Assignment 1 POE

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Specifications

Question 1

We were tasked with creating an android which will get the current device's current location using the GPS Location Provider. By using a Geocoder we can get the current street address. Update the street address when the device moves. The address must me limited to one result. This result must include a street address, locality, postcode and country. This information must be shown in a text view. Must ask the user for their permission to use their phone function, sms's, gps, access contacts. For 1B we must use a map activity to show the current gps location, with a marker and a heading for the marker. The marker location must update when the location. There is a navigation drawer to menu to each activity.

Question 2

We are tasked to make up scenario. I made a specials app which will allow users to find local specials around them. The user would select their area on the screen. And keep clicking on what they want to find. I found all the info from instore, Facebook and other online services. The person would be able to get a polyline on a map to the place from their current location, share the special via sms or whatsapp, phone the store.

There is a navigation drawer to menu to each activity. There is a how to use, reading of database info, methods with parameters.

UML Diagrams

Card - line1 : String - line2 : String - line3 : String - image : String + Card (name : String, des : String, time : String) +Card (line1 : String) + Card (location : String, des : String, img : String, n : int) + getImage () : String + getLine1(): String + getLine2() : String + getLine3 () : String

cardarray2 - TAG: String cardList : List<Card> + cardarray2 (context: Context, textViewResourceId : int) + add (object : Card) : void + getCount (): void + getItem (index : int) : Card + getView (position : int, convertView : View, parent : ViewGroup)

CardArrayAdapter - TAG: String

- cardList : List <Card>

+ CardArrayAdapter (context : Context, textViewResourceId : int)

+ add (object : Card) : void

+ getcount (): int

+ Card (index : int) : Card

+ getView (postion: int, convertView: View, parent: ViewGroup): View

navlogin

-mAuth : FirebaseAuth

- mAuthListener : FirebaseAuth.AuthStateListener

- em : EditText pa : EditText

- loginpref : SharedPreferences - login : SharedPreferences

- email : String - password : String

- navigationView : NavigationView

#onCreate (savedInstanceState : Bundle): void

- loginshared () : void

+ onSignUp (view : View) : void

+ toast (t : String) : void

+ onLoginSaved (view: View): void

+ onResume (): void + onPause () : void + onBackPressed () : void

navcategory

- database : FirebaseDatabase - myRef : DatabaseReference

- mAuth : FirebaseAuth

- mAuthListener : FirebaseAuth.AuthStateListener

- cardArrayAdapter : CardArrayAdapter

listView : ListViewday : String

- area : String

onCreate (savedInstanceState : Bundle) : void

+ toast (t : String) : void + logging (t : String) : void

showData (dataSnapshot : DataSnapshot)

+ onResume () : void + onPause () : void + onBackPressed () : void

+ onNavigationItemSelected (item : Menu) : boolean

navcopyright

- navigationView :NavigationView

copyright : TextView

database : FirebaseDatabasemyRef : DatabaseReference

onCreate (savedInstanceState : Bundle) : void - showData (dataSnapshot : DataSnapshot)

+ onBackPressed () : void

+ onNavigationItemSelected (item : Menu) : boolean

navDay

- cardArrayAdapter : cardarray2

listview : :ListView
text [] [] : String
day : String
area : String
category : String
mAuth : FirebaseAuth

- mAuthListener : FirebaseAuth.AuthStateListener

- naigationView : NavigationView

onCreate (savedInstanceState : Bundle) : void

+ toast (t : String) : void + logging (t : String) : void

- showData (dataSnapshot : DataSnapshot) : void

+ onResume () : void + onPause () : void + onBackPressed () : void

navDays

- cardArrayAdapter : CardArrayAdapter

database : FirebaseDatabasemyRef : DatabaseReference

listview : :ListViewdays [] : Stringarea : Stringcategory : String

- naigationView : NavigationView

onCreate (savedInstanceState : Bundle) : void

+ logging (t : String) : void

- showData (dataSnapshot : DataSnapshot) : void

+ onResume () : void + onPause () : void + onBackPressed () : void

+ onNavigationItemSelected (item : Menu) : boolean

<u>navdelete</u>

onCreate (savedInstanceState : Bundle) : void

+ onDelete (view : View) : void + onBackPressed () : void

+ onNavigationItemSelected (item : Menu) : boolean

navdrawer

- cardArrayAdapter : CardArrayAdapter

listView : ListView

database : DatabaseReferencenavagtionView : NavigationView

dl : DrawerLayoultoolbar : Toolbaruser : FirebaseUSelmyAuth : FirebaseAuthpopUp : DatabaseRel

- storageRef: StorageReference

- iv : ImageView

#onCreate (savedInstanceState : Bundle) : void - showPopUp (dataSnapshot : DataSnapshot) :void

