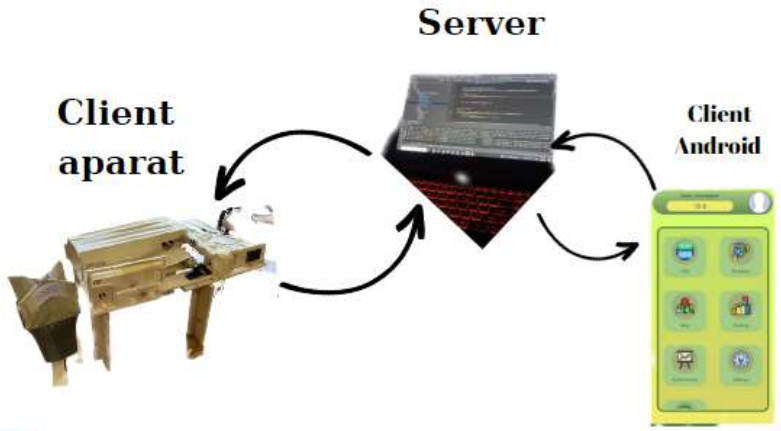
Ciurezu Gheorghe-Dragos – Relevant Projects

1. GreenLight – final degree project

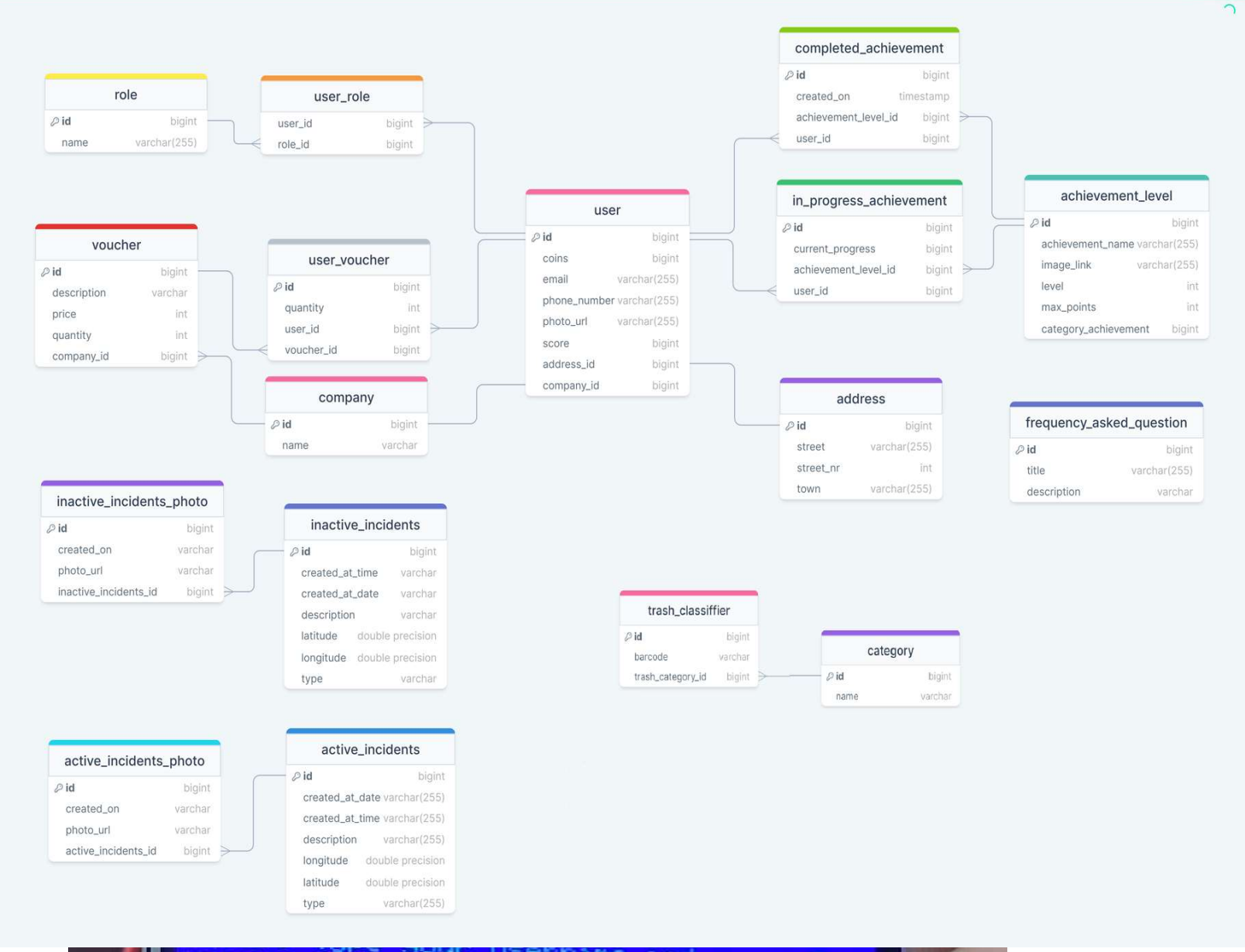
This project will employ three programming languages: Spring Boot for creating a REST-API service that provides an endpoint for each application functionality, Kotlin for mobile application development, and React for web application development. Additionally, an Arduino-based application will be used to implement the physical part of the project.

The server component connects to a relational database (PostgreSQL) to store various data and to Google Cloud Platform (GCP) for storing images. Regarding security, "Java Web Token" has been utilized, along with role-based access control, following a service-repository architecture.

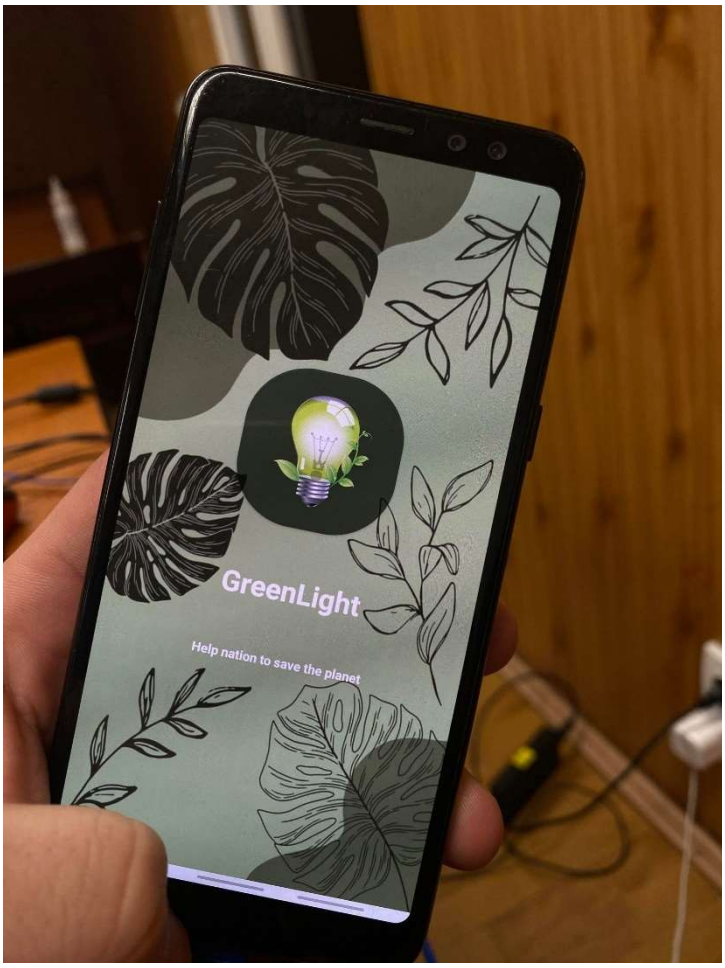
A vending machine is capable of scanning product barcodes, triggering a request to the server to determine the appropriate category for proper placement. Furthermore, users can interact with the system to update various data, such as personal achievements and finances.

