- Customer support fragment is designed for users to get the help anytime when they have any doubts of the app.
- "About Us" screen is made to get any information regarding the application.
- Share screen is designed for users to share the application to friends and family.

### Runtime permission:

We have invoked Calling runtime permission in our app for the users to call us when they face any problems with the application. The method which we used is makePhoneCall() and checkSelfPermission(getContext() to make the call permission possible for the user by clicking the Contact option from the menu item in overflow.

### Customer Review Screen stored in the DB:

