



**SDC**



Grupo 7-8

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**Juan Sebastián Ospina Barreto**  
**Mario Andrés Cuadros Granados**  
**Lina Lizzett López Fonseca**  
**Liliana María Avendaño**



A continuación enumeraremos los procesos que fuimos desarrollando en las semanas del sprint2

- Decidimos como grupo que trabajaríamos con San Andrés Isla, porque nos parece un lugar que se presta mucho para el turismo, donde podemos lograr grandes cosas y desarrollar nuestros sprints.
- Escogimos la imagen que representaría nuestro login para el sitio turístico.
- Decidimos trabajar el código del sprint todos reunidos y varios días de la semana, como también trabajar individualmente.

Definimos los diferentes roles del equipo, los cuales quedaron así; decidiendo dejar los roles como los habíamos definido al principio del ciclo, ya que todos hacemos de todo un poquito y aprendiendo de todos los roles:

**Jorge Alejandro Rubio Giraldo = Product Owner**

**Juan Sebastián Ospina Barreto = Analista**

**Mario Andrés Cuadros Granados = Administrador del Servidor**

**Lina Lizzett López Fonseca = Desarrollador**

**Liliana María Avendaño = Scrum Master**

Y tenemos conocimiento que todos los del grupo debemos rotar por el rol de desarrollador.

En este sprint decidimos que haríamos una o dos reuniones por semana, por tiempos de trabajo; ya que nuestras reuniones son largas y dedicadas a todo lo relacionado con el código.



The screenshot shows the main.dart file of a Flutter application named "turismo\_sanandres". The code defines the application's entry point and its theme.

```
File Edit View Navigate Code Refactor Build Run Tools Git Window Help turismo_sanandres - main.dart [turismo_sanandres]
turismo_sanandres lib/main.dart
main.dart register_page.dart login_page.dart User.dart splash_page.dart home_page.dart

1 import 'package:flutter/material.dart';
2 import 'package:turismo_sanandres/pages/register_page.dart';
3 import 'package:turismo_sanandres/pages/splash_page.dart';
4
5 void main() {
6   runApp(const MyApp());
7 }
8
9 class MyApp extends StatelessWidget {
10   const MyApp({super.key});
11
12   @override
13   Widget build(BuildContext context) {
14     return MaterialApp(
15       debugShowCheckedModeBanner: false,
16       title: 'Turismo San Andres',
17       theme: ThemeData(
18         primarySwatch: Colors.lightGreen,
19       ), // ThemeData
20       home: const SplashPage(),
21     ); // MaterialApp
22   }
23 }
```

The interface includes a top bar with file navigation, a toolbar with icons for device selection, build/run, and Git, and a sidebar with various developer tools like Flutter Outline, Device Manager, and Flutter Inspector.



The screenshot shows the Android Studio interface with a Flutter project named "turismo\_sanandres". The main.dart file is open in the code editor, displaying the following code:

```
1 import 'package:flutter/material.dart';
2 import 'package:turismo_sanandres/pages/register_page.dart';
3 import 'package:turismo_sanandres/pages/splash_page.dart';
4
5 void main() {
6   runApp(const MyApp());
7 }
8
9 class MyApp extends StatelessWidget {
10   const MyApp({super.key});
11
12   @override
13   Widget build(BuildContext context) {
14     return MaterialApp(
15       debugShowCheckedModeBanner: false,
16       title: 'Turismo San Andres',
17       theme: ThemeData(
18         primarySwatch: Colors.LightGreen,
19       ), // ThemeData
20       home: const SplashPage(),
21     ); // MaterialApp
22   }
23 }
```

The emulator window shows a Pixel 3a API 31 device with a purple gradient background, displaying the Google search bar and some icons. The status bar shows the date as Saturday, October 29, and the time as 13:36. The bottom of the screen shows the Android navigation bar.



