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| Northern Arizona University |
| Design Specification |
| CS 486 - Localization |

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# Introduction

MoneyClip Mobile (MCM) is a web-based payments infrastructure providing fee-free transactions to customers and merchants through the use of mobile smartphones.  Mr. Joshua Cross of Hermes Commerce, Inc. is planning to make this mobile payment system more robust by providing targeted advertisements, coupons, and managing customer’s royalty programs.

This project is sponsored by Mr. Joshua Cross, CTO of Hermes Commerce Inc. in Flagstaff, Arizona. Hermes Commerce Inc. produces an application called MoneyClip Mobile (MCM) that allows users to transfer funds to and from other users, merchants or customers, without involving physical money or credit and debit cards. Mr. Cross is responsible for the development of MCM as well as for the business aspects of the product. MCM addresses the need of users to exchange funds regardless of distance.

The general problem facing MCM is competition with popular technologies such as Google Wallet and Square. Mr. Cross’ goal for overcoming this challenge is to combine all the functionalities of the competition into one application and find a niche for that application. In order to accomplish this, MCM application needs to be able to transfer funds between customers and merchants.  In addition, the application needs to determine when a customer is making a purchase from a merchant in order for the merchant to push the charge to the customer’s MCM account. Also, MCM will give customers control over the frequency and types of advertisements or coupons they receive, and it will give merchants options for when to push advertisements or coupons depending on customer trends.

This project involves implementing a localization function that notifies merchants when MCM customers are in their vicinity, allowing the merchant to push a payment request to the customer’s MCM account if the customer makes a purchase. This functionality allows true moneyless transactions. Another piece of functionality we are adding is directed advertisements and coupons based on the customer’s location and transaction history. The customers will have the ability to select the amounts and sources of advertisements that are pushed to their account via the iPhone application, Android application, or website. They should be able to customize their settings to choose differing levels of participation from the advertisements.  Merchant settings should also be available for change on the website or either mobile application.

The key architectural elements that will be implemented for the localization feature are:

* Merchant interface (Android, iOS, website)
* Customer interface (Android, iOS, website)
* Web Service
* Database

The above elements will be discussed in the following sections. One of the key risks is the Google API limit, so each of these architectural elements will limit its use of the Google API to as little as possible.

# Architecture

Overall System Architecture

The entire system consists of two types of user interactions: customer and merchant. Each interaction is supported by three different platforms, iOS 5 running on an iOS device, Jelly Bean 4.2 running on an Android device, and a website. Each of the six interfaces, as seen in Figure 1, connects to web services on the server, which then interact with the database. The interfaces do not directly interact with each other; the web services acts as an intermediary among different interfaces.

Web Server

Customer Android App

Customer Website

Merchant Android App

Merchant

iOS App

Customer

iOS App

Merchant Website

Web Services

HTTP

HTTP

HTTP

SQL Database

HTTP

HTTP

HTTP

Figure : Overallsystem with its submodules and their interactions.

The four mobile device interfaces are placed external to the web server. The two website interfaces interact internally within the web server since the web services and the website live on the same server.

As seen in Figure 1, the main data flow between mobile devices and the web service happens through an HTTP request, where data passed is packaged in a JSON string. The customer and merchant website components also interact with the web service through an HTTP request. The web services interact with these interfaces in a RESTful way, using only POST, GET, PUT, and DELETE operations.

## Customer Interfaces

The customer interfaces allow the customers to interact with the MoneyClip Mobile web service. The main features include viewing account details, changing account settings, accepting charges from a merchant, changing the localization settings, viewing nearby merchants, and receiving notifications of new advertisements and coupons.

### Website

The customer interface for the website provides the basic functionality for the generalized customer interface, as seen in Figure 2. The difference between the mobile applications is its lack of updating the customer’s current location using a network provider.

Ad/Coupon Settings

Home

Account Settings

Merchant Maps

View Charges

Recent Transactions

Login

Logout

Create Account

Forgot Account

Figure : Customer website module with its submodules and their interactions.

### Mobile Application

The customer application module consists of several submodules shown in Figure 3. When the app is first opened, the initial login page allows registered users to access the core submodules of the system. The login page also allows new users to create an account or for registered users to retrieve their account information.

When a notification is pushed to the device about nearby deals, clicking on the deal opens up the MCM app. This will allow the user to take advantage of nearby deals without having to click on multiple pages to get to the deal.

Create Account

Login

Home

Settings

Merchant Map

Search

Localization Settings

Awaiting Transactions

Ads/ Coupons

Transaction History

Update Location

List of Merchants

Specific Merchant

Logout

Forgot Account

*Figure 3: Customer app module with its submodules and their interactions.*

## Merchant Interfaces

The merchant interfaces allow merchants interact with the MCM web service. The main features include viewing nearby customers, charging customers within their vicinity, and viewing recent transactions.

### Website

The website consists of all features of the merchant mobile application, in addition to several functionalities that are unique to the website. The merchant website architecture can be seen in Figure 4. The website has two pieces of functionality that the mobile applications do not allow: creating ads and creating coupons. These features are only implemented on the website because of the complexity of the forms; they would not translate to the screen size of mobile devices well.

Create Coupon

Home

Account Settings

Create Ad

View Charges

Recent Transactions

Login

Logout

Create Account

View Nearby Customers

Forgot Account

Figure : Merchant website module with its submodules and their interactions.

### Mobile Application

The mobile application consists of the features available to the website, minus the feature to create ads and coupons. The mobile app architecture can be seen in Figure 5. The mobile application pulls a list of available ads and coupons from the web service, which they can then push to customers from their app. The ads and coupons are pre-approved before they are posted on the list, which addresses one of the risks of inappropriate ad content.

Create Account

Login

Home

Settings

Charge Customer

Awaiting Transactions

View current Ads/Coupons

Transaction History

Nearby Customers

Logout

Forgot Account

Figure : Merchant app module with its submodules and their interactions.

## Server

The server(s) host the web services, database, and the websites, seen in Figure 6. The web services take requests from the user interfaces and query the database, performing the requested update or returning the requested information. The web service uses a RESTful architecture, which only uses the basic operations of POST, GET, PUT, DELETE. Information is passed from the user interfaces through an HTTP request, where parameters are passed as JSON strings.

*Figure 6: Server module with its submodules and their interactions.*

Server

Web Services

Mobile User Interfaces

Web User Interfaces

Database

# Module and Interface Descriptions

This section provides a description of all modules included in all interfaces of the customer and the merchant, as well as the web service and the database.

## Customer iOS App

### Pending Charges

The **pendingCharges** view allows users to view all their charges that have yet to be accepted or declined. The details of the module can be seen in Table 1, with a list of all of its containing functions. This module works by loading all their transactions into a table view and passes the information on to the next view. This is done by using the database given a username to seed all the transactions.

Table : Module descriptions for pending charges page.

|  |
| --- |
| **pendingChargesViewController** |
| userCharges: NSMutableArray |
| initWithStyle ( id) : self |
| viewDidLoad (void) : void  didReceiveMemoryWarning (void) : void  numberOfSectionsInTableView (NSInteger) : NSInteger  numberOfRowsInSection (NSInteger) : NSInteger  cellForRowAtIndexPath (UITableViewCell) : cell  didSelectRowAtIndexPath (void) : void |

*Table 2: Interface descriptions for a function in pending charges page.*

|  |
| --- |
| **initWithStyle** |
| id : NSInteger : the id of the view |
| The function creates a controller object that manages a table view. |

The **viewDidLoad** function is where the username is used to supply the table view page all the user’s current transactions, seen in Table 3, along with its corresponding function in Table 4. This is where a user can pick one of the transactions to be directed to a more detailed view of charges. The mutable array **userCharges** contains all the users charges pulled from the database.