+ onResume () : void + onStop () : void

showData (dataSnapshot : DataSnapshot) : void

+ logging (t : String) : void + onBackPressed () : void

navQ1a

- tvAddress : TextView

- locationManager : LocationManager

listener : LocationListeneraddress : List<Address>

gc : Geocoder

onCreate (savedInstanceState : Bundle) : void

+ onLocation (view:View) : void + onBackPressed () : void

+ onNavigationItemSelected (item : Menu) : boolean

navresetpassword

- mAuth : FirebaseAuth - etEmail : EditText

#onCreate (savedInstanceState : Bundle) : void

+ onPassReset (view : View) void

+ onBackPressed () : void

+ onNavigationItemSelected (item : Menu) : boolean

navsignup

- mAuth : FirebaseAuth

- mAuthListener : FirebaseAuth.AuthStateListener

- login : SharedPreferences

prefName : Stringemail : Stringpassword : Stringem : EditTextpa : EditTextcpa : EditTexgt

- progressDialog : ProgressDialog

#onCreate (savedInstanceState : Bundle): void

- loginshared (): void

+ onSignUp (view : View) : void

+ toast (t : String) : void

+ onLoginSaved (view : View) : void

+ onResume () : void + onPause () : void + onBackPressed () : void

+ onNavigationItemSelected (item : Menu) : boolean

navSubmit

cbMonday : CheckBox
cbTuesday : CheckBox
cbWednesday : CheckBox
cbThursday : CheckBox
cbFriday : CheckBox
cbMonday : CheckBox
cbMonday : CheckBox
cbMonday : CheckBox

onCreate (savedInstanceState : Bundle) : void

+ onSubmitSpecial (view View) void

+ onBackPressed (): void

navwelcome

database : FirebaseDatabasemRef : DatabaseReference

- help : TextView

onCreate (savedInstanceState : Bundle) : void - showData (dataSnapshot : DataSnapshot)

+ onBackPressed (): void

+ onNavigationItemSelected (item : Menu) : boolean

Question1B

- mMap : GoogleMap

- locationManager : LocationManager

- listener : LocationListener

- gc : Geocoder

onCreate (savedInstanceState : Bundle) : void + onMapReady (googleMap : GoogleMap) : void - isLocationPermissionGranted () : boolean

ScrollingActivity

number: String
name: String
des: String
area: String
day: String
time: String
p: String
I:String

- RESULT_PICK_CONTACT : int - navigationView : NavigationView

- tv : TextView

onCreate (savedInstanceState : Bundle) : void

- sendSMS () void

onActivityResult (requestCode: int, resultCode: int, data: Intent): void

contactPicked (date : Intent) void
 isSMSPermissionGranted () : boolean
 isLocationPermissionGranted () : boolean

locationg () : voidcall_action () void

+ isPermissionGranted () : boolean

onRequestPermissionsResult (resultCode : int, permissions : String [] , grantResults : int []

+ onNavigationItemSelected (item : Menu) : boolean

splash

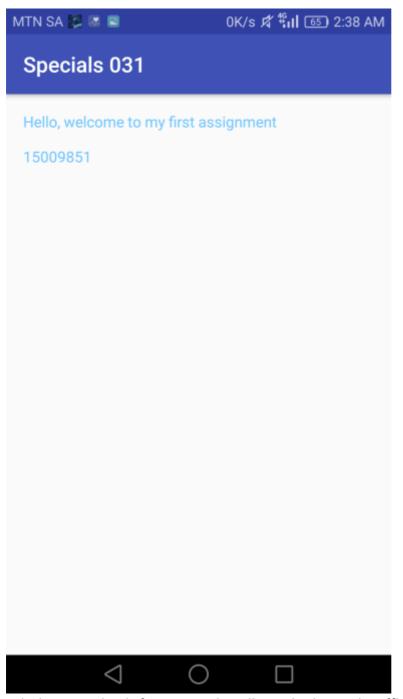
- SPLASH_TIME_OUT :int

onCreate (savedInstanceState : Bundle) : void

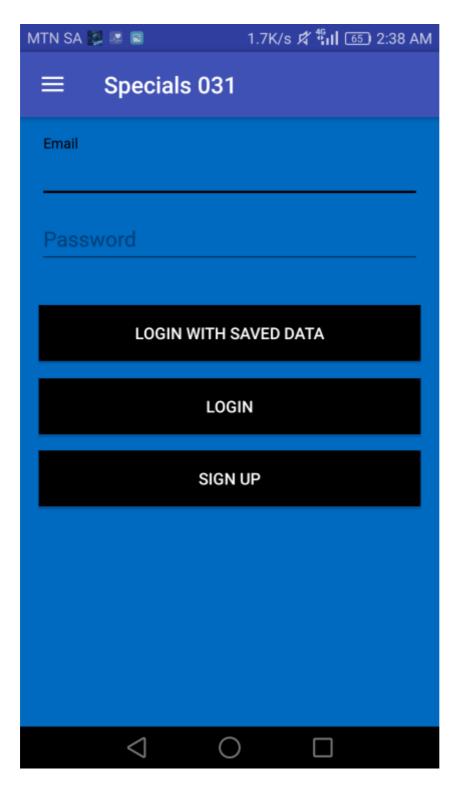
Flow Charts

They are pdf's... files are there.

