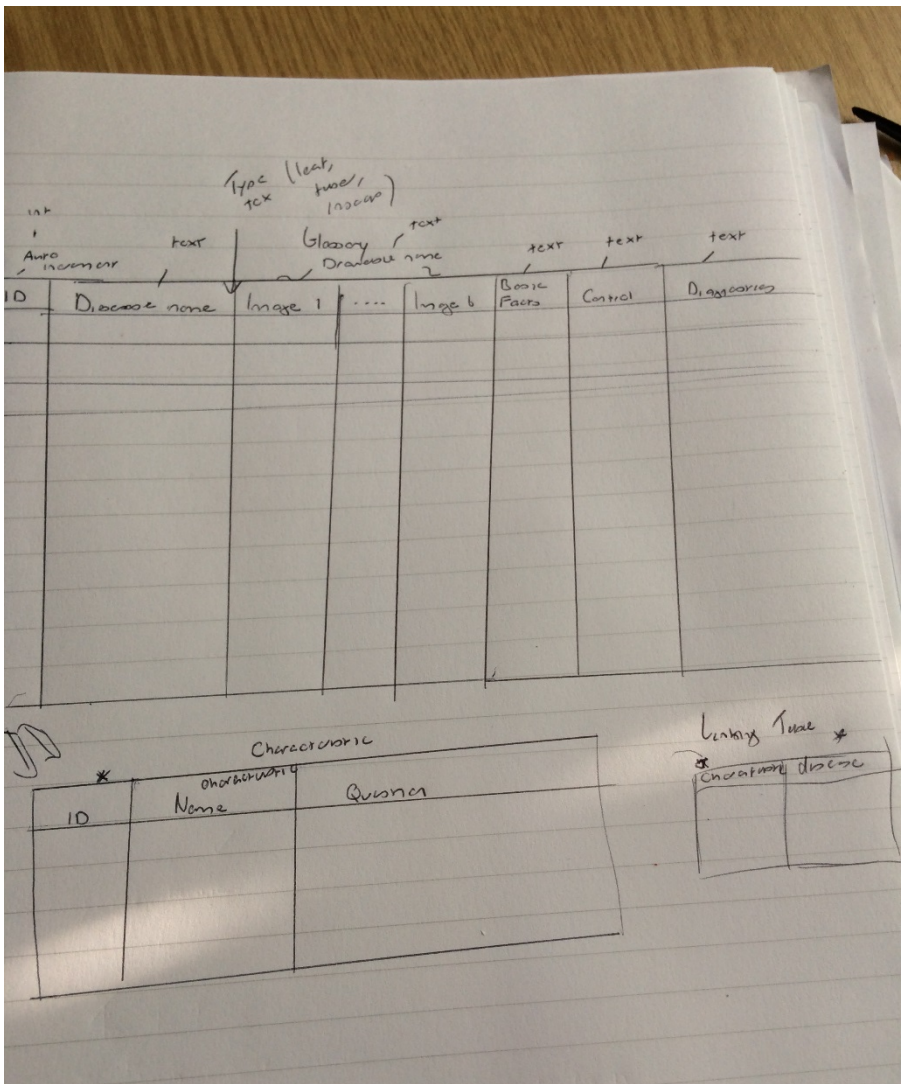
Project Log Book

This log book is a compilation of images showing rough notes taken by the team during the course of the project.