Table : Interface descriptions for a function in pending charges page.

|  |
| --- |
| **viewDidLoad** |
|  |
| The function uses the username to pull all the userCharges from the database. Also loads the table view controller. |

Table : Interface descriptions for a function in pending charges page.

|  |
| --- |
| **didReceiveMemoryWarning** |
|  |
| Sent to the view controller when the app receives a memory warning. |

Table : Interface descriptions for a function in pending charges page.

|  |
| --- |
| **numberOfSectionsInTableView** |
| numberOfSections : NSInteger : The number of sections in the table view. |
| The function gives the total number of sections to the tableview during viewDidLoad. |

The number of rows in the table view is pulled from the number of elements in the mutable array **userCharges** passed in during the **viewDidLoad** method, which happens before the table view is constructed.

Table : Interface descriptions for a function in pending charges page.

|  |
| --- |
| **numberOfRowsInSection** |
| numberOfRows : NSInteger : The number of rows in the table view. |
| The function gives the total number of rows to the tableview during viewDidLoad. |

Table : Interface descriptions for a function in pending charges page.

|  |
| --- |
| **cellForRowAtIndexPath** |
| cellForRowAtIndexPath : UITableViewCell : Gives the cell that was selected for a given cell. |
| The function asks the data source for a cell to insert in a particular location of the table view. |

Table : Interface descriptions for a function in pending charges page.

|  |
| --- |
| **didSelectRowAtIndexPath** |
|  |
| Tells the delegate that the specified row is now selected. |

### History

The history view, shown in Table 9, is a module showing a table view of all current and past used deals. This page is created by connecting to the database and pulling all deals based on the user settings, as well as past deals that has been used by the customer.

Table : Module descriptions for history view page.

|  |
| --- |
| **HistoryViewController** |
| deals:NSMutableArray  indexNumber:NSMutableArray |
| viewDidLoad (void):void  viewDidUnload (void):void  shouldAutorotateToInterfaceOrientation (bool):bool  numberOfRowsInSection (NSInteger):NSInteger  cellForRowAtIndexPath (UITableViewCell):cell  prepareForSegue (void):void |

The **viewDidLoad** function uses the username to receive all deals that the user currently can use as well as past deals. This is done by passing the logged in user to the database and pulling all the current data for said given user, and the table view is constructed to include all deals. This is done by having all deals into the mutable array **deals** and having the index number of the database into the mutable array **indexNumber**.

Table : Interface descriptions for a function in history view page.

|  |
| --- |
| **viewDidLoad** |
|  |
| The function uses the username to pull all the user’s deals from the database. Also loads the table view controller. |

Table : Interface descriptions for a function in history view page.

|  |
| --- |
| **viewDidUnload** |
|  |
| Returns all resourced allocated to the view. |

Table : Interface descriptions for a function in history view page.

|  |
| --- |
| **shouldAutorotateToInterfaceOrientation** |
|  |
| Returns a Boolean value indicating whether the view controller supports the specified orientation. |

The number of rows in the table view is pulled from the number of elements in the mutable array **deals** passed in during the **viewDidLoad** method but before the table view is constructed.

Table : Interface descriptions for a function in history view page.

|  |
| --- |
| **numberOfRowsInSection** |
| numberOfRows : NSInteger : The number of rows in the table view. |
| The function gives the total number of rows to the tableview during viewDidLoad. |

Table : Interface descriptions for a function in history view page.

|  |
| --- |
| **cellForRowAtIndexPath** |
| cellForRowAtIndexPath : UITableViewCell : Gives the cell that was selected for a given cell. |
| The function asks the data source for a cell to insert in a particular location of the table view. |

The mutable array **indexNumber** is passed onto the new view, which is the **historyDetail-ViewController**. The condition to move to this view is that a user has a deal that can be accessed.

Table : Interface descriptions for a function in history view page.

|  |
| --- |
| **prepareForSegue** |
|  |
| Give a condition and/or a variable to the next view. |

### History Detail

The **historyDetailViewController** is where the detailed information of a given deal is displayed to the customer. This is done by connecting to the database using both the username and the mutable array **indexNumber** that was passed by the last view.

Table : Module descriptions deals page.

|  |
| --- |
| **historyDetailViewController** |
| deals:NSMutableArray  indexNumber:NSMutableArray |
| initWithNibName (id):self  viewDidLoad (void):void  didReceiveMemoryWarning (void):void |

Table : Interface descriptions for a function in deals page.

|  |
| --- |
| **initWithNibName** |
| id : NSInteger : the id of the view |
| Returns a newly initialized view controller with the nib file in the specified bundle. |

The **viewDidLoad** function is where the view controller is set up to include the detailed information of a given deal. This is done by passing both the username and **indexNumber** to the database and receiving the detailed deal that is then displayed on the view controller for the user.

Table : Interface descriptions for a function in deals page.

|  |
| --- |
| **viewDidLoad** |
|  |
| The function uses the username and indexNumber to pull a deal from the database. Also loads the table view controller. |

Table : Interface descriptions for a function in deals page.

|  |
| --- |
| **didReceiveMemoryWarning** |
|  |
| Sent to the view controller when the app receives a memory warning. |

### New User Registration

The **registerViewController** is where the user would set up a new account. In this module, the app pulls information from the form fields, which include the username, password, confirmed password, and the name of the user. This information is sent to the database, and if there is no one with the same username, a conformation is given to the user. If there is any error creating the new account, an alert is sent informing them that that username is taken or any other errors that may occur.

Table : Module descriptions for new account page.

|  |
| --- |
| **registerViewController** |
| userText:UITextField  passwordText:UITextField  repasswordText:UITextField  firstNameText:UITextField  lastNameText:UITextField |
| initWithNibName (id):self  viewDidLoad (void):void  didReceiveMemoryWarning (void):void  viewDidUnload(void):void  textFieldShouldReturn(bool):bool  textFieldDidBeginEditing(void):void  textFieldDidEndEditing(void):void  animateTextField(void):void |

Table : Interface descriptions for a function in new account page.

|  |
| --- |
| **initWithNibName** |
| id : NSInteger : the id of the view |
| Returns a newly initialized view controller with the nib file in the specified bundle. |

The **viewDidLoad** function is where the request to the database is performed, given the user filled out all of the fields. It is also where a confirmation or an alert is given depending on whether or not the registration was successful. Registration cannot succeed if the requested username is already taken or if the fields are not filled out correctly. If registration succeeds, the account is created and the database is populated with the new user and corresponding information.