The screenshot shows the Android Studio interface with the following details:

- Project Structure:** The main.dart file is open, displaying the Dart code for the application's entry point.
- Emulator:** A Pixel 3a API 31 emulator is running, showing the app's splash screen.
- Console Output:** The terminal window shows the build and launch process:

```
Launching lib/main.dart on sdk gphone64 x86 64 in debug mode...
Running Gradle task 'assembleDebug'...
Built build/app/outputs/flutter-apk/app-debug.apk.
Debug service listening on ws://127.0.0.1:54148/QZULfa7VprY=/ws
Syncing files to device sdk gphone64 x86 64...
```
- Bottom Bar:** Standard Android Studio navigation icons for Git, Run, Terminal, and Profiler.
- Bottom Status Bar:** Shows the status "daemon started successfully (a minute ago)".



File Edit View Navigate Code Refactor Build Run Tools Git Window Help turismo\_sanandres - main.dart [turismo\_sanandres]

Project: turismo\_sanandres lib main.dart

lib/main.dart register\_page.dart login\_page.dart User.dart splash\_page.dart home\_page.dart

```
1 import 'package:flutter/material.dart';
2 import 'package:turismo_sanandres/pages/register_page.dart';
3 import 'package:turismo_sanandres/pages/splash_page.dart';

4 void main() {
5   runApp(const MyApp());
}

class MyApp extends StatelessWidget {
const MyApp({super.key});

@override
Widget build(BuildContext context) {
  return MaterialApp(
    debugShowCheckedModeBanner: false,
    title: 'Turismo San Andres',
    theme: ThemeData(
      primarySwatch: Colors.lightGreen,
    ), // ThemeData
}
```

Emulator: Pixel 3a API 31 X

Flutter Outline Flutter Performance Device Manager Flutter Inspector Device File Explorer Emulator

Run: main.dart X

Console

```
Launching lib/main.dart on sdk gphone64 x86 64 in debug mode...
Running Gradle task 'assembleDebug'...
✓ Built build\app\outputs\flutter-apk\app-debug.apk.
Debug service listening on ws://127.0.0.1:54148/QZULfe7VprY=/ws
Syncing files to device sdk gphone64 x86 64...
D/EGL_emulation(22338): app_time_stats: avg=666.37ms min=218.88ms max=1380.56ms count=3
```

Pixel 3a API 31 (mobile)

Pixel 3a API 31

Correo Electronico

Contraseña

Iniciar Sesión

Registrarse



The screenshot shows a development environment for a Flutter application named "turismo\_sanandres". The code editor displays the main.dart file, which defines the application's entry point and its theme.

```
File Edit View Navigate Code Refactor Build Run Tools Git Window Help turismo_sanandres - main.dart [turismo_sanandres]  
turismo_sanandres lib/main.dart  
main.dart X register_page.dart X login_page.dart X User.dart X splash_page.dart X home_page.dart X  
Emulator: Pixel 3a API 31 X  
Pixel 3a API 31 (mobile) X main.dart X Pixel 3a API 31 X  
Project Commit Pull Requests Resources Manager Run Structure Run: main.dart X  
Console DART LINTS  
Launching lib/main.dart on sdk gphone64 x86 64 in debug mode...  
Running Gradle task 'assembleDebug'...  
✓ Built build\app\outputs\flutter-apk\app-debug.apk.  
Debug service listening on ws://127.0.0.1:54148/QZULfe7VprY=/ws  
Syncing files to device sdk gphone64 x86 64...  
D/EGL_emulation(22338): app_time_stats: avg=666.37ms min=218.88ms max=1380.56ms count=3  
D/EGL_emulation(22338): app_time_stats: avg=6382.25ms min=157.40ms max=12607.10ms count=2
```

The application's UI is visible in the emulator, featuring a logo for "San Andres" and a registration form with fields for Nombre Completo, Correo Electronico, Contraseña, and Repita la contraseña, along with a Register button.



File Edit View Navigate Code Refactor Build Run Tools Git Window Help turismo\_sanandres - main.dart [turismo\_sanandres]

turismo\_sanandres lib/main.dart

Emulator: Pixel 3a API 31 X

Project

main.dart X register\_page.dart X login\_page.dart X Usu.dart X splash\_page.dart X home\_page.dart X

void main() {  
 runApp(const MyApp());  
}  
  
class MyApp extends StatelessWidget {  
 const MyApp({super.key});  
  
 @override  
 Widget build(BuildContext context) {  
 return MaterialApp(  
 debugShowCheckedModeBanner: false,  
 title: 'Turismo San Andres',  
 theme: ThemeData(  
 primarySwatch: Colors.lightGreen,  
 ), // ThemeData  
 );  
 }  
}

