

Introduction to Software Engineering SWE3002-41



Team 6

하예송 양주원 유병서 Algi 정석원 전재혁



Contents

- Project Overview
- Software Test
- Project Development







Retort/Instant food Internet Commercial App

Categorizing with Taste



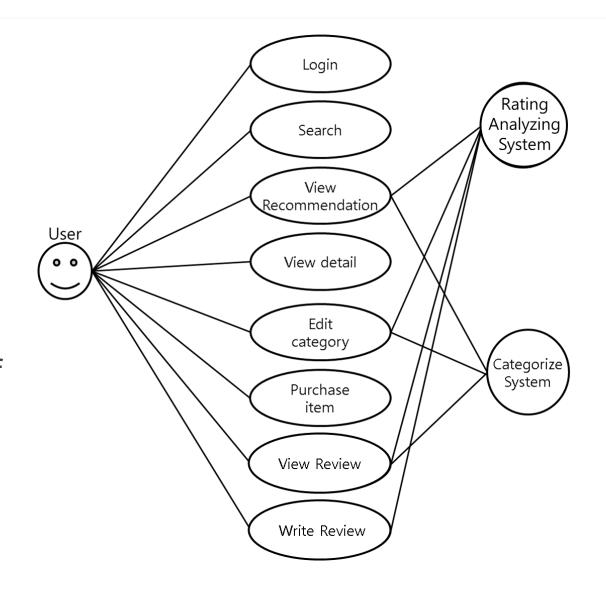
Recommend
Based on
Categorization

Fooding



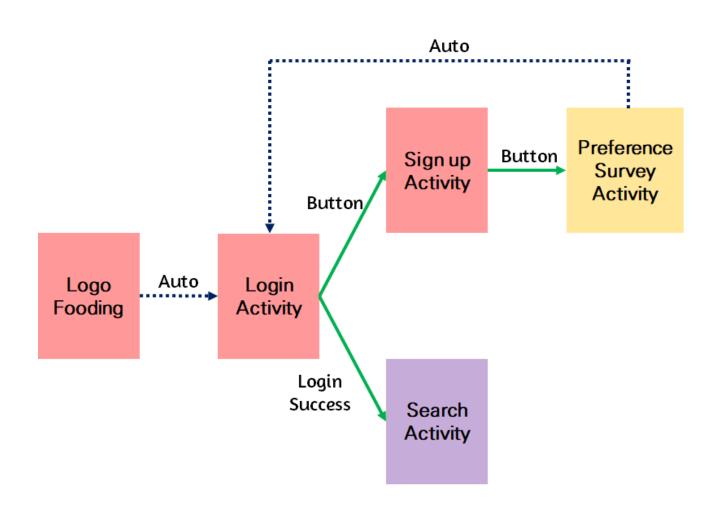
Use Case Diagram

- In Fooding, user can
 - Login
 - Search
 - See recommendation
 - Based on category
 - See product detail
 - Edit individual category
 - Category is about preference of food
 - Purchase
 - See/Write review



