

# DFT50114 / DFT6014 INTEGRATED PROJECT **TECHNICAL REPORT**

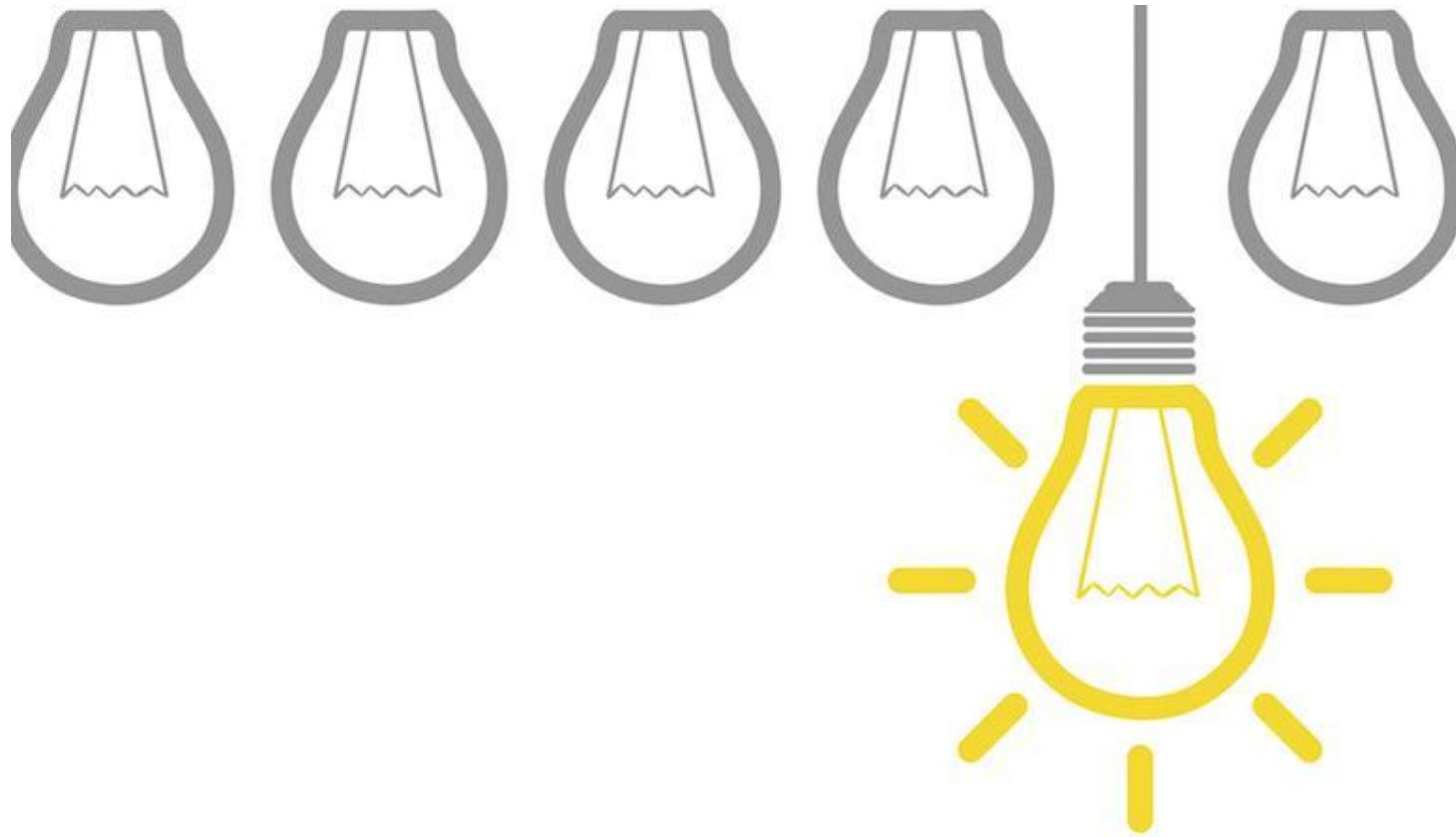
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UPROP, JTMK, PSP | **JUN2021**



# TECHNICAL REPORT CONTENT

No	Items
	Abstract
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1.0	Project Plan
2.0	Requirement Specification
3.0	Final Design
4.0	Test Description and Result
5.0	Discussions
6.0	Conclusion and Recommendations
7.0	References



# ABSTRACT

UPROP, JTMK | DIS2020

- A brief summary of project to help user understand the project problems, purpose, methods and scope but **NOT** results, conclusions and recommendations. It must be below 100 words only in one paragraph.
- Project background (1-2 sentences)
- What you did? (1-2 sentences)
- Why it is important? (1-2 sentences)
- How did you do it? (1-2 sentences)
- What you got? (1-2 sentences)
- What that means? (1 sentence)

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- Table of content must have page number and sequence to the report items.

# PROJECT PLAN | INTRODUCTION

## 1.0 INTRODUCTION

Autism is a developmental disorder that affects brain function and it is considered as a neurological defect rather than a simple psychiatric defect. Common features for autism include problems with social and emotional communication, emotional integration and general patterns related to interests, activities and attitudes (*Jimmy Wales, 2005*). However, developmental disorders can be treated with early diagnosis and treatment for people with autism to reach their full potential (*Dr. Tjin Willy*).

There are many ways to treat autism disorders which should include a number of therapies or approaches such as communication, vitamin therapy, physical therapy, auditory training, learning therapy and others (*Ayu Idris*). One of the most popular and effective therapies is communication through the PECS application.

PECS is an abbreviation for (Picture Exchange Communication Skills). PECS is an alternative communication method where autism children are taught to communicate with other people by using picture cards. (*UK, R. A, 2020*) It is designed for the training and intervention of non-verbal symbolic communication. This app does not use verbal communication.

In today's modern age world, the use of applications on mobile phones and tablets is seen as a necessity for the world community. There are many apps built for autism children on the distribution platforms such as Google Play Store and AppStore, but not all of them have a positive effect on children with autism as they are in dire need of physical therapy. In conclusion, this project is created to bring the best results to help autism children learn more about life.

*A brief description of the product to be produced.*



## 1.0 Pengenalan

Pembelajaran mudah alih, juga dikenali sebagai m-learning, adalah cara baru untuk mengakses kandungan pembelajaran menggunakan telefon bimbit. Pembelajaran mudah alih menyokong, dengan bantuan peranti mudah alih, akses berterusan ke proses pembelajaran. Ini boleh dilakukan menggunakan peranti seperti telefon bimbit, komputer riba atau tablet.

