Evidence of Using Secure Protocols for Front-End and Back-End Interaction

Firebase SDKs Handle SSL/TLS Automatically

- Firebase automatically secures communication using HTTPS.
- Firebase Authentication, Firestore, Realtime Database, Cloud Storage, and Cloud Messaging all use secure protocols by default.
- Firebase SDKs for Android ensure secure communication automatically, requiring no manual setup for SSL/TLS.

Example of secure communication:

com.google.firebase:firebase-auth Or com.google.firebase:firebase-firestore libraries default to HTTPS.

```
"project_info": {
    "project_number": "35123530913",
    "firebase_url": "https://reflectionsoffaith-13291-default-rtdb.firebaseio.com",
    "project_id": "reflectionsoffaith-13291",
    "storage_bucket": "reflectionsoffaith-13291.appspot.com"
```

Basic Program Skills

Basic Concepts

• Classes, Methods, Arrays, and Loops: Each page has at least one class containing multiple methods with arrays, loops, and variables.

```
// Loop through children appending to the array until we hit depth

var i = 0;
while (options.depth > 0 && (segment = child.exec(key)) #= null && i < options.depth) {
    i += 1;
    if (!options.plainObjects && has.call(Object.prototype, segment[1].slice(1, -1))) {
        if (!options.allowPrototypes) {
            return;
        }
     }
     keys.push(segment[1]);
}</pre>
```

```
private lateinit var biometricPrompt: BiometricPrompt
private lateinit var promptInfo: BiometricPrompt.PromptInfo
```

Exception Handling

• Exception handling through onerror handlers and try-catch blocks.

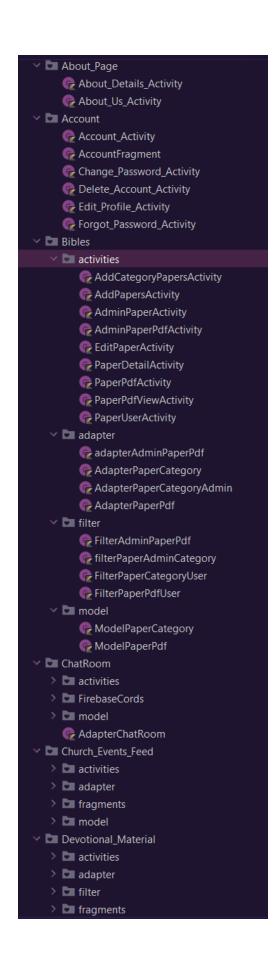
```
try {
    val account = task.getResult(ApiException::class.java)
    Log.d(TAG, msg: "googleSignInARL: Account ID: ${account.id}")
    firebaseAuthWithGoogleAccount(account.idToken)
} catch (e: Exception) {
    Log.d(TAG, msg: "googleSignInARL", e)
    Utils.toast( context: this@Log_In_Screen, message: "${e.message}")
}
```

```
.onError { t →
    Log.e(TAG, msg: "loadBookFromUrl: ${t.message}")
}
.onPageError { page, t →
    Utils.toast( context: this, message: "Error at page: $page")
    Log.d(TAG, msg: "loadBookFromUrl: ${t.message}")
}
.onError { error →
    error.message?.let {
        Utils.toast( context: this, it)
    }
}
```

Application Structure

Logical Separation of Code

• Code is organized into separate classes based on functionality. This promotes modularity and maintainability.



Utility Class

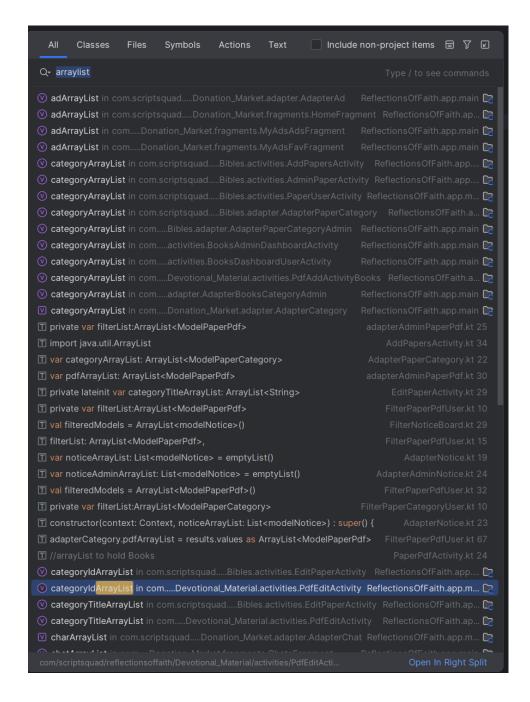
• Utility functions are kept in a dedicated class to maintain code organization.



