



KOLEJ PROFESIONAL MARA BERANANG

FINALE PROJECT PICKME KPMB APP
SESSION 2 2022/2023

PREPARED FOR:

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Task :


1. Describe the project overview (Documentation)
 - a. Project Name
 - b. Target Audience
 - c. Description of the project
2. Create your mobile application and include features/components to have a complete set of your design
 - a. User Interface
 - b. Layout
 - c. Media
 - d. Drawing and Animation
 - e. Sensor
 - f. Storage
 - g. Other additional components
 - h. Use of block editor content
3. Include the honors software design custom for android application.
 - a. Complexity
 - b. User friendly
 - c. Functionality
 - d. Graphics
 - e. Creativity
 - f. Information
 - g. Programming
4. Submit a runtime screen capture throughout the application. (Documentation)
5. Present your android application project.


Turning in project:

Project should be saved as .apk file and upload to the teams group class. The project also needs to be published to gallery with clear description of the application. Share the link in your report. Print QR code of your android package kit(apk) file as a front page of your project.

APK QR CODE

Android App for FP_PickMeKPMB


Download .apk now



Click the button to download the app, right-click on it to copy a download link, or scan the code with a barcode scanner to install.
Note: this link and barcode are only valid for 2 hours. See [the FAQ](#) for info on how to share your app with others.

Dismiss

TASK 1

PROJECT OVERVIEW

a. Project Name

PickMe KPMB application

b. Target Audience

Our target audience includes KPMB staff and students of all ages, with a special emphasis on students without transportation who live outside of KPMB or KPMB residents who want to go on an outing.

c. Description of the project

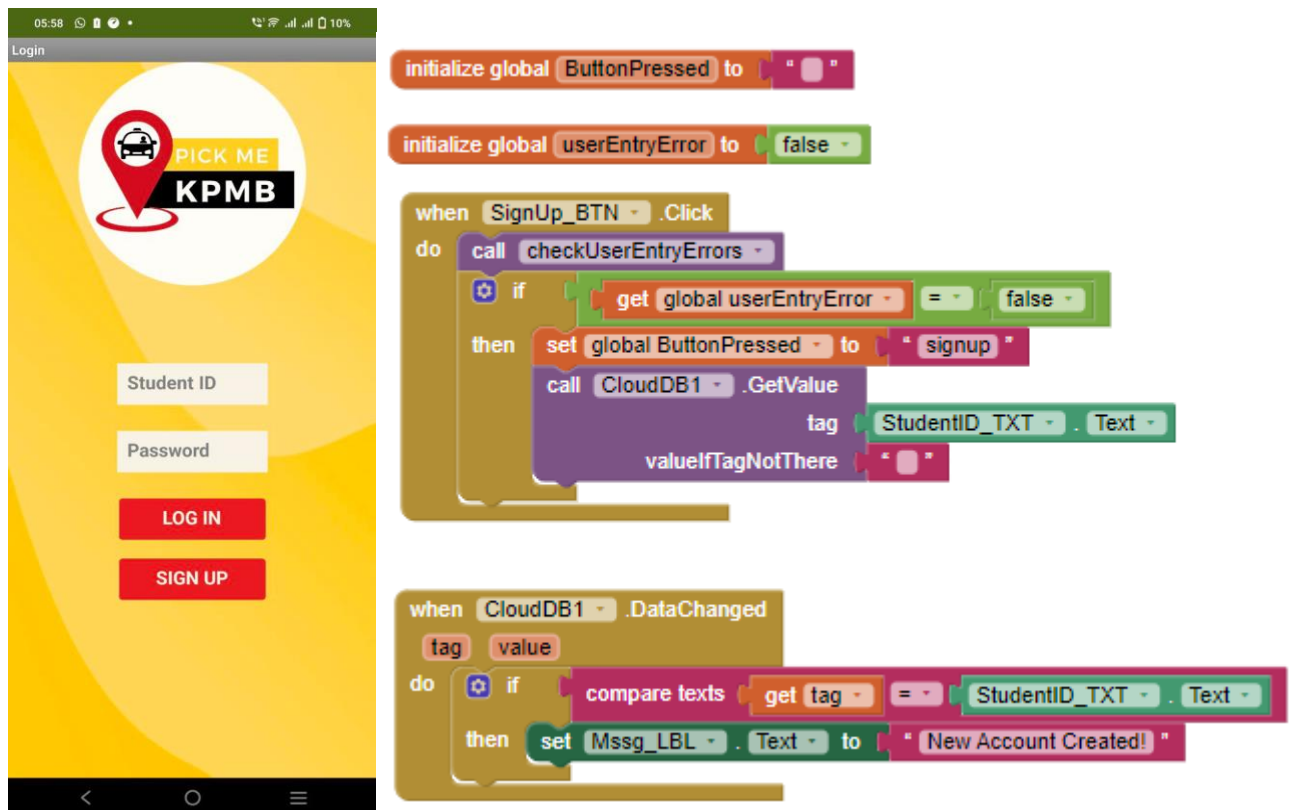
PickMe focuses on staff and students who require transportation from or to KPMB. Before logging in, users must first create an account using their ID number. Since their data is saved in CCloudDB, they can save time by not having to sign up every time they want to use PickMe. The PickMe application provides various functions such as a location sensor, camera, and the application automatically went to Whatsapp whenever they wanted to contact the driver.

TASK 4

RUNTIME SCREEN CAPTURE

The screen time of PickMe KPMB Apps has a total of 10 pages . The pages of screen are shown as below.