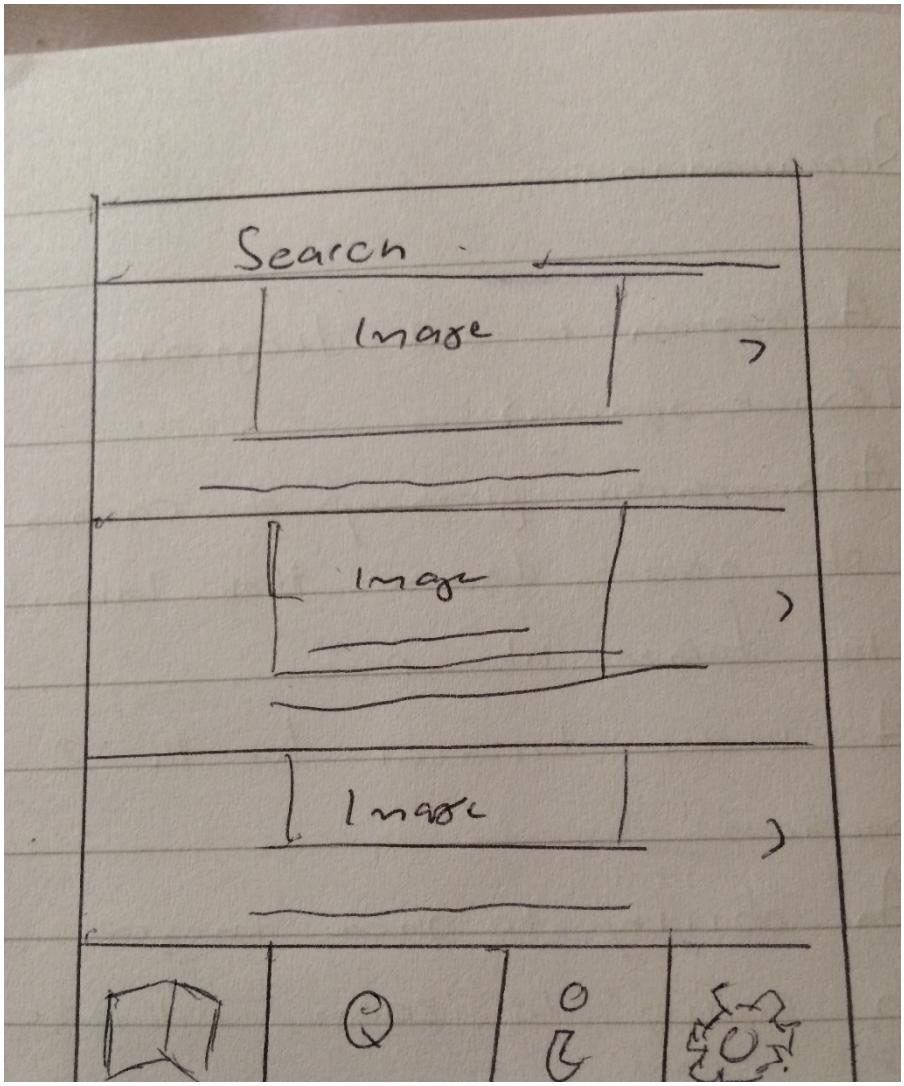
Database Sketch

Below is a sketch the team developed of the two tables we thought would be necessary in the application and how they would link.



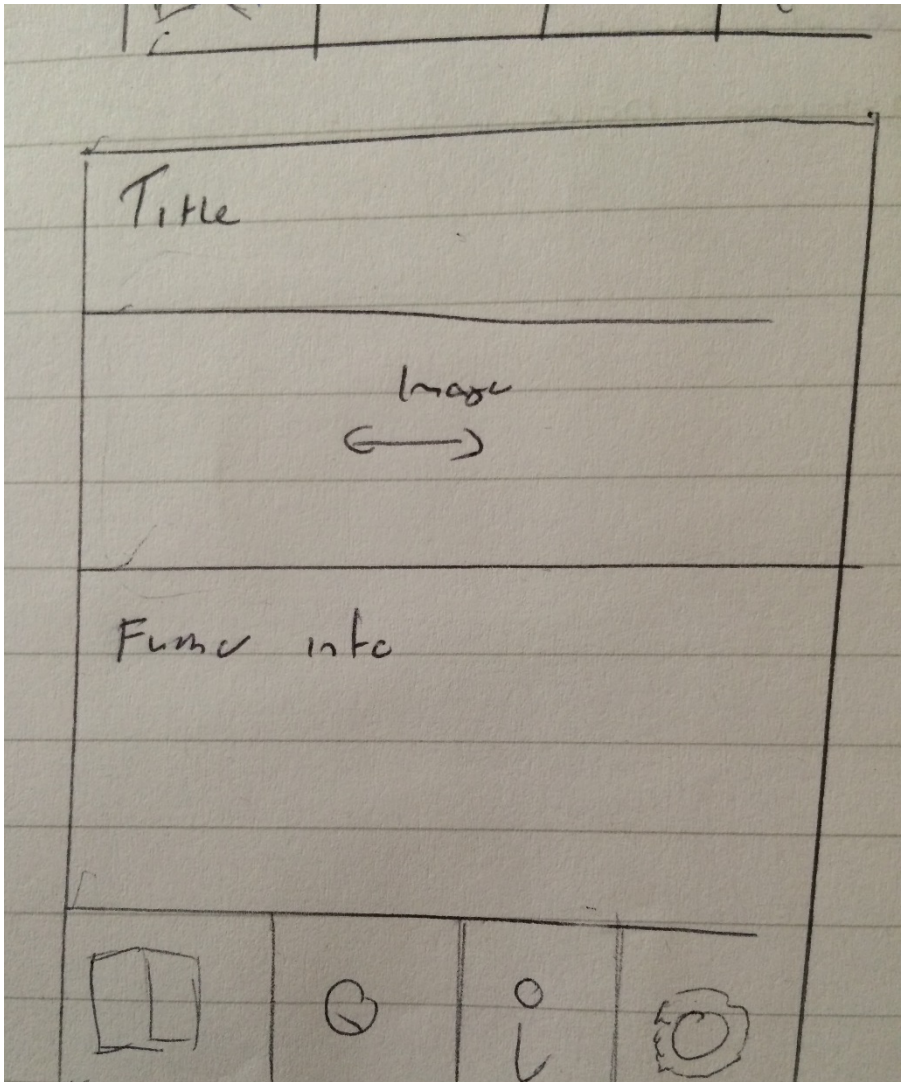
Glossary Sketch

Below is an image of the teams sketch for the glossary page of the application sketched at the beginning of the project.