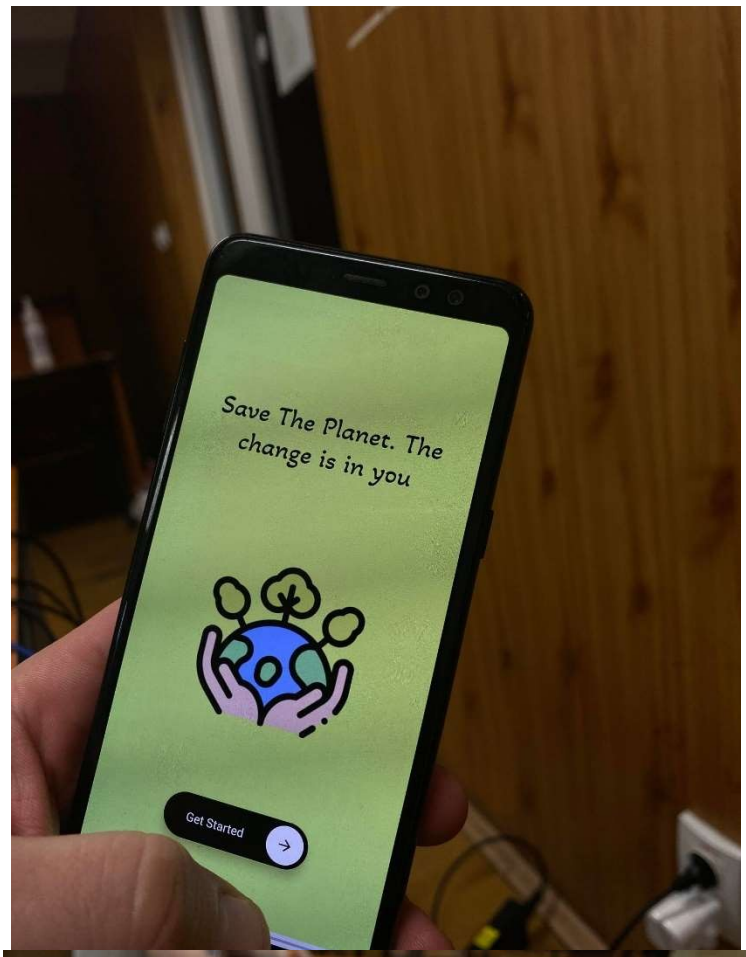


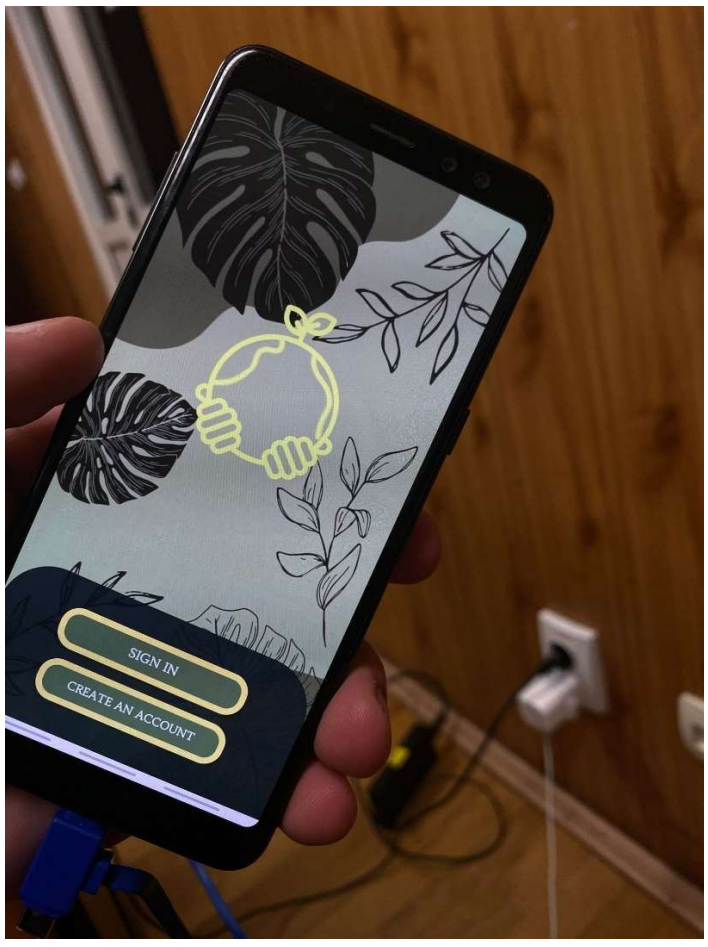
The application showcases personal achievements, financial status, discount tickets for various companies, incident reporting on a map, and their subsequent resolution.