Pada zaman sekarang, pembelajaran yang moden iaitu berteknologi lebih mendapat sambutan berbanding pembelajaran di kelas. Hal ini kerana, pembelajaran teknologi lebih senang difahami dan dapat belajar tanpa kira waktu dan dimana pun kita berada. Jadi aplikasi ini dibangunkan untuk membantu kanak – kanak Disleksia dari segi pembelajaran. Disleksia merupakan masalah kesukaran untuk membaca dengan lancar menyebabkan mereka sukar untuk belajar seperti kanak – kanak normal. (Disleksia. 2020, February 9)

Melalui pembelajaran di dalam aplikasi untuk kanak – kanak Disleksia ini dapat memudahkan mereka untuk belajar di mana sahaja tanpa mereka perlu menunggu pada hari persekolahan. Para ibubapa boleh menggunakan aplikasi ini untuk membantu mengajar anak – anak mereka di rumah. Dengan adanya aplikasi ini, iaanya dapat membantu kanak-kanak disleksia untuk lebih memahami setiap huruf dan nombor.

Apabila aplikasi ini dibangunkan, para pengajar dan juga ibubapa dapat menggunakan aplikasi ini untuk mengajar kanak – kanak Disleksia untuk lebih cepat memahami perkara yang dipelajari. Selain itu, ibubapa juga turut mudah untuk mengajar anak-anak mereka agar anak-anak mereka dapat mengatasi kelemahan mereka. Oleh itu, kanak-kanak Disleksia dapat menangani kesukaran yang dihadapinya supaya mereka lebih memahami huruf dengan lebih awal.

This is a narrative in-text citation. The author's name is in the text of the sentence. The page number (p. 42) is at the end of the sentence.

Stein (2018) studied whether the early onset of Alzheimer's disease affected individuals younger than 30. His findings revealed that individuals as young as 20 were affected by the disease (p. 42). Another study found similar data, showing that individuals as young as 18 displayed symptoms of the disease (Tang & Pierce, 2014, p. 231). Even though both studies involved individuals in different hemispheres, the results were similar.

This is a parenthetical citation. In parentheses are the last names of the authors, year published, and page number.

## APA CITATION

Remember to cite.  
**DON'T COPY and PASTE**



# PROJECT PLAN | PROBLEM STATEMENT



*A concise description of an issue to be addressed or a condition to be improved.*

## 2.0 PROBLEM STATEMENT

PECS is an application system that is used for children with autism to communicate what do they need and want. However, this existing application may have some specific problems that might occur in some situations.

One of the problems that may arise is that the communication between children with autism is limited because some of them are unable to speak clearly and it is difficult for them to communicate with their parents and the community. Moreover, the existing PECS application is slightly impractical in the selection of the third phase because there is no correction if the child with autism develops the wrong sentence while using the application.

Furthermore, the image used is not transparent and small in size makes it difficult for children with autism to identify the picture.

## 2.0 Pernyataan Masalah

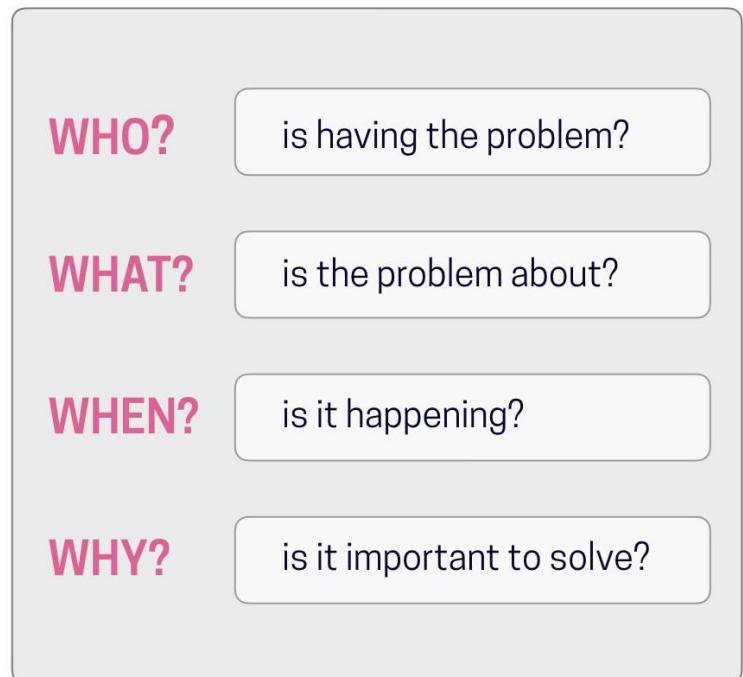
Disleksia merupakan satu jenis masalah yang berlaku pada sesetengah kanak-kanak. Kanak-kanak Disleksia mempunyai masalah menguasai tugas sekolah walaupun mereka telah berusaha bersungguh-sungguh. Mereka mempunyai keupayaan intelek yang normal tetapi masalah asasnya adalah perbezaan cara otak mereka berfungsi dalam menghubungkan simbol visual dengan bunyi. Mereka mungkin mengalami kesukaran membaca, menulis, mengeja dan mengira. (Dr. Aminah binti Kassim (20 April 2012))

Jadi, aplikasi ‘Dyslexia Training App’ ini direka khas untuk membantu kanak – kanak yang mempunyai masalah Disleksia ini supaya mereka dapat belajar di mana-mana tempat yang mereka berada tanpa perlu menunggu pada hari persekolahan. Kanak – kanak ini juga mempunyai masalah pembelajaran iaitu kesukaran mengenal huruf, membaca, mendengar dan bercakap.

Sebelum ini, para ibubapa perlu mencari tenaga pengajar untuk datang ke rumah mereka bagi mengadakan kelas tambahan. Di mana dalam kelas tambahan tersebut kanak-kanak yang menghadapi masalah Disleksia ini akan dibekalkan bimbingan untuk menguasai kelemahan yang ada pada diri mereka.

Akhir sekali, kos rawatan terapi untuk seorang kanak-kanak yang mempunyai masalah disleksia ini ialah RM 550. Ianya merupakan jumlah kos yang sangat mahal untuk sesetengah ibubapa yang mempunyai kekurangan dari segi kewangan. Kos tersebut perlu dibayar pada setiap bulan, dimana kanak-kanak ini akan menjalani sesi terapi ini selama 6 bulan. (Wan Amy (19 Mac 2019)). Jadi jumlah keseluruhan kos terapi untuk seorang kanak-kanak disleksia ini ialah RM 3300. Jumlah tersebut sangat mahal sekiranya ada sesetengah ibubapa yang tidak mampu untuk membayar jumlah tersebut.

GOOD PROBLEM  
STATEMENTS  
ARE CLEAR  
AND ACTIONABLE.