1. Login and Sign Up page



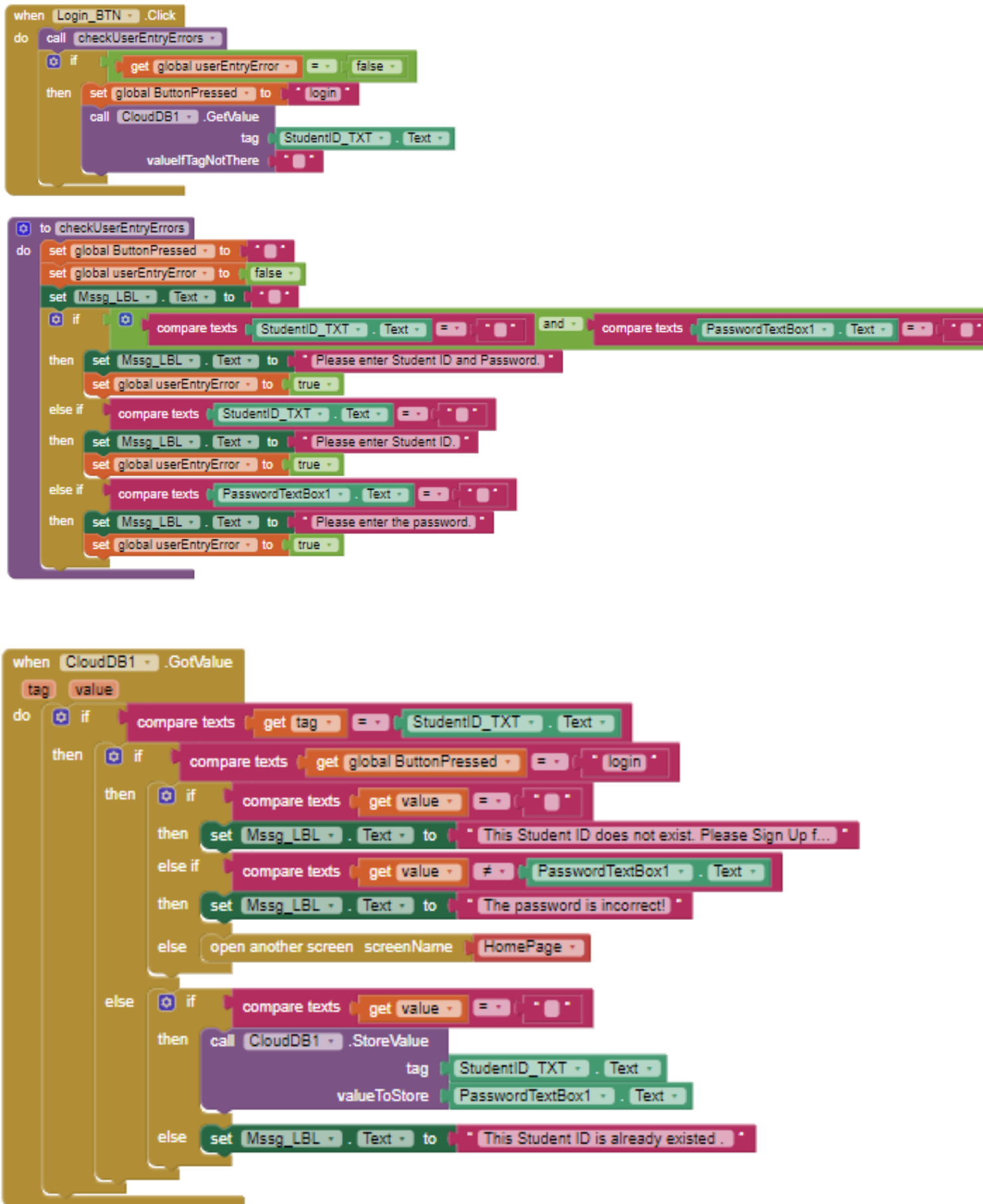
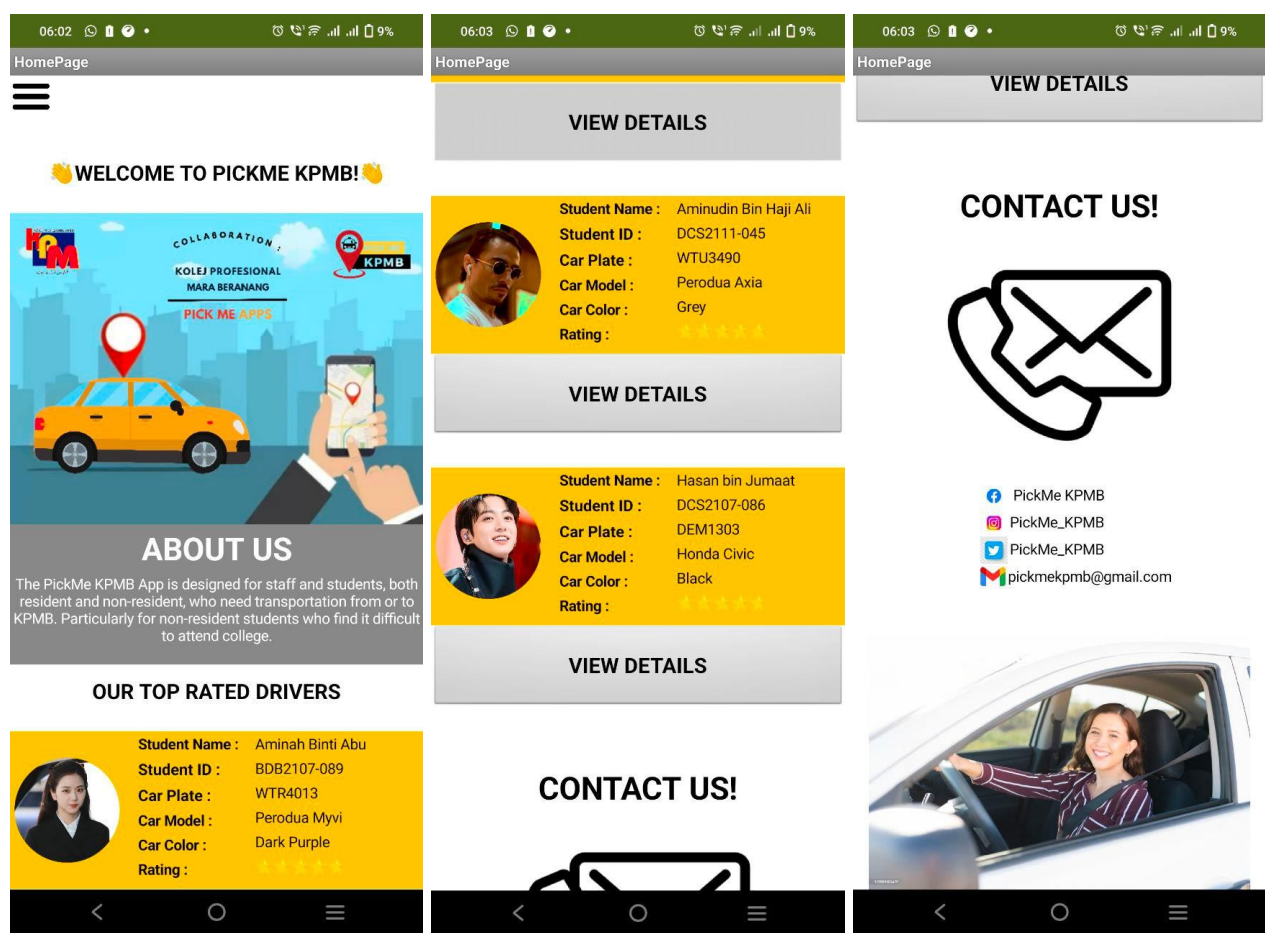


Figure 4.1

Figure 4.1 shows that a login and also sign up screen that user need to register first before login. Since it is focus on KPMB student , so simply by putting user’s student ID for a new user and then click “ SIGN UP ” first . After the notifier shows up “Your account has been created!” , now user can login as usual by clicking the “LOG IN” button .

