

# Walking Mate

projec.D

2016314670 문정연

2014314143 김규용

2018311304 성보경

2016311561 송유호

## Contents

1 프론트 엔드

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2 백 엔드

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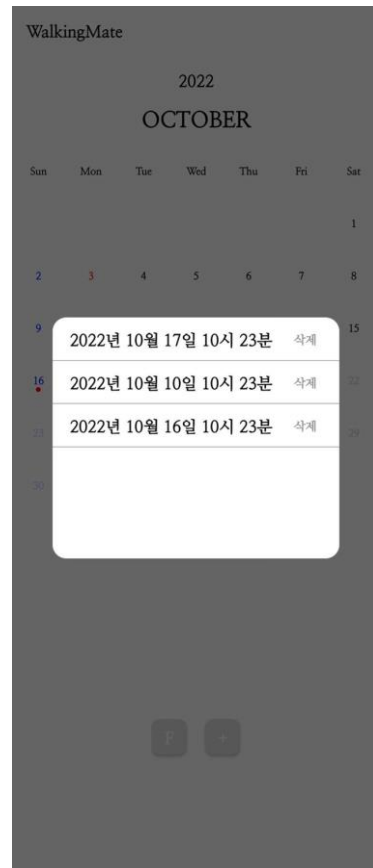
3 차주 계획

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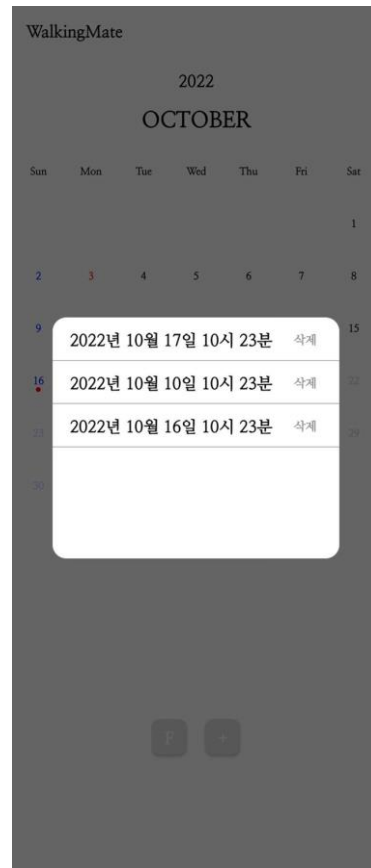
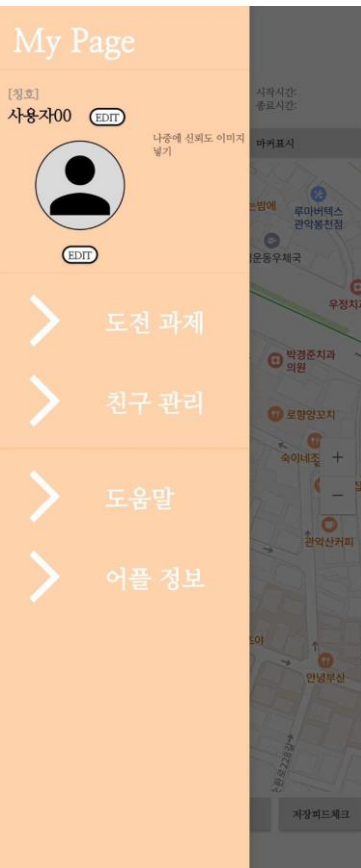