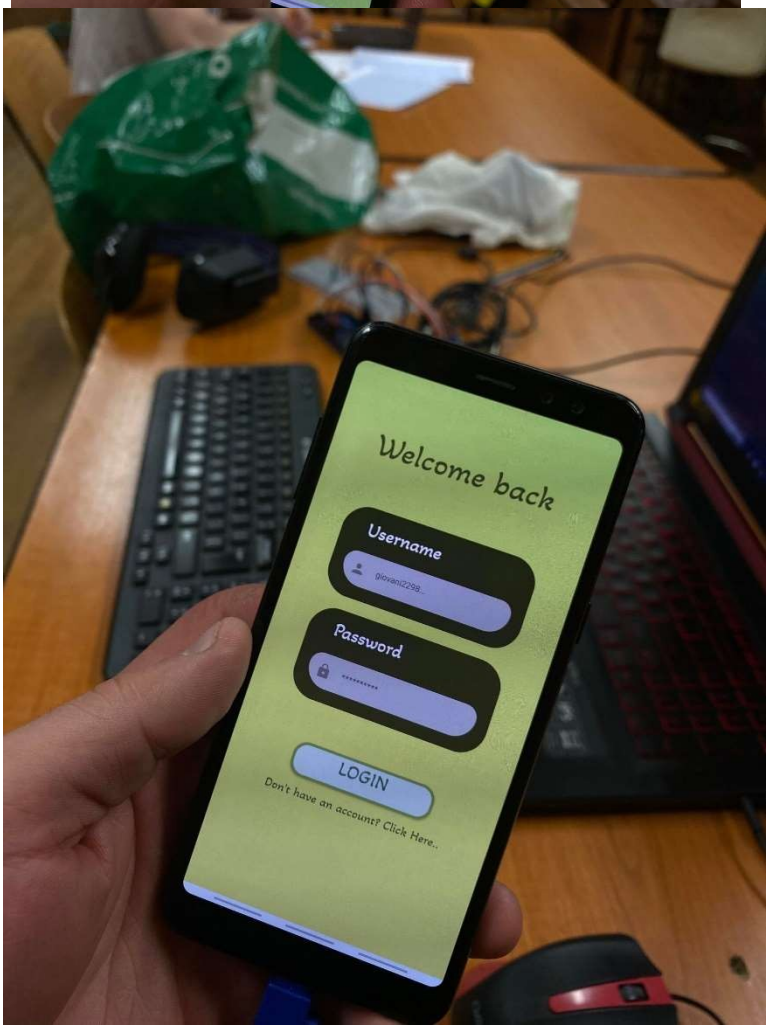

role
id bigint
name varchar(255)
user_role
user_id bigint
role_id bigint
completed_achievement
id bigint
created_on timestamp
achievement_level_id bigint
user_id bigint
user
id bigint
coins bigint
email varchar(255)
phone_number varchar(255)
photo_url varchar(255)
score bigint
address_id bigint
company_id bigint
in_progress_achievement
id bigint
current_progress bigint
achievement_level_id bigint
user_id bigint
achievement_level
id bigint
achievement_name varchar(255)
image_link varchar(255)
level int
max_points int
category_achievement bigint
voucher
id bigint
description varchar
price int
quantity int
company_id bigint
user_voucher
id bigint
quantity int
user_id bigint
voucher_id bigint
company
id bigint
name varchar
address
id bigint
street varchar(255)
street_nr int
town varchar(255)
frequency_asked_question
id bigint
title varchar(255)
description varchar
inactive_incidents_photo
id bigint
created_on varchar
photo_url varchar
inactive_incidents_id bigint
inactive_incidents
id bigint
created_at_time varchar
created_at_date varchar
description varchar
latitude double precision
longitude double precision
type varchar
trash_classiffier
id bigint
barcode varchar
trash_category_id bigint
category
id bigint
name varchar
active_incidents_photo
id bigint
created_on varchar
photo_url varchar
active_incidents_id bigint
active_incidents
id bigint
created_at_date varchar(255)
created_at_time varchar(255)
description varchar(255)
longitude double precision
latitude double precision
type varchar(255)


username: dragossonh5pthhhh
Username Not Found
Space Bar
RESET


GreenLight
Help nation to save the planet


Save The Planet. The change is in you
Get Started


SIGN IN
CREATE AN ACCOUNT

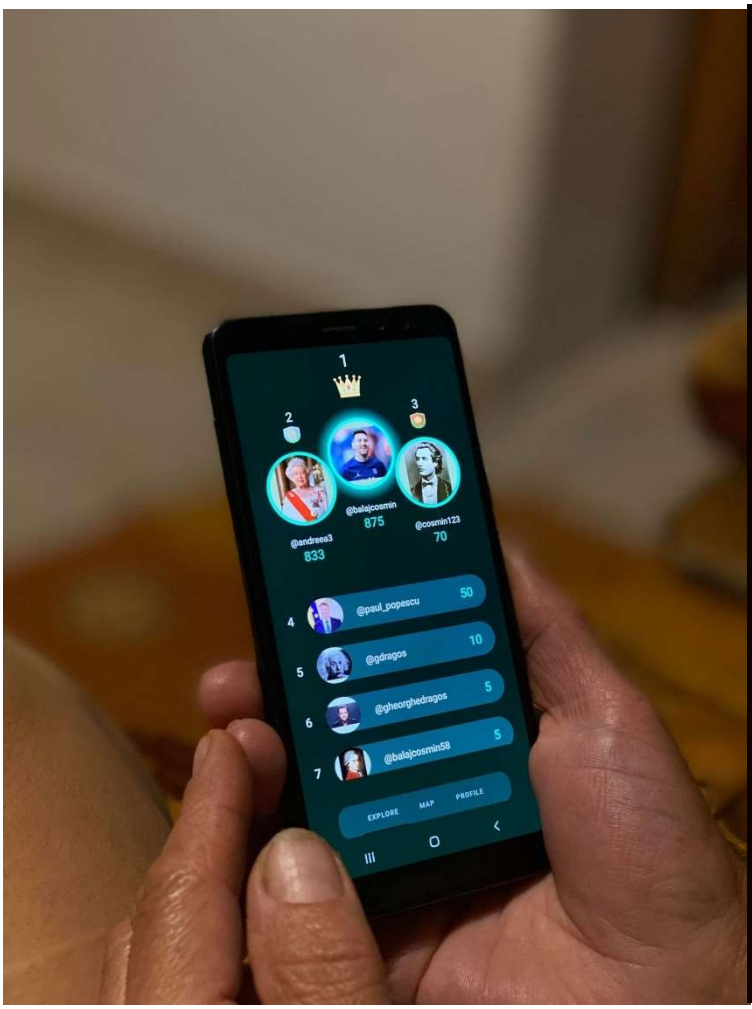

Welcome back
Username
Password
LOGIN
Don't have an account? Click Here..