2. Homepage



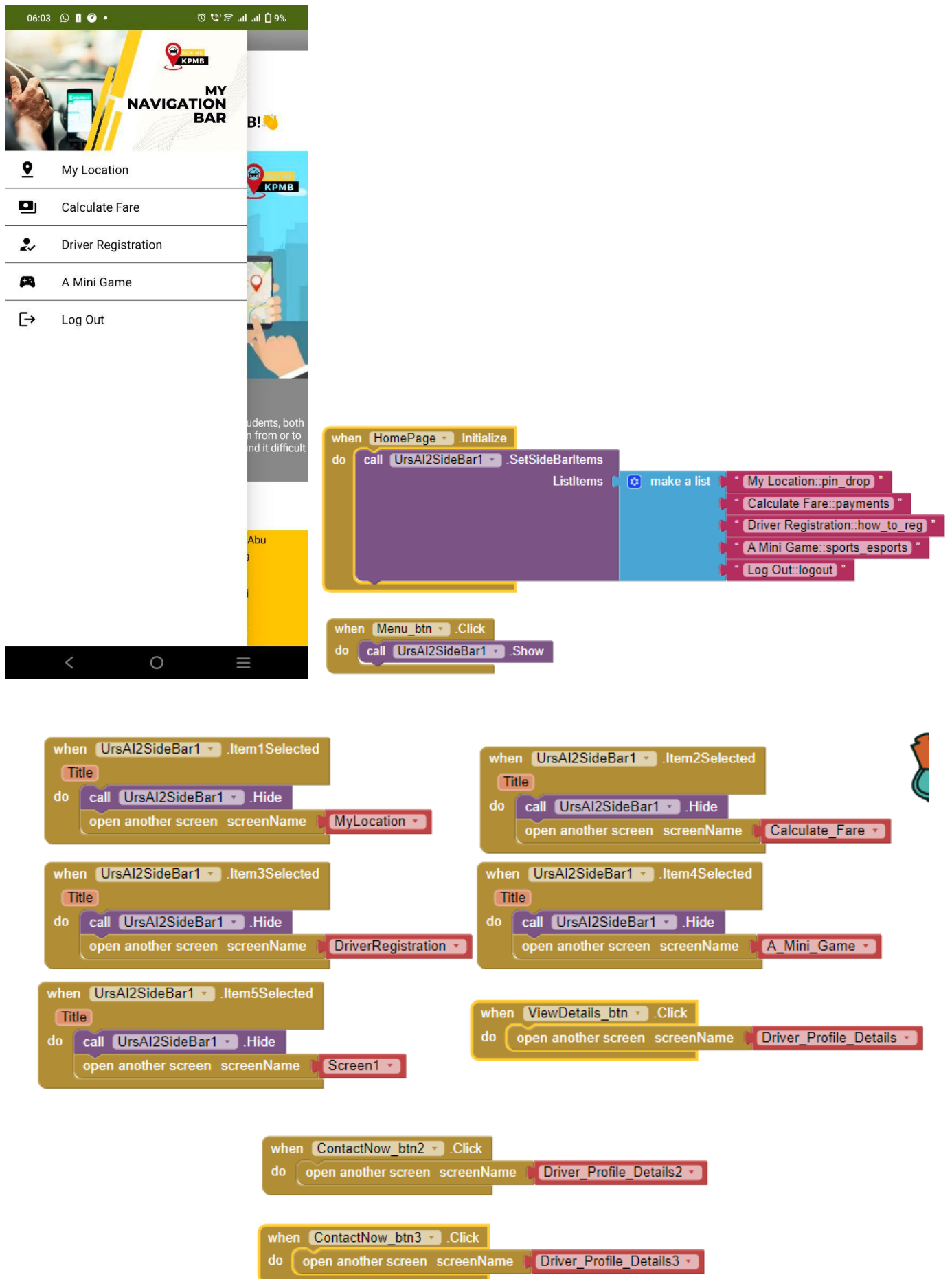


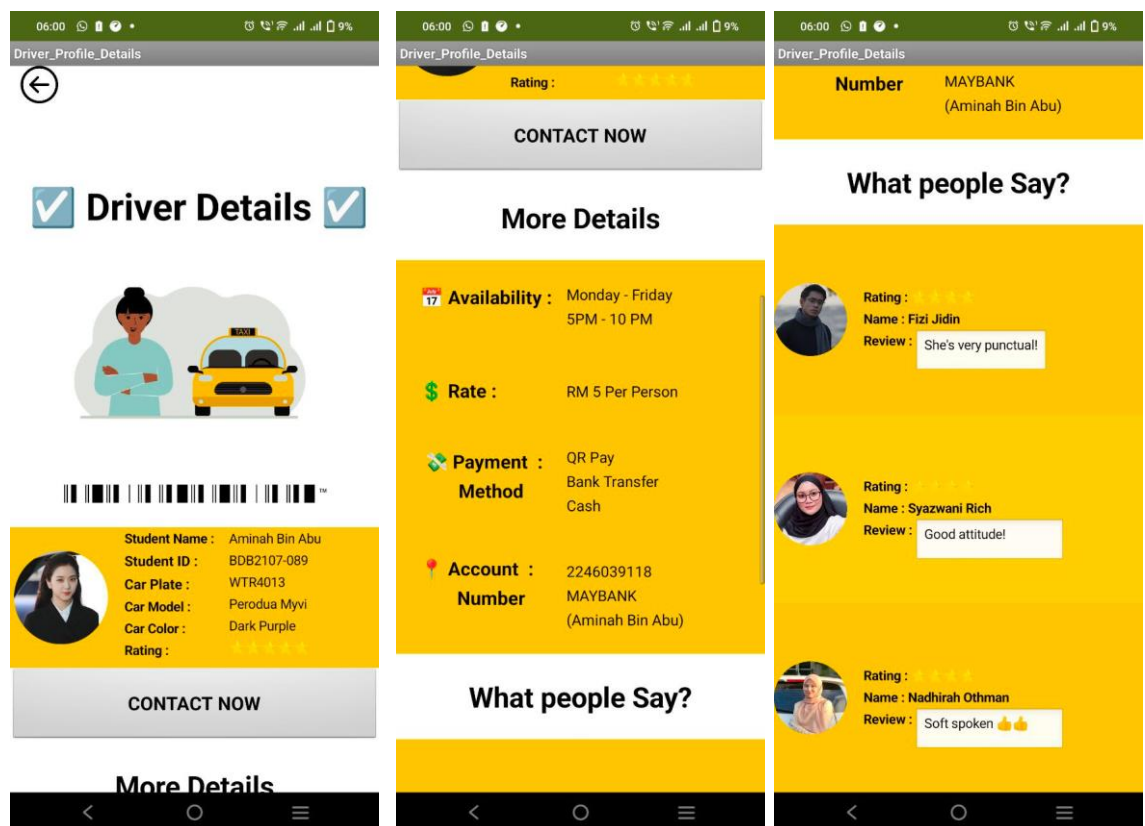
Figure 4.2

There are actually 4 pictures for **Figure 4.2**. **Figure 4.2** shows that after user successfully login into the app, it will show the homepage first . This is how out homepage looks like . There are navigation bar at top corner left-side for user to search specific things such as Map or Location, Calculate Fare to find estimate price or other planning budget, Driver Registration , A Mini Game for user who find it it boring along the way during the trip, they can play this . Last but not least the “ Log Out” which head back to Login Page , where user require to login again .