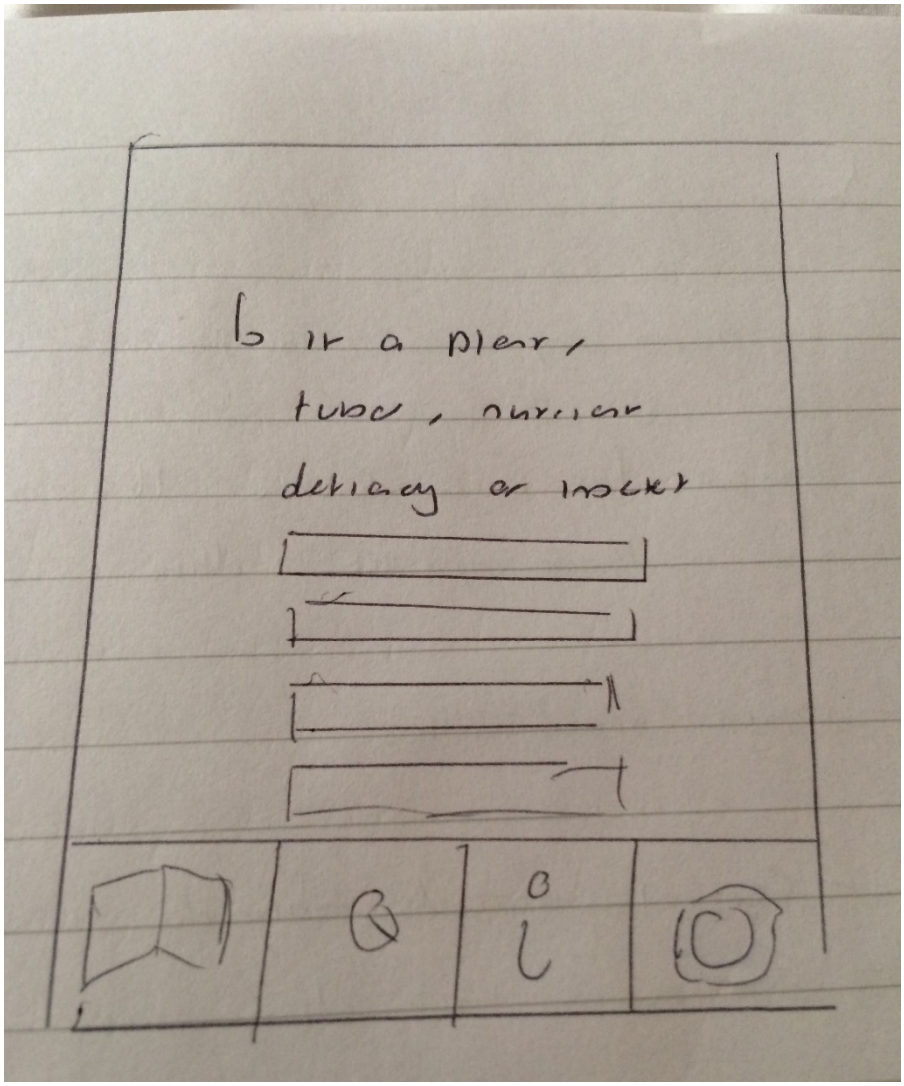
Further Info Page Sketch

Below is an image of the further information page the team sketched out at the beginning of the project.