Run: main.dart X

Console

D/InputMethodManager(22338): showSoftInput() view=io.flutter.embedding.android.FlutterView{185cf6f VFE...  
 reason=SHOW\_SOFT\_INPUT  
D/InsetsController(22338): show(ime(), fromIme=true)  
D/InputMethodManager(22338): showSoftInput() view=io.flutter.embedding.android.FlutterView{185cf6f VFE...  
 reason=SHOW\_SOFT\_INPUT  
D/InsetsController(22338): show(ime(), fromIme=true)  
D/EGL\_emulation(22338): app\_time\_stats: avg=101.54ms min=6.54ms max=314.18ms count=11  
D/EGL\_emulation(22338): app\_time\_stats: avg=501.74ms min=495.69ms max=509.88ms count=3  
D/EGL\_emulation(22338): app\_time\_stats: avg=2466.18ms min=2.02ms max=21299.92ms count=17

Event Log Layout Inspector

\* daemon started successfully (2 minutes ago)

1424 CRIF UTF-8 2 spaces master





File Edit View Navigate Code Refactor Build Run Tools Git Window Help

turismo\_sanandres - ...\\Pixel 3a API 31 [emulator-for-5554]\\data\\data\\com.juzeosba.turismo\_sanandres\\shared\_prefs\\flutterSharedPrefs.xml

Emulator: Pixel 3a API 31

main.dart

FlutterSharedPreferences.xml

register\_page.dart

login\_page.dart

User.dart

splash\_page.dart

home\_page.dart

<?xml version='1.0' encoding='utf-8' standalone='yes' ?>

<map>

<string name="flutter.user">{ "name": "Pepe Perez", "email": "pepe@gmail.com", "password": "12345", "genre": "Masculino"}</string>

</map>

Correo Electronico

Contraseña

Iniciar Sesión

D/EGL\_emulation(22338): app\_time\_stats: avg=32.26ms min=6.34ms max=288.48ms count=28

D/EGL\_emulation(22338): app\_time\_stats: avg=496.64ms min=482.54ms max=505.32ms count=3

D/EGL\_emulation(22338): app\_time\_stats: avg=150.89ms min=2.19ms max=2453.54ms count=17

D/EGL\_emulation(22338): app\_time\_stats: avg=34.47ms min=7.77ms max=395.03ms count=24

Event Log Layout Inspector



File Edit View Navigate Code Refactor Build Run Tools Git Window Help turismo\_sanandres - main.dart [turismo\_sanandres]

turismo\_sanandres lib/main.dart

Emulator: Pixel 3a API 31

```
1 import 'package:flutter/material.dart';
2
3 import 'package:turismo_sanandres/pages/register_page.dart'
4 import 'package:turismo_sanandres/pages/splash_page.dart'
5
6 void main() {
7   runApp(const MyApp());
8 }
9
10 class MyApp extends StatelessWidget {
11   const MyApp({super.key});
12
13   @override
14   Widget build(BuildContext context) {
15     return MaterialApp(
16       debugShowCheckedModeBanner: false,
17       title: 'Turismo San Andres',
18       theme: ThemeData(
19         primarySwatch: Colors.lightGreen,
20       ), // ThemeData
21     );
22   }
23 }
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
```

Resource Manager

Run: main.dart

Console

```
reason=SHOW_SOFT_INPUT
D/InsetsController(22338): show(ime(), fromIme=true)
D/EGL_emulation(22338): app_time_stats: avg=108.82ms min=108.82ms max=108.82ms
D/InputMethodManager(22338): showSoftInput() view:io.flutter.embedding.android.FlutterView
reason=SHOW_SOFT_INPUT
D/InsetsController(22338): show(ime(), fromIme=true)
D/EGL_emulation(22338): app_time_stats: avg=431.50ms min=431.50ms max=431.50ms
D/EGL_emulation(22338): app_time_stats: avg=653.52ms min=653.52ms max=653.52ms
D/EGL_emulation(22338): app_time_stats: avg=57.54ms min=57.54ms max=57.54ms
```