Table : Interface descriptions for a function in new account page.

|  |
| --- |
| **viewDidLoad** |
|  |
| The function connects to the database and depending on conditions creates a new user or gives an alert. Also loads the table view controller. |

Table : Interface descriptions for a function in new account page.

|  |
| --- |
| **didReceiveMemoryWarning** |
|  |
| Sent to the view controller when the app receives a memory warning. |

Table : Interface descriptions for a function in new account page.

|  |
| --- |
| **viewDidUnload** |
|  |
| Returns all resourced allocated to the view. |

Table : Interface descriptions for a function in new account page.

|  |
| --- |
| **textFieldShouldReturn** |
|  |
| Asks the delegate if the text field should process the pressing of the return button. |

Table : Interface descriptions for a function in new account page.

|  |
| --- |
| **textFieldDidBeginEditing** |
|  |
| Tells the delegate that editing began for the specified text field. |

Table : Interface descriptions for a function in new account page.

|  |
| --- |
| **textFieldDidEndEditing** |
|  |
| Tells the delegate that editing stopped for the specified text field. |

Table : Interface descriptions for a function in new account page.

|  |
| --- |
| **animateTextField** |
|  |
| Allows for the textfield to update. |

### Login

The **loginViewController** is where the user logs in. The two fields required are the username and the password. If the username and password combination is validated through the web service, the user is allowed access to the rest of the application. This is also where a valid login global variable is set to the current user’s username.

Table : Module descriptions for a login page.

|  |
| --- |
| **loginViewController** |
| userText:UITextField  passwordText:UITextField  loginButton:UIButton |
| initWithNibName (id) : self  viewDidLoad (void) : void  didReceiveMemoryWarning (void) : void  viewDidUnload(void) : void  LoginButtonClicked(IBAction) : void  textFieldShouldReturn(bool) : bool |

Table : Interface descriptions for a function in login page.

|  |
| --- |
| **initWithNibName** |
| id : NSInteger : the id of the view |
| Returns a newly initialized view controller with the nib file in the specified bundle. |

The function **viewDidLoad** sets up all the textfields and also sets up what keyboard and keyboard functions for each text field. For both textfields, **userText** and **passwordText** a normal keyboard is used with a done button to release the keyboard from the view.

Table : Interface descriptions for a function in login page.

|  |
| --- |
| **viewDidLoad** |
|  |
| The function connects to the database and depending on conditions logs a user in or alerts them on a bad login. Also loads the table view controller. |

Table : Interface descriptions for a function in login page.

|  |
| --- |
| **didReceiveMemoryWarning** |
|  |
| Sent to the view controller when the app receives a memory warning. |

Table : Interface descriptions for a function in login page.

|  |
| --- |
| **viewDidUnload** |
|  |
| Returns all resourced allocated to the view. |

The **LoginButtonClicked** function is where both the UITextFields, **userText** and **passwordText** is passed to the database and if there is a match then the user is logged in and the global variable is set for the user’s username. If there is not a match, an alert is triggered stating that the username and/or password is wrong and to try again.

Table : Interface descriptions for a function in login page.

|  |
| --- |
| **LoginButtonClicked** |
|  |
| The function connects to the database and depending on conditions logs a user in or alerts them on a bad login. |
| textFieldShouldReturn |
| textField : Bool : if the textfield should be selected or not. |
| Asks the delegate if the text field should process the pressing of the return button. |

### App Delegate

The app delegate is a built-in Apple class for application start-up and other actions that can happen to the application.

Table : Module descriptions for built-in application start-up page.

|  |
| --- |
| **capstoneAppDelegate** |
|  |
| application(bool):bool  applicationWillResignActive(void):void  applicationDidEnterBackground(void):void  applicationWillEnterForeground(void):void  applicationDidBecomeActive(void):void  applicationWillTerminate(void):void |

Table : Interface descriptions for a function in built-in application start-up page.

|  |
| --- |
| **application** |
| Application : Bool : starting up or not. |
| Tells the delegate that the application is about to start up. |

Table : Interface descriptions for a function in built-in application start-up page.

|  |
| --- |
| **applicationWillResignActive** |
|  |
| Tells the delegate that the application is about to become inactive. |

Table : Interface descriptions for a function in built-in application start-up page.

|  |
| --- |
| **applicationDidEnterBackground** |
|  |
| Tells the delegate that the application is now in the background. |

Table : Interface descriptions for a function in built-in application start-up page.

|  |
| --- |
| **applicationWillEnterForeground** |
|  |
| Tells the delegate that the application is about to enter the foreground. |

Table : Interface descriptions for a function in built-in application start-up page.

|  |
| --- |
| **applicationDidBecomeActive** |
|  |
| Tells the delegate that the application has become active. |

Table : Interface descriptions for a function in built-in application start-up page.

|  |
| --- |
| **applicationWillTerminate** |
|  |
| Tells the delegate when the application is about to terminate. |

### Merchant Map

The mapViewController is where the user can see all merchants within a given area, this is done by placing pins on every near merchant that include some information such as the merchants name, location and other items. The pins are made using the **MyAnnotation** class to supply the basic set up.

Table : Module descriptions for the merchant map page.

|  |
| --- |
| **mapViewController** |
|  |
| initWithNibName (id):self  viewDidLoad (void):void  didUpdateUserLocation(void):void  shouldAutorotateToInterfaceOrientation(bool):bool  UpdateLocation(IBAction):void |

Table : Interface descriptions for a function in the merchant map page.

|  |
| --- |
| **initWithNibName** |
| id : NSInteger : the id of the view |
| Returns a newly initialized view controller with the nib file in the specified bundle. |

The **viewDidLoad** is where the map connects to the database and gives it the current location in lat and long cords to get all current merchants within the area of the user. It then also connects to the database to supply the pins and information related to each pin.

Table : Interface descriptions for a function in the merchant map page.

|  |
| --- |
| **viewDidLoad** |
|  |
| The function connects to the database and supplies the map with the requested information. Also loads the map view controller. |

Table : Interface descriptions for a function in the merchant map page.

|  |
| --- |
| **didUpdateUserLocation** |
|  |
| Tells the delegate that the location of the user was updated. |

Table : Interface descriptions for a function in the merchant map page.

|  |
| --- |
| **shouldAutorotateToInterfaceOrientation** |
|  |
| Returns a Boolean value indicating whether the view controller supports the specified orientation. |

The function **UpdateLocation** has the same functionality as **viewDidLoad**, with the addition of a manual update of the current user location.

Table : Interface descriptions for a function in the merchant map page.

|  |
| --- |
| **UpdateLocation** |
| Update Location : IBAction : button press event |
| Tells the delegate that the location of the user was updated. |

MyAnnotation is a simple declaration for adding an object to the map view. The only items it requires are the coordinates, a title, and a sub-title for each pin.

Table : Interface descriptions for a function in the merchant map page.

|  |
| --- |
| **MyAnnotation** |
| coordinate:CLLocationCoordinate2D  title:NSString  subtitle:NSString |
| dealloc (void):void |

Table : Interface descriptions for a function in the merchant map page.

|  |
| --- |
| **dealloc** |
|  |
| Called to clear data allocated by the class. |

### Project Detail Apple Built-In

The following function, **capstoneDetail**, is another built-in Apple class.

Table : Module description for another built-in Apple class.

|  |
| --- |
| **capstoneDetailViewController** |
|  |
| initWithStyle ( id) : self |
| setDetailItem (void):void  configureView (void):void  viewDidLoad (void):void  didReceiveMemoryWarning (void):void |

Table : Interface description for function in built-in Apple class.

|  |
| --- |
| **initWithStyle** |
| id : NSInteger : the id of the view |
| The function creates a controller object that manages a view. |

Table : Interface description for function in built-in Apple class.

|  |
| --- |
| **setDetailItem** |
|  |
| Method to help you create a custom setter for the sighting property. |

Table : Interface description for function in built-in Apple class.

|  |
| --- |
| **configureView** |
|  |
| Method is a custom setter method for the detailItem property that was provided by the template. |

Table : Interface description for function in built-in Apple class.

|  |
| --- |
| **viewDidLoad** |
|  |
| Sets up the view for the application. |

Table : Interface description for function in built-in Apple class.

|  |
| --- |
| **didReceiveMemoryWarning** |
|  |
| Sent to the view controller when the app receives a memory warning. |

## Customer Android App

### Localization Activity

Localization Activity is called when the application is first created. It will be the first page the user sees and acts as a login screen. There will be fields for the user to enter their username and password, as well as buttons that allow the user to attempt to login, to retrieve their password, or to register as a user.

