Fall 2021 Term Project

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> SEG 2105 [A] Professor: Omar Badreddin

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INTRODUCTION

This project was completed throughout the term in groups of five. The task was to design and implement a Fitness Class Booking app using Android Studio. The project contained three types of users all with different actions available to them. The first type of user is the admin. The admin is able to view all members, instructors and classes. The admin can remove members, instructors and classes. The second type of user is the instructor. Instructors are able to create, view and delete classes that they are instructing. The last type of user is the member. Members are able to view all available classes, enroll in available classes and unenroll from classes.

UML CLASS DIAGRAM

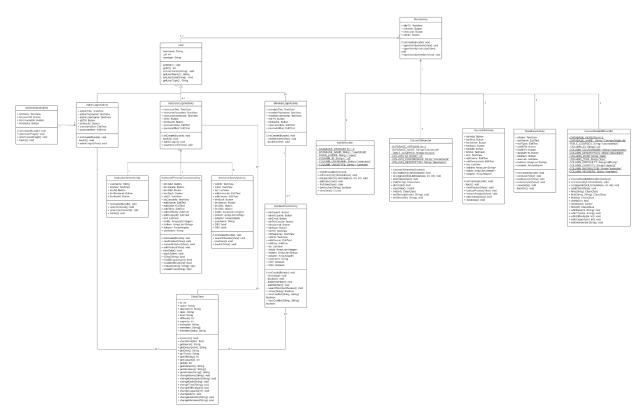


Figure 1.0: the Final UML (For better quality look at attached files).

TEAM CONTRIBUTIONS

Summary

Throughout the semester group, 17 developed a properly fixed plan to remain on top of our distributed tasks. Every Thursday during the designated 4:00-5:30 pm period, we would meet to overlook the distributed tasks. If necessary, we would hold additional meetings on the weekend to stay on track closer to deadlines. Furthermore, we used discord to engage in conversation to cover weaknesses or request help. We would prioritize and distribute the functions according to our strengths. Overall, all the jobs have been completed equally, and everyone used their strengths to deliver the best product.

Deliverable I

Daniel Andreev	Contributed everywhere, priorities class coding and UML creation. Took charge of UML diagrams. Contribution to logic coding.
Brett Athaide	Contributed everywhere and took charge of main coding. Took charge of login activities for admin, instructor, member. Took charge of .xml design.
Natasha Tremblay Daszkiewicz	Contributed everywhere and took charge of debugging. Contribution to testing and application.
Leo Fraser	Contributed everywhere and took charge of Databases. Contribution to testing and application.
Diyar Amjadi	Contributed everywhere, priorities class coding and UML creation. Took charge of UML diagrams.

Deliverable II

Daniel Andreev	Contributed everywhere, priorities class coding/testing and UML creation.
Brett Athaide	Contributed everywhere and took charge of main coding database integration. Took charge of first implementation of Admin (User) database, and xml design.
Natasha Tremblay Daszkiewicz	Created course Databases (CourseDB and CourseDetailsDB). Designed and coded Instructor Activity functions for adding, editing, and removing classes, viewing all courses (in both databases) and validated class variables to ensure proper format and no same classes booked on the same day (displaying name of instructor who already booked course along with other error messages). Coded admin course activity buttons and ensured no multiples of a class name could be entered in CourseDB.
Leo Fraser	Contributed everywhere and took charge of Databases and main code edits. Major contribution to debugging Admin (User) database. Coded instructor search by instructor name and/or course name.
Diyar Amjadi	Contributed everywhere, priorities class coding/testing and UML creation.

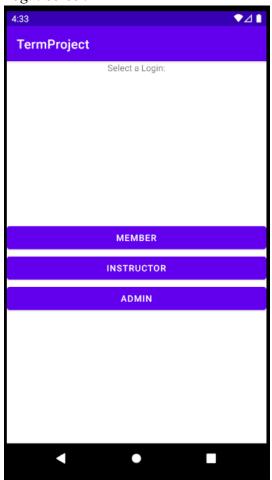
Deliverable III

Daniel Andreev	Contributed everywhere, class coding/testing and UML creation and report writing.
Brett Athaide	Contributed everywhere and took charge of main coding and debugging. Took charge of JUnit testing.
Natasha Tremblay Daszkiewicz	Designed and coded functions in Member Activity such as viewing all instructor courses and enrolling, viewing personal courses and unenrolling (error messages for enrolling in

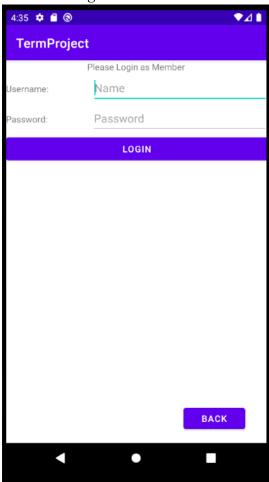
	courses that cause time conflicts, are at full capacity, and unenrolling from courses that members aren't in yet), and searching by course name or day of week. Updated instructor to validate course time using period format '6:00-10:00' instead of '6:00'. Instructor also sees the member list when selecting a personal course for its details.
Leo Fraser	Contributed everywhere and took charge of Databases & reports.
Diyar Amjadi	Contributed everywhere, class coding/testing and UML creation and report writing.