Data Structures

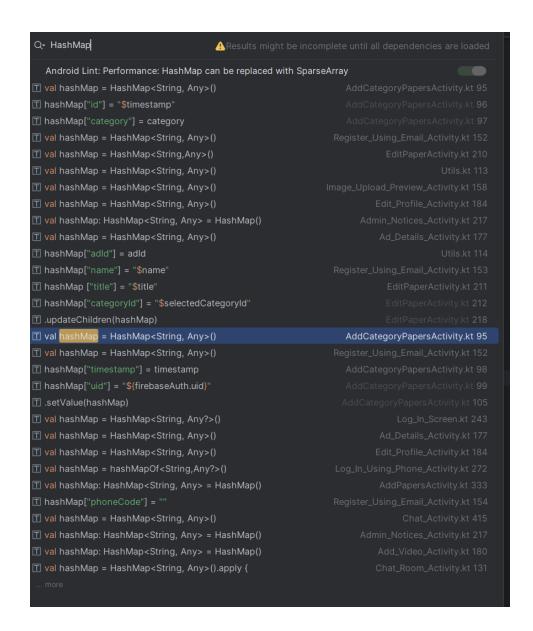
- ArrayList
 - Demonstrates dynamic array usage.

```
constructor(
   filterList: ArrayList<ModelBooksCategoryAdmin>,
   adapterCategory: AdapterBooksCategoryAdmin
) : super() {
   this.filterList = filterList
   this.adapterCategory = adapterCategory
}
```



HashMap

Efficient key-value pair storage for quick lookups.



LinkedList

Dynamic list structure for optimal insertion/removal operations.

Security Features

Masking of Sensitive Data

Secure handling of sensitive user data to prevent exposure.

```
// Method to mask email (show only first and last few characters)
private fun maskEmail(email: String): String {
   val parts = email.split( ...delimiters: "@")
   if (parts.size == 2) {
     val maskedLocal = parts[0].take( n: 1) + "***" + parts[0].takeLast( n: 1)
        return "$maskedLocal@${parts[1]}"
   }
   return "Invalid Email"
}

// Method to mask passwords (replace all characters with asterisks)
private fun maskPassword(password: String): String {
    return "*".repeat(password.length)
}
```

```
private fun validData() {
    // Get user inputs and sanitize
    name = sanitizeName(binding.nameEt.text.toString().trim())
    email = sanitizeEmail(binding.emailEt.text.toString().trim())
    password = sanitizePassword(binding.passwordEt.text.toString().trim())
    cPassword = sanitizePassword(binding.ConfirmpasswordEt.text.toString().trim())

    // Mask the email and password before logging
    val maskedEmail = maskEmail(email)
    val maskedPassword = maskPassword(password)

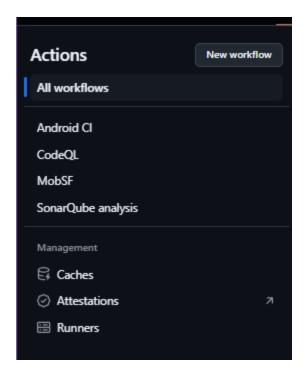
    val maskedCPassword = maskPassword(cPassword)

    // Log the sanitized/ masked data for debugging purposes
    Log.d(TAG, msg: "validateData: email :$maskedEmail")
    Log.d(TAG, msg: "validateData: confirmPassword :$maskedCPassword")

    // Log the user's input data for debugging purposes
```

Static Code Analysis

 GitHub Actions, SonarQube, Snyk and MobSF are used to ensure that the code meets security standards, with issues tracked and resolved.

