



**MOBILE APP**

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# **FIND NEAR**

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# AGENDA



- Requirement Elicitation
- Build Prototype
- Product Development
- Product Release

# REQUIREMENT ELICITATION

## Feature Request:

Build an App that provides the user an ability to enter a 4 street addresses in a field (For example, TextArea or similar) in the form of Strings (street name, pincode, city, country). The app then uses the phone's resources to get the current location of your handheld device and finds the nearest address from the user's specified addresses. Finally, the app displays the address which was nearest to the device location together with the computed distance.

# REQUIREMENT ELICITATION

Feature Request



User Story

ID	As a ____	I want ____	So that ____
US1	user	one screen	I can type 'to address'.
US2	developer	one screen	the app display results.

# BUILD PROTOTYPE

Feature Request

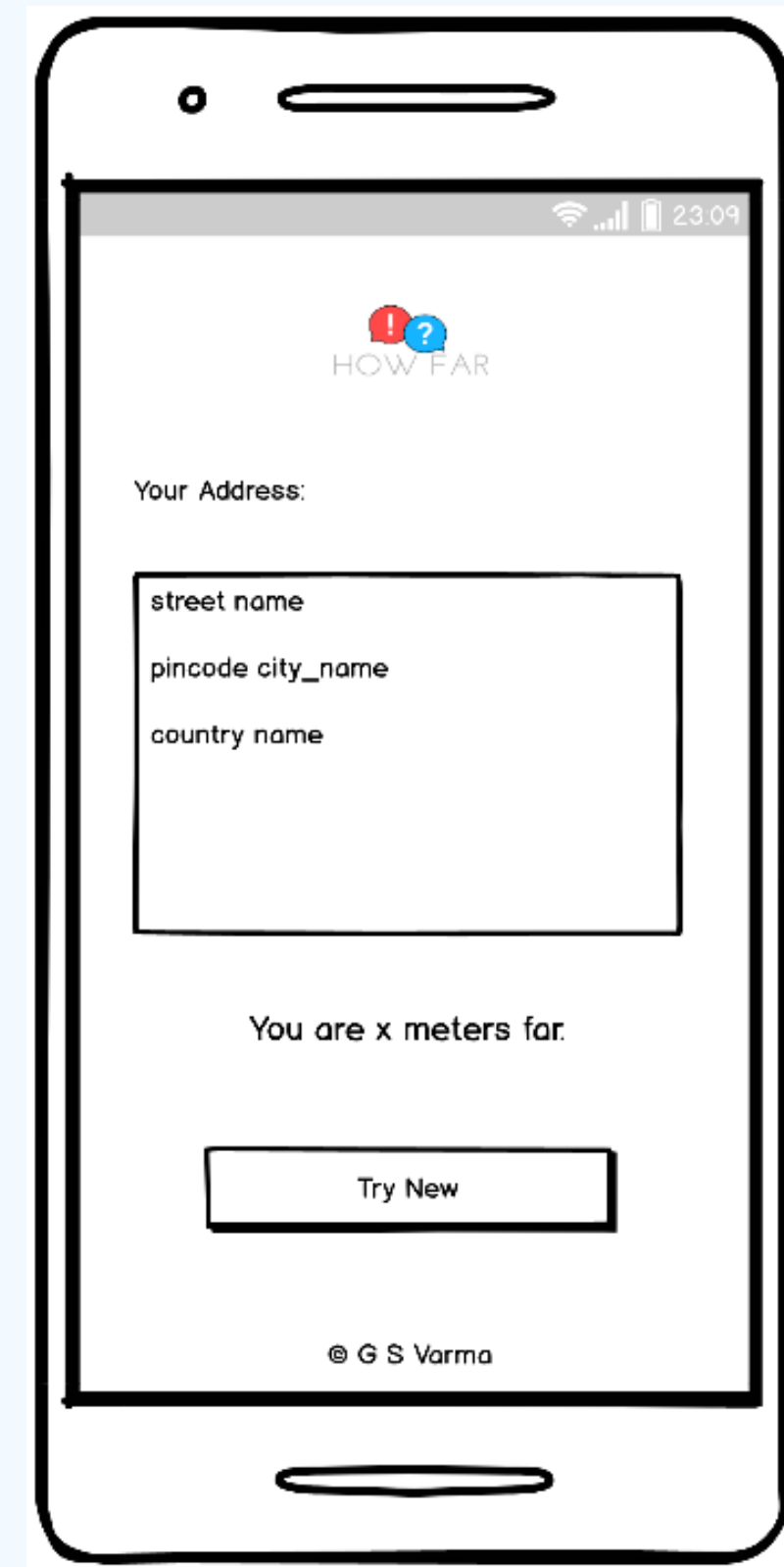
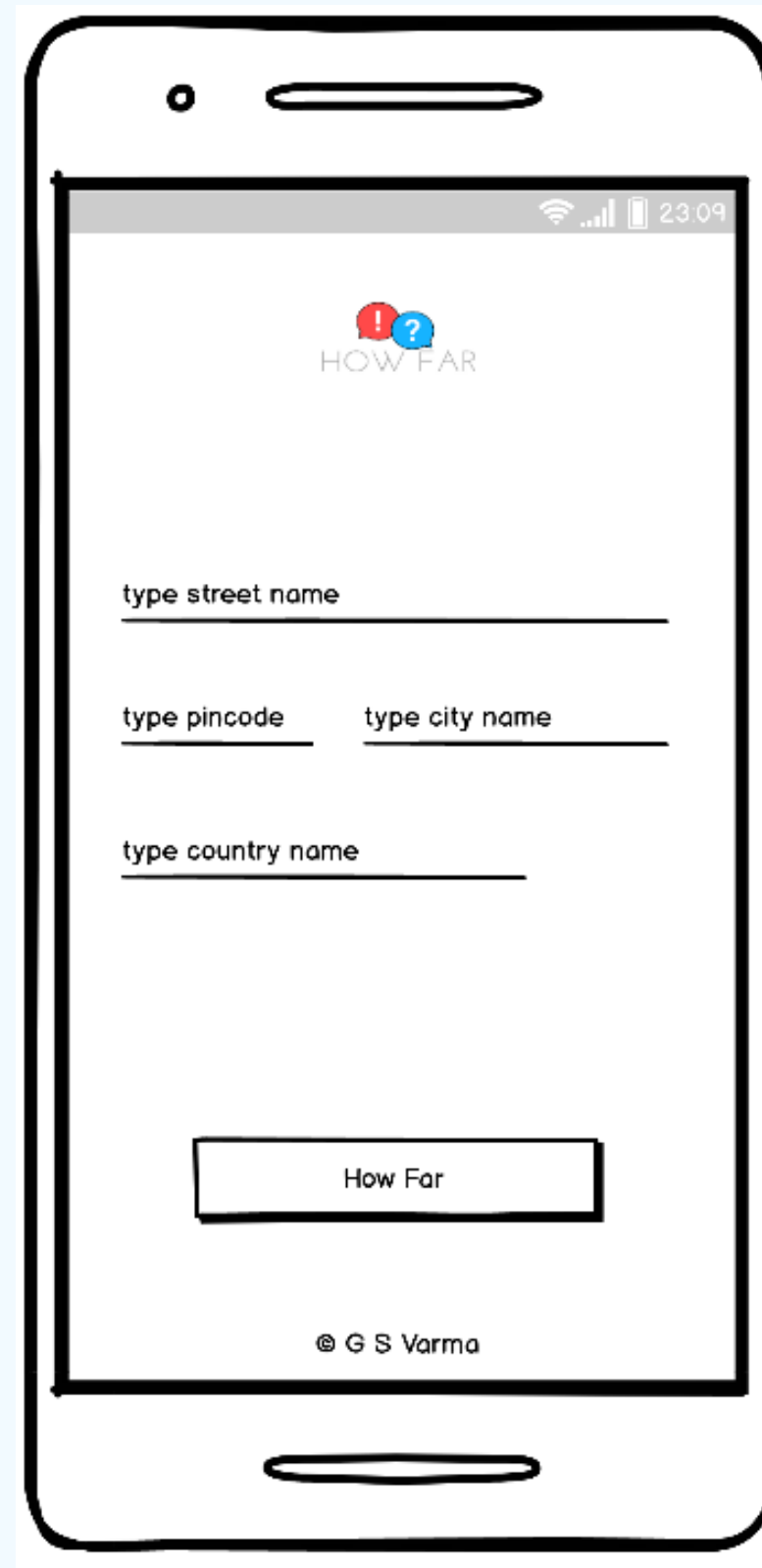