In the homepage , there are “About Us” that helps user to understand who we are what we do . Moreover, there are also “Top Rated Drivers” section after the “About Us” . This will show the best drivers that user can choose from . By clicking the view details, user able to see more details about that driver’s profile . Last but not least, the “Contact Us” section where user can contact if there are issues, complaint or problems that arise among the driver and the customer itself , or about the service and user can approach this through the provided social media and also an email using GMAIL.

3. Driver’s Profile Details

➤ First Driver



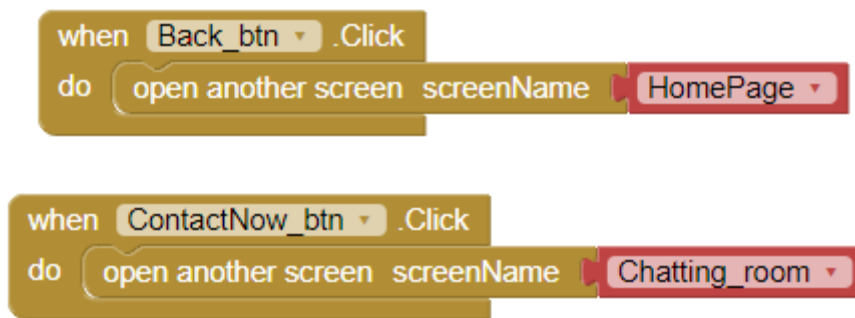


Figure 4.3

➤ Second Driver

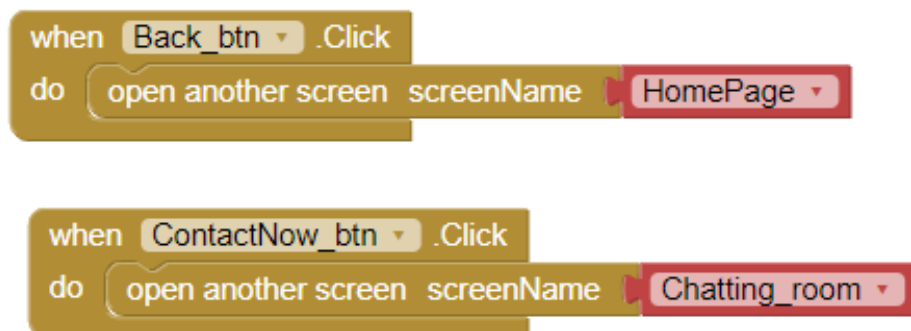
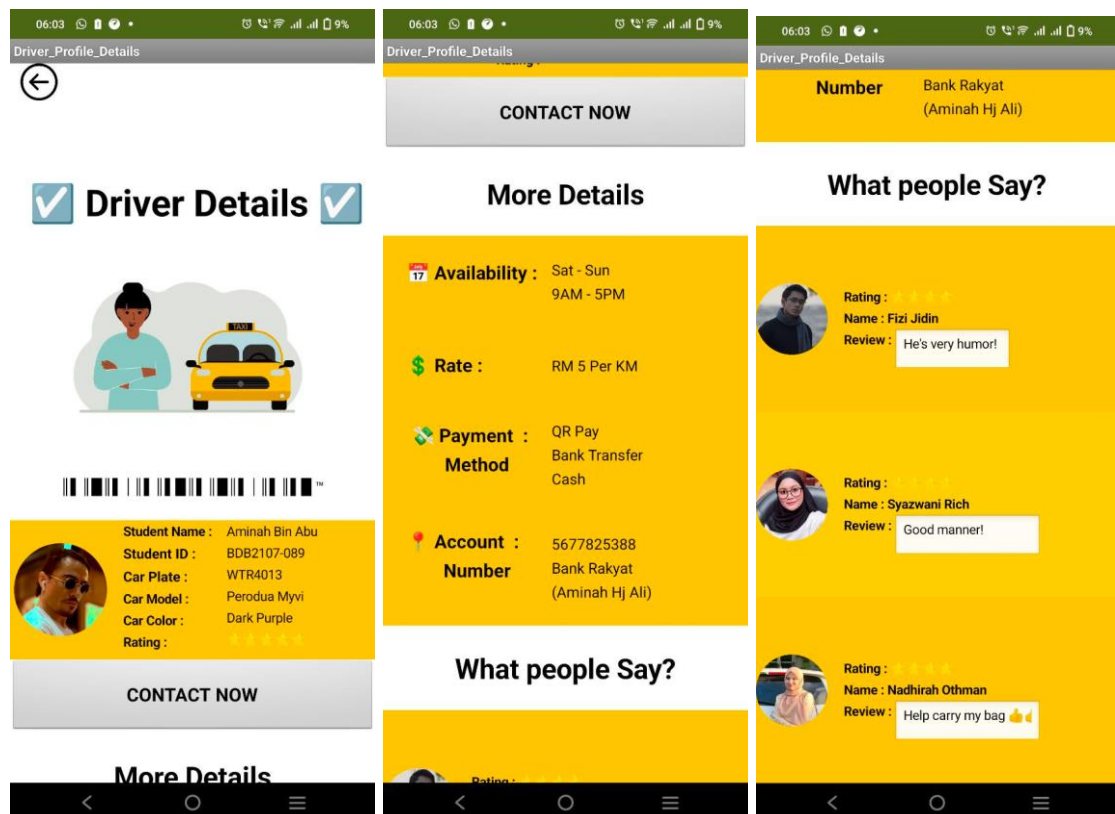