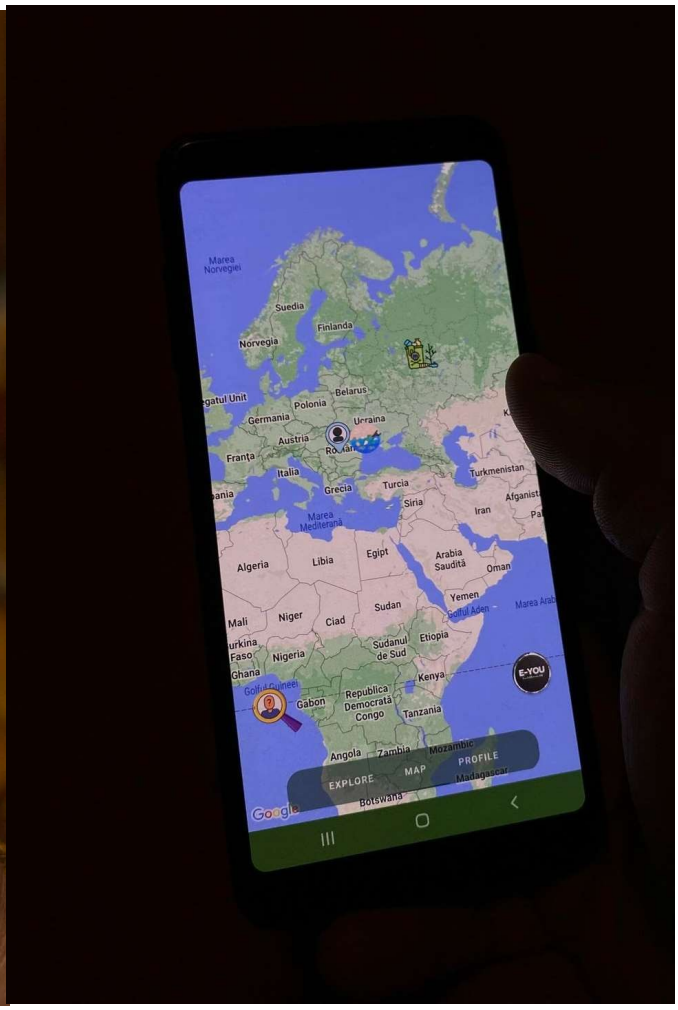
2.E-You APP

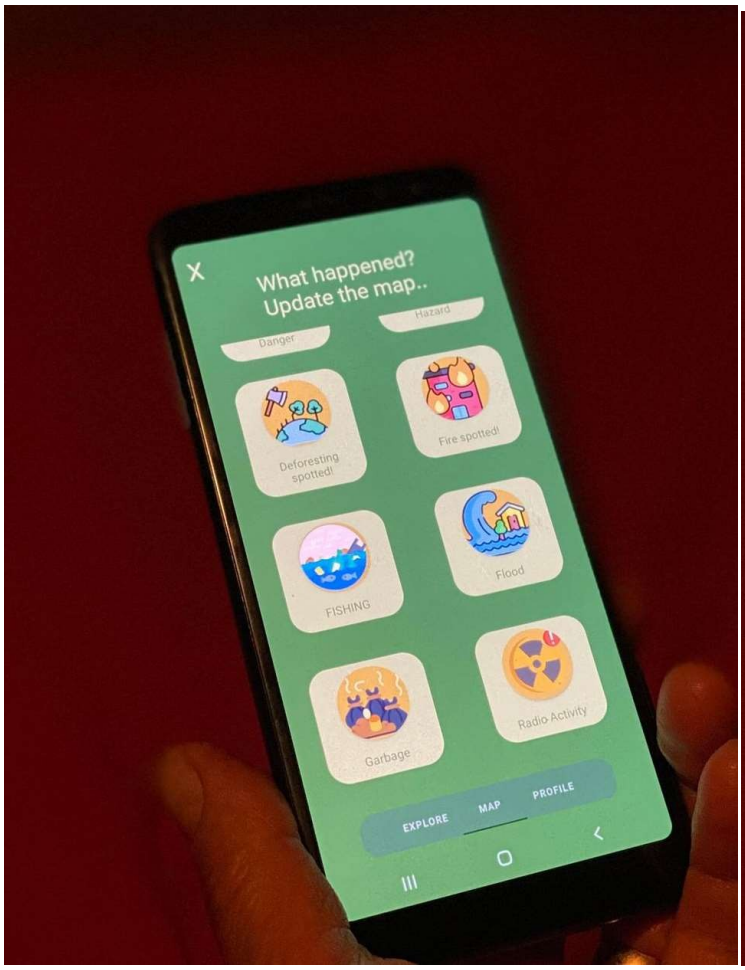
In this project, Java was the programming language of choice, along with several libraries such as Retrofit2 for simplified API access, Glide for loading images via a link, and Dagger2 for dependency injection The project's primary objective was to enhance the environment by enabling users to monitor natural disasters in their vicinity through markers displayed on a map. When a user clicks on a marker, they can view any relevant details or images provided by the individual who posted it.

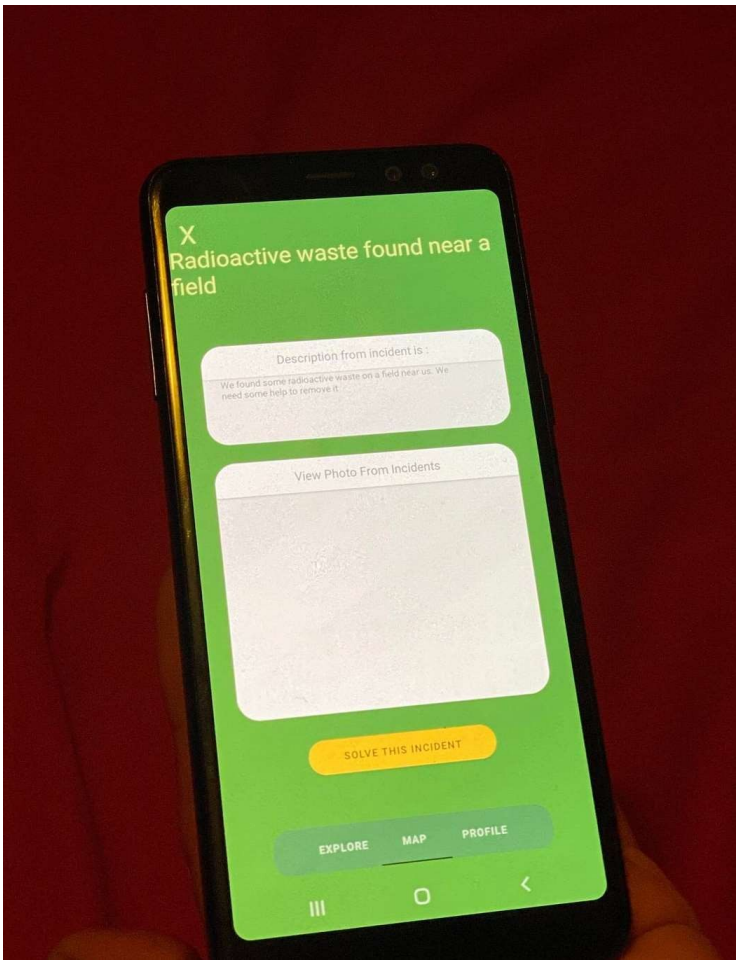
Moreover, other users can aid in resolving the disaster, such as putting out a fire. Once the incident has been resolved, all contributing participants will receive points. These points will be listed on a ranking section visible to all users.

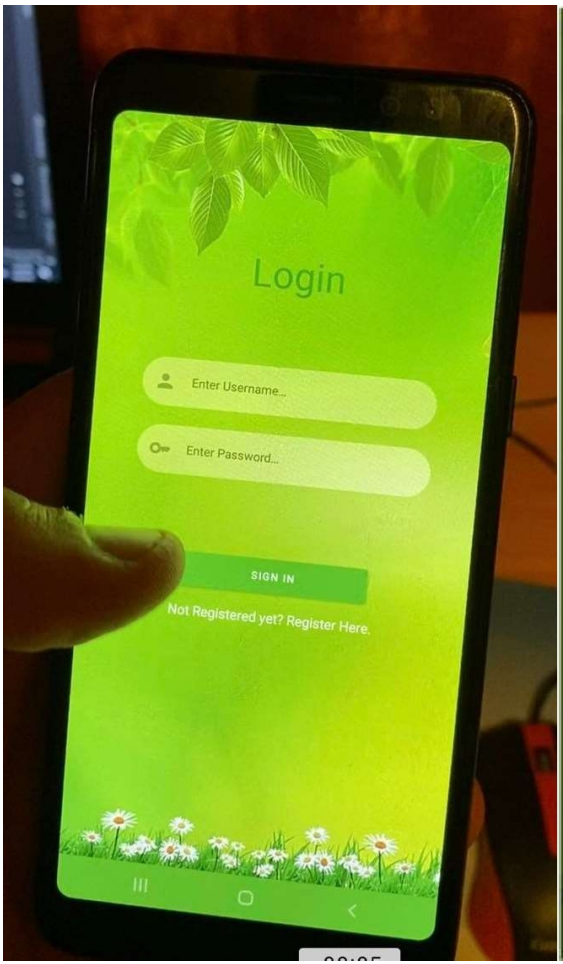
I used MVVM as architecture.


1
2
3
@balajcosmin
875
@andreea3
833
@cosmin123
70
4
@paul_popescu
50
5
@gdragos
10
6
@gheorghedragos
5
7
@balajcosmin58
5
EXPLORE
MAP
PROFILE