Table : Module description for login page.

|  |
| --- |
| **LocalizationActivity** |
| inputUserName: EditText |
| inputPassword: EditText |
| onCreate(Bundle) |
| login() |

Table : Interface description of XML file for login page.

|  |
| --- |
| **main.xml** |
| RelativeLayout |
| MCMLogo: ImageView |
| username: TextView |
| username: EditText |
| password: TextView |
| password: EditText |
| login: Button |
| register: Button |
| forgotAccount: Button |

The **onCreate** method is called when the class is first created. It sets the layout of the page to ‘*main.xml’* and finds all of the components that will be used from the xml file. An onClickListener is set for the *‘login’* button which will call the *login()* method when the button is pressed.

Table : Interface description for the onCreate method in the login page.

|  |
| --- |
| **LocalizationActivity – onCreate** |
| Called when class is first created. |
| 1. Sets up the main.xml file. 2. Gives functionality to the login button - login() is called when the button is pressed. |

The **login** method sends the data that was input for *username* and *password* to the database and reacts to the databases response. If the combination was found in the database, the *HomeActivity* is set up. If not, a dialogue window is created that lets the user know that the *username* and *password* that they entered was not found.

*Table 59: Interface description for the login method in the login page.*

|  |
| --- |
| **LocalizationActivity – login** |
| Called when login button is pressed. |
| 1. Grabs input from username/password fields. 2. Sends username/password to database 3. Reacts to databases response    1. If positive, sends user to HomeActivity |
| * 1. If negative, dialogue window displays error |

**HomeActivity**

**HomeActivity** provides basic accessibility to all other pages on the application, except pages reserved for administrators and/or merchants.

*Table 60: Module description for home page.*

|  |
| --- |
| **HomeActivity** |
| notificationMessage: String |
| onCreate(Bundle) |

*Table 61: Interface description of XML file for home page.*

|  |
| --- |
| **home.xml** |
| RelativeLayout |
| MakePayments: Button |
| ViewHistory: Button |
| GetLocation: Button |
| Merchants: Button |
| Coupons: Button |
| LogOut: Button |
| MCMLogo: ImageView |

*Table 62: Interface description for the onCreate method in the login page.*

|  |
| --- |
| **HomeActivity - onCreate** |
| Called when class is first created. |
| 1. Sets up the home.xml file. 2. Gives functionality to the MakePayments – user is sent to the MakePayments screen when the button is pressed. 3. Gives functionality to the Merchants button - user is sent to the Merchants screen when the button is pressed. 4. Gives functionality to the GetLocation button – user latitude and longitude is displayed when the button is pressed. 5. Gives functionality to the Coupons button - user is sent to the coupons page when the button is pressed. 6. Gives functionality to the LogOut button – user is sent to the login screen when the button is pressed. |

### Merchant Map

Table : Module description for merchant map page.

|  |
| --- |
| **MerchantMap** |
| latitude: double |
| longitude: double |
| mapView: MapView |
| itemizedOverlay: MerchantMapOverlay |
| onCreate(Bundle) |
| getLocation() |

Table : Interface description of XML file for merchant map page.

|  |
| --- |
| **map.xml** |
| GoogleMap: MapView |

Table : Interface description for the map item overlay method in the merchant map page.

|  |
| --- |
| **MerchantMapItemOverlay** |
| MerchantMapItemOverlay(Drawable, Context) |
| addOverlay() |

|  |
| --- |
| createItem(int): Overlayitem |
| size(): int |
| onTap(int): boolean |

### List of Merchants

Table : Module description for list of merchants page.

|  |
| --- |
| **Merchants** |
| username: Textview |
| result: TextView |
| dbresult: String |
| listContents: List<String> |
| myListView: ListView |
| onCreate(Bundle) |
| getData() |
| getMerchants() |

Table : Interface description of XML file for login page.

|  |
| --- |
| **merchant.xml** |
| LinearLayout |
| MerchantListLabel: TextView |
| MerchantMap: Button |
| MerchantList: ListView |

### Payments History

Table : Module description for payment history page.

|  |
| --- |
| **PaymentHistory** |
| paymentHistoryLayout: LinearLayout |
| onCreate(Bundle) |
| getData() |

Table : Interface description of XML file for payment history page.

|  |
| --- |
| **history.xml** |
| LinearLayout |
| PaymentLabel: TextView |
| PaymentList: ListView |

### Coupons

Table : Module description for coupons page.

|  |
| --- |
| **Coupons** |
| username: TextView |
| result: TextView |
| dbresult: String |
| listContents: List<String> |
| ListView myListView |
| adapter: ArrayAdapter<String> |
| onCreate(Bundle) |
| getData() |
| getCoupons() |

Table : Interface description of XML file for coupons page.

|  |
| --- |
| **coupons.xml** |
| LinearLayout |
| CouponsLabel: TextView |
| CouponList: ListView |

### Make Payments

Table : Module description for make payments page.

|  |
| --- |
| **MakePayments** |
| paymentLayout: LinearLayout |
| onCreate(Bundle) |
| getData() |

Table : Interface description of XML file for make payments page.

|  |
| --- |
| **payments.xml** |
| LinearLayout |
| PaymentsListLabel: TextView |
| PaymentsList: ListView |

## Customer Website

The customer website provides a different interface from the mobile devices, but it provides mostly the same functionality. The customer website is to be written in PHP and HTML, where pages on the customer’s website are populated according to information retrieved from the database.

Table : Module description for customer website.

|  |
| --- |
| **Customer Website** |
|  |
| createAccount (String, String, String, String, String, Bool) : Bool  login (String, String)  home ( )  settings (String)  merchantListMap (int, int)  searchDeals (int, int, String)  recentActivites (String) |

### Create Account

Table : Interface description for the create account function.

|  |
| --- |
| **createAccount** |
| username : String : Requested username |
| password : String : Requested password  confirmPassword : String : Confirmation of requested password which has to match the password exactly  email : String : Validated email of the user  birthdate : String : Validated birthdate of the user  student : Bool : Indicates whether or not the user is a student |
| The createAccount function takes in the requested username, password, confirmed password, email, birthdate, and student status. This sends a query to the database to add this information. On this page, there are several checks to see if the information filled out on the form is valid. The password and the confirmed password must match exactly, the username cannot already exist in the database, and none of the fields can be missing. When the account has been successfully created, the function returns true, and false otherwise. |
| success : Bool : Indicates whether or not the registration was successful. If anything goes wrong in the function, such as database connection issues, then it returns false. |

### Login

Table : Interface description for the login function.

|  |
| --- |
| **login** |
| username : String : Username |
| password : String : Password |
| The login page takes in the username and password and validates the user according to the PHP function in validateLogin. Once the credentials match what is stored in the database, the user is taken to the home page. If the credentials are denied, the user is able to attempt logging in again. |
| success : Bool : Indicates whether or not the login validation was successful. If anything goes wrong in the function, such as database connection issues, then it returns false. |