Figure 4.4

➤ Third Driver



Figure 4.5

The **Figure 4.3** , **4.4** and **4.5** shows that the more details about the driver based on user pick . At the homepage, when user click one of the driver's profile by clicking the "View Details" , it will show like this . At more details section, it will show availability which mean when or what time the driver are open for their service , Rate of each driver are different based on driver's preference itself , so it can be variety . So the Rate section will show the amount you should pay based on the information provided and that is where the calculator " Calculate Fare " can be used by user to calculate , plan and estimated their budget . And also there are payment method that available on each different driver and their account number in case for the tips and those pay using bank transfer .

The review section is the important part to as it representative for user who had a ride with the driver and give the feedback on how they behave . This will help other user or customer to make decision who want to have a ride with them.

4. Chat Room (with driver)

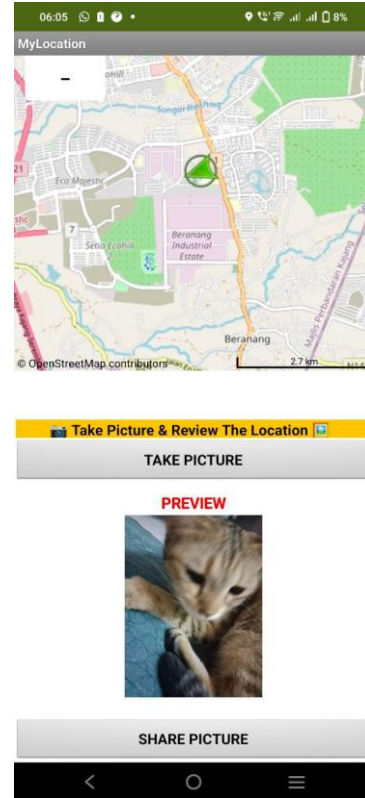
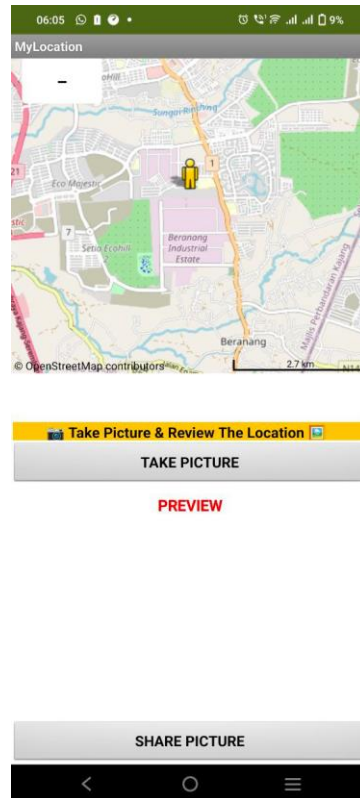
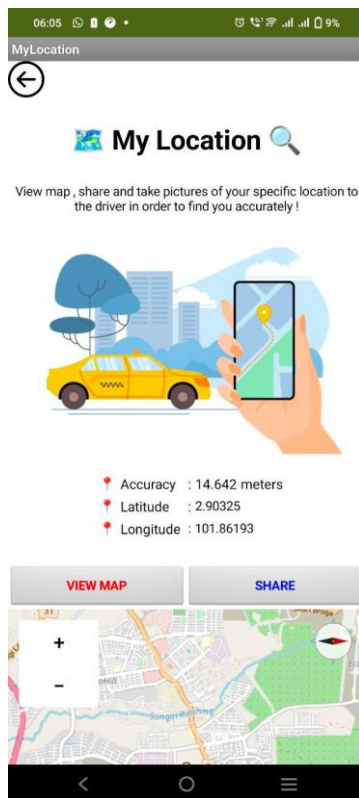


Figure 4.6

Figure 4.6 shows that a chatting room where customer and driver are bound to be connected . When a customer are interested to have a ride with the driver, they can click button “CONTACT NOW” and it will bring the chatting pages connected via messages for easier for them to make negotiation. There are also a warning procedure that user need to follow in order to being avoid from banning their account .

The Navigation Bar Section

5. My Location



```
when Back_btn.Click
do open another screen screenName HomePage
```

```
when LocationSensor1.LocationChanged
latitude longitude altitude speed
do set padding4.Text to LocationSensor1.Accuracy
set padding_latitude.Text to get latitude
set padding_longitude.Text to get longitude
```

```
when LocationSensor2.LocationChanged
latitude longitude altitude speed
do call Map1.PanTo
latitude get latitude
longitude get longitude
zoom Map1.ZoomLevel
```

```
when Save_Btn.Click
do set ActivityStarter1.Action to android.intent.action.VIEW
set ActivityStarter1.DataUri to join
"http://maps.google.com/maps?q="
padding_latitude.Text
padding_longitude.Text
call ActivityStarter1.StartActivity
```

```
when Share_Btn.Click
do call Sharing1.ShareMessage
message join
"http://maps.google.com/maps?q="
padding_latitude.Text
padding_longitude.Text
```