### 3.0 OBJEKTIF PROJEK

Objektif projek yang akan dibangunkan ialah :

1. Membangunkan sistem yang boleh menyiram pokok secara automatik mengikut kepada keperluan tanaman.
2. Mengaplikasikan sensor moisture untuk mengesan kadar kelembapan tanah supaya semua tanaman mendapat bekalan air yang secukupnya.
3. Memberi notifikasi berkenaan.....



## PROJECT PLAN | OBJECTIVE OF PROJECT

- Purpose of the project should be in point form
- e.g:
  - i. Objective 1
  - ii. Objective 2
  - iii. Objective 3
- The objectives must be **specific, measurable, achievable, relevant and time oriented**.

### **3.0 OBJECTIVE**

**In order to improve mobile education applications for children with autism, the objectives of the project are to: -**

- i. Upgrading the current PECS app by introducing a feature that can detect incorrect sentences.
- ii. Modifying Phase 2 in the existing PECS application by asking children with autism's questions and providing them with the answers to choose the correct answer.
- iii. Improving existing photos and audio to make it easier to understand and hear

#### **3.0 Objectives**

In order to improve the quality of the unit project, we have created an application to replace the previous grading method. This application can bring UPROP, assessor, and students a lot of benefits. The objectives of the project is to create a Final Year Project Scoring Application and the function of the application is as below:

1. To create an application that enable the final year student to register the project group and the project title.
2. It will help UPROP to assign assessor to the project group and generate the evaluation table.
3. Creating web based system for UPROP so that can be used on non mobile device.



# PROJECT PLAN I

## SCOPE OF PROJECT

- State the user scope or project boundaries while doing this project. This scope will make sure that this project will be done correctly according to the stated scope. It is suggested to state scope by **module of function**.
- \*The details of the scope depend on supervisor or client needs.*

### 4.0 PROJECT SCOPE

This project is developed to assist the RHC Training Center. This training center is an organization founded with the aim of helping children with autism improve their lifestyle. Their branches at Machang Bubok, Bukit Mertajam .Below is the scope of this project, user scope and system scope.

#### 4.1 USER SCOPE

- Children with autism:** This app will be used by children with autism specific ages 5 and older to help them communicate with others.
- Parents and the community:** This app can be used for parents and the global community to help them understand the needs of autism children what they want to convey through the application.
- Scope Therapist :** This app can be used by therapists to help them in improving the development of autism children.

#### 4.2 SYSTEM SCOPE

This application will be upgraded from an existing. In this application there are three phases. As for the first phase there is a picture that when it is pressed it will produce a sound. Then, for the second phase the coach or parent will give the autism child the questions and they will need to answer the questions using the answers given.

This project was developed for RHC Training Center. The application is developed in the original application concept. The software used for the development of this application is Android Studio, Java software language and SQLite database.



## **6.0 LITERATURE REVIEW**

In this chapter, it will discuss the comparisons and explain about the applications that use other or similar methods and related to communication applications for children with autism. The literature review will also allow to improve the performance of the app to reduce the problems that often occur in some applications such as excessive advertising, lack of animation and others.

### **6.1 ASD autism**

In 1994 Hans Asperger described Asperger's syndrome. The fifth edition of the Mental Disorders Diagnostic and Statistical Manual (DSM-5) describes autism spectrum disorder (ASD) as a syndrome defined by deficiencies in two central areas of social communication and social interaction, with restricted repetitive patterns of behaviour, desires, with behaviors. The DSM-5 has r since 2013 (*Chatzimanolis S, 2015*).

*Reference of previous studies that relevant to the project.*

### **6.2 Non-verbal**

The autism community has relied on voluminous text-to-speech devices for decade to help them communicate and learn. Many of these devices have limited portability, and from \$5000 to \$10,000 are quite expensive. Recently , mobile application offers similar capabilities to individuals with autism spectrum disorders ( ASD), while providing portability and affordability at the same time. Though several approaches (*Irimia R, Gottschling M, 2016*).

### **6.3 Mobile learning**

Application learning system to be built using the Android 2.1 mobile hardware. A parent chaperone, or login to an application that comes with the authentication process , generally. Accompanying children are favored by children who enter data in the form which is name, photo, together with a picture or cartoon character and sound (audio / music). Admin can also add or delete categories, images, and vocabulary sounds that will be taught to kids. The input image and sound vocabulary are taken from a camera, or recorded from a provided server by downloading data. Companion or parent may also exit the application, and the child may start

# **REQUIREMENT SPECIFICATION | FUNCTIONAL & NON FUNCTIONAL REQUIREMENT**

**Functional** - List of project main functions.

**Non Functional** - Define system attributes such as security, reliability, performance, maintainability, scalability and usability.

## **Functional Requirements**

When a site visitor creates an account, the server shall send a welcome email.

When order status changes to fulfillment, the local printer shall print a packing slip.

The system must allow the user to fill out and submit a service form.

## **Related Non-Functional Requirement**

When sending welcome emails, the server must send them within 10 minutes of registration.

When packing slips are printed, they must be on both sides of 5" x 8" sheets of white paper.

When the form is requested from the server, it must load with 1 second. When the submit button is pressed, it must complete upload within 2 seconds.