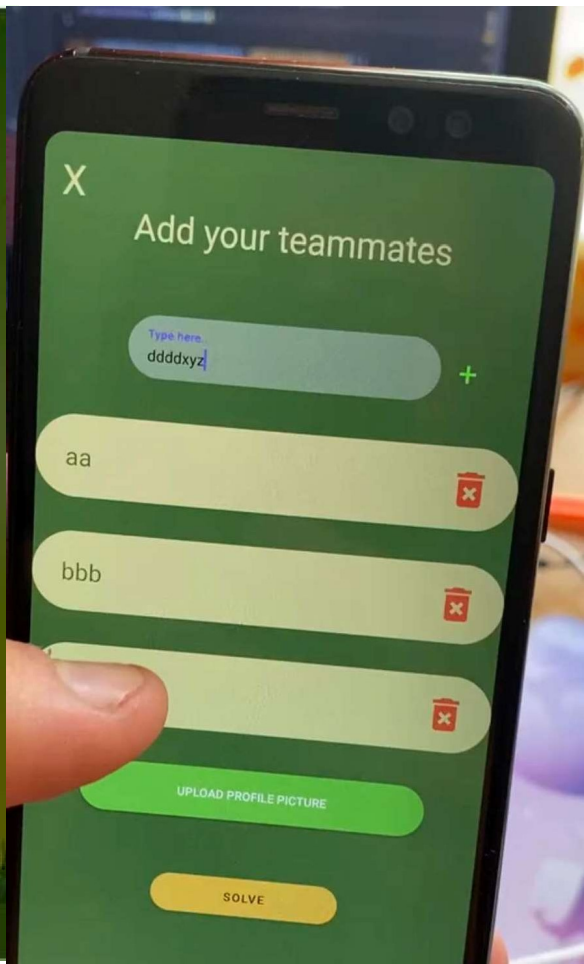

Marea Norvegiei
Suedia
Finlanda
Norvegia
Belarus
Polonia
Germania
Austria
Franța
Italia
Grecia
Turcia
Siria
Iran
Turkmenistan
Marea Mediterană
Algeria
Libia
Egipt
Arabia Saudită
Oman
Yemen
Golful Aden
Mali
Niger
Ciad
Sudan
Nigeria
Sudanul de Sud
Etiopia
Ghana
Gabon
Republica Democrată Congo
Kenya
Tanzania
Angola
Zambia
Mozambic
Madagascar
Botswana
E-YOU
EXPLORE
MAP
PROFILE


X
What happened?
Update the map..
Danger
Hazard
Deforesting spotted!
Fire spotted!
FISHING
Flood
Garbage
Radio Activity
EXPLORE
MAP
PROFILE


X
Radioactive waste found near a field
Description from incident is :
We found some radioactive waste on a field near us. We need some help to remove it
View Photo From Incidents
SOLVE THIS INCIDENT
EXPLORE
MAP
PROFILE


Login
Enter Username...
Enter Password...
SIGN IN
Not Registered yet? Register Here.


Login
Loading....


X
Add your teammates
Type here
ddddxyz
aa
bbb
UPLOAD PROFILE PICTURE
SOLVE

3. NFT Monitoring APP

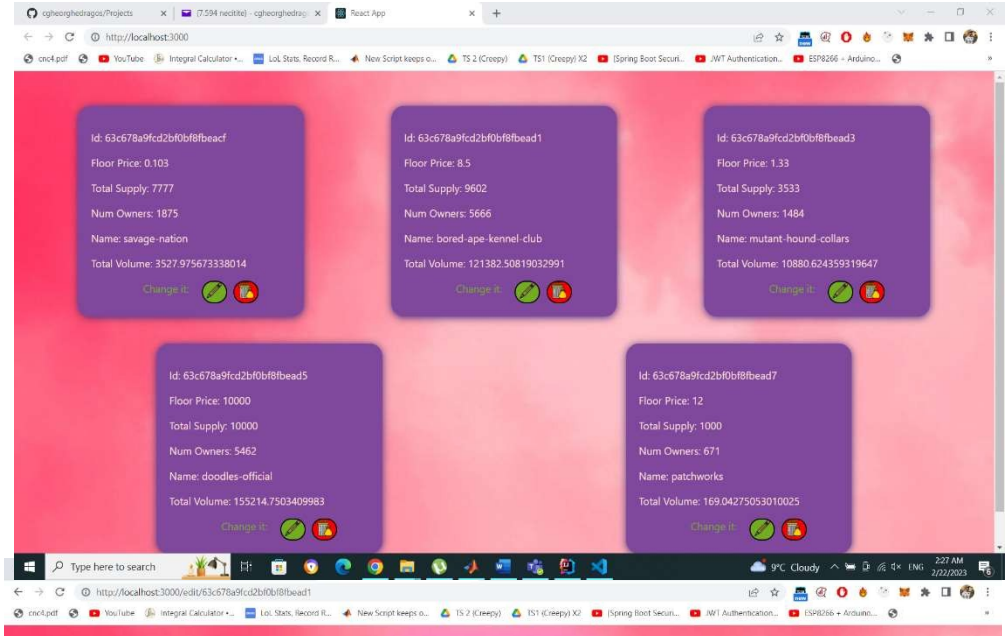
This application utilizes node js, react, and react-native programming languages. It is a straightforward application that saves NFT collections and queries them through OpenSea every 15 minutes using a cron job. The additional data obtained is then saved in a MongoDB database.

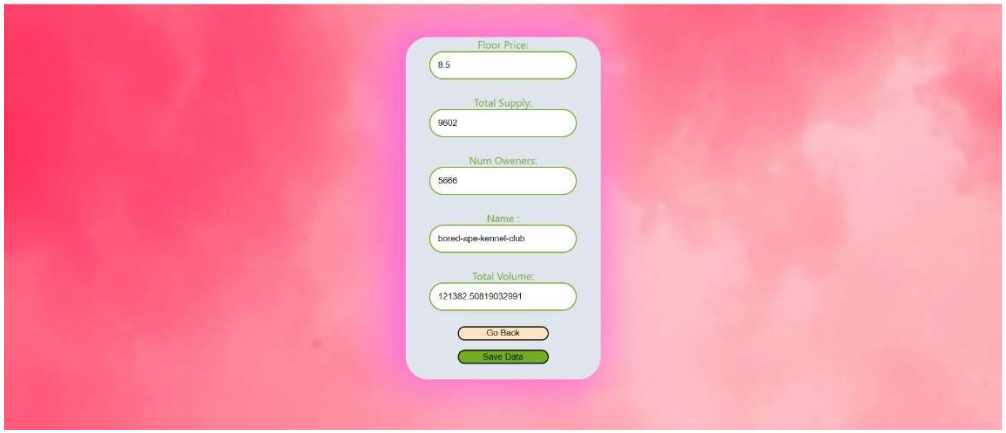
The mobile application allows users to select an NFT collection for monitoring. Once selected, the app will use a cron job to check the saved price against the current price every minute. If the price drops by 10%, the user will be notified via SMS to a phone number, implemented using the Twilio library.

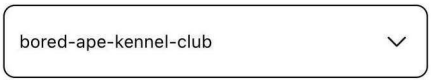
The web application's primary function is to display and edit data stored in the database.

The design pattern used is model-service-controller.

