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**FINAL YEAR PROJECT DISSERTATION**

By

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A thesis submitted in partial fulfilment of the requirements of the degree of

**BACHELOR OF SCIENCE (HONOURS) IN SOFTWARE DEVELOPMENT**

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**GALWAY-MAYO INSTITUTE OF TECHNOLOGY**

**FRIDAY 24TH APRIL 2020**

**GALWAY-MAYO INSTITUTE OF TECHNOLOGY**

ABSTRACT

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# Introduction

# Methodology

Research

In late September of 2019, Christian and I decided to collaborate on the project. We were assigned Daniel Cregg as our supervisor and quickly got underway on brainstorming ideas. We knew from early on that we wanted create an E-Business application. We also wanted to include some new technology that isn’t typically found in these type of applications.

Upon agreeing to a general outline of the functionality of the application, we began discussing which technologies that would best fit the development process of the project.

Project Management

Agile

Agile software development, as defined via “The Manifesto for Agile Software Development” [1] comprises of a set of principles that accommodate changes to requirements at any stage of the development process. The principles are not a concrete definition of agility, but instead are guidelines used to deliver software in an agile manner. [2] Agility is used to rapidly and flexibly respond to change in the development process. [3] It allows the software to be continually improved during development and also enables early delivery of working prototypes.

We had learnt several types of methodologies for creating software during our time at GMIT and felt that agile was best suited to us as its principles state face-to-face communication as the best way to transfer information and for regular meetings to discuss changing project requirements.

Scrum

Scrum is a framework that is used to control and manage the software development process. It increases the speed of production by splitting time into blocks called sprints, which are usually two weeks to a month long. Short daily meetings known as daily scrums are used to track progress on a sprint. Meetings are held at the end of a sprint to review the work that was or wasn’t completed and to present this work to the stakeholders. Discussions are then had with the stakeholders to outline work to be completed in the next sprint.

For our project, we had week long sprints in which Christian and I were assigned a specific workload each week. Then, on the following Monday, we would meet with our project supervisor and discuss what work both of us accomplished during the previous week and set out work for the week ahead. Christian and I also stayed in daily communication in which we would discuss how we are both progressing on the current week long sprint and help each other out where needed.

Kanban

# Technology Review

Project Management Tools

Git

Git is a version control system that is used to track changes in code during the software development process. It allows collaborators on a project to download the newest version of the software they are working on, make changes and upload the newest revision on the code.

Christian and I have used Git extensively during our time in college and always found it extremely reliable to use. Although we did briefly discuss other types of version control software, we decided to stay with Git as it is the best and most popular system to use.

Testing Tools

Selenium

Selenium is a framework for testing web applications that can run on Windows, Linux and MacOS. It provides a range of tools and libraries that enable functional tests through the Selenium IDE. It also supports tests written a number of programming languages such as Java, Python and Ruby. These tests can then be run on all major web browsers.

Developer Tools

Visual Studio Code

Visual Studio Code is a light-weight code editor designed by Microsoft for use on Windows, Linux and MacOS. It comes with built-in support for JavaScript, TypeScript and Node.js.

The majority of our project’s source code was written in this editor as it comes with pre-installed Git, syntax highlighting, code completion, code refactoring and has multiple extensions that can be installed for various functionalities such as support for other languages including C++, C#, Java, Python, Go, among others. [vscode docs]

As of 2019, Visual Studio Code is the most widely used development environment with 50.7% of survey respondents reportedly using it [vscode survey]

Android Studio

Android Studio is the IDE for the Android operating system. It is built on JetBrains’ IntelliJ IDEA and is designed to be used for Android development. Kotlin is the preferred language for Android development on this platform. However, Java and C++ are supported in this IDE also. Android Studio has a myriad of features such as Grade build support, refactoring and Lint tools.

The Android SDK tools compile source code, data and resource files into an APK (Android package) which is then used to install the app on Android devices. [android studio docs]

ASTRO

ASTRO is a utility application for Android that is used for file management. It is used for navigating folders on Android devices and performing tasks on files such as Copy, Move and Delete. It supports zip and tgz files, making it possible to compress or extract archive files.