Emulator: Pixel 3a API 31

San Andres Island

Iniciar Sesión

Registrarse

pepe@gmail.com

Continuar

Correo Electrónico

..... 0,0-1080,2088 #1 aid=1073741824} flags=0

Event Log Layout Inspector

daemon started successfully (3 minutes ago)



File Edit View Navigate Code Refactor Build Run Tools Git Window Help turismo\_sanandres - main.dart [turismo\_sanandres]

turismo\_sanandres / lib / main.dart

```
1 import 'package:flutter/material.dart';
2
3 import 'package:turismo_sanandres/pages/register_page.dart';
4 import 'package:turismo_sanandres/pages/splash_page.dart';
5
6 void main() {
7   runApp(const MyApp());
8 }
9
10 class MyApp extends StatelessWidget {
11   const MyApp({super.key});
12
13   @override
14   Widget build(BuildContext context) {
15     return MaterialApp(
16       debugShowCheckedModeBanner: false,
17       title: 'Turismo San Andres',
18       theme: ThemeData(
19         primarySwatch: Colors.lightGreen,
20       ), // ThemeData
21     );
22   }
23 }
```

Emulator: Pixel 3a API 31

..... 0,0-1888,2088 #1 aid=1073741824} flags=0

Event Log Layout Inspector

Git Layout Inspector

14:24 CR LF UTF-8 2 spaces master



The screenshot shows the Android Studio interface with the project 'turismo\_sanandres' open. The main.dart file is selected in the code editor, which contains the following code:

```
import 'package:flutter/material.dart';
import 'package:turismo_sanandres/pages/register_page.dart';
import 'package:turismo_sanandres/pages/splash_page.dart';

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({super.key});

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      debugShowCheckedModeBanner: false,
      title: 'Turismo San Andres',
      theme: ThemeData(
        primarySwatch: Colors.lightGreen,
      ), // ThemeData
    );
  }
}
```

The emulator window shows the app's UI. It features a map of San Andrés Island with several locations marked: San Andrés, La Loma, La Perla, San Lucas, Pascua, and Bahía Septentrional. Below the map, there is descriptive text in Spanish:

Ciudad: San Andrés Isla  
Departamento: Providencia  
Temperatura promedio 26 grados  
Descripción: hermosa isla del caribe colombiano, llamada también como el paraíso, un lugar mágico que no puedes dejar de visitar.

Aprovecha esta oferta para que disfrutes de tus vacaciones... (Próximamente)

At the bottom of the screen, there are navigation icons for back, forward, and home.

<https://github.com/SDC-Software-Developers-Colombia/SDC/branches>

<https://github.com/SDC-Software-Developers-Colombia>



Botón arreglado

The screenshot shows the Android Studio interface with a Flutter project named "turismo sanandres". The code editor displays the following snippet from `pubspec.yaml`:

```
fonts:
  - family: DancingScript
    fonts:
      - asset: fonts/DancingScript-Bold.ttf
      - asset: font/DancingScript-Medium.ttf
      - asset: font/DancingScript-Regular.ttf
      - asset: font/DancingScript-SemiBold.ttf
      - asset: font/DancingScript-VariableFont_wght.ttf
      style: italic
  - family: ShadowsIntoLight
    fonts:
      - asset: font/ShadowsIntoLight-Regular.ttf
      weight: 500
  assets:
    - assets/images/
```

The emulator window shows a mobile application with a registration form. The "Registrar" button at the bottom right is now functional. The log tab at the bottom shows the following log output:

```
reason=SHOW_SOFT_INPUT
D/InsetsController(23713): show(ime(), fromIme=true)
D/EGL_emulation(23713): app_time_stats: avg=126.14ms min=28.67ms max=353.14ms count=9
D/InputMethodManager(23713): showSoftInput() view=io.flutter.embedding.android.FlutterView{7289881 VFE...}
reason=SHOW_SOFT_INPUT
D/InsetsController(23713): show(ime(), fromIme=true)
D/EGL_emulation(23713): app_time_stats: avg=394.71ns min=286.03ms max=497.29ms count=3
D/EGL_emulation(23713): app_time_stats: avg=1381.50ms min=2.75ms max=15052.43ms count=11
D/EGL_emulation(23713): app_time_stats: avg=209.08ms min=36.11ms max=526.74ms count=5
```