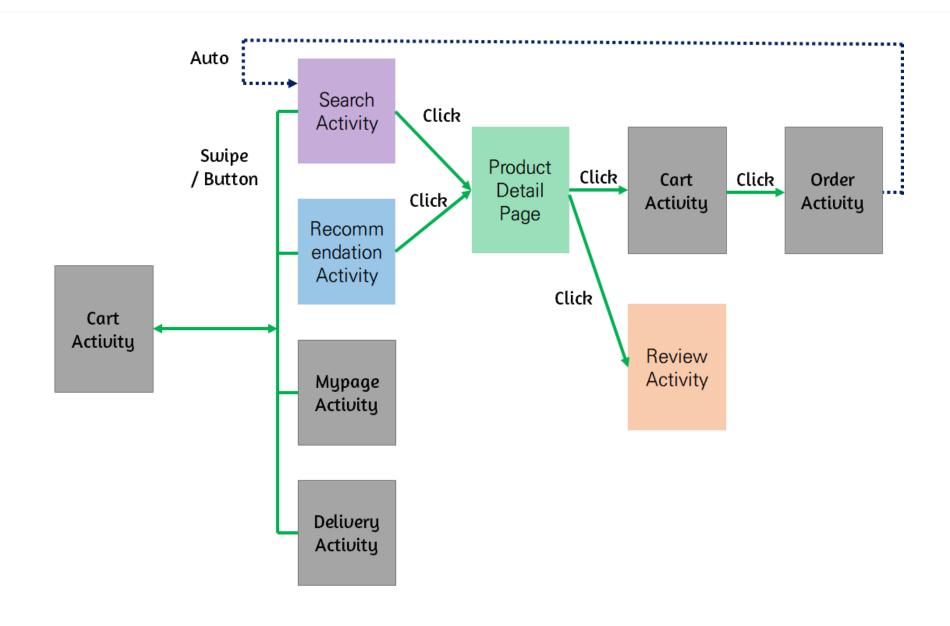


System Structure #1





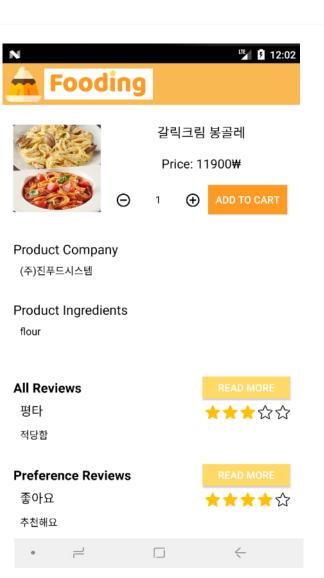
System Structure #2

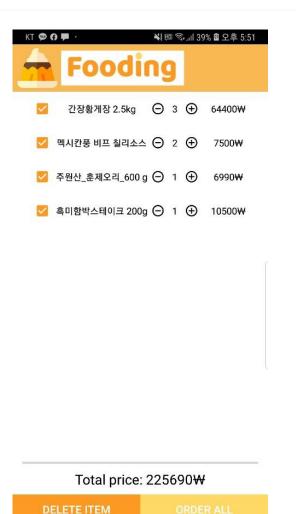




Features







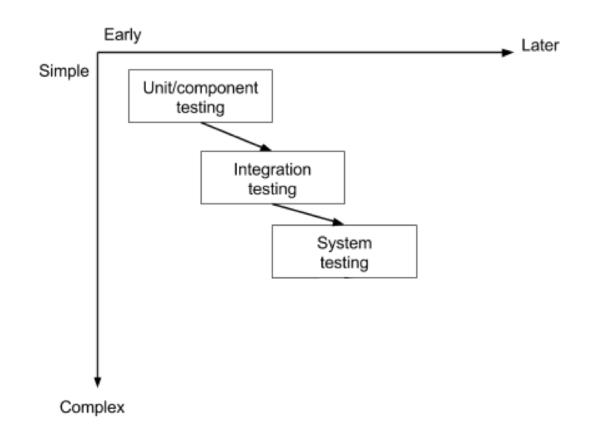
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Development Test

- Unit/component test
 - Performed at individually development process
- System Test
 - Test using scenario
 - Checking whether recommendation well performed scenario





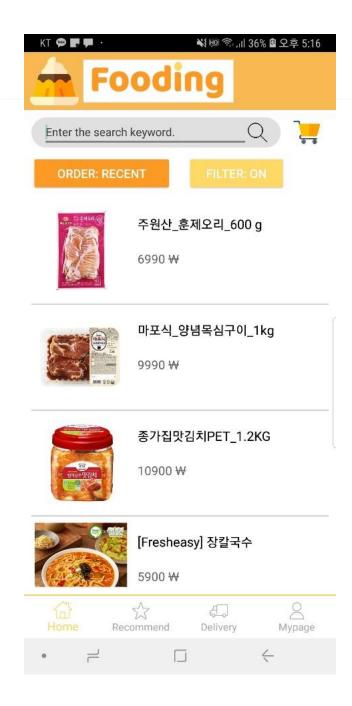
Test environment

- Android studio
 - Recommendation Activity ★
 - Survey Activity ★
- Firebase with dummy dataset
 - User: 3 accounts
 - Product: 30 products
 - Review: 100 reviews



Login-Home

- After login
 - App show the Search activity
- At first search activity shows all existing food lists