User Story



Wireframe

# BUILD PROTOTYPE



# HOW FAR APP



## Wireframe

Ideally, stakeholders approval for this document is required before developers start writing code.



Development



Release



# FIND NEAR APP



## Wireframe

Ideally, stakeholders approval for this document is required before developers start writing code.

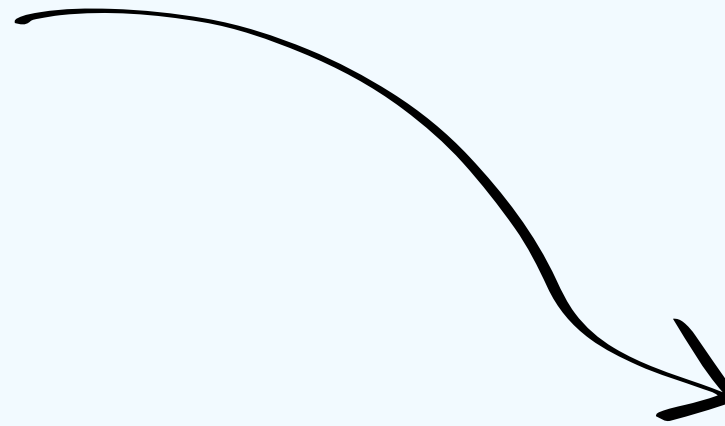
## Why approval?

- Reduce - Development costs
- Get - Desired results



# HOW FAR APP

Android app to know distance between user's location and 'to address'.



# FIND NEAR APP

Android app to know distance between user's location and to the nearest of 4 addresses.

# REQUIREMENT ELICITATION

Feature Request



User Story <sup>NEW</sup>

ID	As a ____	I want ____	So that ____
US1	user	one screen	I can type 4 addresses.
US2	developer	one screen	the app display results.