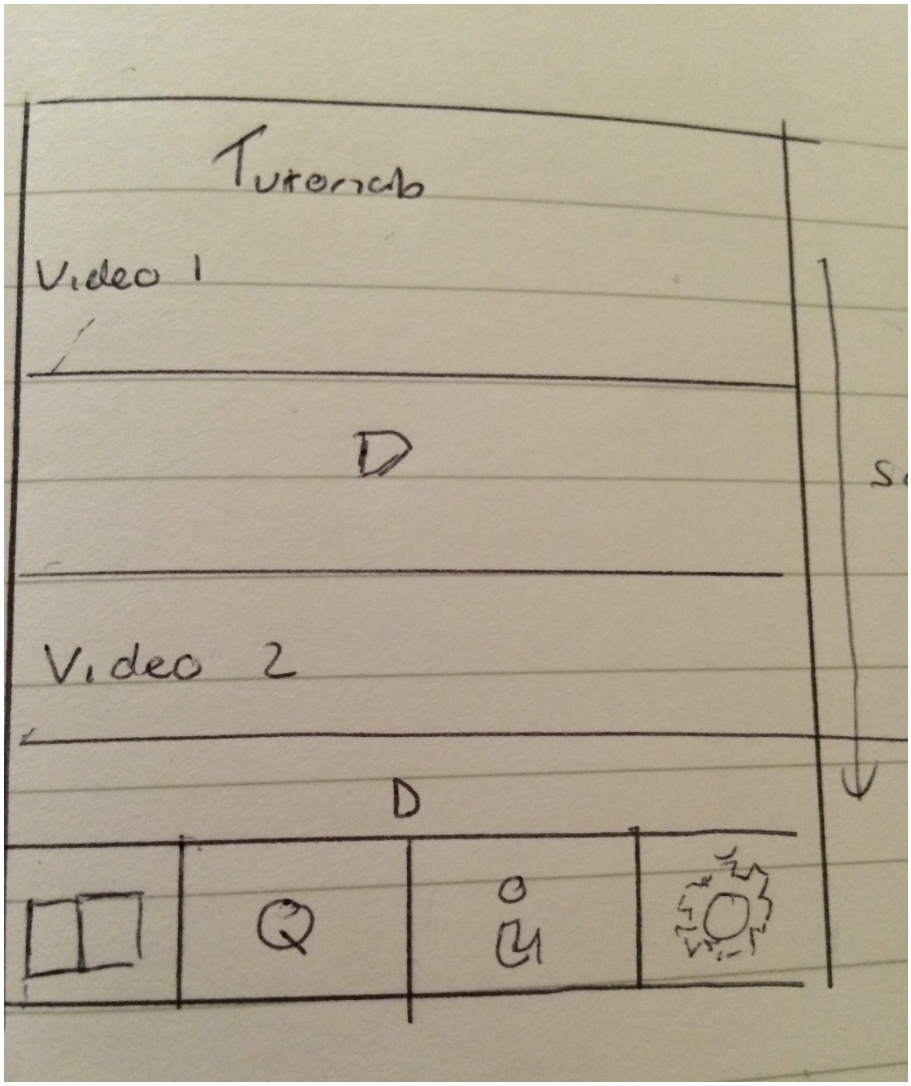
Expert system sketch

Below is an image of a sketch the team made of what the expert system should look like.