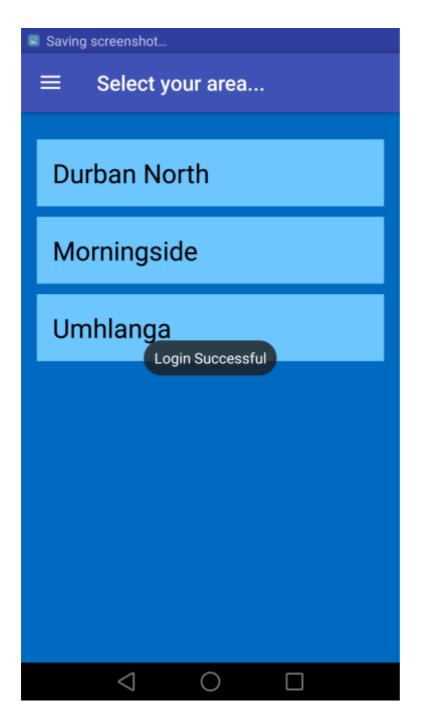
Screenshots and Test Data



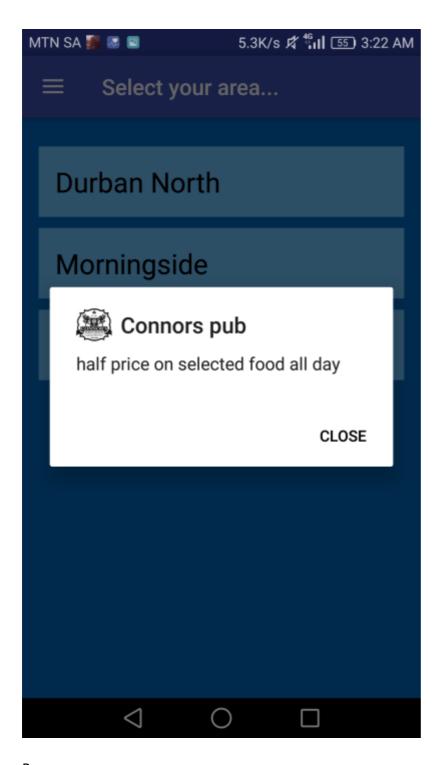
splash screen, loads for 5 seconds, calls method to make offline...



Login Page, checks if data is saved, else type in details....