## **Non-Functional Requirements**



## **Functional Requirements**



#### 6.5.4 Three Differentiation of an Existing Application

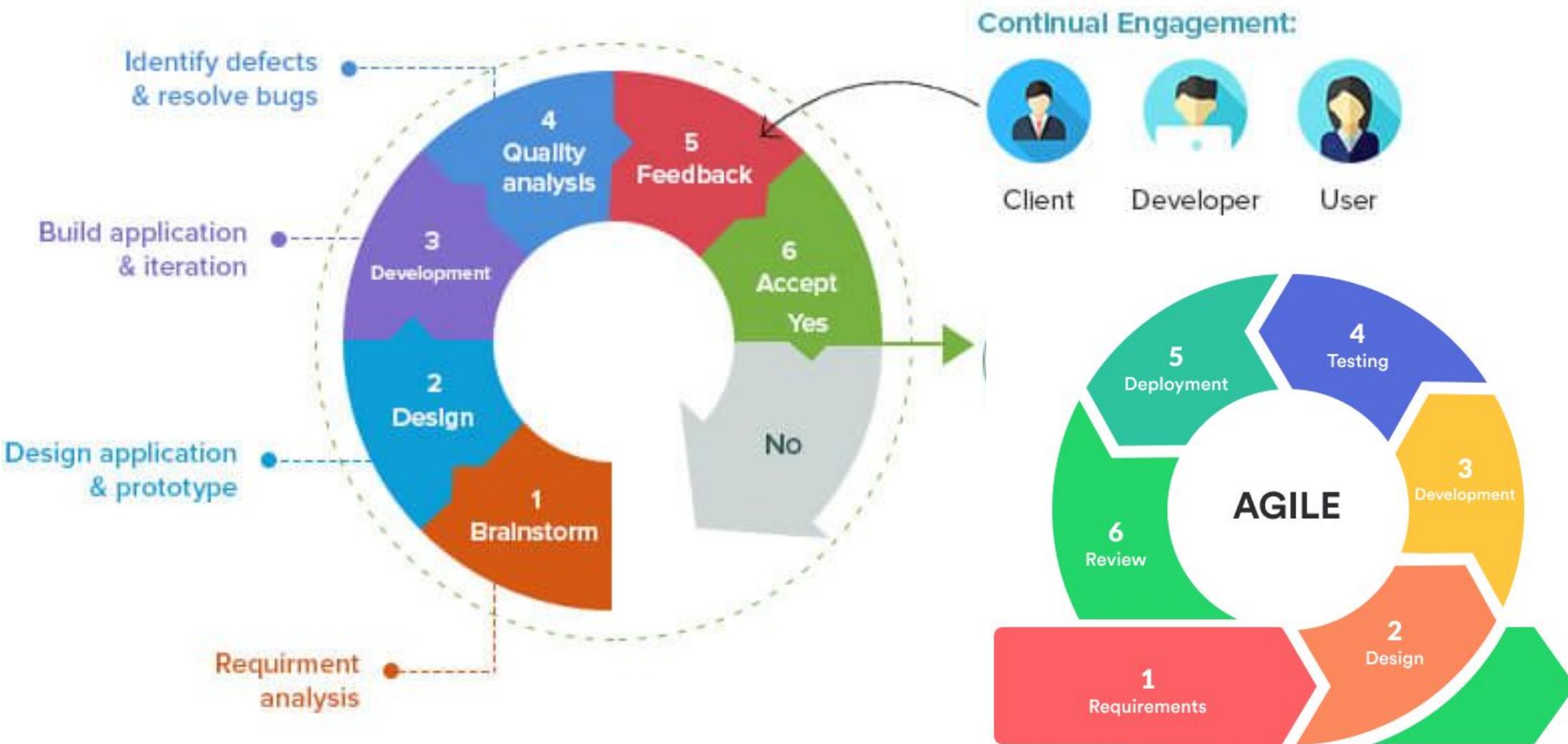
**Table 1: Comparison of existing application**

Parameter	PECS App	AVAZ AAC Communication App	LAMP Words For Life Communication App	PICTOSCOM App
Type of System	Native App	Native App	Native App	Native App
Language	Java	Swift	Swift	Java
System Objective	The application of this communication is to assist the communication of non-verbal autism children	This communication app is designed for children with autism. Use of the AVAZ AAC Application to improve their communication, not replace or hinder their existing skills.	The LAMP method was developed using the principles of motor learning in conjunction with the Unity language system for the treatment of nonverbal individuals using enhancement devices for communication.	PICTOSCOM is an application that enables communication with people with autistic spectrum disorders or aphasia.
Purchases	Free	In-App Purchases	In-App Purchases	Free
Animation	No	Yes	No	Yes
Advertisements	No	Less	Less	More

**Must include findings**, after comparing existing project, you must write what is your finding

#### 6.2.5 Comparison Table

Features	Rubric Scorer	Rubrics-v2	Rubistar	Roobrix	Our Application: Final Project Scoring Application
<b>Login</b>	No	No	Yes	No	Yes
<b>Calculate function</b>	Yes	No	Yes	Yes	Yes
<b>Database</b>	Yes	Yes	Yes	No	Yes
<b>Ranking list</b>	No	No	No	No	Yes
<b>User feedback</b>	Yes	Yes	Yes	Yes	Yes
<b>Reservation of Venue Presentation</b>	No	No	No	No	Yes



# PROJECT PLAN | PROJECT GANTT CHART

Follow this timeline

WEEKS	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10	W11	W12	W13	W14	W15
	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	WEEK 9	WEEK 10	WEEK 11	WEEK 12	WEEK 13	WEEK 14	WEEK 15
<b>PLANNING</b>															
<b>1.0 PROJECT PROPOSAL.</b> Prepare project plan and project design															
<b>PROPOSAL PRESENTATION</b>															
<b>2.0 PROJECT DEVELOPMENT.</b> 2.1 Plan requirement and design specifications. 2.2 Manage the hardware or software configuration. 2.3 Develop problem specification and design.															
<b>DEMO 1 PRESENTATION</b>															
<b>2.0 PROJECT DEVELOPMENT. (Continue)</b> 2.1 Plan requirement and design specifications. 2.2 Manage the hardware or software configuration. 2.3 Develop problem specification and design.															
<b>DEMO 2 PRESENTATION</b>															
<b>2.0 PROJECT DEVELOPMENT. (Continue)</b> 2.1 Plan requirement and design specifications. 2.2 Manage the hardware or software configuration. 2.3 Develop problem specification and design.															
<b>3.0 DELIVERABLES</b> 3.1 Present deliverables. 3.2 Prepare project documentation. 3.3 Present final project.															
<b>CAPSTONE PROJECT PRESENTATION</b>															
<ul style="list-style-type: none"><li>• Capstone project presentation</li><li>• Project refining</li><li>• Re-Present Capstone Project</li><li>• Full Documents and Project Submission</li></ul>															

Follow your **methodology phase**. What task do you do during this phase.

Create the timeline of the project progress to complete the project.

Parameters	Functional Requirement	Non-Functional Requirements
Requirement	It is mandatory	It is non-mandatory
Capturing type	It is captured in use case	It is captured as a quality attribute
End-result	Product feature	Product properties
Capturing	Easy to capture	Hard to capture
Objective	Helps you verify the functionality of the software	Helps you to verify the performance of the software
Area of focus	Focuses on user requirement	Concentrates on the user's expectation and experience
Documentation	Describe what the product does	Describes how the product works
Product Info	Product features	Product properties

# **REQUIREMENT SPECIFICATION | HARDWARE AND SOFTWARE REQUIREMENT**

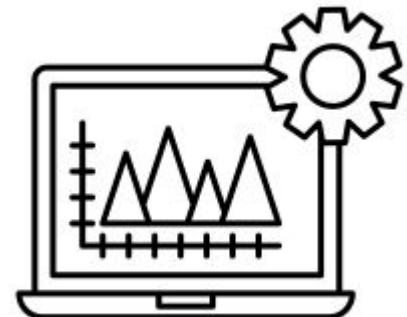
- List of hardware and software specification to be used in the table form.

Processor	AMD Phenom II X2 550 Processor 3.2 GHz
Memory	4.00 GB
Hard Disk space	1TB
Monitor	21.5 Samsung Sync Master 2233sw
Others	Other required standard computer peripherals, such as keyboard and mouse.