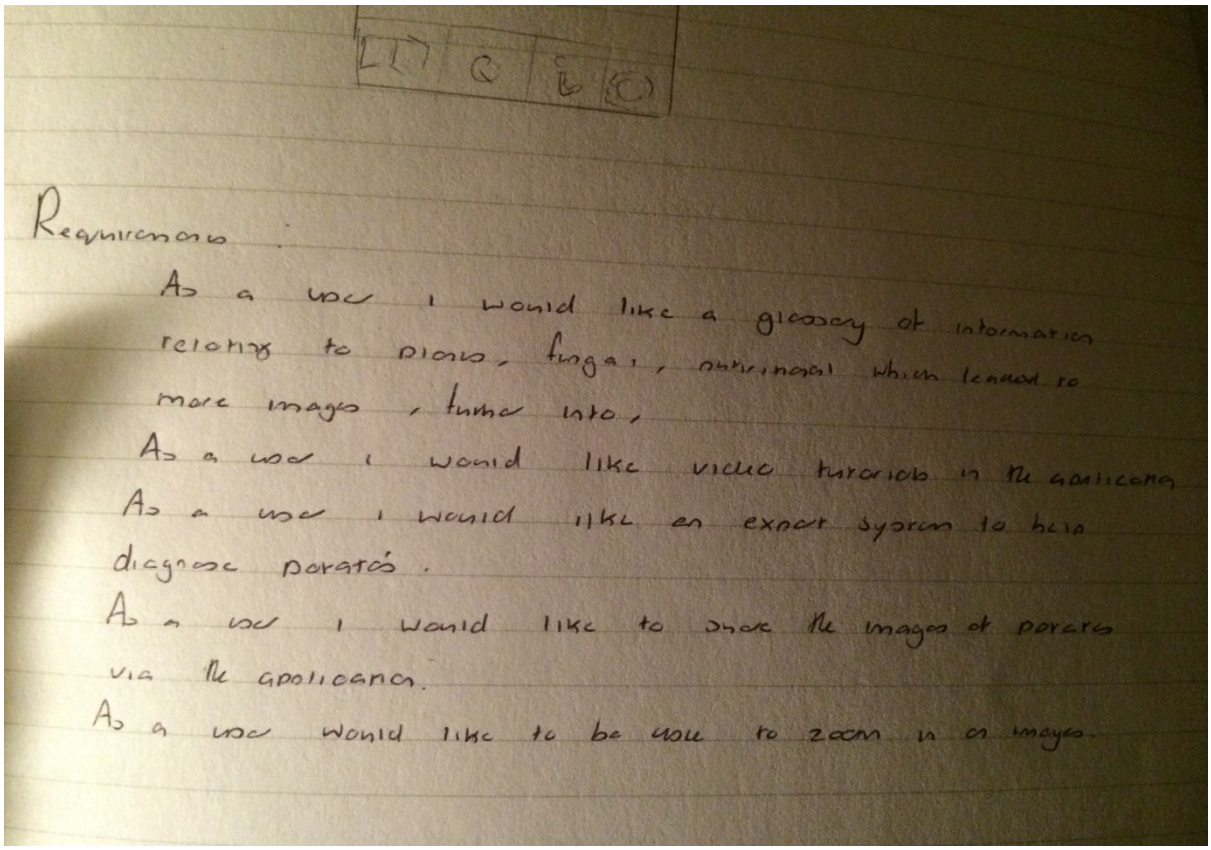


Video Page Sketch

Below is an image of the video page sketch from the beginning of the project.



Original requirement notes after initial client meeting



Requirements:

As a user I would like a glossary of information relating to plants, fungal, nutritional which leaned to more images, tumor into,

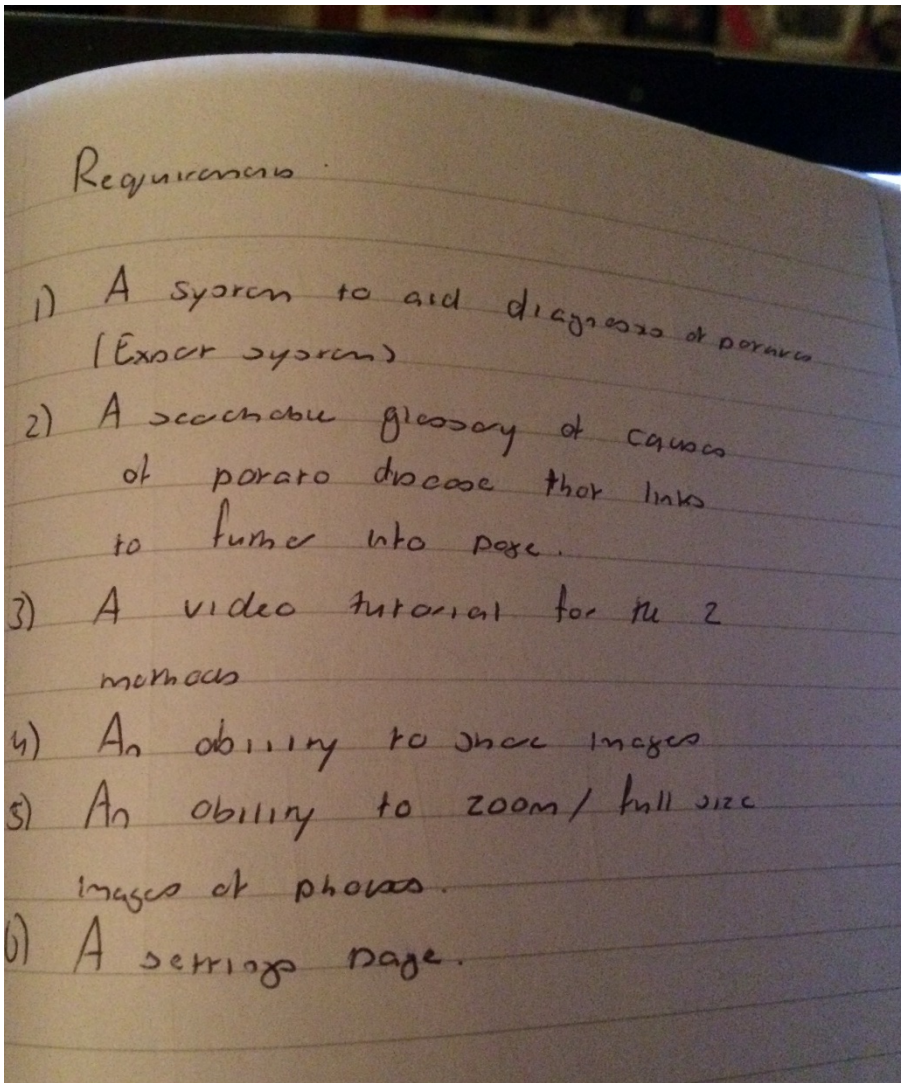
As a user I would like video tutorials in the application

As a user I would like an expert system to help diagnose parasites.

