BSc in Software Development

Year 3

COMP07030 Software Design Project

*Green Campus*

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GitHub Links: <https://github.com/fabiolelis/greencampusapp> (app), <https://github.com/fabiolelis/greencampusadmin> (admin webpage)

# Introduction

*A hybrid mobile app that will be used at the Community Native Woodland project. That is a collaborative initiative between GMIT Letterfrack and Connemara National Park.*

# Architecture of the solution

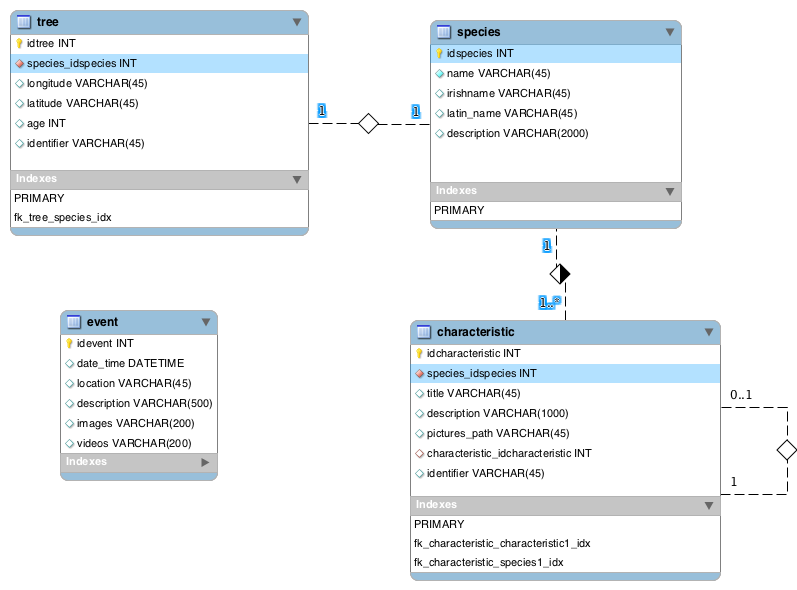
*This section should discuss the overall structure of the solution, for example n-tier, cloud storage, mobile/web front end and how they all fit together.*

*Some of this will be from client requirements, some from your own research.*

*Give reasons for choosing particular technologies over others.*

# Class diagram and Data Model

*This section should include a class diagram and data model as well as the reasons why they were designed as they were.*



# Technologies used

*This section should describe technologies you used, for example the programming language(s), database environment, development environment, and other technologies.*

*It should also state why these technologies were used – this could be because you wanted to gain experience using a particular technology, or because it was a client requirement.*

App:

Ionic

Bootstrap css

Admin:

PHP

QCodo

# Problems Encountered/Solved

*This section should document any problems you encountered during the development of your project and how you overcame them.*

*Perhaps you spent some time looking at a particular technology/algorithm, but decided it was not appropriate for your project.*

Angular – Jquery problems.

# Conclusions

*This section should discuss what you learned from the process and from the work you did.*

*This is a key reflective portion of the write up.*

# Recommendations

*This section should contain your recommendations. For example, how could your project be further developed? What would you do differently if you were to start again?*