

Grumpy Old Men Iteration 2 Demo

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1. We completed the Demo on Tuesday Dec 3rd at 4:15 pm with Sara Samuel. The only challenge we had arise during the demo was a glitch that would re-set the state of the app when the phone is rotated. This caused the app to crash during the Demo. The reason this was encountered was because we had tested for the demo using an emulator on android studio, but in a last minute attempt to impress Sara we decided to use an actual phone for the demo. This bug has since been addressed.
2. We displayed all of our use cases with the exception of auto complete which was not implemented at the time of this demo. Features that did not exist during iteration 1 include:
 - a. User profiles:
<https://github.com/jkon1513/ASE2018/blob/master/LionGps/app/src/main/java/ase/liongps/Utils/User.java>
 - b. New user registration:
<https://github.com/jkon1513/ASE2018/tree/master/LionGps/app/src/main/java/ase/liongps/Registration>
 - c. Login authentication:
<https://github.com/jkon1513/ASE2018/tree/master/LionGps/app/src/main/java/ase/liongps/Login>
 - d. Profile page where user can input class schedule
<https://github.com/jkon1513/ASE2018/blob/master/LionGps/app/src/main/java/ase/liongps/ProfilePage/ProfilePageActivity.java>

Also we made several revisions to existing features from iteration 1. The map overlay functionality would center the camera on butler when launched, as of iteration 2 the app now has a concept of the users location and centers on them upon loading the map.

<https://github.com/jkon1513/ASE2018/tree/master/LionGps/app/src/main/java/ase/liongps/MapOverlay>

The searching functionality now accepts an alias (I.e butler for butler library) and a SSOL building code (i.e HAM for Hamilton hall) when a user searches for a building. Whereas in iteration 1 only the full formal name of the buildings were accepted

<https://github.com/jkon1513/ASE2018/blob/master/LionGps/app/src/main/java/ase/liongps/MapOverlay/SearchInteractor.java>

The routing functionality has also been improved upon. In iteration 1 when a building was searched for it would center the map on that building. In iteration 2 we now generate a route from the users current location to the building they want to go to. We display this route to the user as a poly line that lays on top of the map and leads the user to the building they want.

<https://github.com/jkon1513/ASE2018/blob/master/LionGps/app/src/main/java/ase/liongps/MapOverlay/GeoLocationInteractor.java>

last but not least, the destination history has been improved from iteration 1. The destination history is now saved on a per user basis, and displays correctly in the left drawer UI of the map overlay for each individual user. In iteration 1 our app did not have the notion of a user, so the search history was global for all users. Now each user sees only their own history.

3. The Ci that was shown consisted of unit testing using J-unit and Mockito, and the reports of running those tests generated by Gradle. It also included a PMD static analysis using the custom rule set used by Chis and Jason in both bug hunts assignments. Lastly, it includes a coverage report generated by Jacoco in android studio, though for reasons discussed in length with Sara the coverage reports are not accurate.
4. Our github repo: <https://github.com/jkon1513/ASE2018>
All revisions have been tagged above.