Login was successful, select area



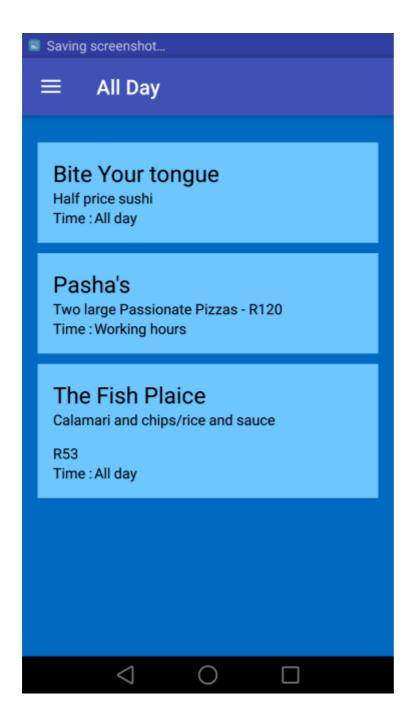
Pop up



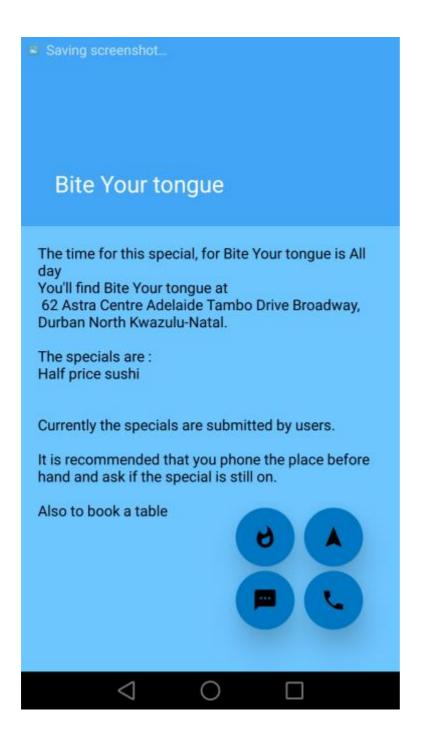
Days which the specials are on



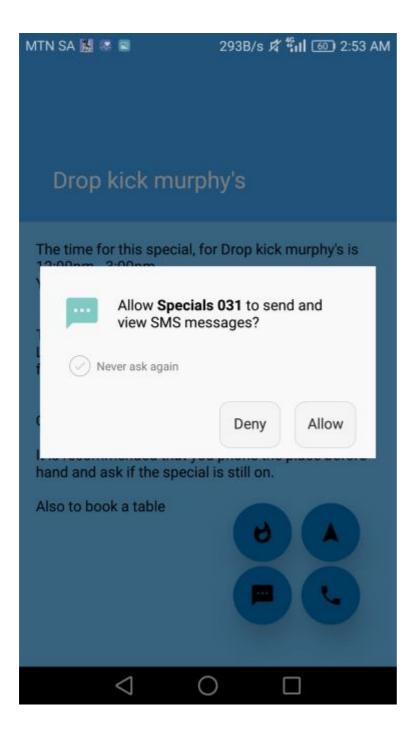
The different categories for Tuesday



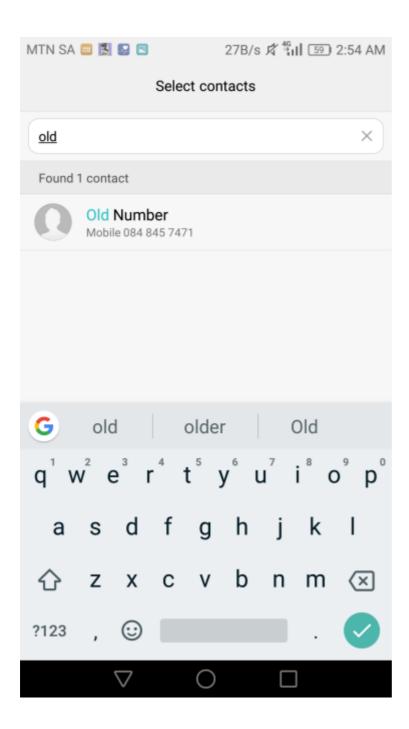
Info about Tuesday's specails



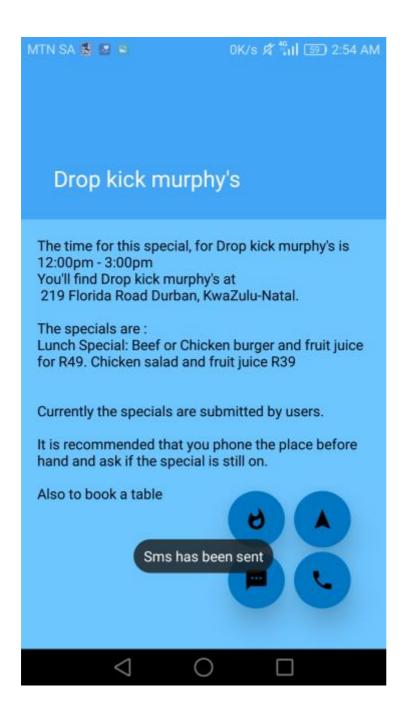
Scroll view of the special, can phone the place, share it via whatsapp, navigate to it, phone them