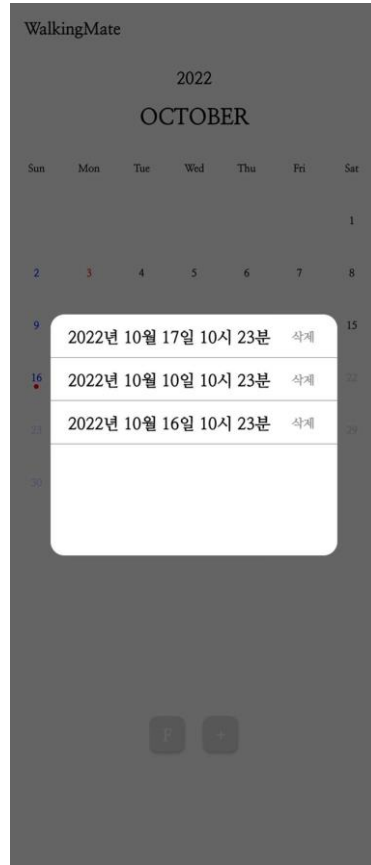
프론트 엔드

WALKING  
MATE

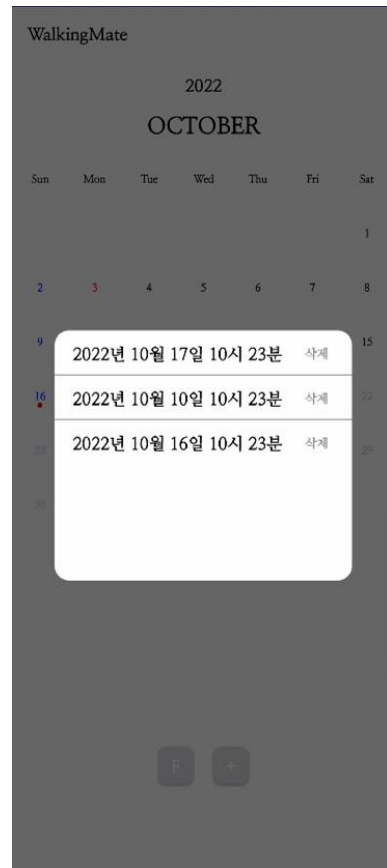
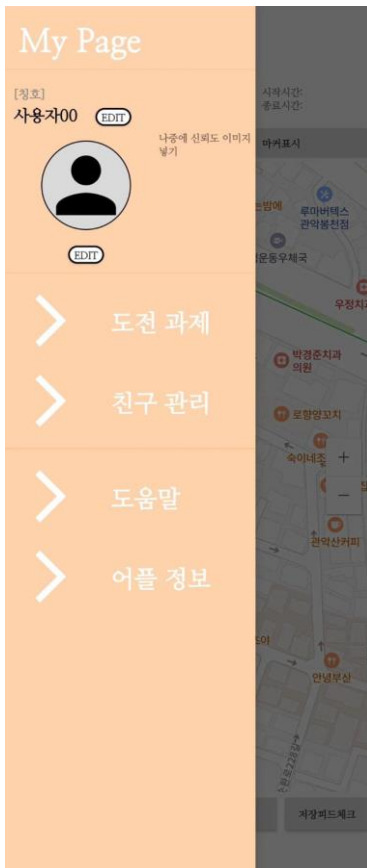


WALKING  
MATE



WALKING  
MATE

WALKING  
MATE



WALKING  
MATE

FadeIn.duration(1000)

delayMillis: 2000

ImageButton → DrawerLayout

LOCK\_MODE\_LOCKED\_CLOSED

My Page

[정보]

사용자00

EDIT



나중에 신뢰도 이미지  
넣기

EDIT



도전 과제



친구 관리



도움말



어플 정보

시작시간:  
종료시간:

마카포시

루마바텍스  
관악불천점

문동우체국

우정지국

백경준치과  
의원

로한양고치

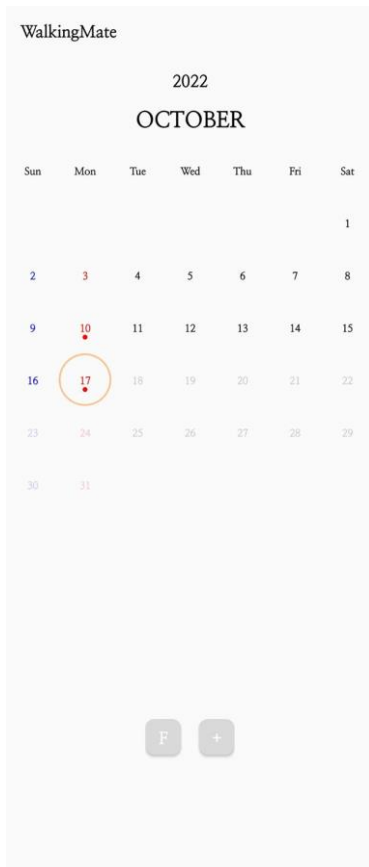
숙이네집

관악산커피

연남부산

자강비드체크



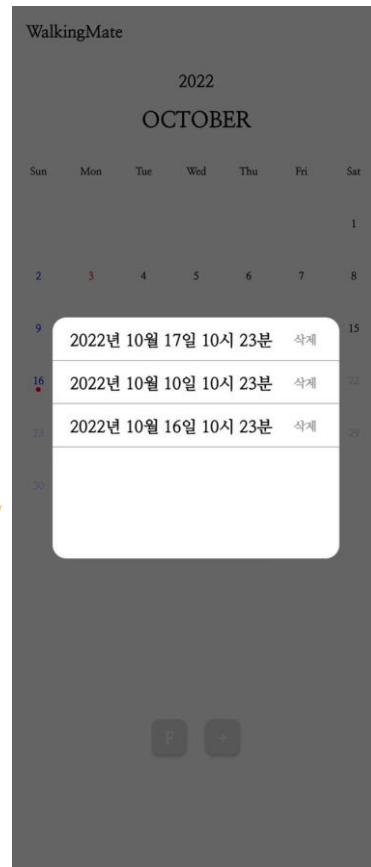


## Decorator

➡ BlurDecorator, DotDecorator, selDecorator

## setOnDateChangeListener

- ➡ 선택 개체 O: 모든 날짜의 기록 열람 및 삭제
- ➡ 선택 개체 X: 선택 날짜의 기록 열람 및 삭제



안드로이드 커스텀 버튼 미적용

부모 클래스 변경

Navigation View 클릭 불가

코드에서의 위치 변경

Feed에 맞춰 달력 Decorator 업데이트

Activity 자체를 재시작

onResume에서 Decorator 모두 재설정





Cloud  
Firestore

&



Firebase  
Realtime Database



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- 사용자 프로필
- 도전과제
- 여행게시판 게시물
- 피드게시물
- 친구목록

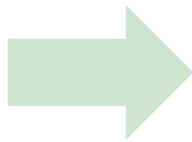
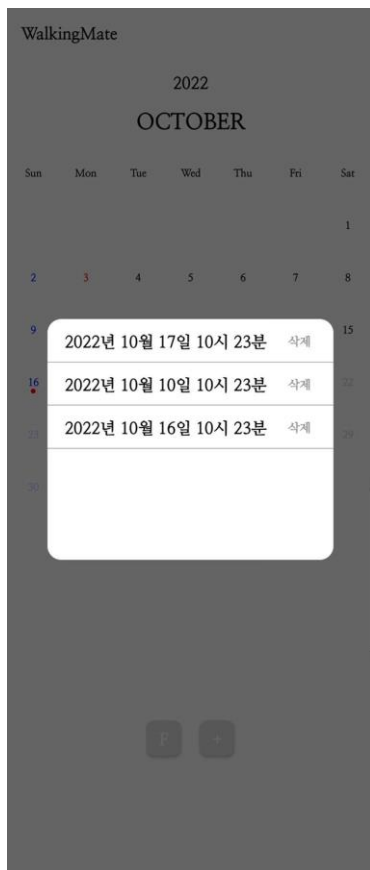


&amp;



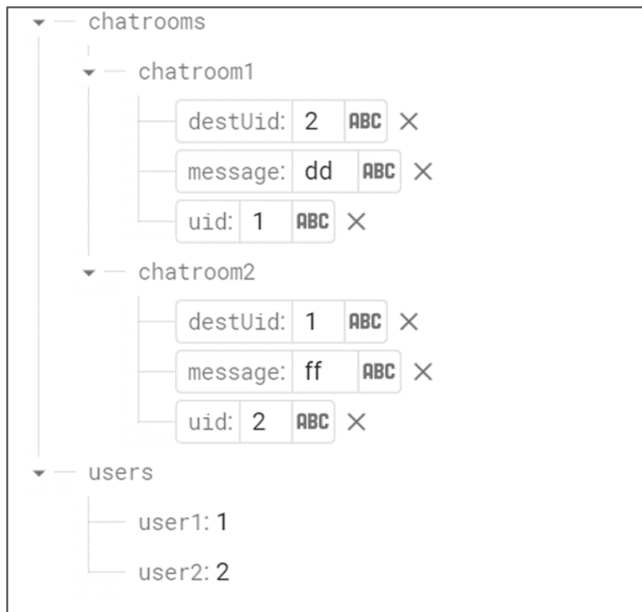
- 사용자 프로필
- 도전과제
- 여행게시판 게시물
- 피드게시물
- 친구목록