### Home Page

Table : Interface description for home page.

|  |
| --- |
| **home** |
|  |
| The home page provides basic accessibility to all other pages on the site, except pages reserved for administrators and/or merchants. |
|  |

### Settings

Table : Interface descriptions for settings page.

|  |
| --- |
| **settings** |
| username : String : Username |
| The settings page provides user setting options for the specific customer logged in the current session. The page takes in the username and provides customized pages. |
|  |

### List and Map of Merchants

Table : Interface descriptions for merchant map page.

|  |
| --- |
| **merchantListMap** |
| latitude : int : User’s current latitude  longitude : int : User’s current longitude |
| The merchantListMap page shows a list of merchants in the nearby area. The user is able to update their current location on the merchant map, and the map shows a list of merchants that the user is subscribed to in the area. |
|  |

### Search Deals

Table : Interface descriptions for search deals page.

|  |
| --- |
| **searchDeals** |
| latitude : int : User’s current latitude  longitude : int : User’s current longitude  username : String : Username |
| The searchDeals page allows the user to search deals based on merchant name and product category. The page will then show a list of relevant results. |
|  |

### Recent Activities

Table : Interface descriptions for recent activities page.

|  |
| --- |
| **recentActivities** |
| username : String : Username |
| The recentActivities page shows a listing of activities performed by the user in the past week or up to ten activities, depending on which is less. If the user wishes to see a more comprehensive list of activities from the past, they are able to click a button that allows them to have increased views of their recent activities. |
|  |

## Merchant iOS App

### Nearby Customers

The NearViewController is where a merchant is given a table view of all the current users within a given area. This is done by passing the location of the merchant to the database and receiving a response of all current users that meet the requirements. This is then constructed into a table view.

Table : Module description for nearby customers.

|  |
| --- |
| **NearViewController** |
| near: NSMutableArray  indexNumber: NSMutableArray |
| viewDidLoad (void):void  viewDidUnload (void):void  shouldAutorotateToInterfaceOrientation (bool):bool  numberOfRowsInSection (NSInteger):int  cellForRowAtIndexPath (UITableViewCell):cell  prepareForSegue (void):void |

The **viewDidLoad** function is where the static merchant location is used and connecting to the database pulls all the users who’s current location are within a given area. From here the merchant can chose one of the users running the customer application and it will direct them to the **chargeUserDetailView**.

Table : Interface descriptions for a function in nearby customers page.

|  |
| --- |
| **viewDidLoad** |
|  |
| The function connects to the database and using the static merchant location pulls all current users who are close to them. Also loads the table view controller. |

Table : Interface descriptions for a function in nearby customers page.

|  |
| --- |
| **viewDidUnload** |
|  |
| Returns all resourced allocated to the view. |

Table : Interface descriptions for a function in nearby customers page.

|  |
| --- |
| **shouldAutorotateToInterfaceOrientation** |
|  |
| Returns a Boolean value indicating whether the view controller supports the specified orientation. |

The number of rows in the table view is pulled from the number of elements in the mutable array **near** passed in during the **viewDidLoad** method but before the table view is constructed.

Table : Interface descriptions for a function in nearby customers page.

|  |
| --- |
| **numberOfRowsInSection** |
| numberOfRows : NSInteger : The number of rows in the table view. |
| The function gives the total number of rows to the tableview during viewDidLoad. |

Table : Interface descriptions for a function in nearby customers page.

|  |
| --- |
| **cellForRowAtIndexPath** |
| cellForRowAtIndexPath : UITableViewCell : Gives the cell that was selected for a given cell. |
| The function asks the data source for a cell to insert in a particular location of the table view. |

The mutable array **near** is passed into the new view, that being **chargeUserDetailView**. The condition to move to this view is that a merchant must have a user within the given area.

Table : Interface descriptions for a function in nearby customers page.

|  |
| --- |
| **prepareForSegue** |
|  |
| Give a condition and/or a variable to the next view. |

### Charge Customer

The **chargeUserDetailViewController** is where the merchant is able to send a charge to a user. This is done by connecting to the database and passing the selected index that was passed with the mutable array **near** passed from the last view, **NearViewController**.

Table : Module description for charge customer page.

|  |
| --- |
| **chargeUserDetailViewController** |
| chargeField:UITextField  userLabel:UILabel  userName:NSString |
| initWithNibName (id):self  viewDidLoad (void):void  didReceiveMemoryWarning (void):void  viewDidUnload (void):void  chargeButtonPressed (IBAction):void |

Table : Interface descriptions for a function in charge customer page.

|  |
| --- |
| **initWithNibName** |
| id : NSInteger : the id of the view |
| Returns a newly initialized view controller with the nib file in the specified bundle. |

Using the passed values of the mutable array **near** passed from the last view, **viewDidLoad** sets up the view controller with the user selected, sets focus to the **chargeField** UITextField, and then auto views the keyboard which is a number pad with a decimal.

Table : Interface descriptions for a function in charge customer page.

|  |
| --- |
| **viewDidLoad** |
|  |
| The function sets up the view with the passed user name and focuses the textfield. |

Table : Interface descriptions for a function in charge customer page.

|  |
| --- |
| **didReceiveMemoryWarning** |
|  |
| Sent to the view controller when the app receives a memory warning. |

Table : Interface descriptions for a function in charge customer page.

|  |
| --- |
| **viewDidUnload** |
|  |
| Returns all resourced allocated to the view. |

The **chargeButtonPressed** function is where the **chargeField** UITextField is sent to the database along with the selected user from the last view using the mutable array **near**. If the UITextField is a number and is not blank then the request will be good. There is also a check on if the user dose exist in the database. If all is good then they message is sent to the database and then to the customer to approve the charge. If the request is bad then there is a alert triggered stating a bad user, a blank field, or a invalid text in the field.

Table : Interface descriptions for a function in charge customer page.

|  |
| --- |
| **chargeButtonPressed** |
|  |
| The function connects to the database and depending on conditions sends a charge to the selected user. |

### Home Page

The **homeViewController** is where the application’s main view after the login view. This is where the merchant can go to any of the core functionality views, such as **NearViewController**, the settings page, or any other key view.

Table : Module description for home page.

|  |
| --- |
| **homeViewController** |
|  |
| initWithNibName (id):self  viewDidLoad (void):void  didReceiveMemoryWarning (void):void |

Table : Interface descriptions for a function in home page.

|  |
| --- |
| **initWithNibName** |
| id : NSInteger : the id of the view |
| Returns a newly initialized view controller with the nib file in the specified bundle. |

The **viewDidLoad** is where the view is set up, all links are static and the only data is the global variable of the current merchant logged in.

Table : Interface descriptions for a function in home page.

|  |
| --- |
| **viewDidLoad** |
|  |
| The function sets up the view controller. |

Table : Interface descriptions for a function in home page.

|  |
| --- |
| **didReceiveMemoryWarning** |
|  |
| Sent to the view controller when the app receives a memory warning. |

### Register New Merchant User

The **registerViewController** is where the merchant would set up a new account, with this the database needs a username, a password as well as the password retyped and the name of the user. This is then sent to the database and if there is no one with the same username then a conformation is given to the user, and if not an alert is sent informing them that that username is taken. There are also added steps for merchants such as approval and location.