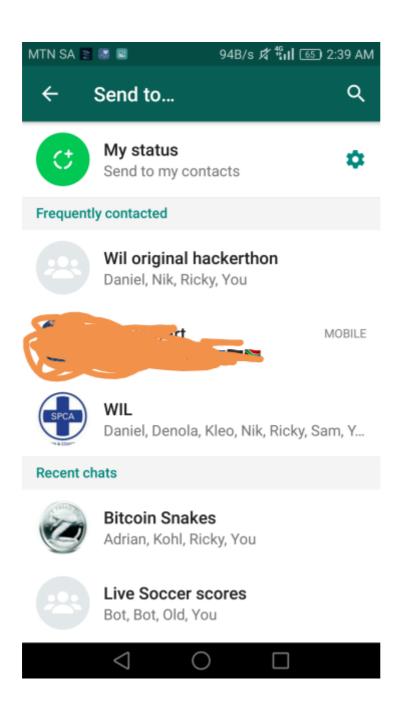
on click for sms buton



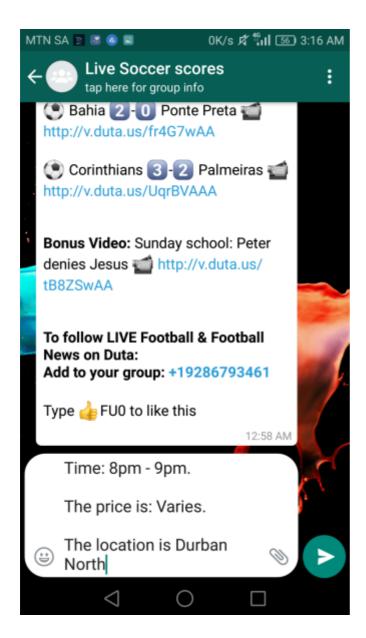
select your contact to send to



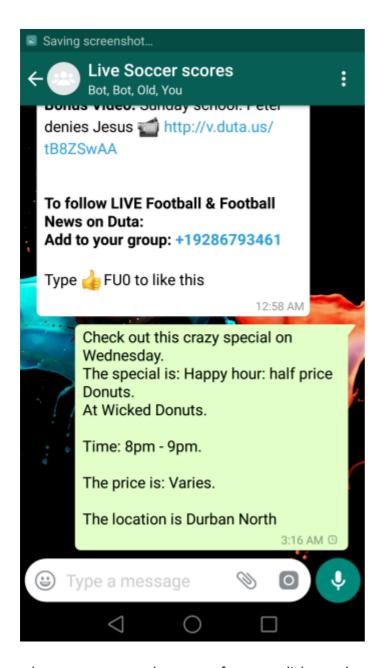
Sms has been sent



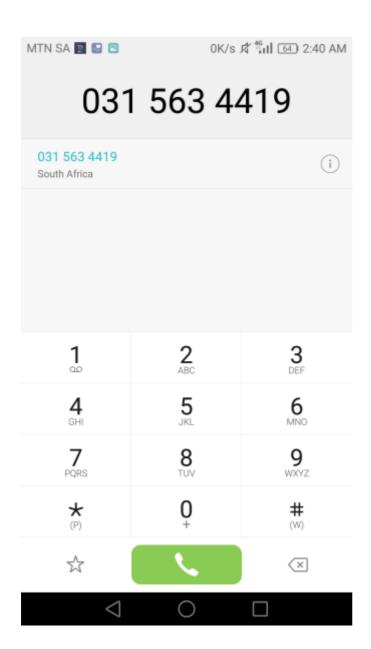
share to whatsapp



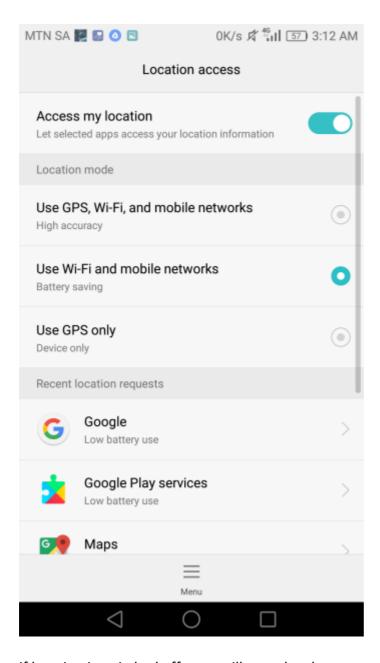
pre populates the message



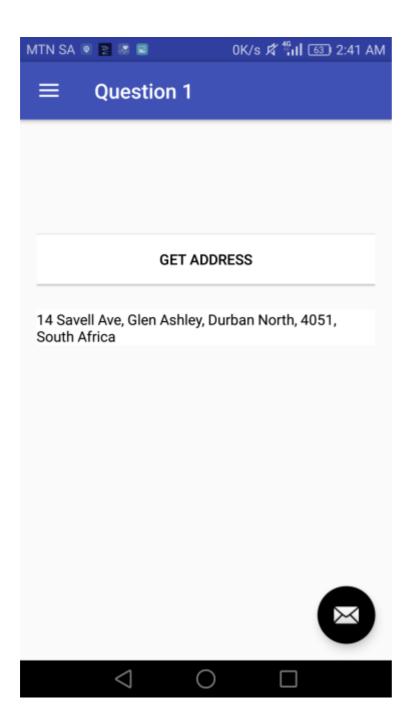
whatsapp message then sent after user clicks send