- 산책게시판 게시물
- 채팅 데이터



Cloud  
Firestore

## Firebase Realtime Database



## chatModel.java

```
package com.example.myapplication;

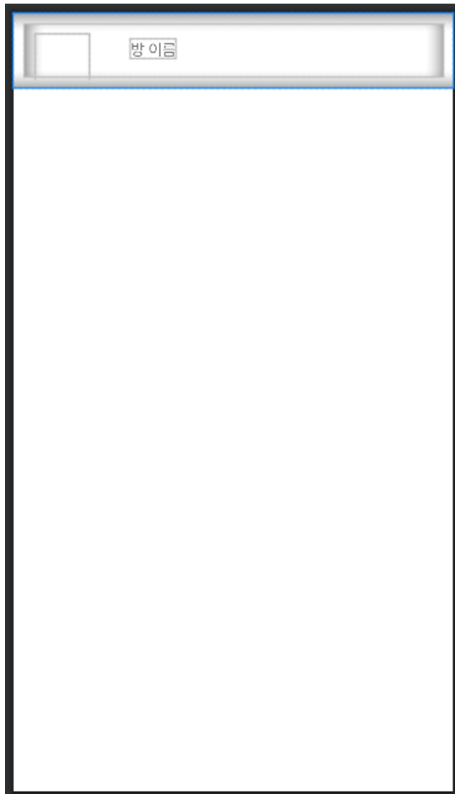
import ...

public class ChatModel {
    public Map<String, Boolean> users = new HashMap<>(); //채팅방의 유저들
    public Map<String, Comment> comments = new HashMap<>(); //채팅방의 대화내용

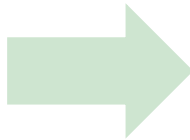
    public static class Comment
    {
        public String uid;
        public String destUid;
        public String message;
        public Object timestamp;
    }
}
```



Item\_chat.xml



A vertical rectangular layout representing a chat item. At the top, there is a header bar with a small square icon on the left and the text "방 이름" (Room Name) on the right. The rest of the layout is a large, empty white area.



A vertical rectangular layout representing a chat item, transformed from the initial layout. It features a blue header bar at the top with the text "My Application". Below the header, there are two input fields, each with a red border. The first input field contains the text "방 이름" (Room Name), and the second input field contains the text "반 이름" (Class Name). The bottom portion of the layout is a large, empty white area.