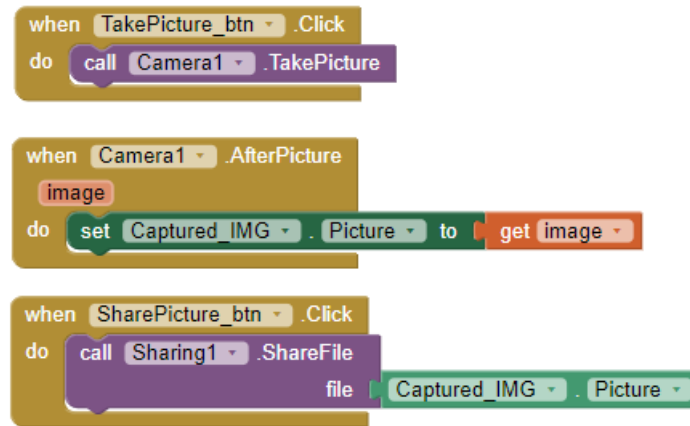



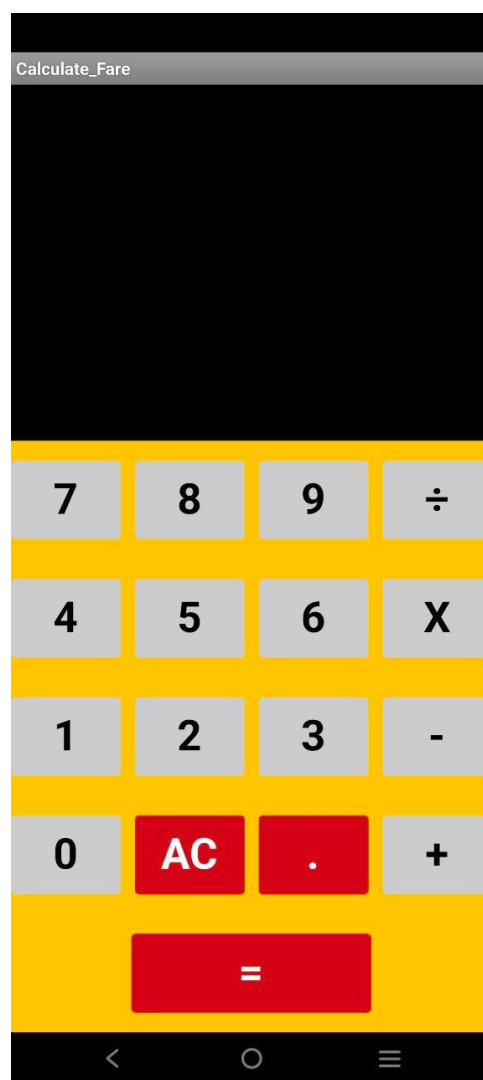
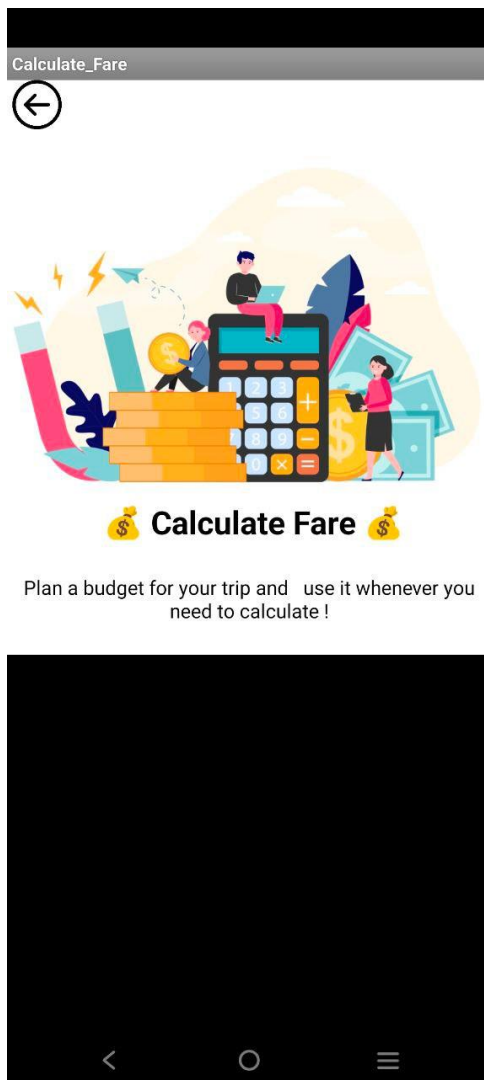
Figure 4.7

Figure 4.7 shows that the “My Location” page that located in navigation bar, where user can find it easily .

User can view location on the map. Where user can open the app and allow it to access user device's location sensor using "Google Maps". The app will then display the current location on the map . On the other hand, user also can share their location with a driver since user can share the maps via many platform messages including WhatsApp itself, Gmail and many more.

At the bottom, incase the driver is unfamiliar with the user location, user can specify the location by taking pictures and sent it via any message platform at ease.

6. Calculate Fare



```

when back_btn.Click
do
  open another screen screenName HomePage

initialize global firstNumber to ""
initialize global secondNumber to ""
initialize global operator to ""

to makeQuestion
do
  set question.Text to
  join
    get global firstNumber
    ""
    get global operator
    ""
    get global secondNumber

```



```

when One_btn .Click
do
  if compare texts get global operator = " + "
  then set global firstNumber to join get global firstNumber " 1 "
  else set global secondNumber to join get global secondNumber " 1 "
  call makeQuestion

```

```

when Two_btn .Click
do
  if compare texts get global operator = " + "
  then set global firstNumber to join get global firstNumber " 2 "
  else set global secondNumber to join get global secondNumber " 2 "
  call makeQuestion

```

```

when Three_btn .Click
do
  if compare texts get global operator = " + "
  then set global firstNumber to join get global firstNumber " 3 "
  else set global secondNumber to join get global secondNumber " 3 "
  call makeQuestion

```

```

when Four_btn .Click
do
  if compare texts get global operator = " + "
  then set global firstNumber to join get global firstNumber " 4 "
  else set global secondNumber to join get global secondNumber " 4 "
  call makeQuestion

```

```

when Five_btn .Click
do
  if compare texts get global operator = " + "
  then set global firstNumber to join get global firstNumber " 5 "
  else set global secondNumber to join get global secondNumber " 5 "
  call makeQuestion

```

```

when Six_btn .Click
do
  if compare texts get global operator = " + "
  then set global firstNumber to join get global firstNumber " 6 "
  else set global secondNumber to join get global secondNumber " 6 "
  call makeQuestion