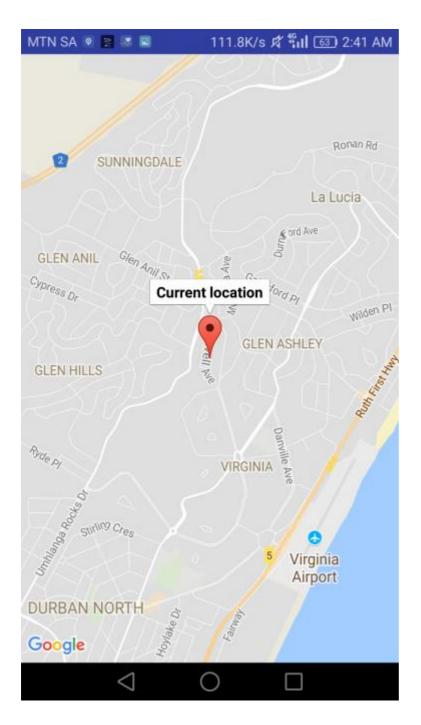
when you click call



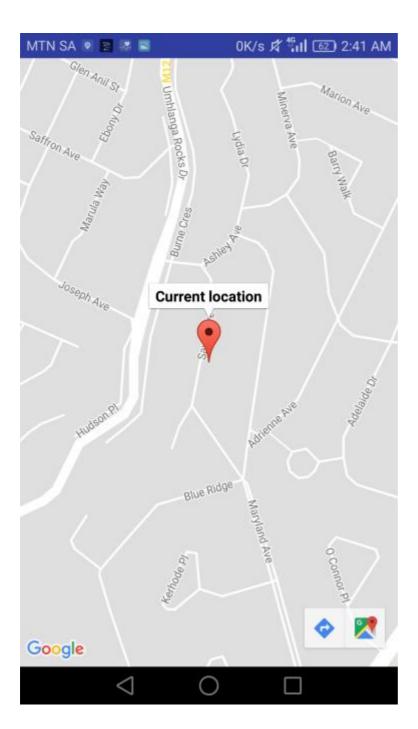
if location is switched off, user will get taken here



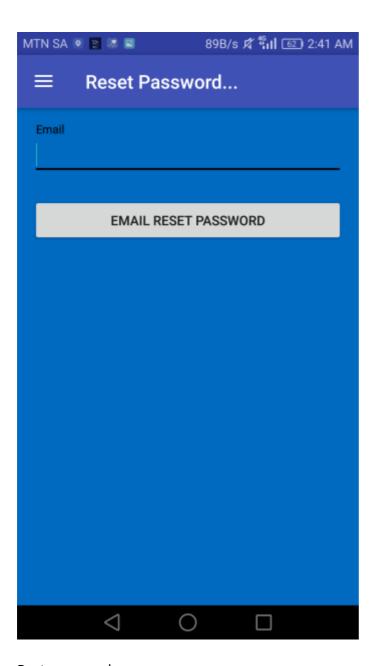
Current street address



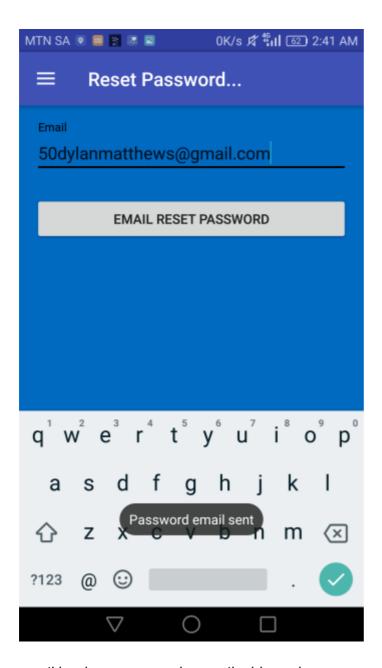
Shows current location on map and updates as user moves.



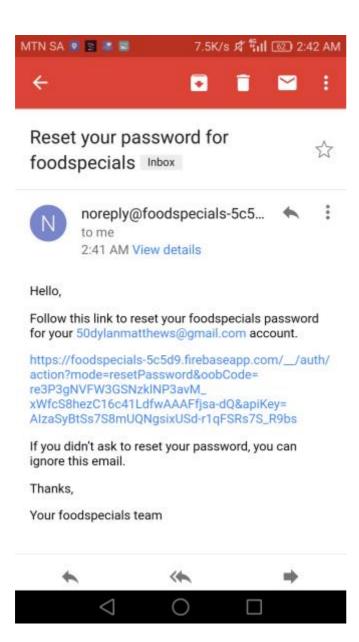
map zoomed In programmably



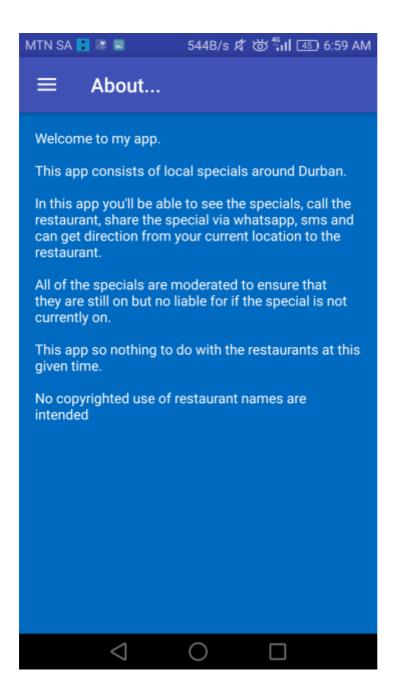
Rest password page



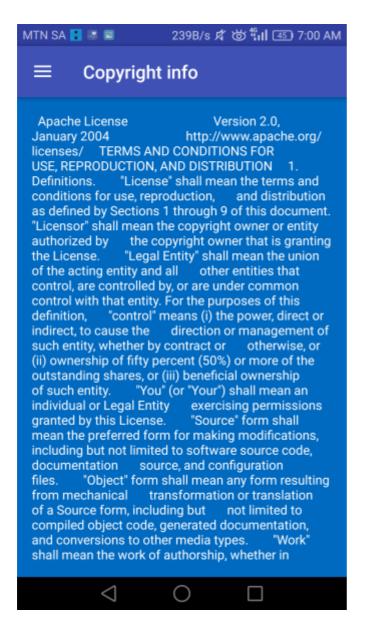
email has been sent, to the email address the user types in