SCREENSHOTS OF APPLICATION

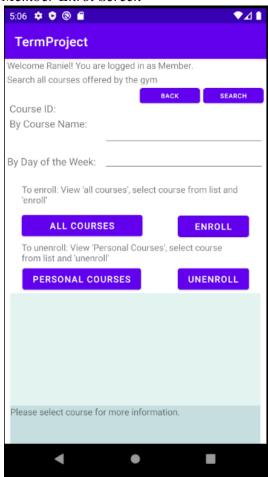
Login Screen



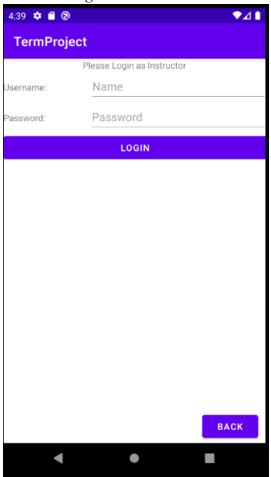
Member Login Screen



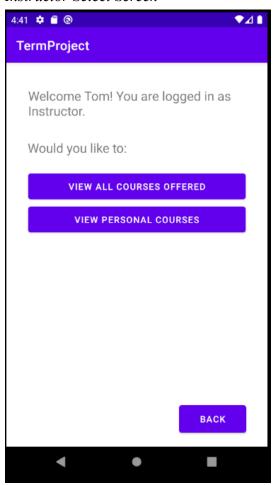
Member Enrol Screen



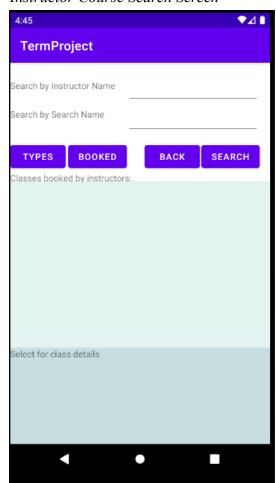
Instructor Login Screen



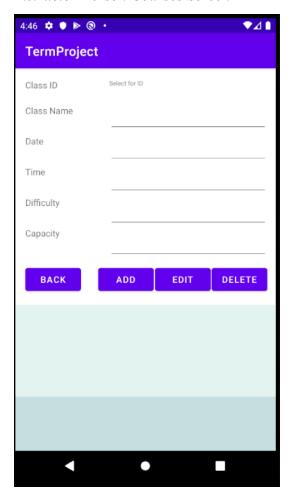
Instructor Select Screen



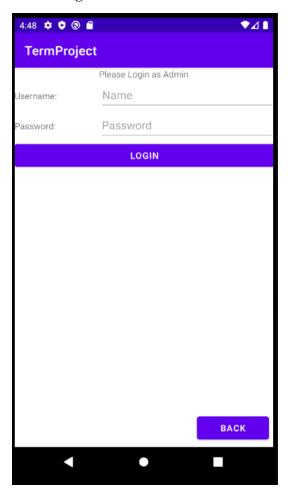
Instructor Course Search Screen



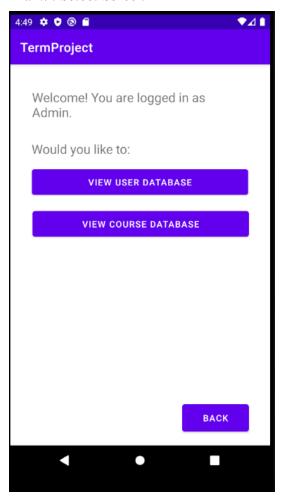
Instructor Person Courses Screen



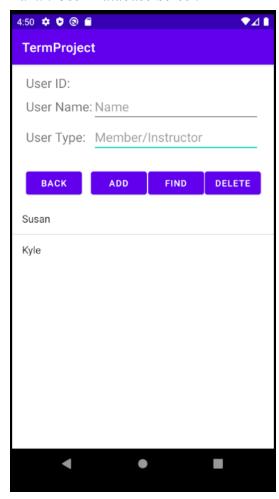
Admin Login Screen

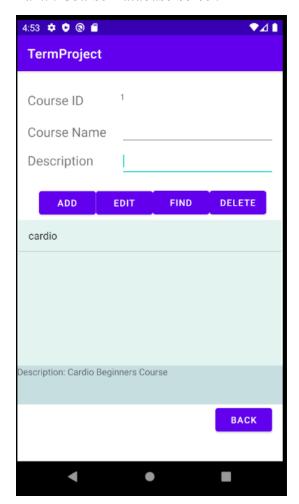


Admin Select Screen



Admin User Database Screen





LESSONS LEARNED & CHALLENGES OVERCOME

At the beginning of the semester, we were asked to build a gym application. This application would run with the help of development on android studio and have its backend micromanage its operations. Unfortunately, for group 17 members, it was the first time for many of us to develop an application on this platform. We were not familiar with the technology, nor its execution. The first significant issue occurred during deliverable one. Our group lacked database experience and not having the database lab first proved difficult as we struggled to make a proper backend. This caused us to lose a lot of marks; however, after participating in the database lab we easily migrated to a working version. A similar issue occurred during deliverable two as we had to create unit tests. As we lacked the experience in android studio to develop them, we had to use external resources to teach ourselves to deliver the product. The biggest lesson we took away from this development process is to properly rely on group mates and use everyone's strength to cover each other's weaknesses. Every person is well versed in one aspect of technology and combining our abilities lets us develop the best possible product. They say every project comes with its own set of problems. This project is no different and forced us

to overcome these challenges not only to complete this project but grow as developers. I hope others can see our experience and create better products.