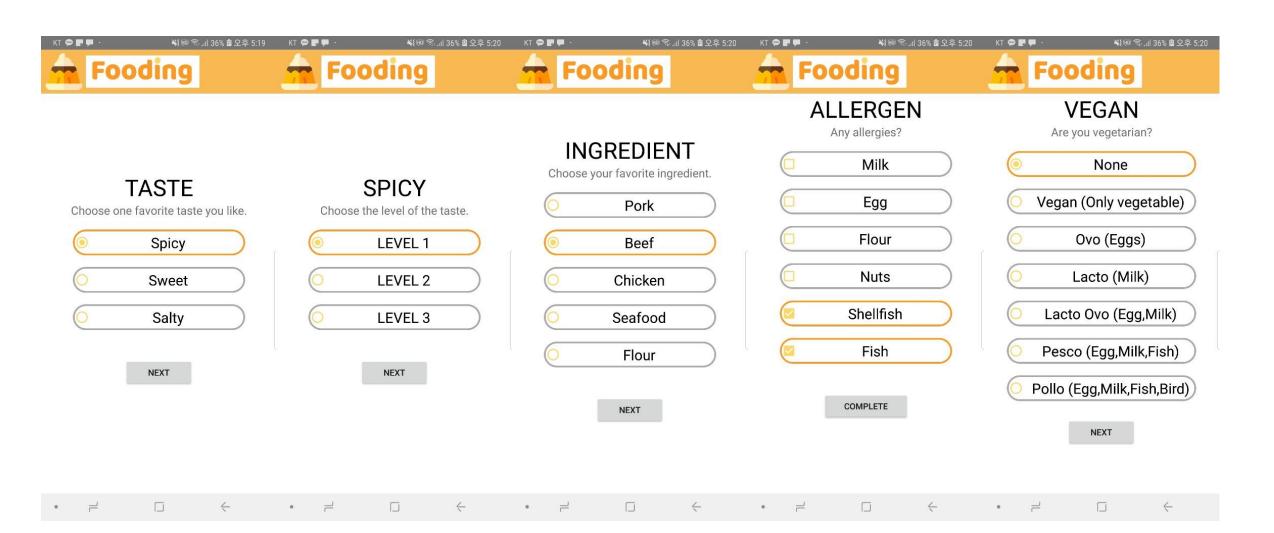


Preference Survey

- To use recommendation feature
 - User should do preference survey
 - Preference survey is for getting category id and filtering list for recommendation.
- In this test
 - category_id = (spicy 1 level, beef)
 - filtering list = (fish, shellfish)



Preference Survey Procedure





Recommendation

- At recommendation
 - Recommended product lists
 - According to preference survey results
- Users can change preference
 - Applied in real time
- Users can change rate criteria
 - Also applied in real time
 - Default value = 3.5







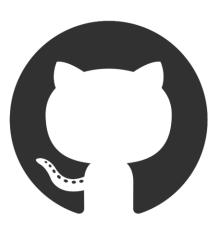
Development Tool



<Development IDE>
Android Studio



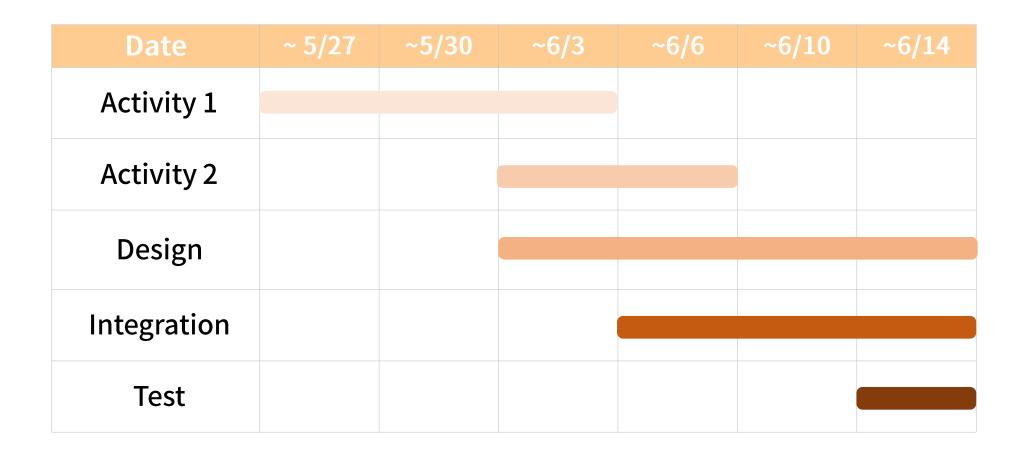
<Realtime DB>
Firebase



<PM Tool>
Git & Github



Development schedule





Project Completeness







- Recommendation
- Preference survey
- Review
- Search

Picture loading time

END

Thank you for listening!