Software	Description
<b>Server Environment</b>	
Operating System	Microsoft Windows 7
Programming Tool	Adobe Dreamweaver CS4
Database server	MySQL 5.1.30 database (Windows)
Web server	Apache 2.2.11
<b>Client Environment</b>	
Internet browser	Internet Explorer 6.0 or above, Google Chrome, Mozilla Firefox, Safari, Opera

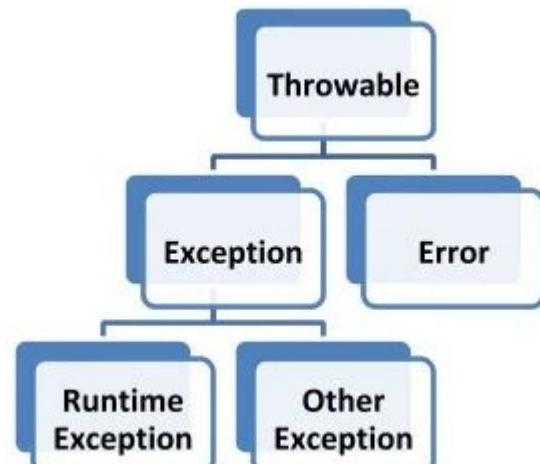
# REQUIREMENT SPECIFICATION | SYSTEM CONFIGURATION

- Explain how to configure the system.
  - How to install / setup



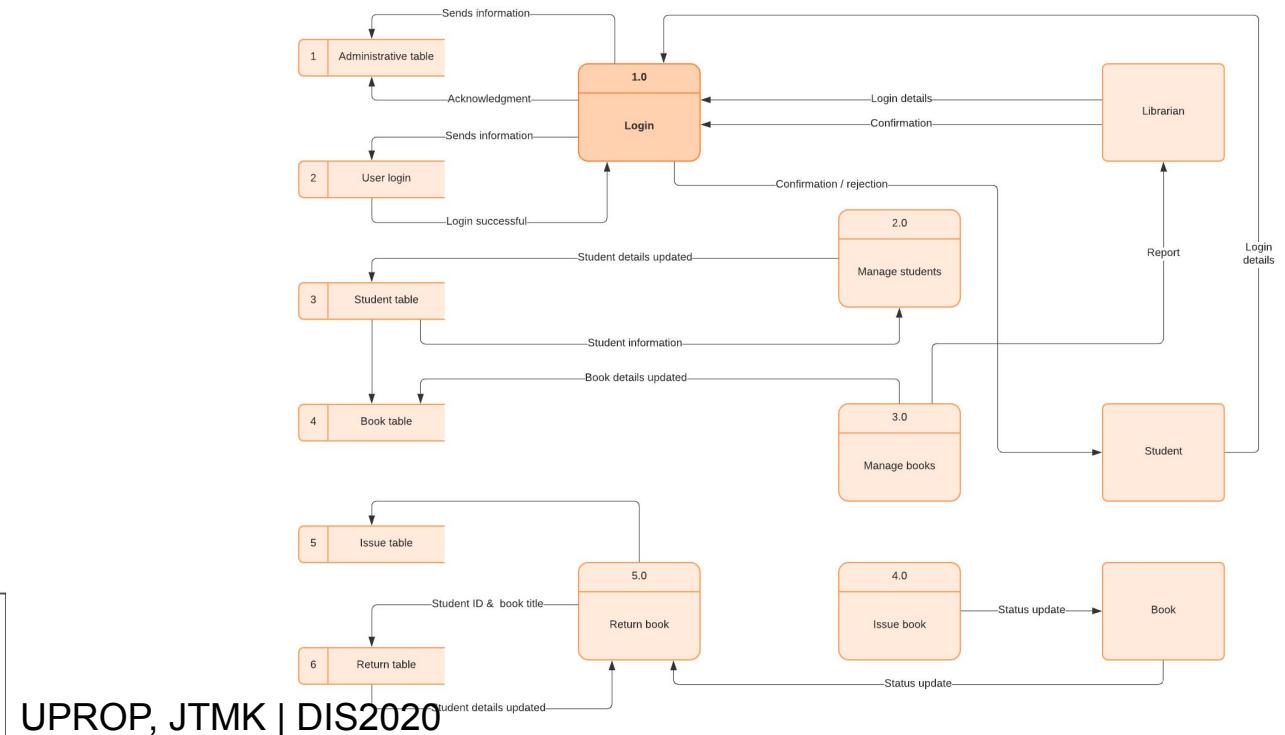
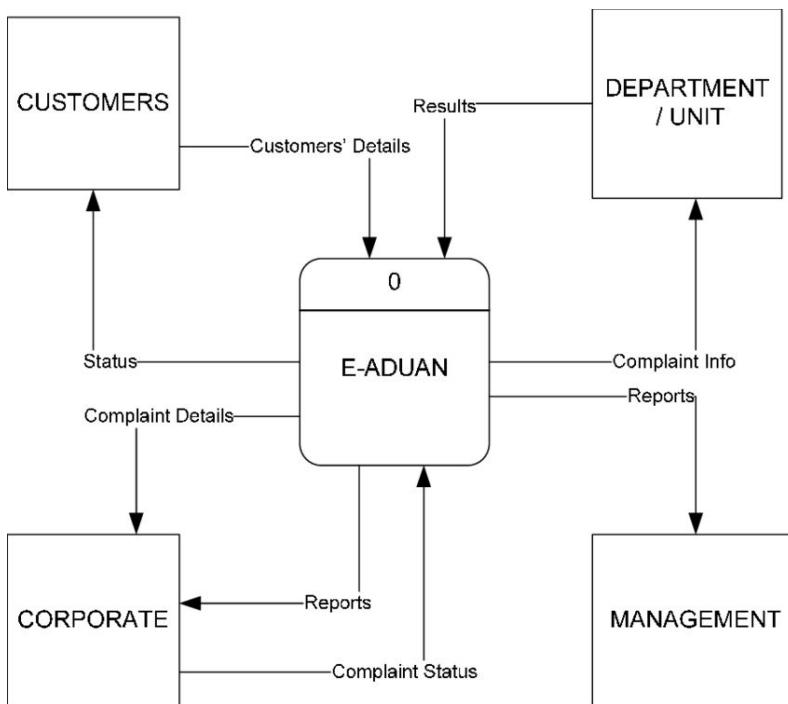
# REQUIREMENT SPECIFICATION | **SECURITY REQUIREMENT /** **EXCEPTIONAL HANDLING**

- - Login / thumb print / face recognition
  - Session / cookies
  - Client side and server side validation - Form validation
  - Encryption
  - Exception handling – error message