My Application

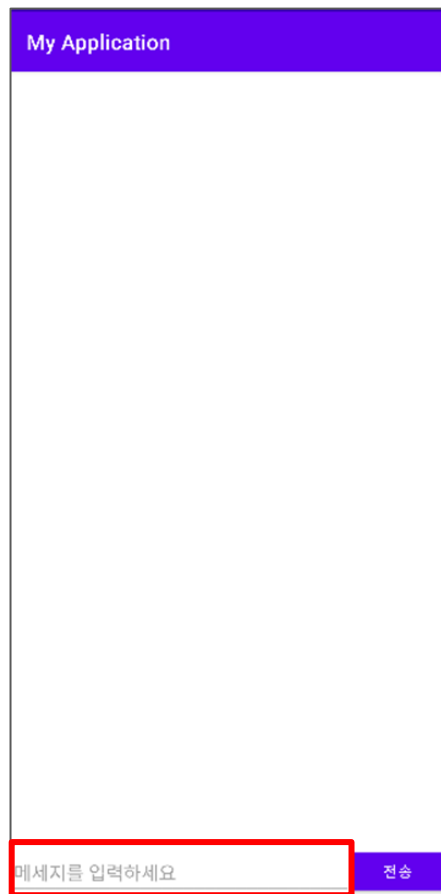
메세지를 입력하세요

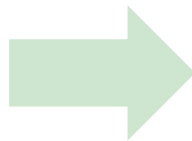
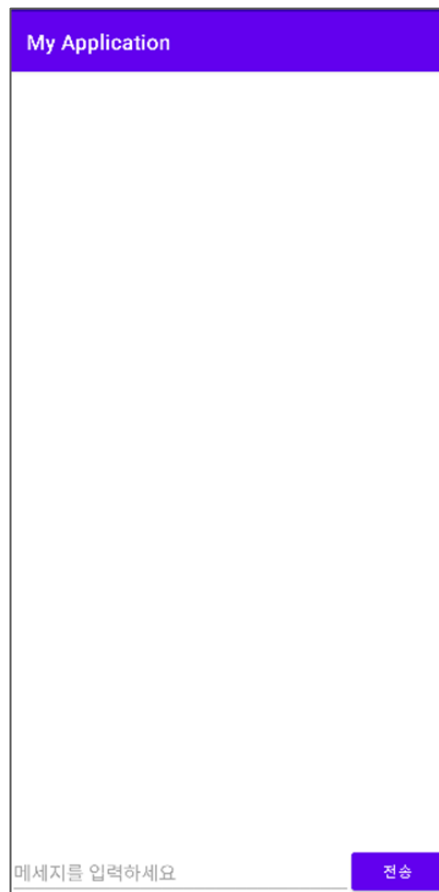
전송

My Application

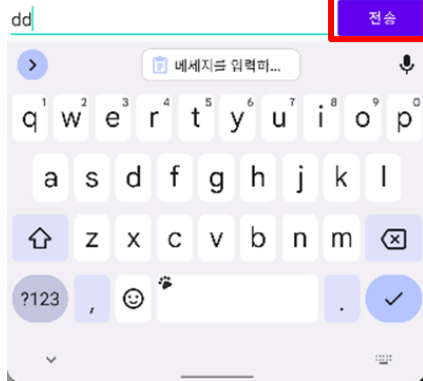
메세지를 입력하세요

전송





My Application

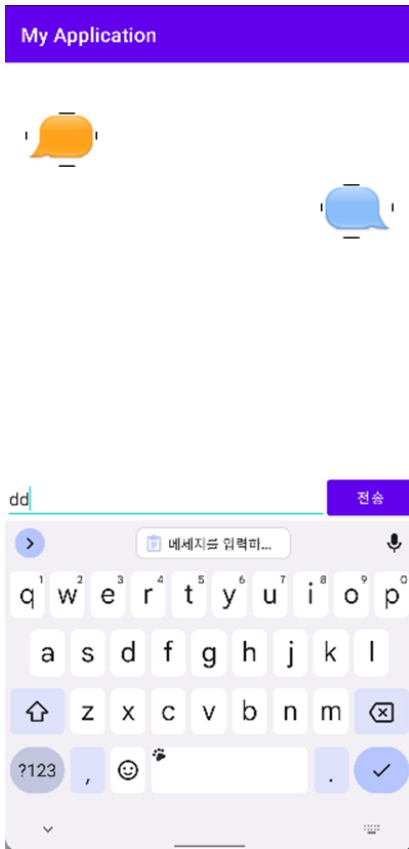


My Application

방 이름

반 이름

failed



## MessageActivity.RecyclerViewAdapter.onBindViewHolder

```
public void onBindViewHolder(@NonNull RecyclerView.ViewHolder holder, int position) {
    MessageViewHolder messageViewHolder = ((MessageViewHolder) holder);

    //내가 보낸 메시지
    if (comments.get(position).uid.equals(myUid)) {
        messageViewHolder.textView_message.setText(comments.get(position).message);
        messageViewHolder.textView_message.setBackgroundResource(R.drawable.in_message);
        messageViewHolder.linearlayout_destination.setVisibility(View.INVISIBLE); //감춰주기
        messageViewHolder.linearlayout_main.setGravity(Gravity.RIGHT);
    }

    //상대방이 보낸 메시지
    else {
        Glide.with(holder.itemView.getContext())
            .load(user.profileImgUrl)
            .requestBuilder<Drawable>()
            .apply(new RequestOptions().circleCrop())
            .into(messageViewHolder.imageView_profile);
        messageViewHolder.textview_name.setText(user.name);
        messageViewHolder.linearlayout_destination.setVisibility(View.VISIBLE);
        messageViewHolder.textView_message.setBackgroundResource(R.drawable.out_message);
        messageViewHolder.textView_message.setText(comments.get(position).message);
        messageViewHolder.textView_message.setTextSize(25);
        messageViewHolder.linearlayout_main.setGravity(Gravity.LEFT);
    }
}
```

# 차주 계획



1 UI 디자인에 넣은 이미지 소스 추출, 커스텀 디자인, 페이지 연결

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2 지도에서 핑 이동, 혹은 검색을 통해 출발 위치 지정하기

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3 채팅기능 구현 완료

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4 사용자 프로필과 채팅 연동

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**Thank you!**