# SEG 2105 – Introduction to Software engineering

ANDROID PROJECT - FINAL REPORT

**UNIVERSITY OF OTTAWA** 

Group 28
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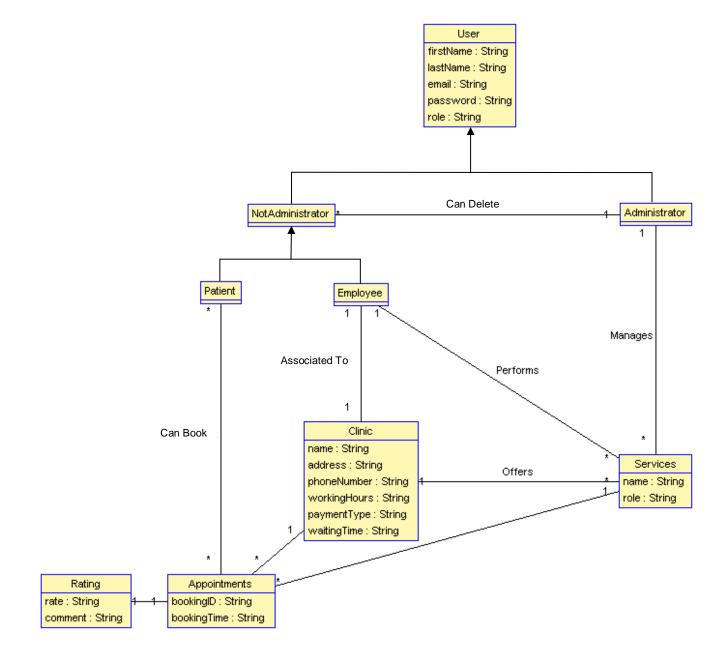
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#### A. Introduction

The objective of this project was to implement an android application that addresses the need for people to know waiting times at nearby walk-in clinics without having to leave their home. Additionally, the application would allow users to know the services offered by nearby walk-in clinics and allow them to check-in/book appointments at the clinic of their choice.

The main purpose of the project was to allow students to expand the theoretical knowledge learned in class and apply it in this real-life situation. The application was developed using the Android Studio development environment and it allowed students to improve their knowledge on using GitHub plus working and communicate within groups in order to meet each deliverable objective and solve development issues encountered through the implementation of the application.

### B. UML class diagram

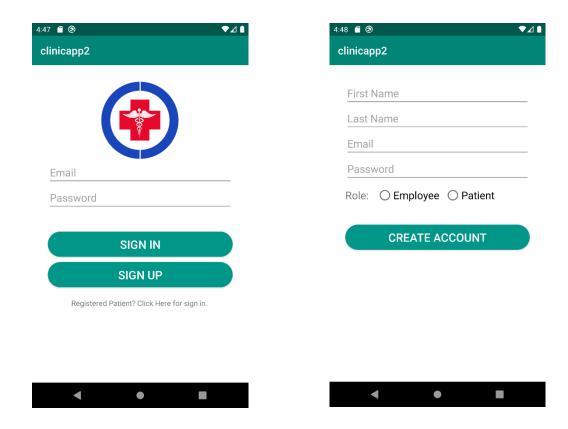


## **C. Team Roles and Contribution**

Deliverable	Team Member	Contribution	
1	John Ambali	- Created the Github repository and committed	
		- Implemented the functionalities of the app	
		- Implemented firebase database	
		- Submitted the APK	
	Samir Timi Kaoura	- Created the UML Class Diagram	
		- Committed to Github	
2	John Ambali	- Implemented the additional functionalities of the app	
		- Implemented the unit test cases	
		- Committed to Github	
		- Submitted the APK	
	Samir Timi Kaoura	- Drafted unit test cases and application functionalities	
		- Updated UML Class Diagram	
		- Committed to Github	
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3	John Ambali	- Implemented the additional functionalities of the app	
		- Implemented the unit test cases	
		- Committed to Github	
	Samir Timi Kaoura	- Updated UML Class Diagram	
		- Committed to Github	
		- Submitted the APK	
4	John Ambali	- Implemented the final functionalities of the app	
		- Implemented the unit test cases	
		- Committed to Github	
		- Submitted the APK	
	Samir Timi Kaoura	- Updated UML Class Diagram	
		- Final Report	
		- Committed to Github	