Table : Module description for register new user page.

|  |
| --- |
| **registerViewController** |
| userText:UITextField  passwordText:UITextField  repasswordText:UITextField  firstNameText:UITextField  lastNameText:UITextField |
| initWithNibName (id):self  viewDidLoad (void):void  didReceiveMemoryWarning (void):void  viewDidUnload (void):void  textFieldShouldReturn (bool):bool  textFieldDidBeginEditing (void):void  textFieldDidEndEditing (void):void  animateTextField (void):void |

Table : Interface descriptions for a function in register new user page.

|  |
| --- |
| **initWithNibName** |
| id : NSInteger : the id of the view |
| Returns a newly initialized view controller with the nib file in the specified bundle. |

The **viewDidLoad** function is where the request to the database is given the user filled out all the fields. It is also where a conformation is given or an alert is given depending on if the user filled in a username already taken, they did not fill in all the fields, or if everything was filled out and the username was not taken. If the latter then the account is created and the database populated with the new user and their information.

Table : Interface descriptions for a function in register new user page.

|  |
| --- |
| **viewDidLoad** |
|  |
| The function connects to the database and depending on conditions creates a new user or gives an alert. Also loads the table view controller. |

Table : Interface descriptions for a function in register new user page.

|  |
| --- |
| **didReceiveMemoryWarning** |
|  |
| Sent to the view controller when the app receives a memory warning. |

Table : Interface descriptions for a function in register new user page.

|  |
| --- |
| **viewDidUnload** |
|  |
| Returns all resourced allocated to the view. |

Table : Interface descriptions for a function in register new user page.

|  |
| --- |
| **textFieldShouldReturn** |
|  |
| Asks the delegate if the text field should process the pressing of the return button. |

Table : Interface descriptions for a function in register new user page.

|  |
| --- |
| **textFieldDidBeginEditing** |
|  |
| Tells the delegate that editing began for the specified text field. |

Table : Interface descriptions for a function in register new user page.

|  |
| --- |
| **textFieldDidEndEditing** |
|  |
| Tells the delegate that editing stopped for the specified text field. |

Table : Interface descriptions for a function in register new user page.

|  |
| --- |
| **animateTextField** |
|  |
| Allows for the textfield to update. |

### Login

The **loginViewController** is where the merchant logs in, the two fields required are the username and the password. If they are good then the user is allowed access to the rest of the application. This is also where when a good login the global variable is set to the current user’s username.

Table : Module description for login page.

|  |
| --- |
| **loginViewController** |
| userText:UITextField  passwordText:UITextField  loginButton:UIButton |
| initWithNibName (id):self  viewDidLoad (void):void  didReceiveMemoryWarning (void):void  viewDidUnload (void):void  LoginButtonClicked (IBAction):void  textFieldShouldReturn (bool):bool |

Table : Interface description for a function in the login page.

|  |
| --- |
| **initWithNibName** |
| id : NSInteger : the id of the view |
| Returns a newly initialized view controller with the nib file in the specified bundle. |

The function **viewDidLoad** sets up all the textfields and also sets up what keyboard and keyboard functions each text field has. For both textfields, **userText** and **passwordText** a normal keyboard is used with a done button to release the keyboard from the view.

Table : Interface description for a function in the login page.

|  |
| --- |
| **viewDidLoad** |
|  |
| The function connects to the database and depending on conditions logs a user in or alerts them on a bad login. Also loads the table view controller. |

Table : Interface description for a function in the login page.

|  |
| --- |
| **didReceiveMemoryWarning** |
|  |
| Sent to the view controller when the app receives a memory warning. |

Table : Interface description for a function in the login page.

|  |
| --- |
| **viewDidUnload** |
|  |
| Returns all resourced allocated to the view. |

The **LoginButtonClicked** function is where both the UITextFields, **userText** and **passwordText** is passed to the database and if there is a match then the user is logged in and the global variable is set for the user’s username. If there is not a match then a alert is triggered stating that the username and/or password is wrong and to try again.

Table : Interface description for a function in the login page.

|  |
| --- |
| **LoginButtonClicked** |
|  |
| The function connects to the database and depending on conditions logs a user in or alerts them on a bad login. |

Table : Interface description for a function in the login page.

|  |
| --- |
| **textFieldShouldReturn** |
| textField : Bool : if the textfield should be selected or not. |
| Asks the delegate if the text field should process the pressing of the return button. |

### App Delegate Apple Built-In

Built-in apple class for application start-up and other actions that can happen to the application.

Table : Module description for built-in application for Apple.

|  |
| --- |
| **capstoneAppDelegate** |
|  |
| application(Bool):Bool  applicationWillResignActive(void):void  applicationDidEnterBackground(void):void  applicationWillEnterForeground(void):void  applicationDidBecomeActive(void):void  applicationWillTerminate(void):void |

Table : Interface description for a function in the built-in class.

|  |
| --- |
| **application** |
| Application : Bool : starting up or not. |
| Tells the delegate that the application is about to start up. |

Table : Interface description for a function in the built-in class.

|  |
| --- |
| **applicationWillResignActive** |
|  |
| Tells the delegate that the application is about to become inactive. |

Table : Interface description for a function in the built-in class.

|  |
| --- |
| **applicationDidEnterBackground** |
|  |
| Tells the delegate that the application is now in the background. |

Table : Interface description for a function in the built-in class.

|  |
| --- |
| **applicationWillEnterForeground** |
|  |
| Tells the delegate that the application is about to enter the foreground. |

Table : Interface description for a function in the built-in class.

|  |
| --- |
| **applicationDidBecomeActive** |
|  |
| Tells the delegate that the application has become active. |

Table : Interface description for a function in the built-in class.

|  |
| --- |
| **applicationWillTerminate** |
|  |
| Tells the delegate when the application is about to terminate. |

## Merchant Android App

### Login Page

Table : Module description for login page.

|  |
| --- |
| **MerchantLocalizationActivity** |
| inputUserName: EditText |
| inputPassword: EditText |
| onCreate(Bundle) |
| login() |

Table : Interface description of XML file for login page.

|  |
| --- |
| **main.xml** |
| LinearLayout |
| Username: TextView  Username: EditText  Password: TextView  Password: EditText  Login: Button  ForgotPassword: Button |

### Home Page

Table : Module description for home page.

|  |
| --- |
| **Home** |
| onCreate(Bundle) |

Table : Interface description of XML file for home page.

|  |
| --- |
| **home.xml** |
| LinearLayout |
| ManageAds: Button |
| Customers: Button |
| LogOut: Button |

### List of Customers

Table : Module description for list of customers page

|  |
| --- |
| **Customers** |
| onCreate(Bundle) |
| getData() |
| createList() |

Table : Interface description of XML file for list of customers page.

|  |
| --- |
| **customers.xml** |
| LinearLayout |
| CustomerListLabel: TextView |
| CustomerList:ListView |

### Manage Ads

Table : Module description for manage ads page.

|  |
| --- |
| **ManageAds** |
| adsLayout: LinearLayout |
| onCreate(Bundle) |
| getData() |

Table : Interface description of XML file for manage ads page.

|  |
| --- |
| **manageads.xml** |
| LinearLayout |
| Advertisements: TextView  AdList: ListView |

## Merchant Website

Table : Module description for merchant website.

|  |
| --- |
| **Merchant Website** |
| Username  Password |
| HomePage ()  accountSettings (String, String, String, String, Date, Bool, String)  createAd (int, Bool, String, String, String, Date)  createCoupon (int, Bool, String, String, String, Date)  viewCharges(String)  viewNearbyCustomers ()  recentTransactions (Date)  logout (String) : Bool  login (String, String) : Bool  createAccount (String, String, String, String, String, Bool) : Bool |