# PRODUCT

# DEVELOPMENT

## Tools Used

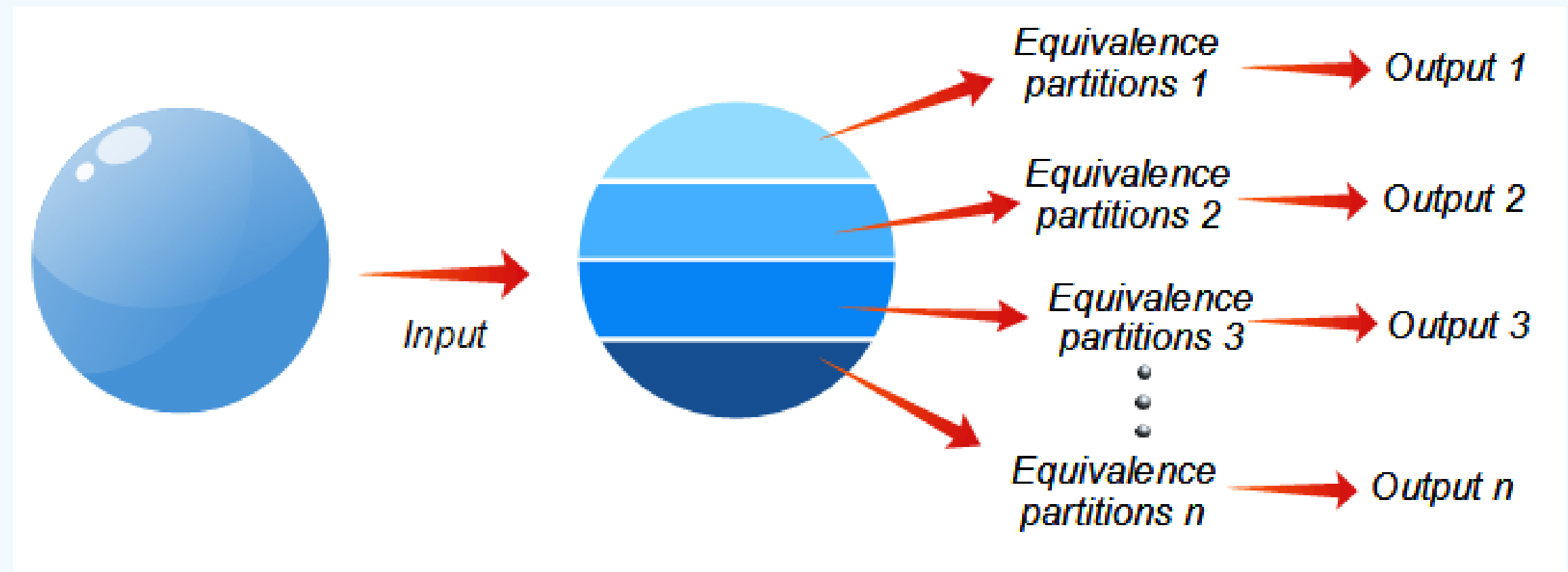
- Platform - Android
- IDE - Android Studio
- VCS - Git
- Code Repository - GitHub
- CI - Travis
- Code Analysis - Codacy
- Project Management - Notebook

# PRODUCT

# DEVELOPMENT

## Approach

- Agile methodology
- Test driven mindset



# PRODUCT

# DEVELOPMENT

## Approach

- Resourceful

1. Google Maps API
2. Location - distanceTo()
3. FusedLocationProviderClient - getLastLocation()

- Robust UX

- [MVVM] Architecture

“For simple UI, M-V-VM can be overkill.”

- J. Gossman

# PRODUCT RELEASE

## Tool Used

- Deployment - Github Releases

Pre-release


v1.0b

2c1618e

Verified

Compare ▾

## FindNear v1.0 - beta




 **gsvarma** released this 9 days ago

- Implements core functionality to find nearest location among four user provided addresses and its distance to present user location.
- Pixel 3 API 26 emulator tested.

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▼ Assets

3

 <a href="#">FindNear.v1.0-.beta.apk</a>	2.16 MB
 <a href="#">Source code (zip)</a>	
 <a href="#">Source code (tar.gz)</a>	

Demo



# References

- Constraint Layout - <https://developer.android.com/reference/androidx/constraintlayout/widget/ConstraintLayout>
- Google Maps API - <https://developers.google.com/maps/documentation/geocoding/start>
- Location - distanceTo() :  
[https://developer.android.com/reference/android/location/Location#distanceTo\(android.location.Location\)](https://developer.android.com/reference/android/location/Location#distanceTo(android.location.Location))
- FusedLocationProviderClient - getLastLocation() :  
[https://developers.google.com/android/reference/com/google/android/gms/location/FusedLocationProviderClient#getLastLocation\(\)](https://developers.google.com/android/reference/com/google/android/gms/location/FusedLocationProviderClient#getLastLocation())
- <https://github.com/gsvarma/howfar>
- <https://github.com/gsvarma/findnear>
- <https://github.com/gsvarma/howfar/releases>
- <https://github.com/gsvarma/findnear/releases>
- <https://github.com/gsvarma/howfar-docs>
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Thank You