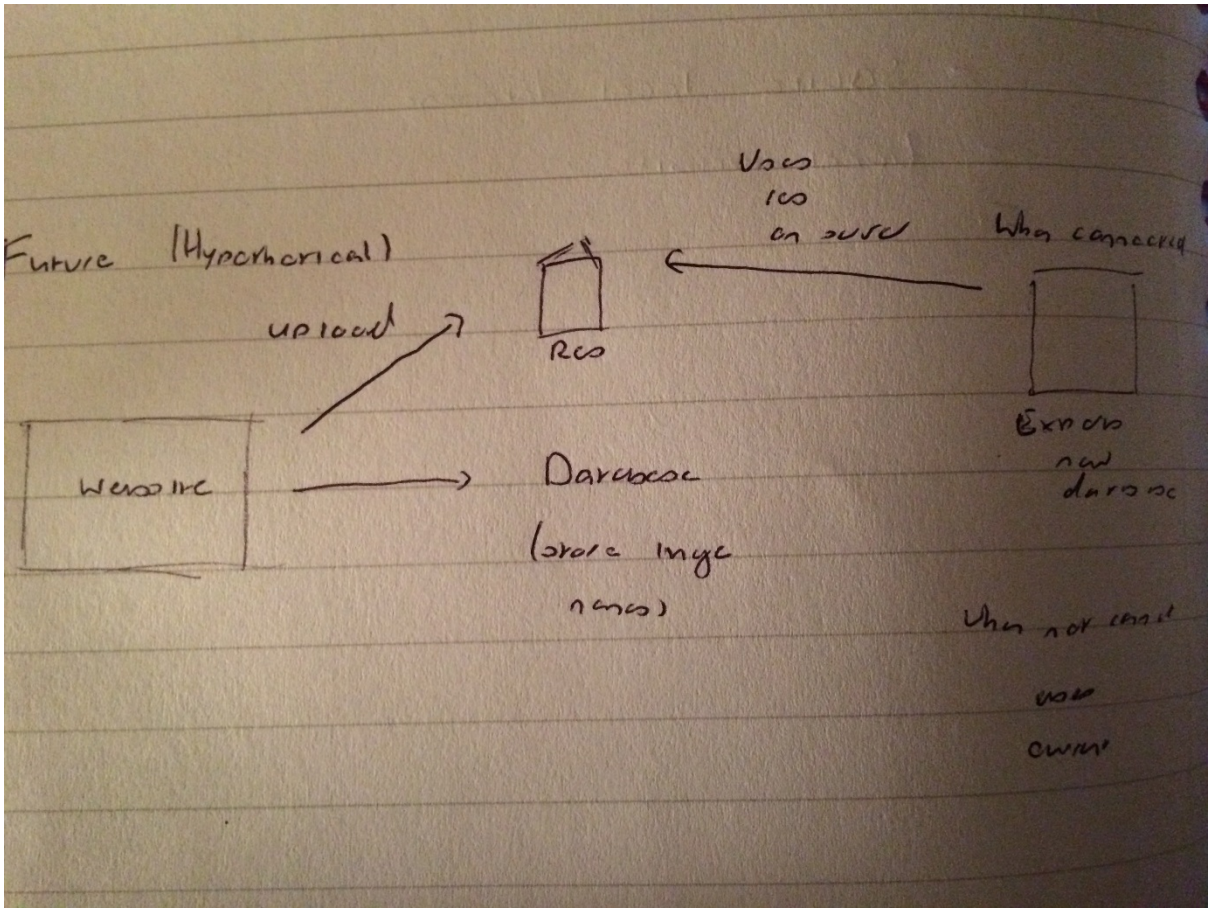
As a user I would like to share the images of parasites via the application.

As a user would like to be able to zoom in on images.