The server is used to show the endpoints for each functionality

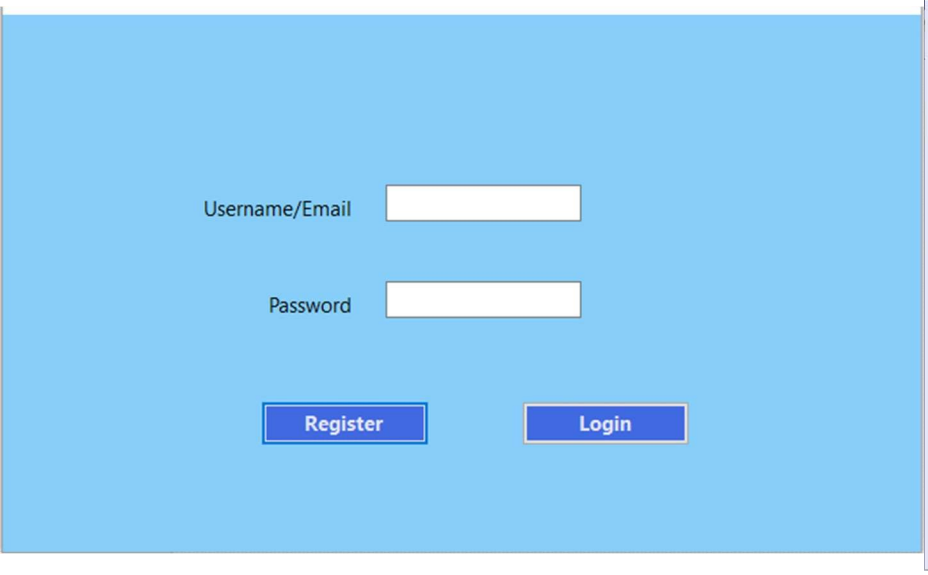


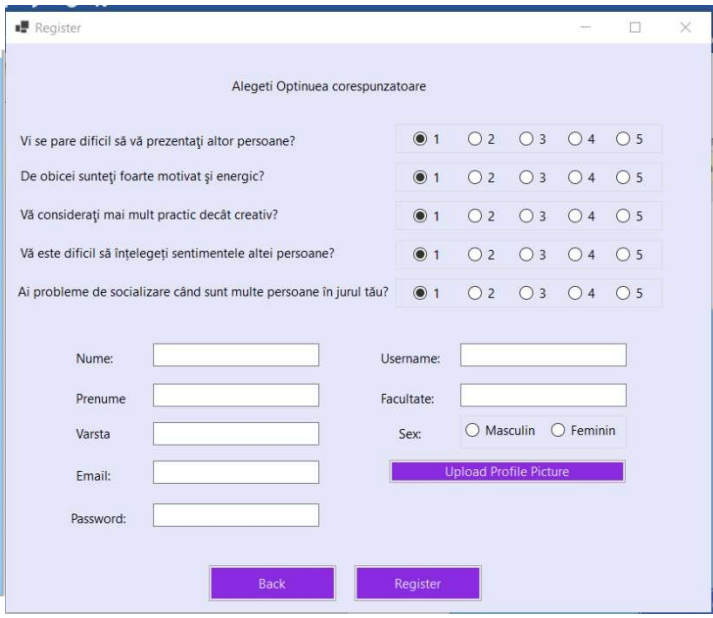


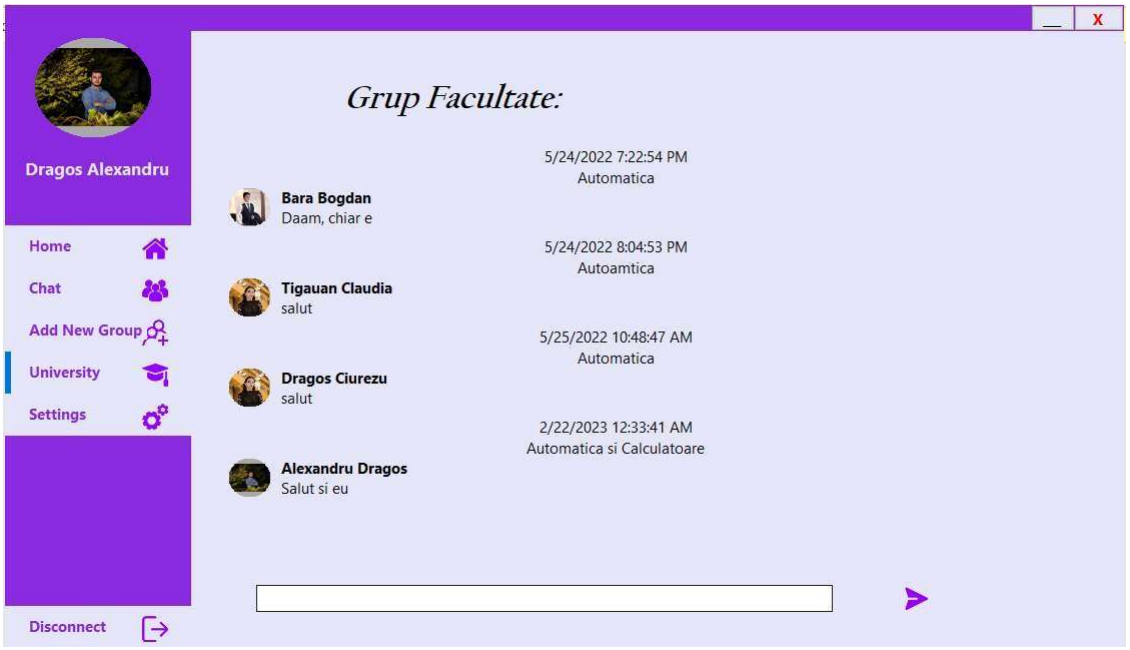


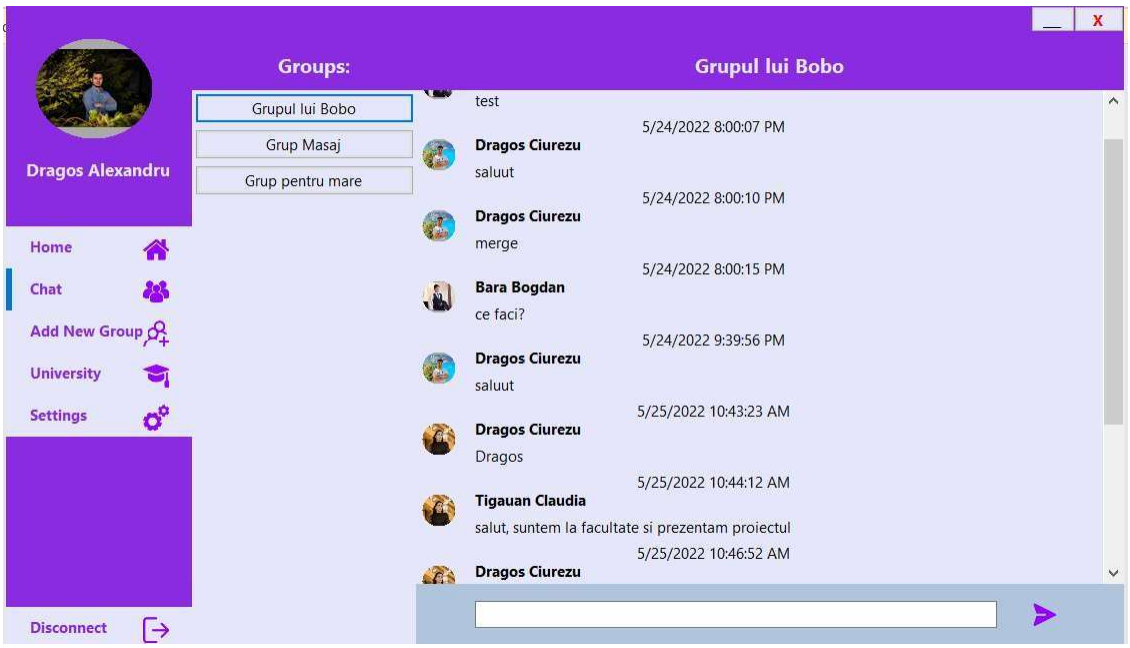
4. BFFinder Chat APP

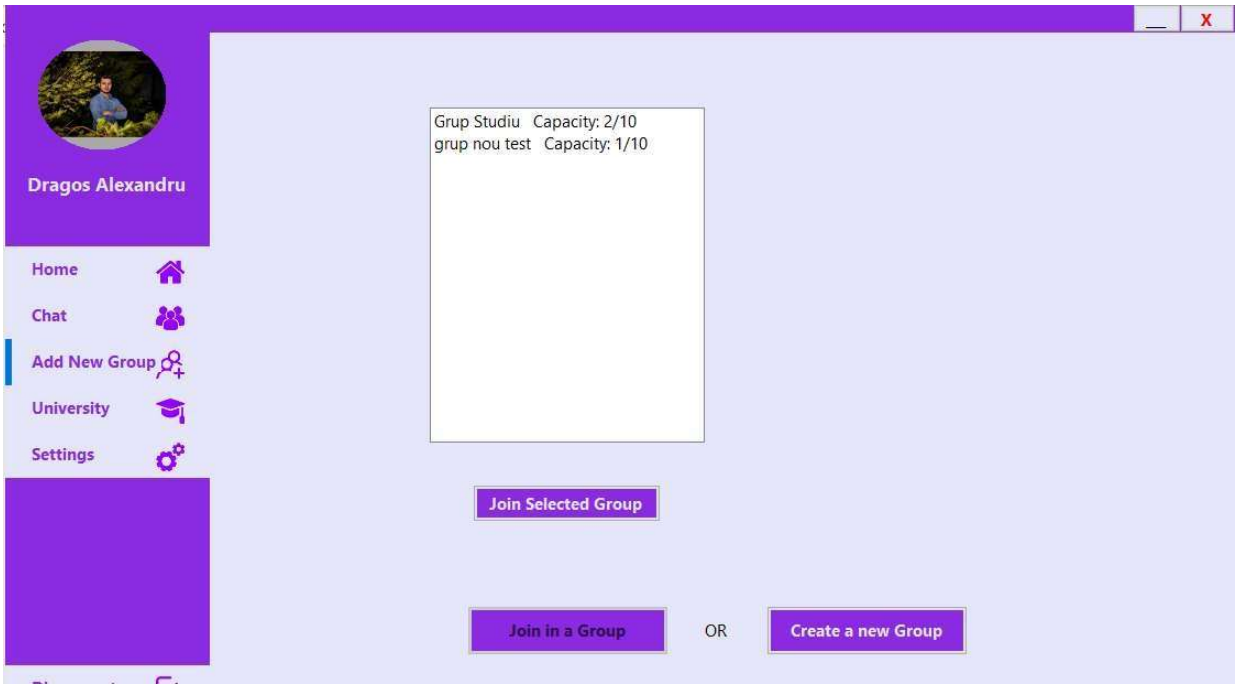
This application has the role of integrating students into different groups. Each student can create a new group or join an existing one. And to be able to communicate with other students in those groups. C# was used as the programming language. The client sent messages through Sockets to the server, under a packet of bits.





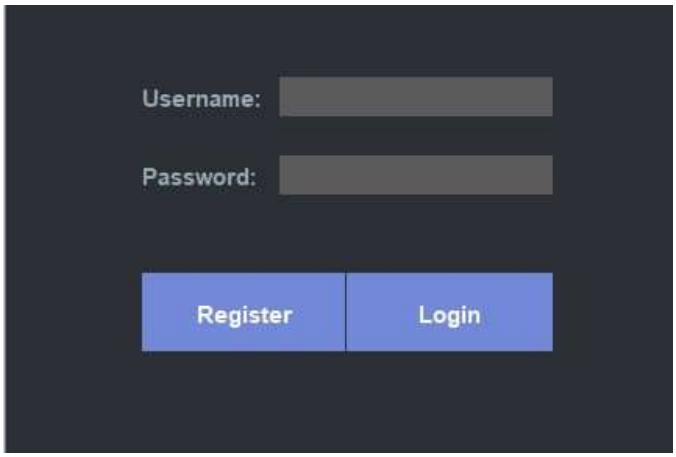

Grup Facultate:
Dragos Alexandru
Home
Chat
Add New Group
University
Settings
Disconnect