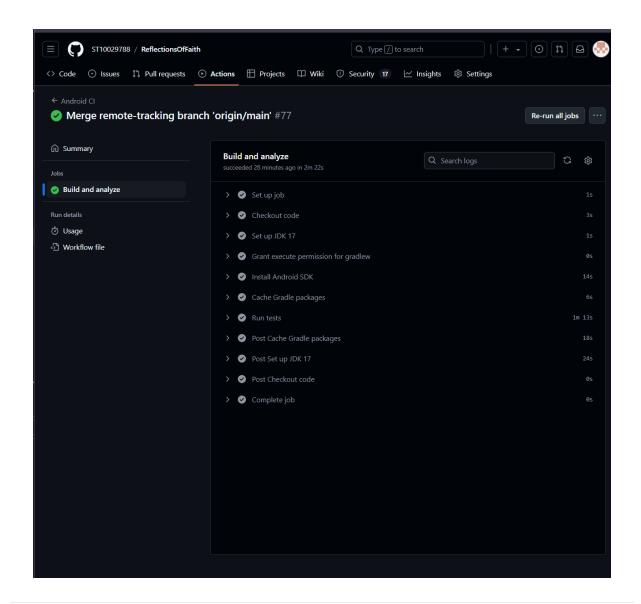


Automated Build and CI/CD

GitHub Actions Pipeline

• Automated build and deployment process implemented via a GitHub Actions pipeline.





Object-Oriented Programming

Interfaces, Encapsulation, and Polymorphism

• Interfaces, encapsulation, and polymorphism are used to achieve clean and modular code.

Interfaces Used:

```
interface RecyclerView_Listener_Category {

fun onCategoryClick(modelCategory: ModelCategory)
}
```

Encapsulation:

```
private var filterList:ArrayList<ModelBooksCategoryAdmin>
private var adapterCategory: AdapterBooksCategoryAdmin

constructor(
    filterList: ArrayList<ModelBooksCategoryAdmin>,
    adapterCategory: AdapterBooksCategoryAdmin>,
    adapterCategory: AdapterBooksCategoryAdmin
) : super() {
    this.filterList = filterList
    this.adapterCategory = adapterCategory
}
```

Polymorphism through Inheritance and Overriding:

```
override fun performFiltering(constraint: CharSequence?): FilterResults {
                                                                                                   FilterPdfUser.kt
override fun onCreateViewHolder(parent: ViewGroup, viewType: Int): HolderComments {
                                                                                              AdapterComment.kt
override fun onCreate(savedInstanceState: Bundle?) {
                                                                                      AddCategoryBooksActivity.kt
override fun onCreate(savedInstanceState: Bundle?) {
                                                                                    BooksDashboardUserActivity.kt
override fun onCreate(savedInstanceState: Bundle?) {
                                                                                          BookPdfAdminActivity.kt
override fun onDataChange(snapshot: DataSnapshot) {
                                                                                    BooksDashboardUserActivity.kt
override fun onCreate(savedInstanceState: Bundle?) {
                                                                                         Delete_Account_Activity.kt
override fun onCreate() {
                                                                                                  MyApplication.kt
override fun onCreate(savedInstanceState: Bundle?) {
                                                                                                  Log_In_Screen.kt
override fun onCancelled(error: DatabaseError) {
                                                                                   BooksDashboardUserActivity.kt 1
override fun performFiltering(constraint: CharSequence?): FilterResults {
                                                                                                 FilterPdfAdmin.kt
override fun performFiltering(constraint: CharSequence?): FilterResults {
                                                                                      FilterBooksCategoryAdmin.kt
```

Chosen Programming Framework: Kotlin

- Kotlin's growing community and extensive resources were leveraged.
- Kotlin has a growing community and abundant resources, including documentation, tutorials, and open-source projects, which were used as references during devlopment.
- Data Classes simplify model creation and aid in the development of the Model-View-ViewModel (MVVM) architecture.

```
☐ data class ModelBookPdf(☐ data class modelNotice(☐ data class modelPictures(☐ data class modelVideo(☐ data class modelVideo
```

Async Processing and Threading

 Asynchronous processing through Runnable threads ensures efficient background tasks.

```
mapFragment.getMapAsync( callback: this)
```