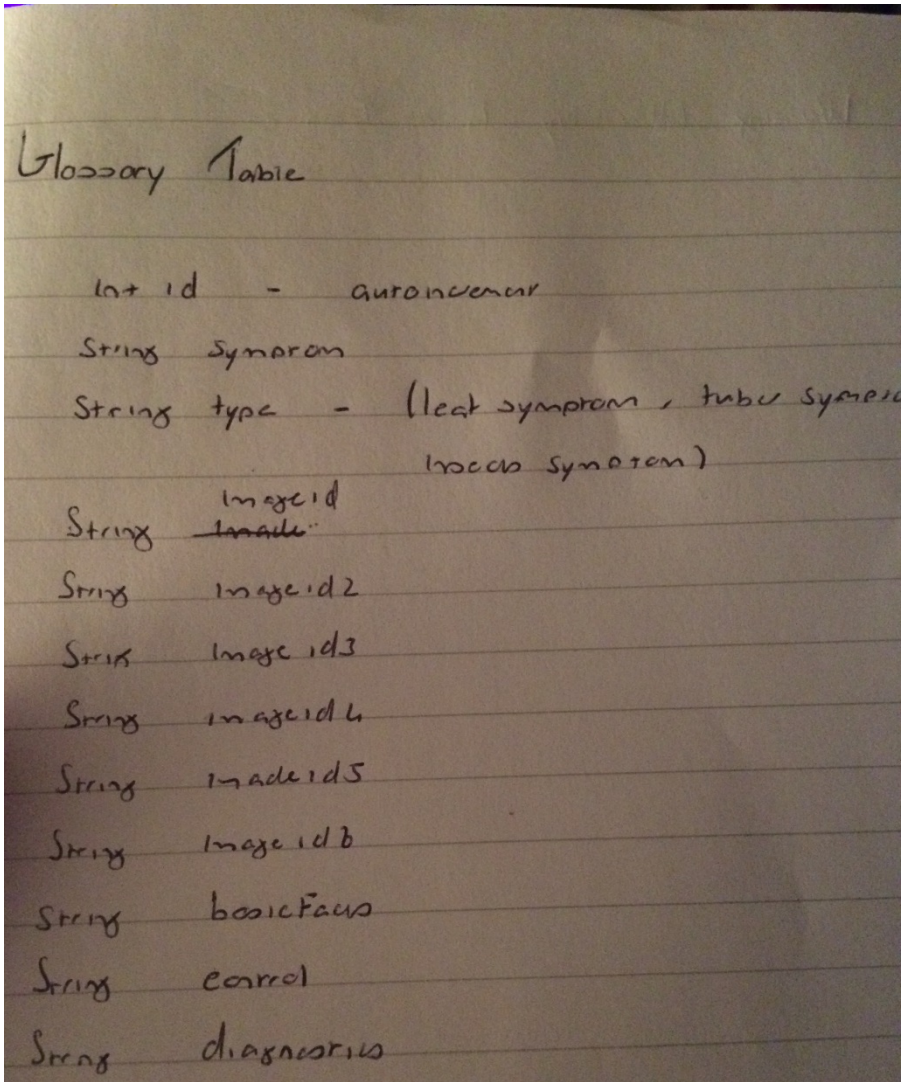
Requirements refactored notes after discussions



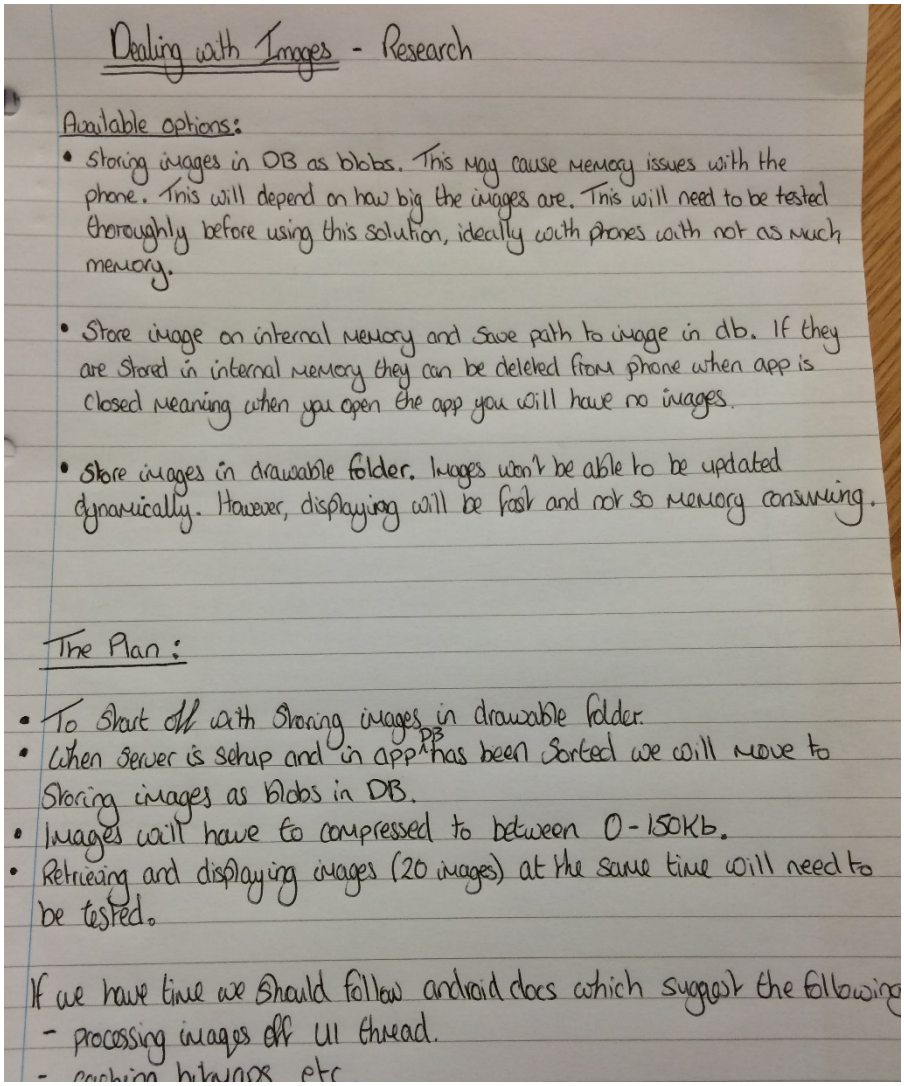
Website and application communication sketch for ideas of how we would update and insert information into the application