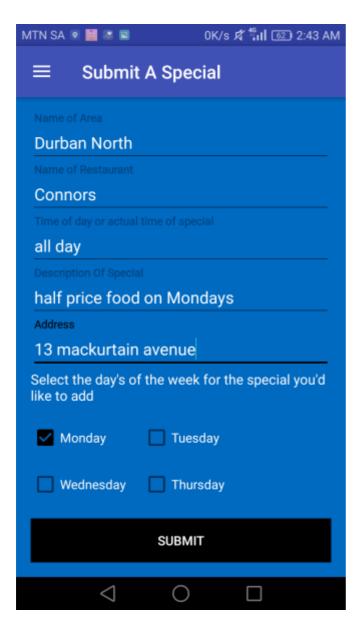
The email the person receives.



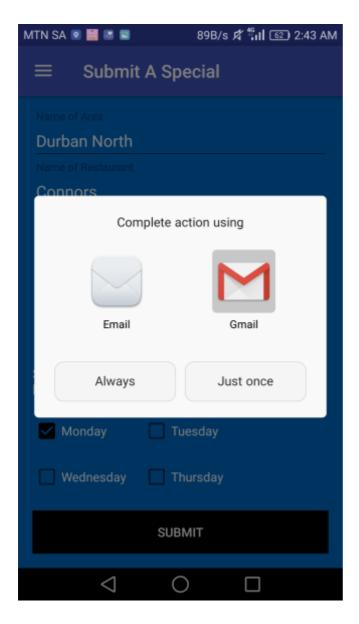
Help/About



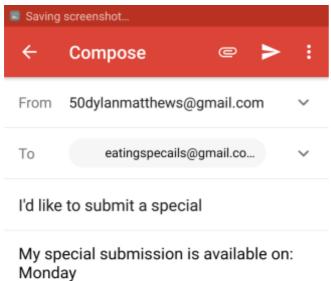
Copyright info



Submit a special page



Prompts user for which email app they want to use



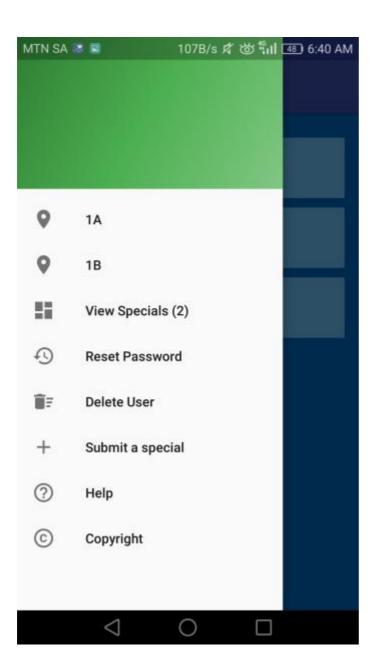
The special is at Connors

It is on during this time of the day: all day

The place situated in : Durban North The address is: 13 mackurtain avenue



All info is pre popiulated



Nav drawer

Help

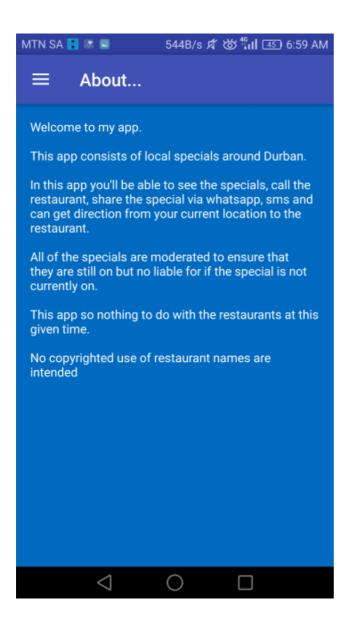
It is a very simple app to use. You just click around...

When you sign up, password must be more than 8 characters, valid email address. After you sign up, it auto remembers your login details. From here every time you load the app, it will sign you in hastle free.

To use all the functionality, you must accept the permissions.

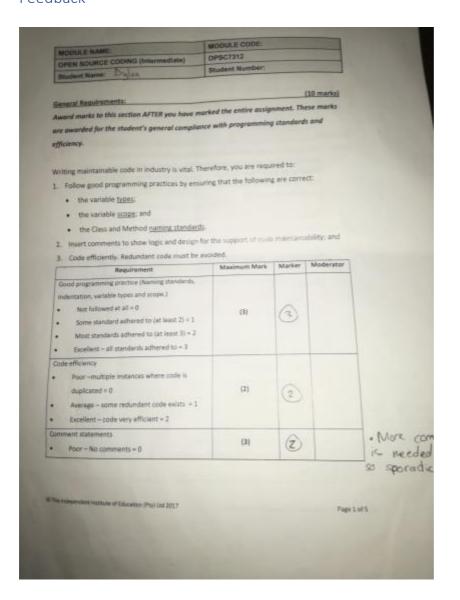
You can even load this app in on airplane mode, and it will load the online data.