### Home Page

Table : Interface descriptions for home page.

|  |
| --- |
| **Home Page** |
| Session array |
| Displays the navigation menu for the merchant website. |
| menu : a list of links to the rest of the merchant website pages. |

### Account Settings

Table : Interface descriptions for account settings.

|  |
| --- |
| **Account Settings** |
| Username : string  Password : string  confirmPassword : string  address : string  birthday : date  student : bool  email : string |
| Update the row in the database associated with this user. |
| success : Bool : Indicates whether or not the update was successful. If anything goes wrong in the function, such as database connection issues, then it returns false. |

### Create Coupon

Table : Interface descriptions for create coupon page.

|  |
| --- |
| **Create Coupon** |
| targetAge: int |
| targetGender: string  targetTime: date  studentTarget: bool  title : string  content : string |
| Submit a request for approval to MCM. |

### Create Ad

Table : Interface descriptions for create ads page.

|  |
| --- |
| **Create Ad** |
| targetAge: int |
| targetGender: string  targetTime: date  studentTarget: bool  title : string  content : string |
| Submit a request for approval to MCM. |

### View Charges

Table : Interface descriptions for view charges page.

|  |
| --- |
| **View Charges** |
| Username : String |
| Query the database for the charges associated with the user. |
| Display the list of charges. |

### View Nearby Customers

Table : Interface descriptions for view nearby customers page.

|  |
| --- |
| **View Nearby Customers** |
| Latitude : Int  Longitude : Int |
| Query the database for the customers near the user. |
| Display list of nearby customers |

### Recent Transactions

Table : Interface descriptions for recent transactions page.

|  |
| --- |
| **Recent Transactions** |
| Username : String |
| Query the database for the customers near the user. |
| Display list of nearby customers |

### Logout

Table : Interface descriptions for logout page.

|  |
| --- |
| **Logout** |
| Username : String |
| Close the user’s session and return to the login screen |
|  |

### Login

Table : Interface descriptions for login page.

|  |
| --- |
| **Login** |
| Username : string |
| Password : string |
| Validate the login information with the database. If it is correct, call the homepage. |
|  |

### Create Account

Table : Interface descriptions for create account page.

|  |
| --- |
| **Create Account** |
| username : String : Requested username |
| password : String : Requested password  confirmPassword : String : Confirmation of requested password which has to match the password exactly  email : String : Validated email of the user  address : String : merchants primary location  productTypes : enum : The list of product types associated with the business |
| The function takes the required parameters from the new user and sends a database query to add a new row to the database. |
| success : Bool : Indicates whether or not the registration was successful. If anything goes wrong in the function, such as database connection issues, then it returns false. |

### Forgot Login Info

Table : Interface descriptions for forgot login info page.

|  |
| --- |
| **Forgot Login Info** |
| Username : string |
| Email : string |
| Validate the combination and send an email with the forgotten password. |
|  |

## Web Service

The web service provides an interface for information passed between different devices and the database. The functions within the web service are written to be compatible with Android, iOS, and websites written in PHP and HTML.

Table : Module description for the web service.

|  |
| --- |
| **Web Service** |
| DB\_HOST: String |
| DB\_USER: String  DB\_PASSWORD: String  DB\_DATABASE: String  GOOGLE\_API\_KEY: String |
| config ( )  connect ( ) : database handler |
| close ( )  sendNotification (int, String, String) : String  getCoupons (String, int, int) : String  getNearbyCustomers (int, int) : String  getNearbyMerchants (String) : String  getUserHistory (String) : String  registerNewUser (String, String, String, Date, Bool, String, String, int) :  Bool  chargeUser (String, double, String)  updatePayment (String, Bool, Bool, int)  updateUserLocation (String, int, int)  validateLogin (String, String) : Bool |

### Configure Variables

Table : Interface description for the configuration function.

|  |
| --- |
| **config** |
|  |
| The function config links the variables of the web service to their actual values. The database host is the host storing the database, the database user and password are the variables used to log into the database, and the DB\_DATABASE is the name of the actual database being used. This function also uses the GOOGLE\_API\_KEY, which is a unique key given to a project by Google to keep track of total Google API usage. |
|  |

### Connect with Database

Table : Interface description for the connect function.

|  |
| --- |
| **connect** |
|  |
| In the function connect, the web service establishes a connection with the database configured in config. This file is configurable to different databases, which would be necessary once the functions in this prototype are ported over to the real MCM database. This function returns a connection handle which can be used when making queries to the database. |
| handler : databaseHandler : Handle of connected database. |

### Close Database Connection

Table : Interface description for the close function.

|  |
| --- |
| **close** |
|  |
| In the function close, the web service closes the current database connection established in the connect function. |
|  |

### Send Notification

Table : Interface description for the send notification function.

|  |
| --- |
| **sendNotification** |
| type : int : Type of notification  registrationId : String : Registration id of a specific device  message : String : Message to be sent to the device |
| The function sendNotification sends a push notification service to a device. Depending on the type of device, which is passed as a parameter, different services are used. The Android push notification will be hosted by Google Cloud Messaging (GCM) service, and the iOS push notification will be hosted by the Apple Push Notification Service. The registration ID is a unique string associated with each device, and the message is the type of message that is going to be sent in the notification. The function results whether or not the push notification has been successful on the server side. |
| result : String : Result of the notification sending service. |

### Get Coupons

Table : Interface description for the get coupons function.

|  |
| --- |
| **getCoupons** |
| username : String : Username  latitude : int : User’s current latitude  longitude : int : User’s current longitude |
| This function retrieves a list of relevant coupons based on the user’s current location as well as their localization user settings. The relevant coupons will query several database tables to retrieve deals that are currently nearby and most relevant to the user. The function will return a JSON string composed of the relevant deals queried from the database. |
| result : String : JSON string of relevant coupons |

### Get Nearby Customers

Table : Interface description for the get nearby customers function.

|  |
| --- |
| **getNearbyCustomers** |
| latitude : int : User’s current latitude  longitude : int : User’s current longitude |
| The function getNearbyCustomers returns a list of customers within the perimeter of 0.10 km. The function uses a flat-earth approximation, which is accurate enough for a small distance such as merchant store perimeters. This function returns a JSON string of nearby customer usernames. |
| result : String : JSON string of nearby customers |

### Get Nearby Merchants

Table : Interface description for the get nearby merchants function.

|  |
| --- |
| **getNearbyMerchants** |
| username : String : Username |
| The function getNearbyMerchants returns a list of merchants within the perimeter of 0.20 km. This function also uses the flat-earth approximation to estimate a circular radius containing the merchants. The function returns a JSON string of nearby merchant usernames and their information. |
| result : String : JSON string of nearby merchants |

### Get User History

Table : Interface description for the get user history function.

|  |
| --- |
| **getUserHistory** |
| username : String : Username |
| The function getUserHistory takes in the username of the requester and returns a list of user history up to one week or ten transactions at a time, depending on which criteria returns less items. If the user requests a prolonged history, they are able to call this function again through the web service. This function returns a JSON string of user history. |
| result : String : JSON string of user history |

### Register New User

Table : Interface description for the register new user function.