5/24/2022 7:22:54 PM
Automatica
Bara Bogdan
Daam, chiar e
5/24/2022 8:04:53 PM
Autoamtica
Tigauan Claudia
salut
5/25/2022 10:48:47 AM
Automatica
Dragos Ciurezu
salut
2/22/2023 12:33:41 AM
Automatica si Calculatoare
Alexandru Dragos
Salut si eu

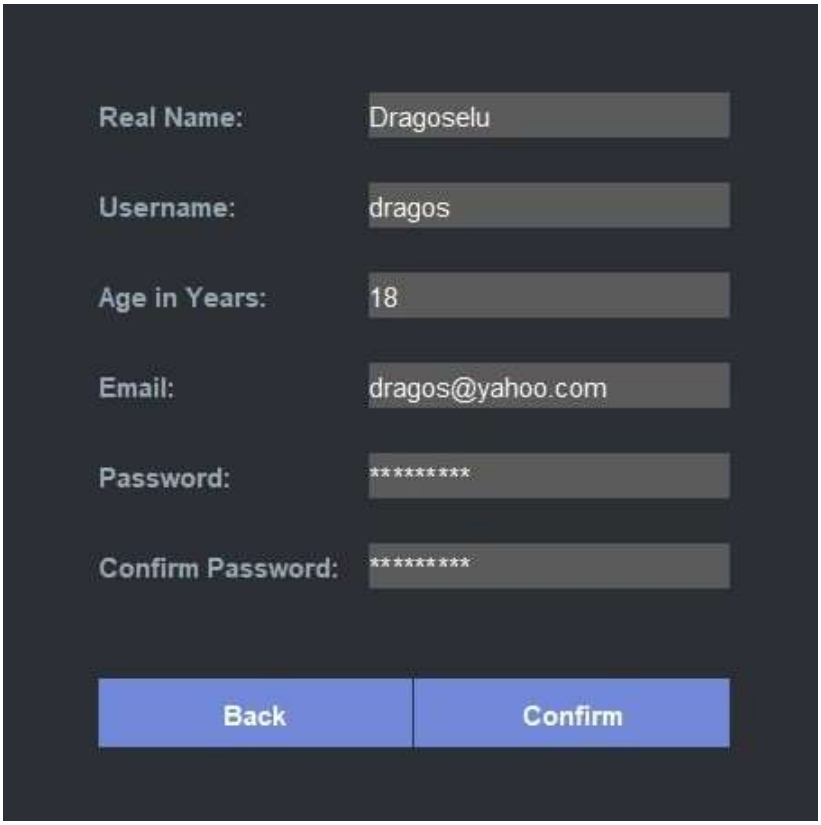

Groups:
Grupul lui Bobo
Dragos Alexandru
Grupul lui Bobo
Grup Masaj
Grup pentru mare
Home
Chat
Add New Group
University
Settings
Disconnect
test
5/24/2022 8:00:07 PM
Dragos Ciurezu
saluut
5/24/2022 8:00:10 PM
Dragos Ciurezu
merge
5/24/2022 8:00:15 PM
Bara Bogdan
ce faci?
5/24/2022 9:39:56 PM
Dragos Ciurezu
saluut
5/25/2022 10:43:23 AM
Dragos Ciurezu
Dragos
5/25/2022 10:44:12 AM
Tigauan Claudia
salut, suntem la facultate si prezentam proiectul
5/25/2022 10:46:52 AM
Dragos Ciurezu