Threading

:

```
val runnable = Runnable {
   if (firebaseAuth.currentUser ≠ null
```

Testing and Localization

Testing

• **UI testing** and **Unit Testing** in androidTest folders ensure code reliability.

```
₫ Files
                                                        ST10030992 Change Password Activity UI Test
                                                                                                                                                                                                                        598ebea · 2 days ago 🕦 History
 ያ main
                                                       Code Blame 73 lines (72 loc) - 2.58 KB Code 55% faster with GitHub Copilot

√ iii .github/workflows

   android.vml
   mobsf.yml
                                                                   // private lateinit var accountActivity: Account_Activity
// private lateinit var binding: ActivityAccountBinding
// private lateinit var firebaseAuth: FirebaseAuth
// private lateinit var progressDialog: ProgressDialog
> 🖿 .idea
> 🖿 .kotlin
       ActivityUlTest.kt
       ☐ EditProfileActivityUlTest.kt

☐ ExampleInstrumentedTest.kt

      PaperPdfViewActivityUITest.kt

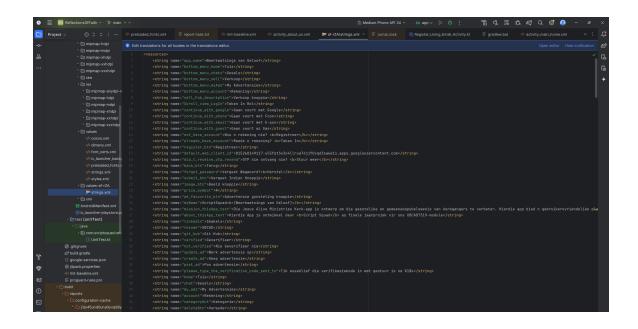
v i test/java/com/scriptsquad/re...

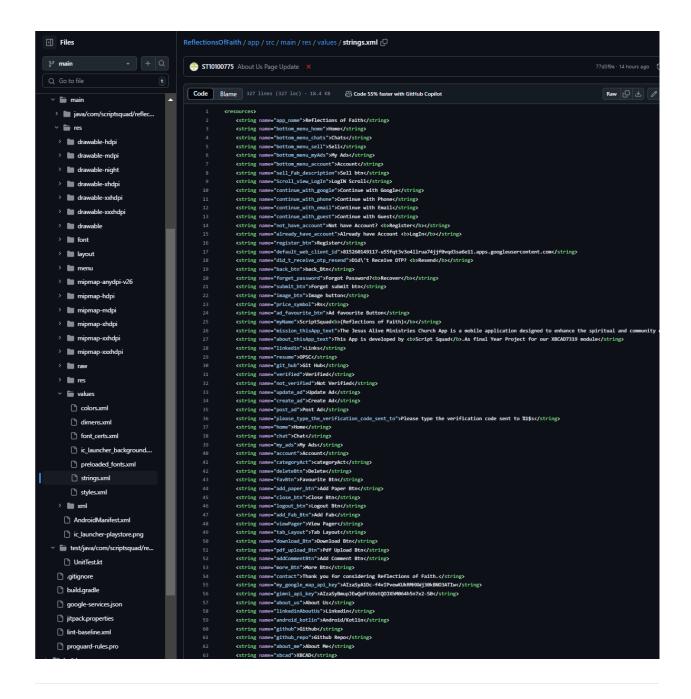
      UnitTest.kt
    .gitignore
    🖺 build.gradle
    google-services.json
    itpack.properties
    ☐ lint-baseline.xml
    proquard-rules.pro
                                                                                assert(binding.darkModeSwitch.isChecked)
assert(AppCompatDelegate.getDefaultNightMode() == AppCompatDelegate.MODE_NIGHT_YES)
> build
> 🖿 gradle
  README.md
  build.gradle
  gradle.properties
   local.properties
   settings.gradle
```

Localization

 All strings are contained in the res folder, with translations for Afrikaans stored in a separate string folder.

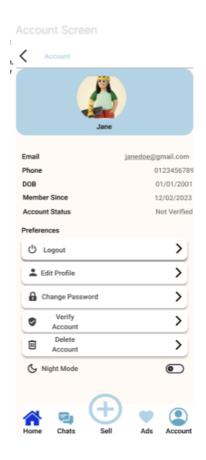
•

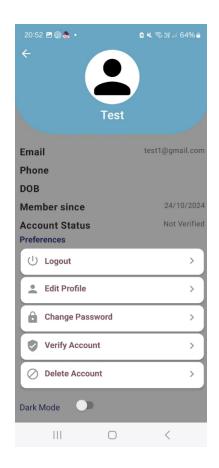




User Interface

UI design is based on Figma Wireframes.









Third-Party Integration

Google Maps, PDF Viewers, etc.

