SEG2105
Course Project
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December 4, 2018

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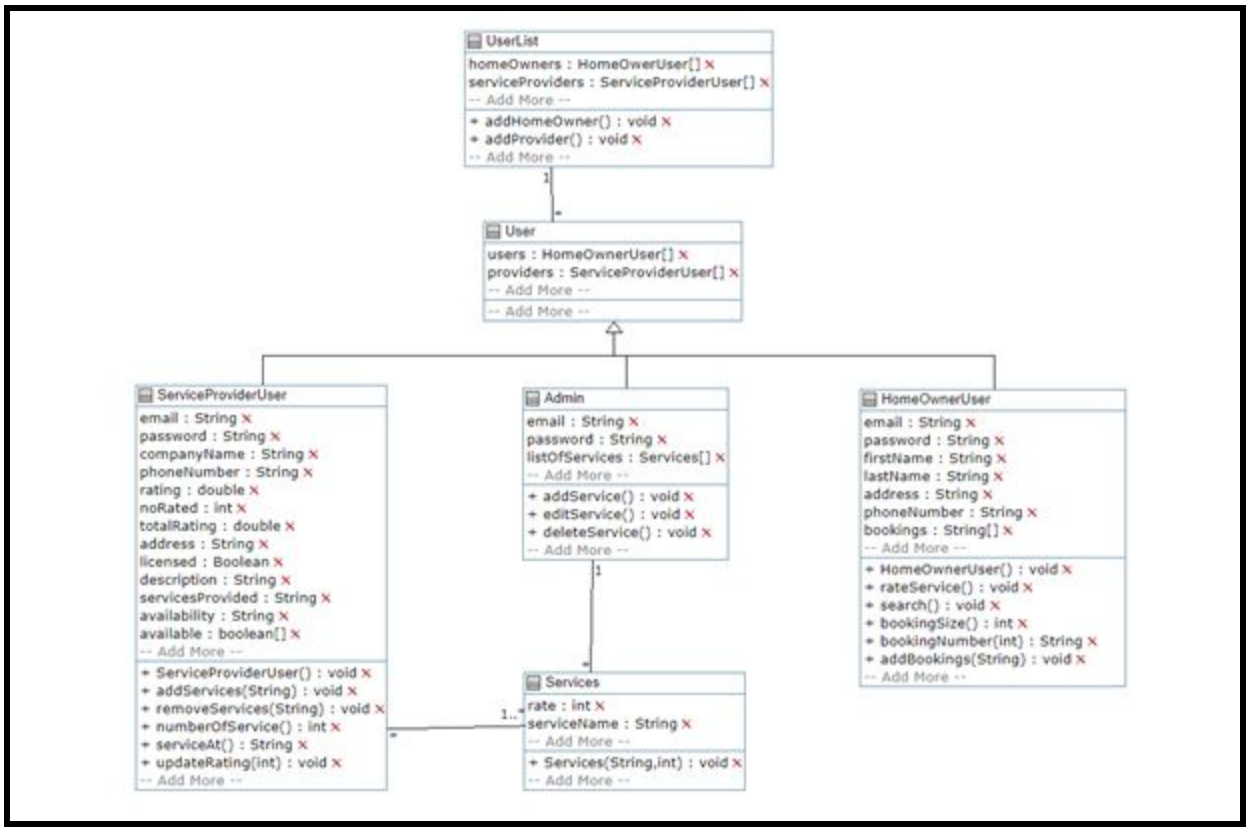
Introduction:

The purpose of this project is to create an app that helps students develop foundational knowledge on the practical concepts involved in real world software engineering. Developing this program not only allowed our members to learn the basics of (Android) mobile application development, but also database integration, Github collaboration, field validation, creating UML class diagrams, teamwork, and the general process of taking on a large programming project. The application is to allow registered homeowners to select from a list of registered local service providers to view, use, and rate their services. The final UML class diagram, member contributions, and lessons learned by each member are outlined below.

Class Diagram:



Member Contributions:

	Deliverable 1	Deliverable 2	Deliverable 3	Deliverable 4
Mohammad	- Service provider code	- Service deletion code - Field validation code	- Field validity code - Availability editing code	- Service booking code

Andrew	- UML diagram - Github integration	- Service addition code	- Profile info completion code - Availability editing code	- UML diagram - Service rating code
Richard	- Admin code	- Test cases - UML diagram	- Service addition/deletion code - Test cases	- Test cases
Maaz	- Homeowner code	- Service editing code	- Service visibility code - UML diagram	- Final report

Lessons Learned:

Mohammad:

Before the start of this project, the concept of XML files and interaction between activities was an alien concept to me. Now I can say I have full mastery of such ideas and their practical applications. Using intent to start new classes and using the information to update other classes has really changed my understanding for Android programming. This project has also given me a whole new approach to software design. I used to think solely about functionality of the app, but now I realize the value of user experience, as at the end of the day, it will be the user that makes use of the app. A user-friendly app will always trump one that is not straightforward to use.

Andrew:

UML creation can be ambitious at times. Activities can be difficult to understand how they interact with one another. Github was hard to get to know, this was my first time using a cloud based program that made ease of contribution, things like writing the code in the local file was made skeptical in the group due to the chance we might be editing code that would instantly change in the repository. Another thing I've learned during the start of deliverable 1 was that apps even in a small scale can take up a lot of code. By the end of this project we had several activities and keeping track of what activity did was was overwhelming at times. I implemented firebase but failed to use it as the project was moving forward without it, it did give me opportunity to learn how databases work.

Richard:

Github is really helpful for group works like this project. I learned how to use Github so we could work on the same project from different locations at the same time. I also learned how

to program in Java and use it in Android Studio to make an android app. I learned the proper work process for app developments, such as test our codes after we made modifications.

Maaz:

Collaborating on a project that cannot be simply divided amongst everyone, learning how to use github with multiple people (having to deal with merge issues), considering and handling the wide range of inputs a typical app user could enter into a field (field validity), navigating and becoming familiar with Android Studio, and integrating a database (i.e. firebase) with an app.