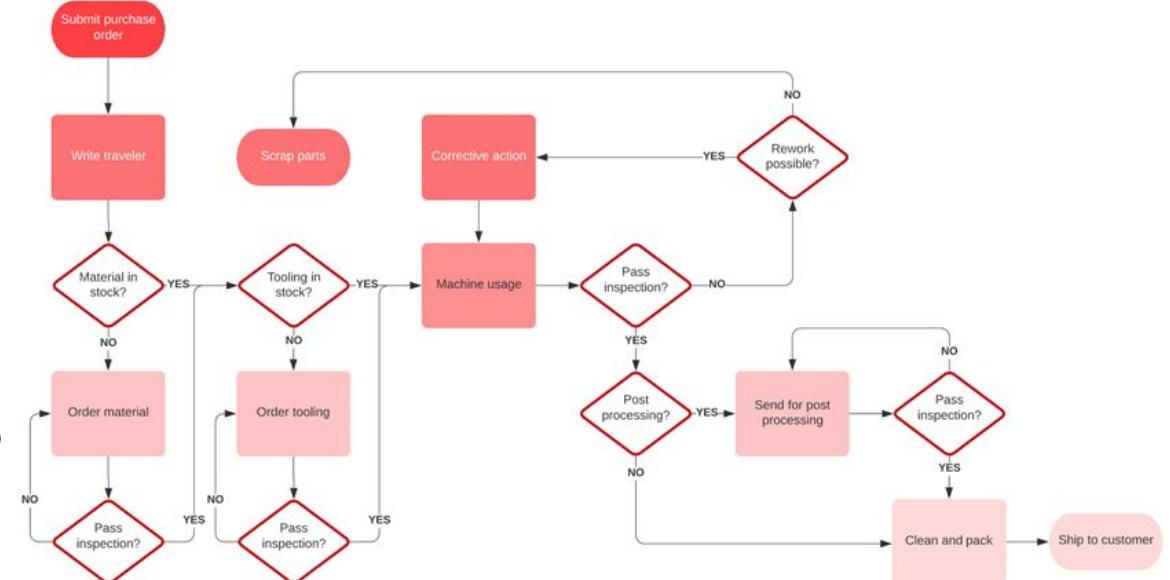
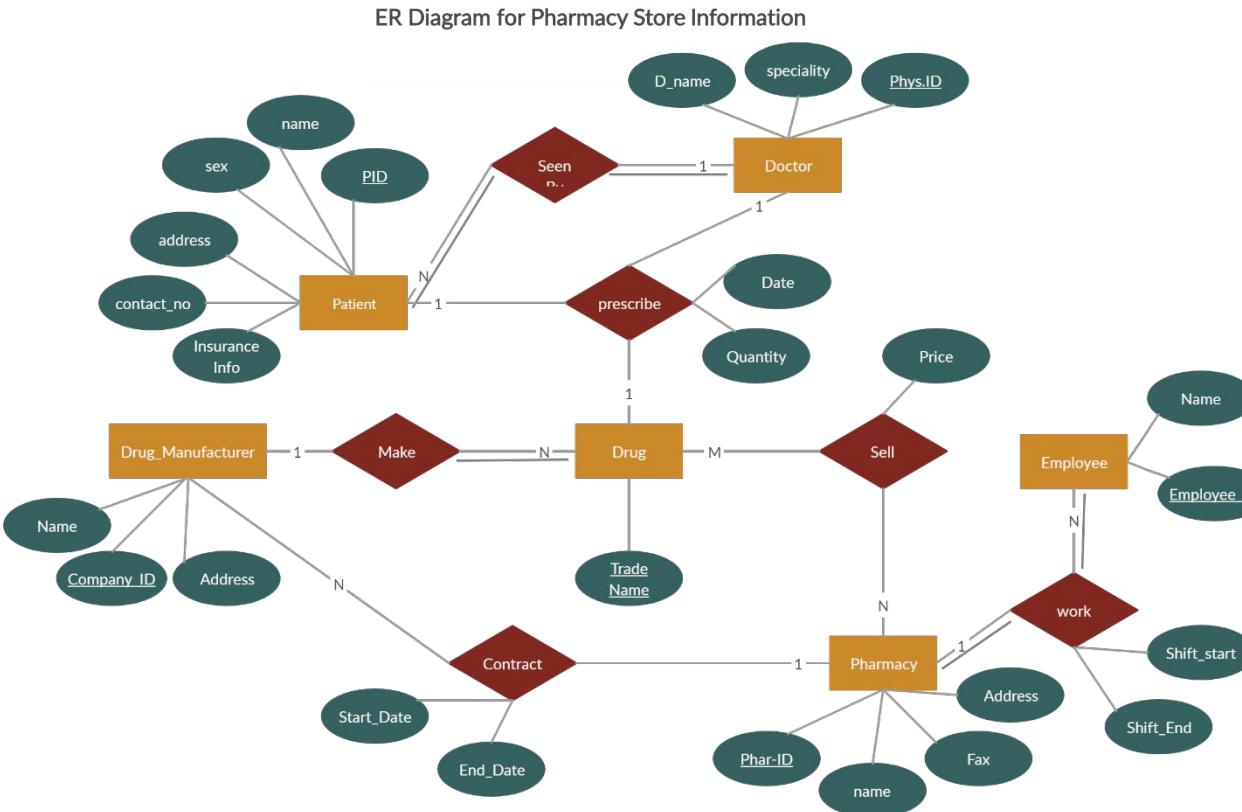


# FINAL DESIGN | LOGICAL DESIGN

- Explain and show the detailed of logical design project. It includes all ***system development diagrams*** such as data flow diagram, flowcharts, entity relationship diagram, contact diagram, schematic diagrams and network logical topology.