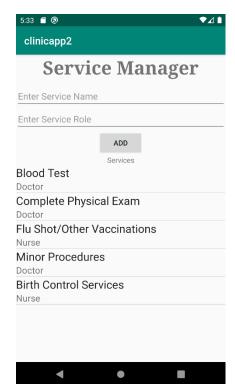
# **D.** App Screenshots

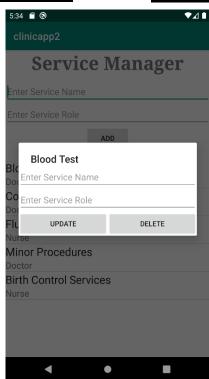
#### Log In & Sign Up



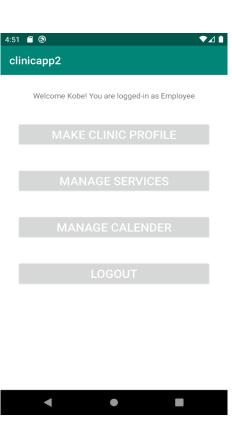
#### Administrator

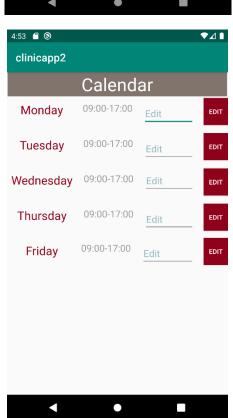


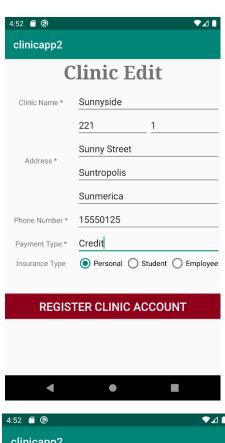


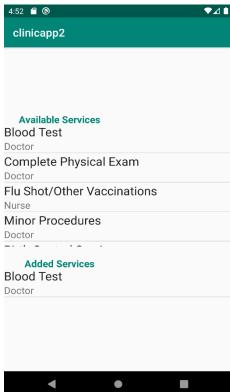


#### **Employee**

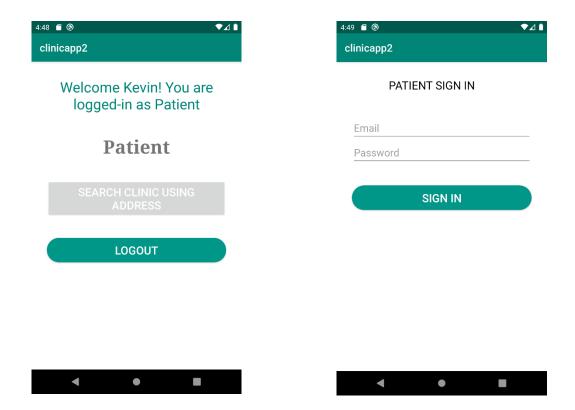








#### **Patient**



#### E. Conclusion and Lessons Learned

When starting the project, this group had almost no knowledge on how to use Android Studio and GitHub. Through the completion on the application deliverable after deliverable, students gained an understanding of the fundamentals of android applications development and version control.

The main objective of the project was to apply the theoretical knowledge learned in class to the given case. Skills learned through the course such as the creation of UML diagrams, design process, version control, the firebase database, unit testing, account systems ended up being used to achieve the project. Unfortunately, time management is a skill this group needs to improve on. Because of time constraint the patient activity was not totally implemented and is still missing some features. This project will be useful for future personal references thus the group will come back to it after the final exams period in order to complete it.