This app will get your current street address, show your current location on a map and update for both as you move



App Development

Feedback



	Total Marks	10	(4)
	Yes - No changes required = 2.	10	a
	Average – Minor changes required = 1;		
No – Many changes required = 0;		(2)	(2)
		rai.	
Denie	gram compiles and executes		
	explain variables, methods and logic = 3		
*	Excellent – all necessary comments given to		
*	Some comments (only describing logic) = 2		
	Variables) = 1		
	Few comments (only describing methods/		

Question 1

Memo This question is very open and generic therefore there can be many variations in the solutions. Consider all the student's submissions and the implementation of their solution. Please provide detailed feedback so they can incorporate the feedback and use it to improve their submissions for the PoE

Ref: LU1 to LU4

Chapters 1,2,4, 5, 14, 15, 11, 17 and 18

Mar	rking Guideline	Maximum Mark	Mark Obtained
Var	Not declared or initialised; (0) Some variables declared and initialised; (2) and All variables declared and initialised. (3)	(3)	3
Call	ling of method and parameters: Methods not used; (0) Some methods used, but called incorrectly, no parameters passed; (2) Some methods used and called correctly passing parameters; (3) and Methods used where requested and parameters passed correctly when called. (5)	(5)	(5)

position. (5)		
automatically re-centres on the new		
When device location changes, the map		
not update on map; (0) and	(5)	(5)
Location does not display on map or does	(=)	6
ne Map:		
ode to show the location on a Map and update		
Display the string in the Text View. (3)		1
Output of location:	(3)	(3)
fields. (15)		
one address and extracts the specified		
to it the newly received location. Limits to		
calls the get FromLocation method, passing		
instantiates a new Geocoder object, and		
Code correct to update method which		
(10) and		
one address or extract the specified fields;		
newly received location. Does not limit to	(15)	(15)
getFromLocation method, passing to it the		00
a new Geocoder object, and calls the		
object; (0) Code correct to method which instantiates		
Principal Control of the Control of		
the street location: No method to instantiate a new Geocoder		
Code to check the GPS co-ordinates and locate		
pleasing. (5)		
GUI user-friendly and aesthetically		
pleasing; (3) and	(5)	(3)
GUI Designs: GUI not user friendly or aesthetically		

·Nothing extra odded for this qu obsompting for app permission is goo Please use the marking scheme below. Mark each student's work on its own merit. This question is very open and generic therefore there can be many variations in the solutions. Consider all the student's submissions and the implementation of their solution. Please provide detailed feedback so they can incorporate the feedback and use it to improve their submissions for the PoE.

Ref: LU1 to 4 Chapters 1, 2, 4, 5, 14, 15, 11, 17 and 18

Marking Guideline	Maximum Mark	Mark Obtained
Variables:		
Not declared or initialised; (0)		
Some variables declared and initialised; (3) and	(5)	(5)
All variables declared and initialised. (5)		
Calling of method and parameters:		
Methods not used; (0)		
Some methods used, but called		
incorrectly, no parameters passed; (2)		
Some methods used and called correctly	(5)	(5)
passing parameters; (3) and		
Methods used where requested and		
parameters passed correctly when called.		
(5)		
GUI Designs:		
GUI not user friendly or aesthetically		
pleasing; (3) and	(5)	0
GUI user-friendly and aesthetically		(4)
pleasing. (5)		
PS/ SMS concept and research:		
Concept not new; (3) and	(5)	(5)
Original and well thought out logic. (5)		0

· Spend some time making navigating the menu more intuitive

Code	e for app: App does not run – errors – attempt made to write app; (5) App runs with errors; (10) and App runs, no errors. (15)	(15)	(15)
"Ho	w to" documentation: Summary of functionality and "how to" guide provided; (3) and Detailed documentation of "How to" guide and functionality. (5)	(5)	3
extr	a functionality added: Individual effort made and at lecturer discretion – extra features, efficiency of code, originality, etc. (10)	(10)	3 3
TOTA	AL.	50	(48)

Not convinced that the side menu is more practical they a standard screen with tiles, or another option, similar to how the app is once logged in

[TOTAL MARKS: 100]

Application development

For my application development, I took my 1sts assignment and re designed it. By using navigation drawer activates, to make it easier and more appealing to use than before. I've also added in extra functionality.

Improvements

- Added in more comments
- Google maps zooming in, asking user to enable gps if its disabled
- Added in a better navigation drawer for better GUI an some new screens.
- I've enabled the app to work with no internet required after one run. extra functionality.
- Enabling a user to submit a post
- I've added in pop ups to help users find specials