|  |
| --- |
| **registerNewUser** |
| username : String : Username  password : String : Requested password  email : String : User’s email address  birthdate : String : User’s birthdate  student : Bool : Indicator for user’s student status  regId : String : User’s device registration ID  type : int : User’s type of interface |
| The function registerNewUser takes in relevant parameters needed to register a new user into the database. It takes in the requested username, password, email, birthdate, and a Boolean for whether or not the customer is a student or not. It also takes in the device type and registration ID, which is a unique ID assigned to each device. |
| result : Bool : Indicates registration success |

### Charge User

Table : Interface description for the charge user function.

|  |
| --- |
| **chargeUser** |
| username : String : Username  amount : Double : Amount being charged  message : String : Details on the charge |
| The function chargeUser charges a customer by a specific amount. There is the option of creating messages, so the customer knows exactly what type of product is going to be purchased. This function uses the push notification service to notify the customer right after a charge request goes through the database. |
|  |

### Update Payment

Table : Interface description for the update payment function.

|  |
| --- |
| **updatePayment** |
| username : String : Username  paid : Bool : Indicates if user approved the charge  cancelled : Bool : Indicates if user cancelled the charge  productIndex : int : Unique index assigned to each product |
| The function updatePayment updates the user response to the charge being made. Based on the customer’s username and the product index that has been bought, the function updates whether the customer approved or cancelled the charge. This sends a notification to the merchant to confirm the customer reply to a recent charge. |
|  |

### Update User Location

Table : Interface description for the update user location function.

|  |
| --- |
| **updateUserLocation** |
| username : String : Username  latitude : int : User’s current latitude  longitude : int : User’s current longitude |
| The function updateUserLocation updates the user’s current latitude and longitude in the database. The latitude and longitude is sent as a length-six integer, where the actual latitude and longitude values have been multiplied by one million. This is going to update the database, which will affect the functions getNearbyMerchants, getNearbyCustomers, and getCoupons. |
|  |

### Validate Login

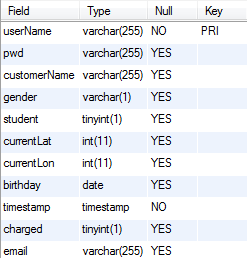
Table : Interface description for the login validation function.

|  |
| --- |
| **validateLogin** |
| username : String : Username, case-sensitive  password : String : Password, case-sensitive |
| The function validateLogin checks the input username and password to the customer information stored in the database. It returns true if the username and the password pairs match exactly in a case-sensitive manner. It returns false if the username and password do not match, the username does not exist in the list of registered users, or the username and password cases don’t match exactly as stored. |
| valid : Bool : Indicates if the username/password match exists. |

## Database

The database has nine tables to hold the necessary customer and merchant information:

1. Customers
2. Merchants
3. subscribeForAds
4. subscribeForCoupons
5. merchantLocation
6. advertisements
7. coupons
8. customerTransactions
9. merchantProductType



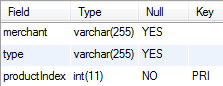
customers



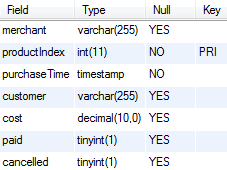
subscribeForAds



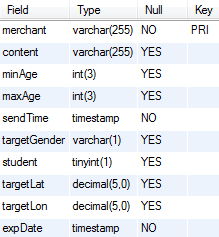
subscribeForCoupons



merchantProductType

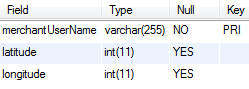
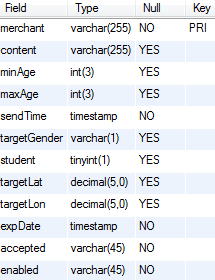


customerTransactions



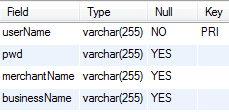
coupons

advertisements



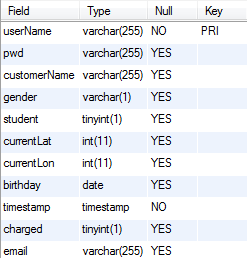
merchantLocation

merchants



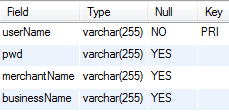
The customer table holds all of the user information necessary for the ad and coupon targeting functionality. The timestamp field holds the time of the most recent location update. The charged field is a temporary field that we used for testing.

Table : Customer Table in Database



The merchant table holds the merchant user name and password as well as the merchant name and a more specific business name (i.e. MCM and Hermes Commerce Inc.). The user name serves as the table’s primary key. The business location is stored in another table because businesses may have multiple locations.

Table : Merchant fields, types, and keys.



The subscribeForAds table holds the merchants that each user wants to get ads from.

Table : subscribeForAds fields, types, and keys.



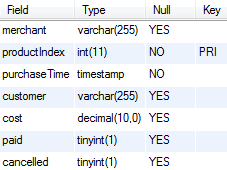
The subscribeForCoupons table holds the merchants that each user wants to get coupons from.

Table : subscribeForCoupons fields, types, and keys.



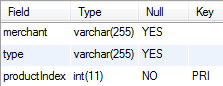
The customerTansactions table holds all of the transactions for each customer. The primary key is the customer.

Table : customerTransactions fields, types, and keys.



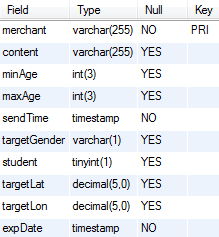
The merchantProductType table lists all of the product types of the different merchants and has an index for each type as the primary key.

Table : merchantProductType fields, types, and keys.



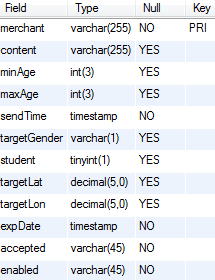
The coupons table stores all of the coupons as well as the information needed for direct advertising.

Table : coupon fields, types, and keys.



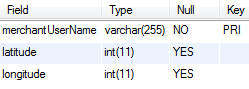
The advertisements table stores all of the ads as well as the information needed for direct advertising.

Table : advertisement fields, types, and keys.



The merchantLocation table stores the different addresses of the merchants. This is a separate table because it is possible for one business to have two or more locations.

Table : merchantLocation fields, types, and keys.



# Technical Project Plan

The technical project plan is based on smaller components of the architecture. The Gantt chart can be seen in Figure 7.

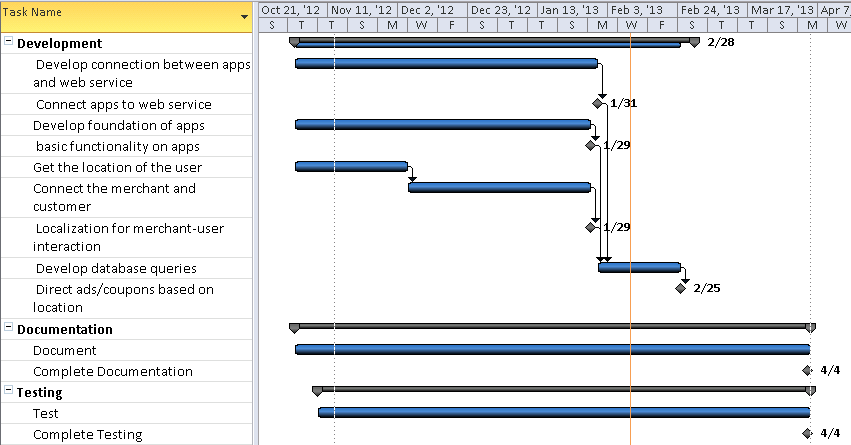


Figure : Gantt Chart of scheduled timeline.