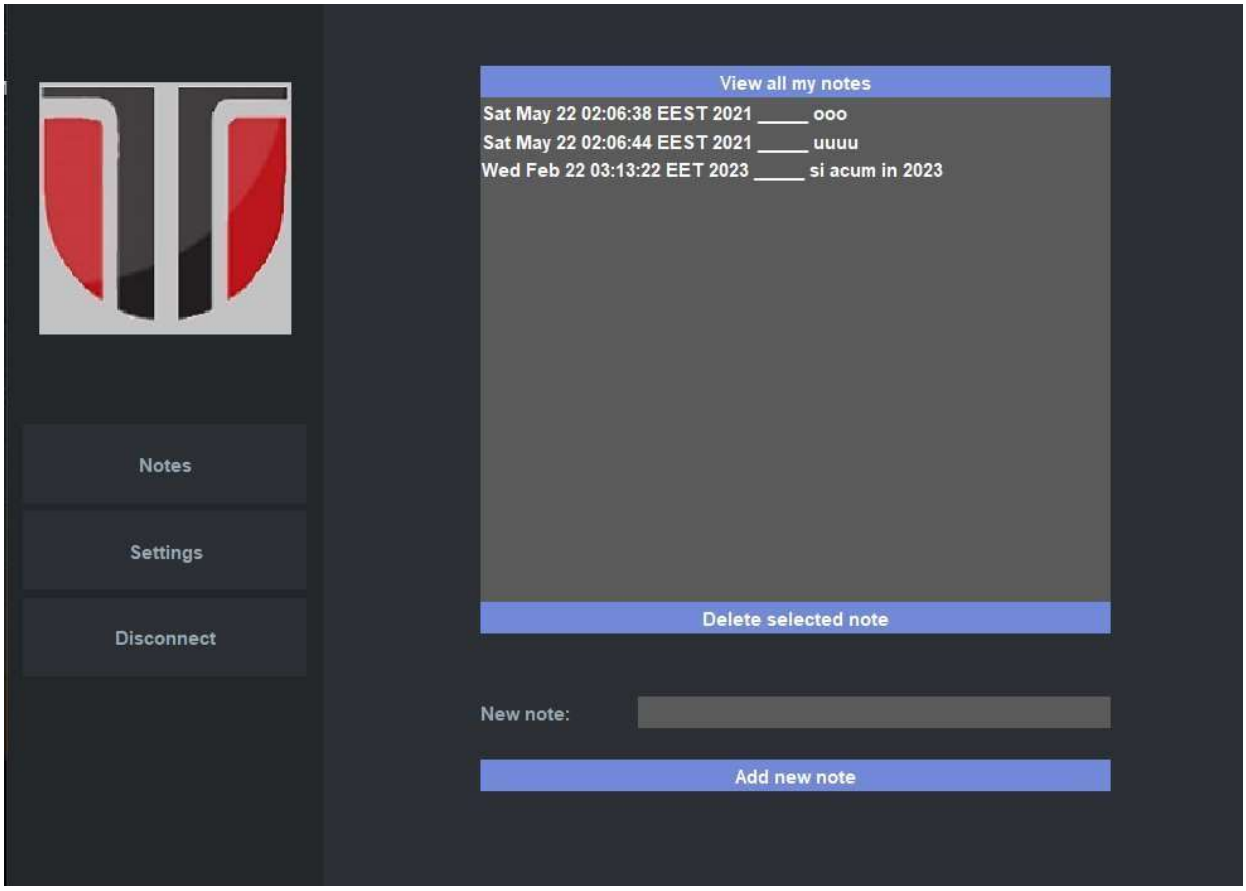

Dragos Alexandru
Home
Chat
Add New Group
University
Settings
Grup Studiu Capacity: 2/10
grup nou test Capacity: 1/10
Join Selected Group
Join in a Group
OR
Create a new Group

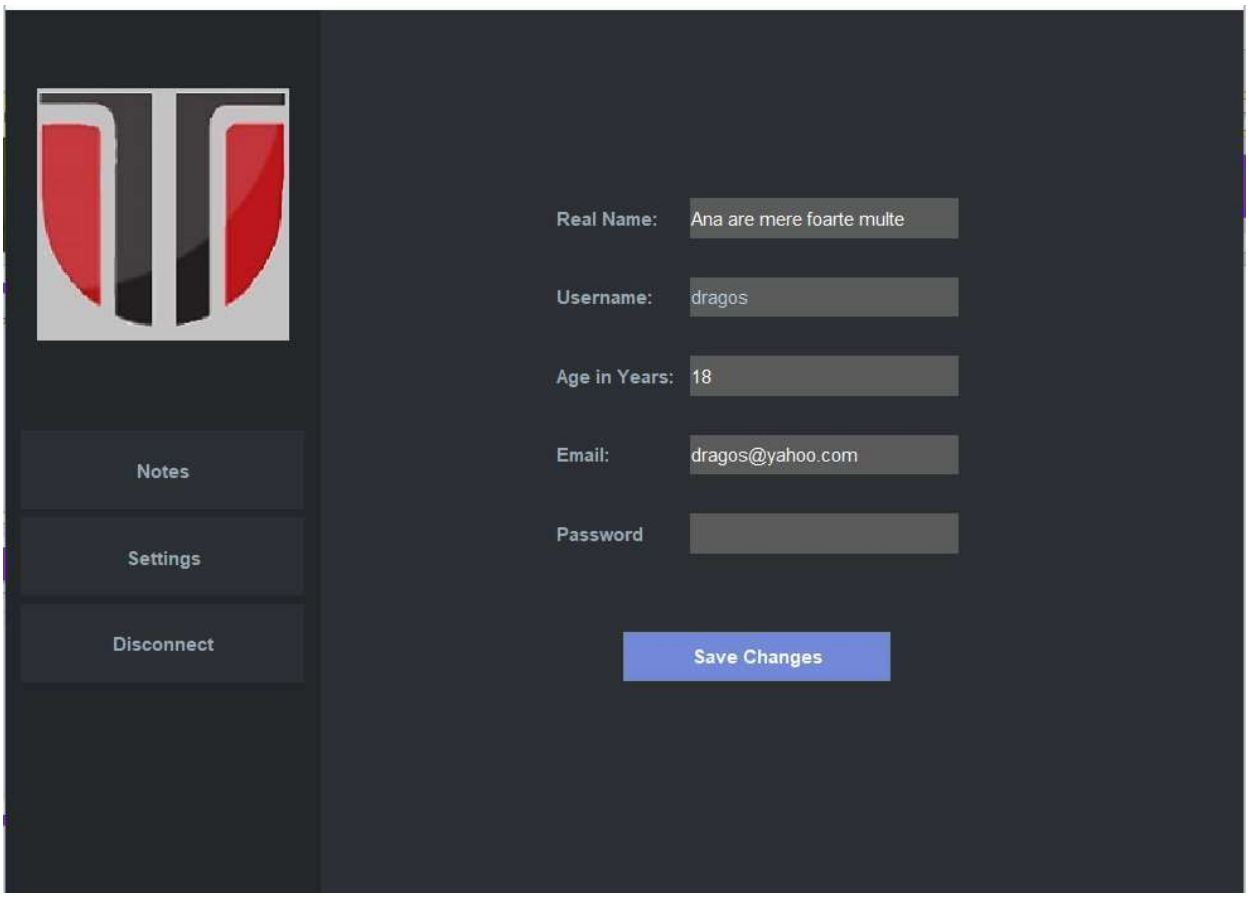
5. Note App

This project is a Java Swing application designed to help users create, edit, and delete notes. Although it was developed two years ago before to study databases, it remains a useful tool. Data is saved in a file, and certain information is encrypted to ensure its security. The application is relatively simple, and each registered user can only access and view their own notes, providing an added layer of privacy.






Notes
Settings
Disconnect
View all my notes
Sat May 22 02:06:38 EEST 2021 _____ ooo
Sat May 22 02:06:44 EEST 2021 _____ uuuu
Wed Feb 22 03:13:22 EET 2023 _____ si acum in 2023
Delete selected note
New note:
Add new note


Notes
Settings
Disconnect
Real Name:
Ana are mere foarte multe
Username:
dragos
Age in Years:
18
Email:
dragos@yahoo.com
Password
Save Changes