Application Development Tools

Typescript

Typescript is a superset of JavaScript that provides functionality for static typing, classes and interfaces. [typescript docs] It is designed for the development of large applications and compiles to JavaScript through the Typescript compiler. [typescript wiki] Bugs and errors are caught early in development as the Typescript compiler informs the IDE on its rich type information. Static typing enables tooling and IDE support and establishes a robust codebase.

Apache Cordova

Apache Cordova is a web development framework that allows the use of standard web technologies for cross-platform development. Applications are executed in wrappers that target each platform, and use API bindings to access device capabilities such as sensors, data and network status. [cordova docs]

Plugins are central to Cordova. A set of plugins, Core Plugins, are maintained by Apache and allows applications to access device capabilities such as battery, camera and NFC sensors. [cordova docs] Developers can also create their own plugins using JavaScript.

Angular

Angular is a TypeScript based app-design framework. [Angular docs] It is a complete rewrite of AngularJS that includes new features such as dynamic loading, asynchronous template compilations and iterative call-backs provided by RxJs [angular wiki]

Node Package Manager

npm is a package manager that is used for the runtime environment Node.js. It has an online registry containing over 800,000 code packages in which developers share software. Organisations also use npm to manage private deployment. [w3s what is npm] The online registry is accessed via the npm command line client.

Ionic Framework

Ionic is an open-source user interface toolkit that is used for building mobile and desktop applications using standard web technologies HTML, CSS and JavaScript. [ionic docs] Originally built on top of Angular and Apache Cordova, the web components included in recent universally pair with JavaScript frameworks such as Angular, React and Vue. The components can also be used without any interface framework. Backend connections to Ionic apps are plentiful with options such as AWS, Azure and Firebase available. [ionic what is ionic, ionic docs, wiki]

Ionic is installed and updated through the Ionic CLI. It also comes with built-in debugging tools and a development server.

Stripe

Stripe is a payment processor that supports electronic transfer of money from a customer’s bank to a merchant’s bank. It accepts most payment types such as Visa, MasterCard and American Express, along with mobile wallets like Google and Apple Pay. It comes with a custom UI toolkit that allows merchants to create their own custom payment form for applications. It also has a pre-designed payment form to be imbedded in applications. Creating custom invoices and payment requests are also easily created with Stripe. [fundera stripe reviews]

Database

Firebase

Firebase Authentication

Firebase Authentication provides backend services to authenticate users to applications through ready-made UI libraries. It supports authentication using passwords, phone numbers and authentication APIs such as Google, Twitter and Facebook. [firebase auth docs]

Authentication credentials are collected from the user within the application, be it an email address and password or federated identity provider. These credentials are then passed to the Firebase Authentication SDK in which they are verified using the Firebase Authentication backend services and a response is returned to the client.

Real-Time Database

The Firebase Real-time Database is NoSql cloud-hosted database. Data is stored as JSON and is synced across all clients in real-time. The database remains responsive when offline as it persists data to disk. Upon re-establishing connectivity, data is synchronised server state and receives any changes it missed. [firebase database docs]

Cloud Firestore

Like the real-time database, data is synced across client apps through real-time listeners and offline support is offered with the Cloud Firestore database. Data is stored in documents, ordered into collections. Documents can then contain nested objects and sub-collections. Queries can be performed on the database to retrieve specific documents or all documents in a collection. [Firestore docs]

Cloud Storage

Cloud Storage is an object storage service used to store and serve user-generated content such as pictures and videos. [storage docs]

Firebase Hosting

Firebase Functions

# System Design

# System Evaluation

# Conclusion

# References

# References

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| [1] | J. Dillon, “Irish Retail and Consumer Report 2019: Investing in Experience,” *PwC network,* pp. 2-3, 2019. |

# Appendices

GitHub Repository

The link to our GitHub Repository is: https://github.com/kodama96/FinalYearProject