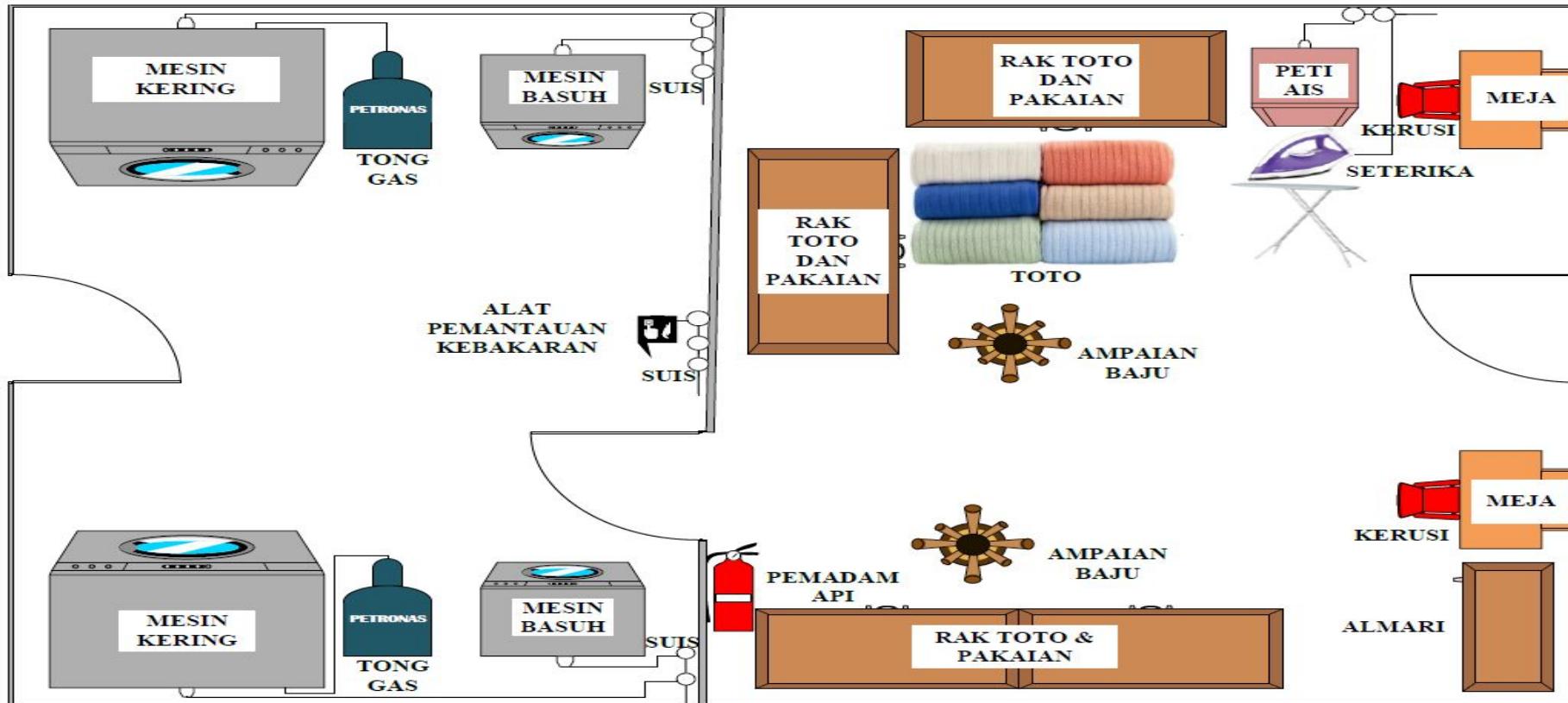


# FINAL DESIGN | LOGICAL DESIGN



# FINAL DESIGN | PHYSICAL DESIGN

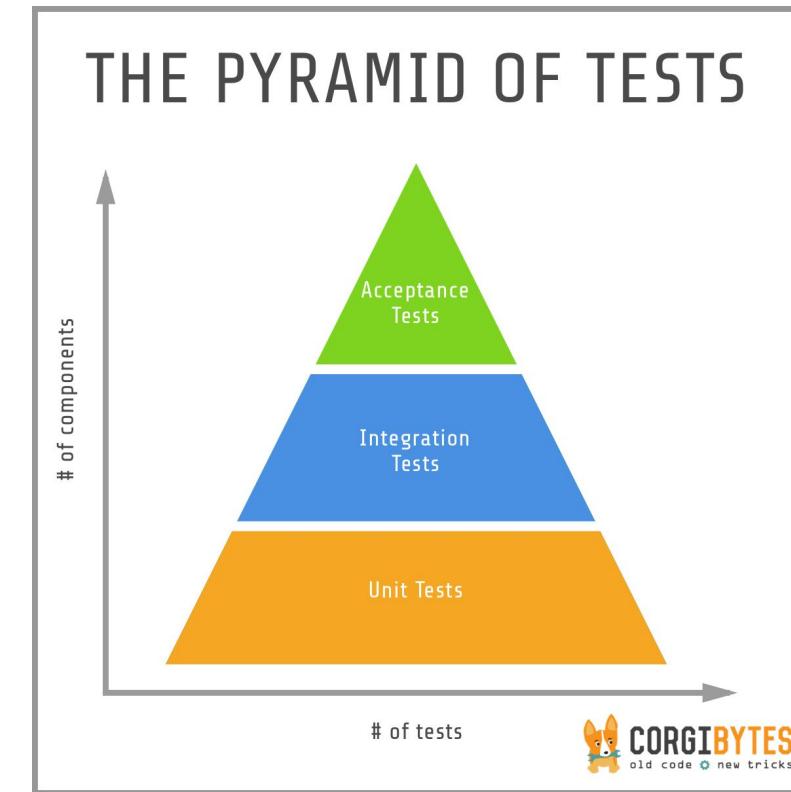
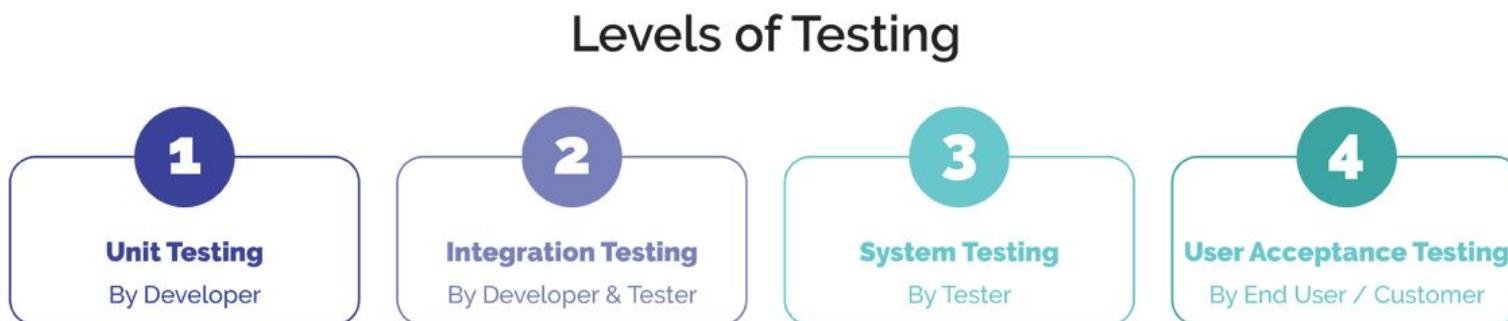
- Explain and show the detailed of physical design project. It includes all user interface design network topology.



Rajah 3.1 menunjukkan reka bentuk logikal di Pusat Dobi Eda.