```

```

when Seven_btn .Click
do
  if compare texts get global operator = " + "
  then set global firstNumber to join get global firstNumber " 7 "
  else set global secondNumber to join get global secondNumber " 7 "
  call makeQuestion

```

```

when Eight_btn .Click
do
  if compare texts get global operator = " + "
  then set global firstNumber to join get global firstNumber " 8 "
  else set global secondNumber to join get global secondNumber " 8 "
  call makeQuestion

```

```

when Nine_btn .Click
do
  if compare texts get global operator = " + "
  then set global firstNumber to join get global firstNumber " 9 "
  else set global secondNumber to join get global secondNumber " 9 "
  call makeQuestion

```

```

when Zero_btn .Click
do
  if compare texts get global operator = " + "
  then set global firstNumber to join get global firstNumber " 0 "
  else set global secondNumber to join get global secondNumber " 0 "
  call makeQuestion

```

```

initialize global decimalAdded to false

when decimal_btn.Click
do
  if get global decimalAdded = false
  then
    if compare texts get global operator = "-"
    then
      set global firstNumber to join get global firstNumber
      "0"
    else
      set global secondNumber to join get global secondNumber
      "0"
    set global decimalAdded to true
    call makeQuestion

when divisionOP_btn.Click
do
  set global operator to "-"
  call makeQuestion
  set global decimalAdded to false

when multiplyOP_btn.Click
do
  set global operator to "X"
  call makeQuestion
  set global decimalAdded to false

when plusOP_btn.Click
do
  set global operator to "+"
  call makeQuestion
  set global decimalAdded to false

when substOP_btn.Click
do
  set global operator to "-"
  call makeQuestion
  set global decimalAdded to false

when AC_btn.Click
do
  set global firstNumber to ""
  set global secondNumber to ""
  set global operator to ""
  set global decimalAdded to false
  set answer.Text to ""
  call makeQuestion

```

```

when equalTo_btn.Click
do
  if compare texts get global secondNumber ≠ ""
  then
    if compare texts get global operator = "X"
    then
      set answer.Text to join get global firstNumber × get global secondNumber
    else if compare texts get global operator = "+"
    then
      set answer.Text to join get global firstNumber + get global secondNumber
    else if compare texts get global operator = "-"
    then
      set answer.Text to join get global firstNumber - get global secondNumber
    else
      if compare texts get global secondNumber = "0"
      then
        set answer.Text to "Not a Number!"
      else
        set answer.Text to join get global firstNumber / get global secondNumber

  set global firstNumber to answer.Text
  set global secondNumber to ""
  set global operator to ""
  set global decimalAdded to false

```

Figure 4.8

Figure 4.8 shows about “Calculate Fare” page, where students that having a tight budget especially, can help those students to plan well their budget either worth to have a ride with a specific driver that they want. So, students don’t have to open and re-open the calculator many times at their default calculator.

7. Driver Registration

The figure displays three screenshots of the Driver Registration app interface. The first screenshot shows the 'DriverRegistration' screen with a green checkmark and the text 'DRIVER REGISTRATION'. Below this is an illustration of a red car on a green circular base. The second screenshot shows the 'CAR INFORMATION' section with fields for Car Plate (WTR4013), Car Model (Perodua Beza), and Car Color (Red). Below this is the 'EXTRA INFORMATION' section with fields for Availability (Mon-Fri, 4pm - 5pm), Payment Rate (RM 5 Per 500 meters), Payment Method (QR Pay/Cash/Transfer), and Bank Account Number (2246039118 (MAYBANK)). The third screenshot shows the 'PERSONAL INFORMATION' section with fields for Name (John Bin Mahmud), Student ID (BCS2107-111), Phone Number (+60 12-345678), and Home Address (Bangi, Selangor). A 'SUBMIT' button is visible at the bottom of the third screenshot.

DRIVER REGISTRATION

CAR INFORMATION

Car Plate : WTR4013

Car Model : Perodua Beza

Car Color : Red

EXTRA INFORMATION

Availability : Mon-Fri, 4pm - 5pm

Payment Rate : RM 5 Per 500 meters

Payment Method : QR Pay/Cash/Transfer

Bank Account Number : 2246039118 (MAYBANK)

PERSONAL INFORMATION

Name : John Bin Mahmud

Student ID : BCS2107-111

Phone Number : +60 12-345678

Home Address : Bangi, Selangor

SUBMIT **READ**

CAR INFORMATION

Car : Successfully submitted!! Thank you for registered with us.

Car Model :

06:08 100% 0%

DriverRegistration
(sufia, BCS2107-086 . 01234)
(. .)
(. .)
(sufia.BCS.0123)
(John Doe.BCS2107-086
.0132658916)
(shhshs z bzbz bzbzbs)
()
()
()
()
(John bin hasan BCS 12393.bangi
selwngor.wtrqe9.beza.blue.m
on.5.qr.132658918383/nJohn
bin mahmud BCS2107-086
0123456789.Bangi
Selangor.WTA3491.Alza
Sihat.white.sat 5pm-10pm.RM
1 per person .Cash
Only.11332658918/n)

when Back_btn .Click
do open another screen screenName HomePage

when Submit_btn .Click
do if is empty Name_txtbox .Text
then call Notifier1 .ShowAlert
notice " Fill in th name! "
call Name_txtbox .RequestFocus
else if is empty StudID_txtbox .Text
then call Notifier1 .ShowAlert
notice " Fill in your Student ID! "
call StudID_txtbox .RequestFocus
else if is empty PhoneNumb_txtbox .Text
then call Notifier1 .ShowAlert
notice " Fill in your phone number! "
call PhoneNumb_txtbox .RequestFocus
else if is empty HomeAddress_TxtBox .Text
then call Notifier1 .ShowAlert
notice " Fill in your home address! "
call HomeAddress_TxtBox .RequestFocus
else if is empty CarPlate_Txtbox .Text
then call Notifier1 .ShowAlert
notice " Fill in your car plate! "
call CarPlate_Txtbox .RequestFocus