A detailed sketch of the columns in the glossary table



Research into how the database will work with images



Dealing with Images - Research

Available options:

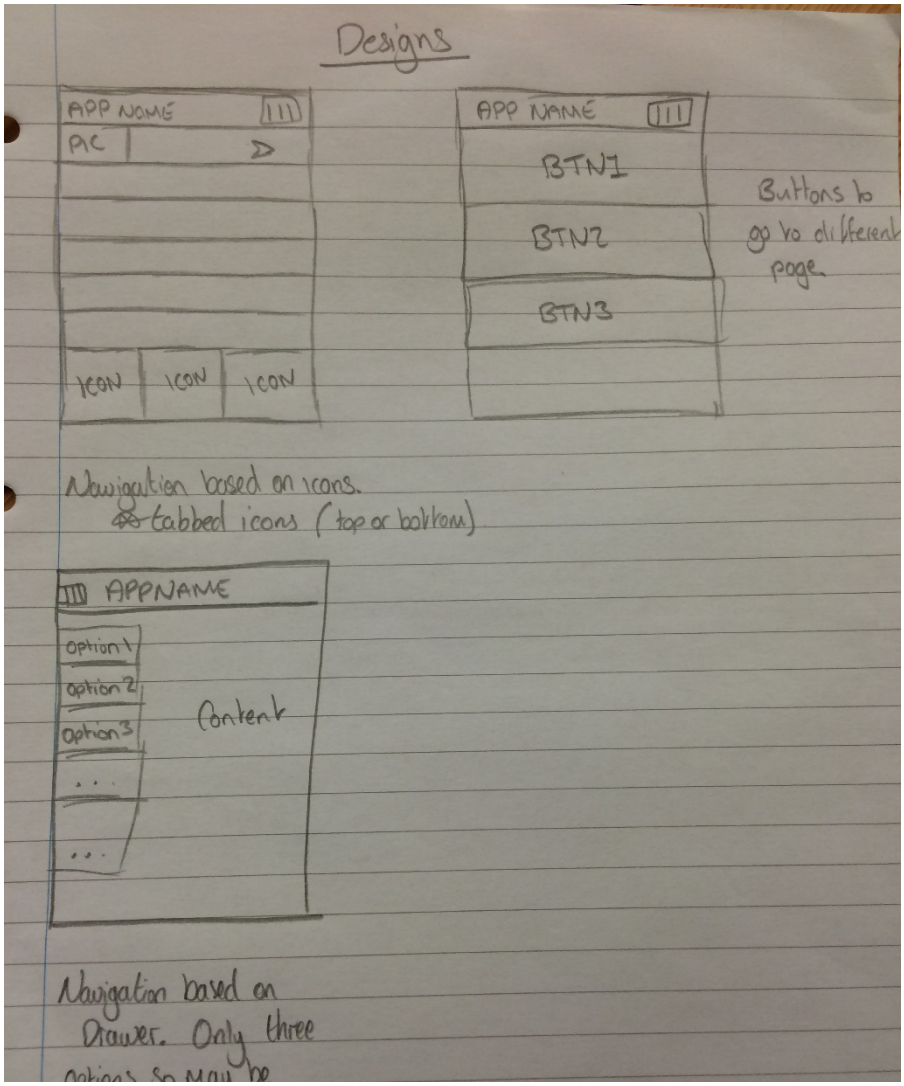
- Storing images in DB as blobs. This may cause memory issues with the phone. This will depend on how big the images are. This will need to be tested thoroughly before using this solution, ideally with phones with not as much memory.
- Store image on internal memory and save path to image in db. If they are stored in internal memory they can be deleted from phone when app is closed meaning when you open the app you will have no images.
- Store images in drawable folder. Images won't be able to be updated dynamically. However, displaying will be fast and not so memory consuming.

The Plan:

- To start off with storing images in drawable folder.
- When server is setup and in app PB has been sorted we will move to storing images as blobs in DB.
- Images will have to compressed to between 0-150Kb.
- Retrieving and displaying images (20 images) at the same time will need to be tested.

If we have time we should follow android docs which suggest the following
- processing images off UI thread.
- caching bitmaps etc

Mark’s application design sketches



Github has a log of the work we have been doing over the project this can be found here https://github.com/karivmcmahon/IndustrialTeamProj and can be seen via the commits.