# TEST DESCRIPTION AND RESULTS

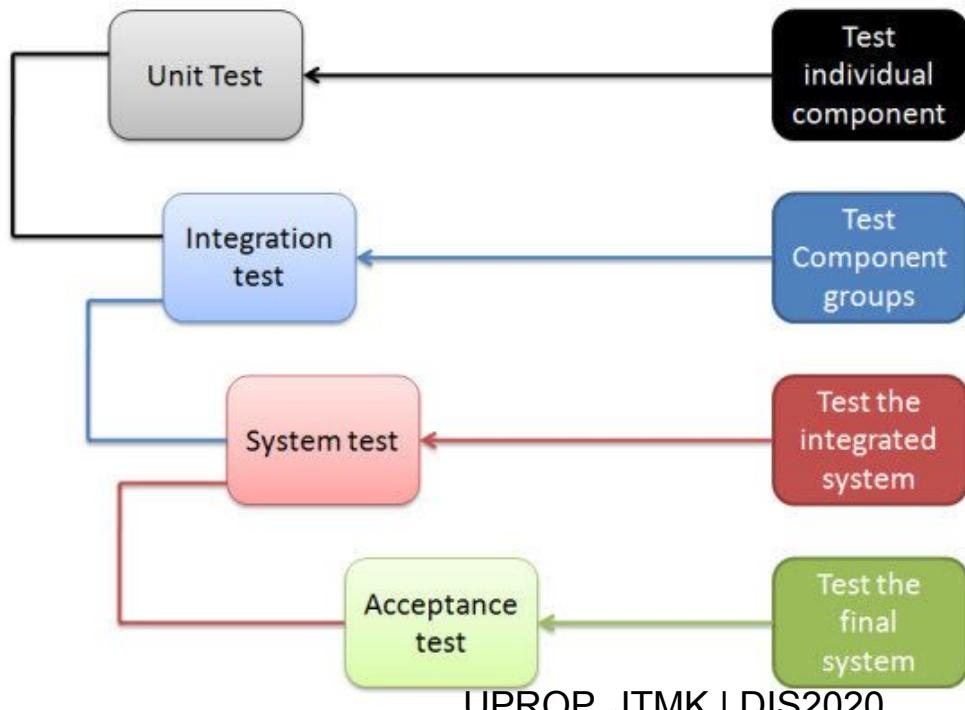
- Students need to explain the development of process and result of the project. The testing processes also must be done to **verify the functionality of the project**.



# TEST DESCRIPTION AND RESULTS | **UNIT TESTING PLAN**

## i. Unit Testing Plan

- Describe the unit testing scope and activities based on the given example



# TEST DESCRIPTION AND RESULTS | UNIT TESTING PLAN

Table 5.0 : Unit Testing Plan (UTP)

UNIT TESTING PLAN (UTP)						
No.	Test Case Name	Test Procedure	Pre-condition	Expected Result	Tester	Result (Pass / Failure)
1.	<i>Login</i>	<i>User is required to fill the username and password field before access the system</i>	<i>User need to register or sign up before login.</i>	<i>+ case Prompt notification successful login!</i>	<i>Adriana</i>	<i>Pass</i>
2.						

\*Expected result will be based on the test name procedure.

# TEST DESCRIPTION AND RESULTS |

## INTEGRATION TESTING PLAN

- Describe the integration testing activities based on the given example
- Integration Test Case differs from other test cases in the sense it **focuses mainly on the interfaces & flow of data/information between the modules**. Here priority is to be given for the **integrating links** rather than the unit functions which are already tested.
- Sample Integration Test Cases for the following scenario: Application has 3 modules say 'Login Page', 'Mailbox' and 'Delete emails' and each of them is integrated logically.
- Here do not concentrate much on the Login Page testing as it's already been done in Unit Testing. But check how it's linked to the Mail Box Page.

# TEST DESCRIPTION AND RESULTS | INTEGRATION TESTING PLAN

Test Case ID	Test Case Objective	Test Case Description	Expected Result
1	Check the interface link between the Login and Mailbox module	Enter login credentials and click on the Login button	To be directed to the Mail Box
2	Check the interface link between the Mailbox and Delete Mails Module	From Mailbox select the email and click a delete button	Selected email should appear in the Deleted/Trash folder

# TEST DESCRIPTION AND RESULTS | **INTEGRATION TESTING PLAN**

Table 6.0 : Integration Testing Plan (ITP)

INTEGRATION TESTING PLAN (ITP)						
No.	Test Case Name	Test Procedure	Pre-condition	Expected Result	Tester	Result (Pass / Failure)
1.	<i>Login</i>	<i>User is required to click submit button.</i>	<i>None</i>	<i>User will directly go to homepage system after login.</i>	<i>Adriana</i>	<i>Pass</i>
2.						

\*Expected result will be based on the test name procedure.

# TEST DESCRIPTION AND RESULTS | **USER ACCEPTANCE TEST**

Table 7.0 : User Acceptance Testing (UAT)

USER ACCEPTANCE TESTING (UAT)						
No.	Test Case Name	Acceptance Requirement	Test Result		Tester	Comments
			Pass	Fail		
1.	Login	User is required to fill in the username and password before access the system	Pass		Fifdil	(Comments are given by a client)
2.						

*Expected result will be based on the test name procedure.*

# **DISCUSSIONS | ADVANTAGE OF THE PROJECT**

- List the advantage(s) of end product / final output that has been achieved.

# **CONCLUSIONS AND RECOMMENDATIONS**

- Students should make conclusion about the project and discuss the importance of the project outcome. Students also have to make recommendation(s) or suggestion(s) in order to enhance the project for future works.
  - App will be develop for iOS environment...
  - Backup database in phone, so that app can be used when there is no internet connection...
  - Apply gas sensor, so that device can detect gas leakage to prevent fire...

# DISCUSSIONS | LIMITATION OF THE PROJECT

- List the limitation(s) of end product / final output.
  - Can only be used in Android environment
  - Have to use Internet
  - Can only detect Fire by heat
  - **DO NOT use time constraints – we cannot finish in time because of short sem..**



# REFERENCES

## REFERENCES LIST

### Author Rules:

1. Initials are separated and ended by a period eg Mitchell, J.A
2. Multiple authors are separated by commas and an ampersand eg Mitchell, J.A., Thomson, M., & Coyne, R
3. Multiple authors with the same surname and initial: add their name in square brackets eg Mendeley, J. [James].

Author's surname, initial(s). (Date Published). Title of source. Location of publisher: publisher. Retrieved from URL

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1. Date refers to date of publishing
2. If the date is unknown 'n.d' is used in its place eg Mendeley, J.A. (n.d)

### Title Rules:

1. The format of this changes depending on what is being referenced.

This is used if the source is an online source.



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Published on November 21, 2019 by Jack Caulfield. Revised on July 29, 2020.

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