Firebase Services

- 1. Firebase Authentication Manages user authentication.
- 2. **Firebase Realtime Database** Provides cloud-hosted, real-time data syncing.
- 3. **Firebase Firestore** A flexible, scalable NoSQL cloud database.
- 4. **Firebase Storage** Manages user-generated content like photos and videos.
- 5. **Firebase Crashlytics** Tracks and reports app crashes.
- 6. **Firebase Analytics** Collects app usage data for insights.
- 7. Firebase Cloud Messaging Allows push notifications.

8. **Firebase UI** (firebase-ui-database and firebase-ui-firestore) - Provides pre-built UI components for Firebase.

UI and UX Libraries

- 1. **Material Components** (com.google.android.material:material) Implements Material Design components.
- 2. **Glide** A fast image loading and caching library.
- 3. **MotionToast** (com.github.Spikeysanju:MotionToast) Creates customizable, animated toasts.
- 4. **Lottie** Displays JSON-based animations created in Adobe After Effects.
- 5. Android AdvancedWebView Provides an extended WebView component.
- 6. Country Code Picker (com.hbb20:ccp) Allows easy selection of country codes.
- Android PDF Viewer (com.github.barteksc:android-pdf-viewer) Displays PDFs inapp.
- 8. **Rounded CardView** (com.github.captain-miao:optroundcardview) Provides rounded CardViews.
- 9. **Image Cropper** (com.vanniktech:android-image-cropper) Enables image cropping in-app.

Google Services

- 1. Google Play Services Authentication Enables Google sign-in.
- 2. **Google Maps & Places API** Provides Google Maps, Places, and related utilities for location-based functionality.
- 3. **ExoPlayer** (exoplayer-core and exoplayer-ui) Used for playing audio and video.

Data Processing

1. **Gson** (com.google.code.gson) - A library for JSON serialization and deserialization.

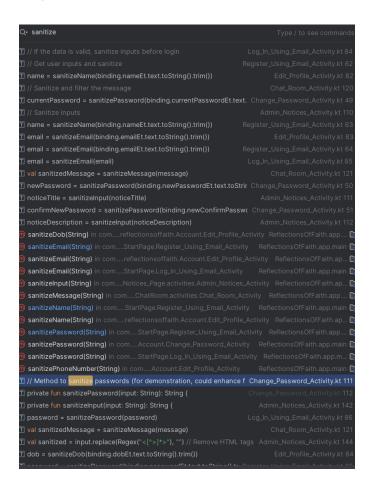
Biometric Authentication

1. **AndroidX Biometric** - Supports biometric authentication like fingerprint and face recognition.

Testing Libraries

- 1. **JUnit** A testing framework for writing unit tests.
- 2. **Espresso** A library for UI testing.
- 3. **Mockito** A framework for creating mocks in unit tests.

Sanitizing User Inputs



```
// Method to validate the user's input data
private fun validateData() {
    // Get the user's email and password from the input fields
    email = binding.emailEt.text.toString().trim()
    password = binding.passwordEt.text.toString().trim()

// Log the user's email for debugging purposes
Log.d(TAG, "validate email: Semail")

// Check if the email is valid
if (!Patterns.EMAIL_ADDRESS.matcher(email).matches()) {
    binding.emailEt.error = "Invalid Email Format"
    binding.emailEt.requestFocus()
}

// Check for password strength (length and character checks)
else if (password.length < 6) { // Minimum length check, adjust as nee
    binding.passwordEt.error = "Password must be at least 6 characters
    binding.passwordEt.requestFocus()
} else {
    // If the data is valid, sanitize inputs before login
    email = sanitizeEmail(email)
    password = sanitizePassword(password)

    // If inputs are sanitized, proceed to login
    loginUser()
}

// Method to sanitize email
private fun sanitizeEmail(input: String): String {
    // Replace unwanted characters and return
    return input.replace("[^\\w@.-]".toRegex(), "")
}

// Method to sanitize password (you can add more rules if needed)
private fun sanitizePassword(input: String): String {
    // Replace unwanted characters (if necessary)
    return input.replace("[^\\w@.+$\%.\%.e\(-) = _= +<>?,.;:']".toRegex(), "")
}
```

Security

Security tools used: SonarQube, MobSF and Snyk. Closed 86 issues, 11 issues open.



