

CS102**Spring 2020/21**Project
Group**G2B**

Assistant:

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Criteria	TA/Grader	Instructor
Presentation		
Overall		

Reflections Report

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1. Introduction

HealMeal is a desktop application designed for people who want to trace their activities, food consumption, water intake and stay healthy. The app will suggest daily menus (breakfast, lunch and dinner) personally generated for each user considering their diseases and their daily energy need. They will be able to see their log history and track their daily calories. Whenever the user logs a food which is harmful for his disease, they will see a notification regarding if they have eaten something bad for their health the day before.

2. Details

2.1 Learning Outcomes

This project has taught all of us very crucial features of programming. The one thing that was the most difficult for us was working with databases. We had a hard time adapting to the idea of databases and tables but now each one of us can very fluently create and manipulate databases in SQL with MySQL Workbench. It was the central of our app so we are very glad that we achieved everything we wanted in the terms of databases. Even though it is not preferred nowadays, we have learned to work with Java Swing package better and understood why it is no longer preferred. Besides system-related outcomes the most important thing was learning to work as a team and the usefulness of task assignment even though losing a group member was very difficult to handle.

2.2 Poor Aspects of the Project

Naturally, there are some parts in our project that we are not very happy about. First of all, we have chosen Java Swing package for our GUI because we all had some knowledge about it from CS102 lessons. However, when we look back, we see that it would be much better if we had worked with JavaFX or another programming language for our GUIs. We were afraid that we would not be able to learn JavaFX and complete our project on time back then, but it probably would have been worth it to try. We were able to start our project a bit late because of our lack of knowledge on databases which we spent so much time in the beginning. We tried to work with Google FireBase Service for weeks and created databases there, until we found out that working with SQL for a Java desktop application is way easier compared to FireBase. If we knew that in the first place, our project would have been much better from its GUIs to its design. Another weakness of our app is the lack of MVC design. Since we had very limited time, we were obliged to implement our program as fast as we could, therefore we missed a proper design in our classes. Also, this was the first time we have worked with SQL. Consequently, our app is a bit slow because it creates a connection to the database each time a button is pressed.

2.3 Experiences

If we had a chance to re-implement our project, we would not spend time for another database such as FireBase and stick to SQL from the beginning. If we had more time, we would use JavaFX rather than Java Swing package for a prettier GUI. Additionally, we would make our classes communicate more so that we would have a faster app.

3. Summary & Conclusions

We think that we did our best in our limited time with great task assignments and our individual hard work. Considering that we lost a group member on the way and the time for implementation; we are proud of our app. It could definitely be a project to further develop. Seeing our app working made us very happy and thankful to each other.