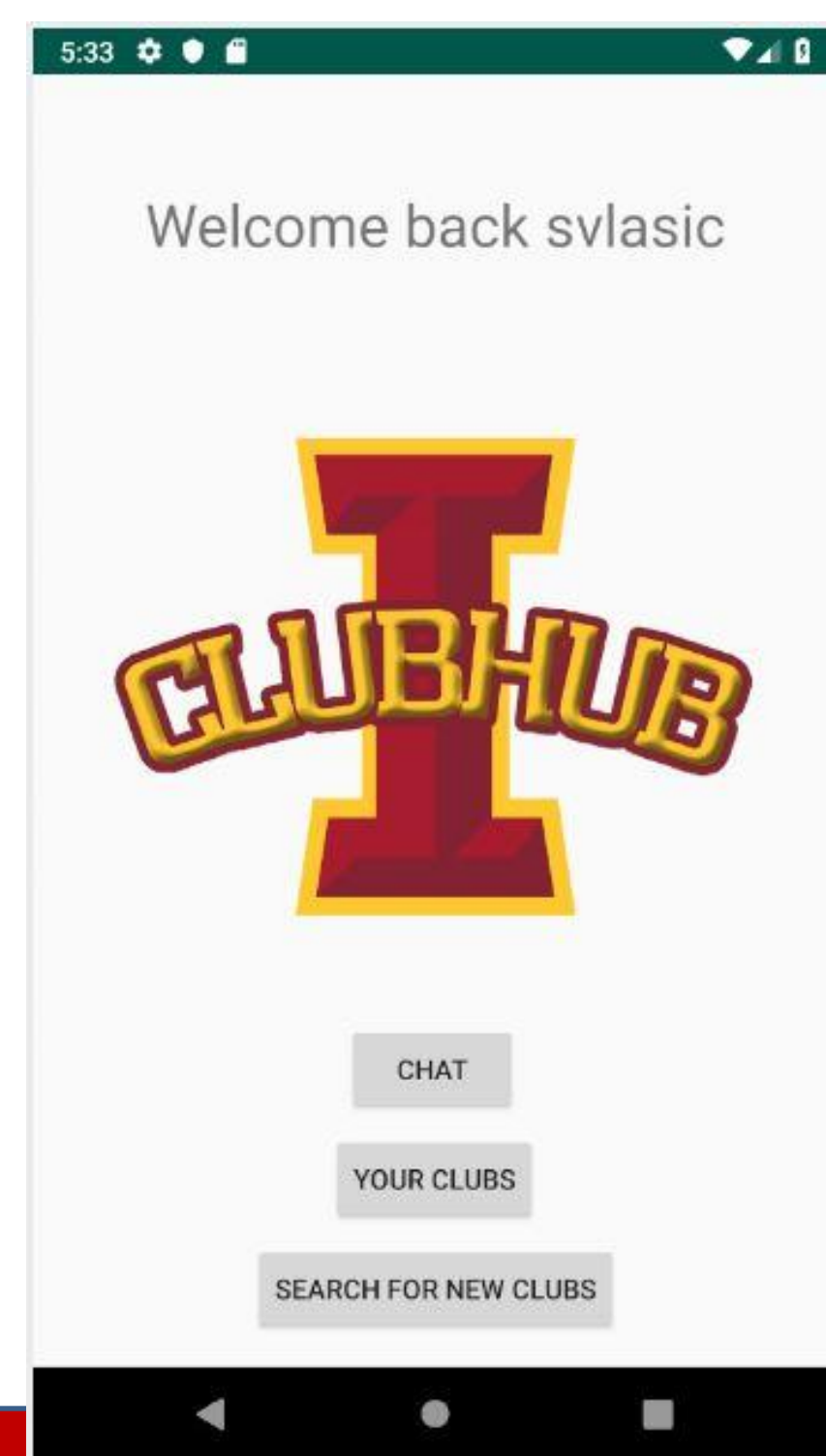


ClubHub

PP_4

COM S 309 SPR 2019

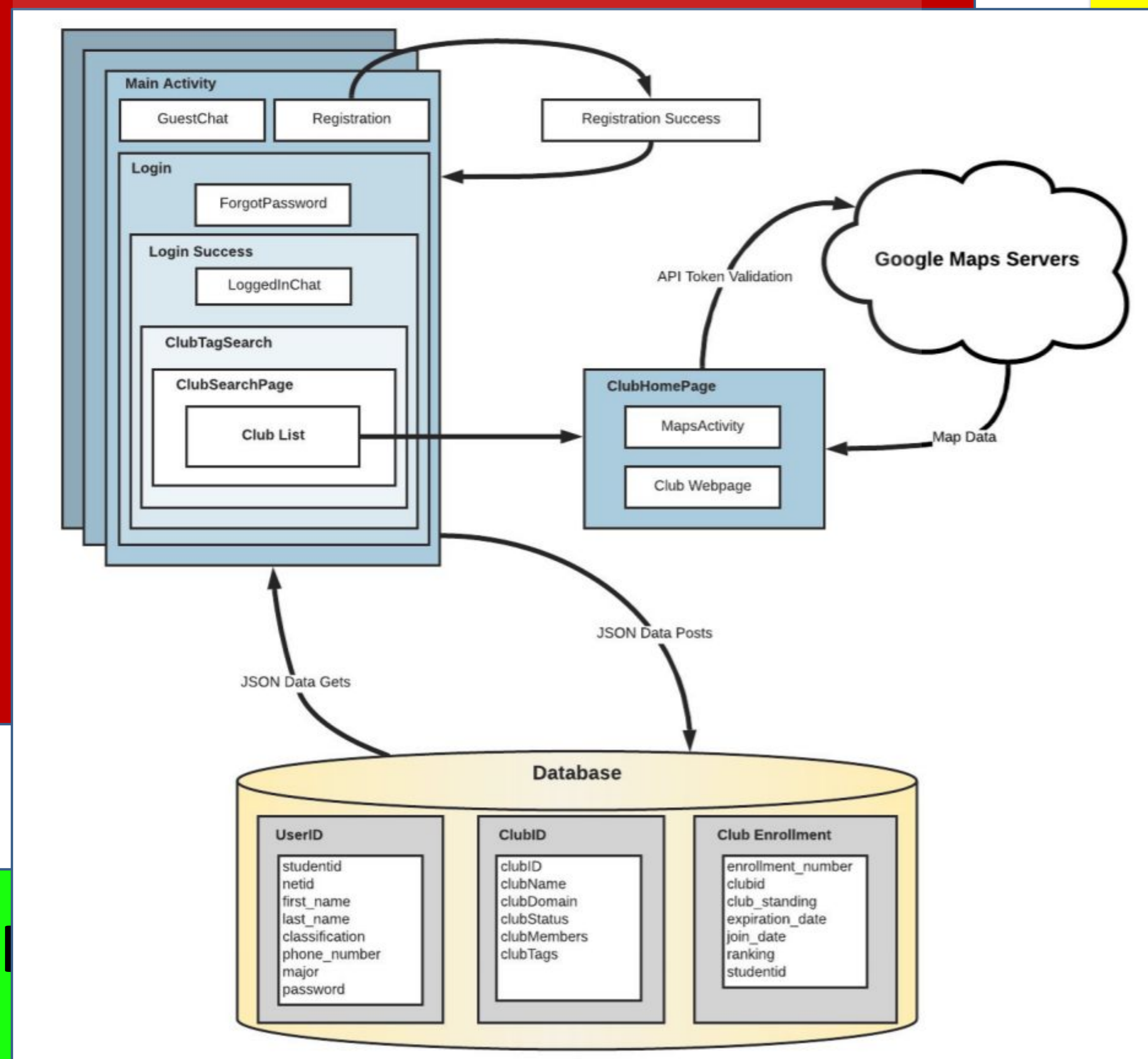


Project Description:

An application designed to assist ISU students and club members with managing clubs and discovering new clubs.

Users:

ISU Student
Guest user
Club Admin



Module 1

JSON POST Request Interface

Posts users information into the server's database

```
public void postData()
```

Posts the data for user registration to the specified database

Google Map API Interface

Transfers the data from the map to the GUI interface that is viewed by the user. Displays the meeting location of individual clubs.

```
public void onMapReady(GoogleMap googlemap)
```

Takes data from Google Maps and assigns a location for every club in the database. Should display a Google Map image when accessed.

```
public Image getAllclubImage()
```

The method that makes the call to the database and return all the image in a string.

```
public enrollments getAllclubEnrollment()
```

The method that makes the call to the database and return all the club Enrollment in a string.

```
public clubs getAllclubTable()
```

The method that makes the call to the database and return all the club's table in a string.

```
public Student getAlluserID()
```

The method that makes the call to the database and return all the users in a string.

Design Decisions:

- Database has two one-to-many tables with one table linking them all together
- Single threaded
- Websockets were used to implement chat
- Private chat and club specific chat permissions
- Dynamic club location map
- Simultaneous multi user functionality
-

User Interfaces

• User Clubs Page

User can view all of the clubs they are a registered member of

• Club Location Map

User can view the meeting location of any club on campus

• Interactive Chat

User can chat with any user of ClubHub or chat with members of a specific club they are a member of

• Login/Registration Page

User can register on the app and login using these credentials to display their club information



Team Info:

Team PP_4

Scott Vlastic – CPRE (Jr)

Cobi Mommy – SE (Jr)

Evan Timmons – CPRE (Jr)

Danny Yip – SE (Soph)

What went wrong:

- The emulators crashed frequently
- Branching/merging with GIT caused many with version control.

What went right:

- Working complete project
- Useful for club presidents and members
- Google Maps API was fluid

Lessons Learned:

- Get help early and start early
- Some features can be implemented easier on the Frontend/Backend.