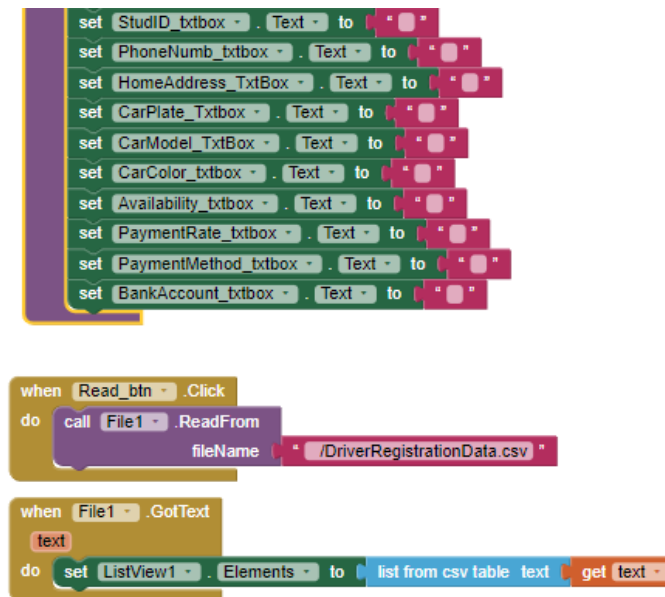
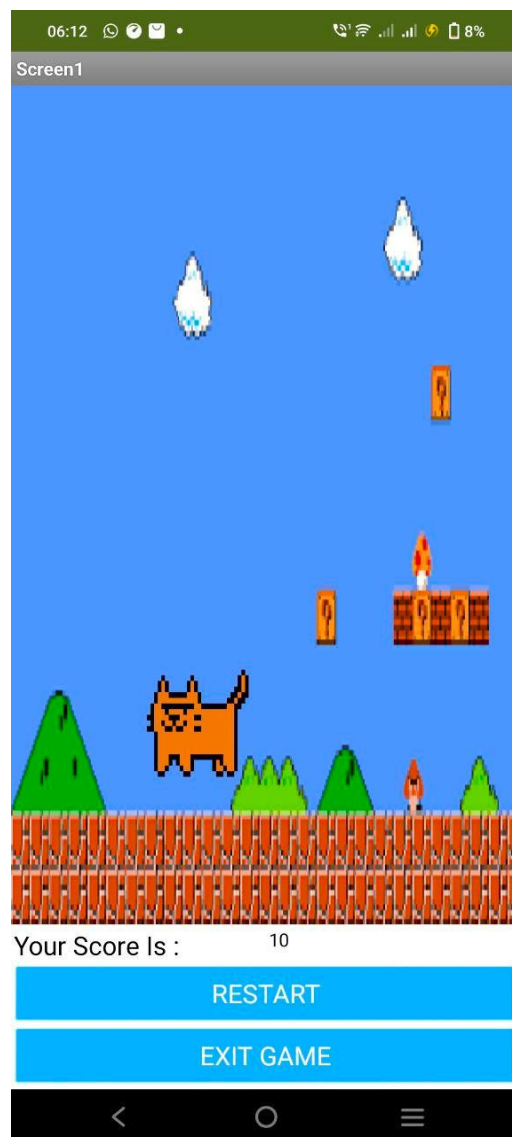


Figure 4.9

Figure 4.9 shows about Driver Registration where the students who is interested can take a part time or fulltime driver on weekend and try to make a side hustle while studying in college without being abandon by academic.

The students must fill in all the information that provided in the page or else the data will be not send to process the student application and the notifier warning will popup to indicate the student still have a blank box provided that is still not fill in with information. The data of driver registration will be saved in CSV file and can be open either Google Spreadsheet, Excel and any other platform that support CSV file extension file.

8. A Mini Game



initialize global score to 0

when Clock1.Timer
do call moveimagesprite

when Screen1.Initialize
do call moveimagesprite

to moveimagesprite
do call OyenSprite.MoveTo
x random integer from 1 to Canvas1.Width
y random integer from 1 to Canvas1.Height

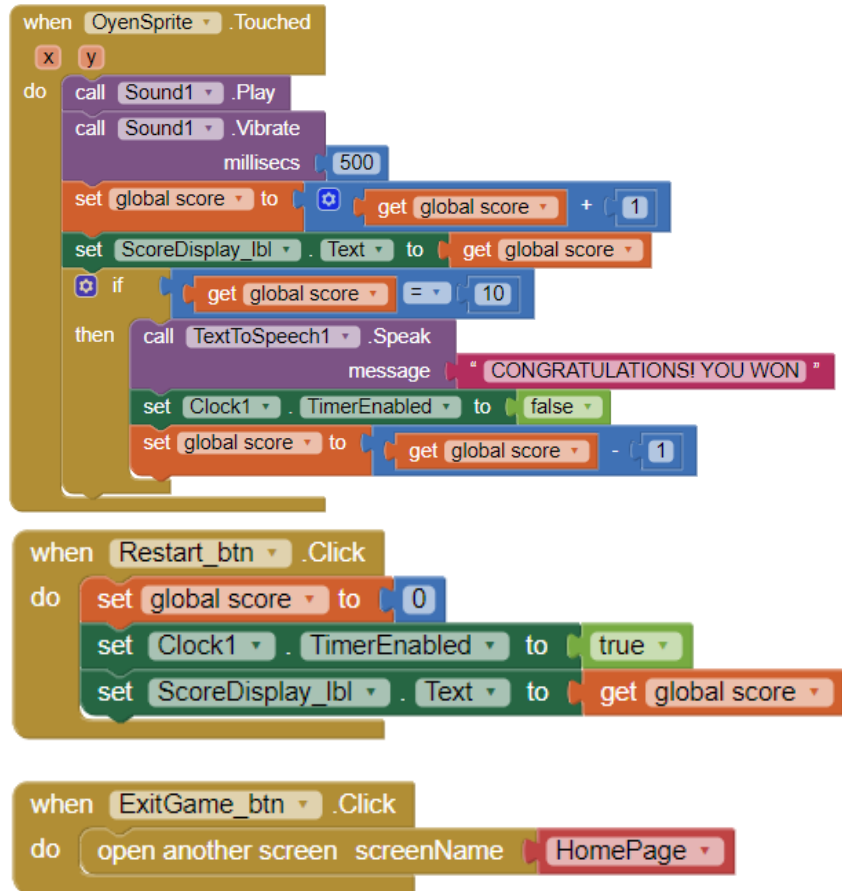


Figure 5.0

Figure 5.0 shows about a mini game that user, customer and students can play while waiting to reach at their destination. When they feel bored, simply go to the navigation bar and pick "A Mini Game" section. When user reach score of 10, the user is win and the speech text will congratulate the user. User can restart all over again and play until they satisfied and cured the boredom while having a journey.

