

**Bachelor of Science with Honours in Computing Science &  
Bachelor of Science with Honours in Cyber Security**

**COURSEWORK – 2**

**MODULE : COMMUNICATION AND COLLABORATION**

**CODE : PSB203IT**

**WEIGHTING : 60%**

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**SUBMITTED BY:**

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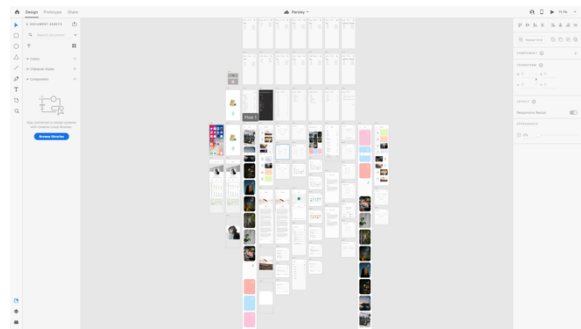
**Word Count : 744**

## **Introduction**

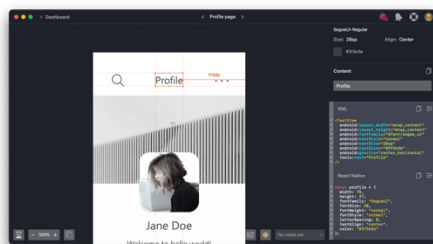
In this project, I wanted to try an unusual project. It was a team project, and we were all interested in mobile application development. Diary applications were discussed as having mutual interests, and I wanted to improve cooperation and create good results through this process. Furthermore, I thought that it would be a good opportunity to study new mobile application development methods and, and to further enhance my experience and proficiency in computer languages. So, in addition to cooperative development, we prepared and developed a project that enhances skill and perspective. As such, we aimed to plan, design, and even develop a diary app for cross platform.

## Process

As a leader of this project, I first divided all parts of the work and set up managers for each part. So that each part can take responsibility for themselves. There was a problem that the period written on the roadmap could be delayed if the team members did not work on the part, they were in charge of, but if it could not be done, we can solve problems together. Also, I thought it was very necessary to believe team members. Then, most of the members did a great job, and I took the role of telling each part manager only what was lacking and making corrections as much as possible. This division of labour was a team project, which resulted in great results in a short period by making excellent results through team cooperation. Having a manager doesn't mean that everyone doesn't get involved. I also searched for information on legal information in the Reach Part and played a role in the overall design and correction of errors for the flowchart. However, the part I participated most in was the UX/UI design part, because no members of the team can design. I should have done almost everything by myself, from calculating the size and distance of the shape



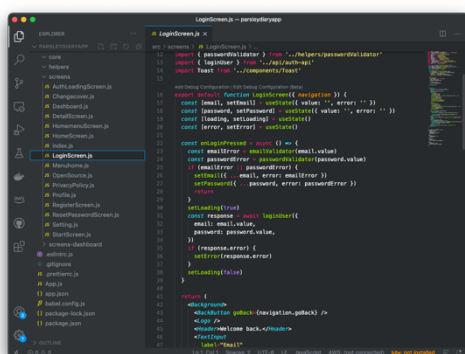
to making the prototype, except for Seohyun to find the icon and do some placement. And the finished design was calculated correctly and used Zeppelin to develop it accurately and



comfortably that converts object values to Android XML or React Native. But before the start of development, we have a problem. The problem is the development environment, and we decided to use React Native, which enables cross platform

development through a meeting.

In the beginning to develop, I told how to set up the overall environment and how to use Git/GitHub so that can develop. So, I proceeded with the development and decided to



develop the backend and login part. But maybe because I was overwhelmed with design, I was very sick during development. While I was sick, the basic

UI coding was complete. But the navigation made constant errors, and other functions were not working properly. So, we had a brief meeting to solve this, and we decided to move to the Expo, which I am doing, and quickly port the features we have created. At that time, to quickly develop and test the login function, I was testing the application by launching the application on the web using a function called Expo among React Native's developer tools. There wasn't much time, but the port was successful, then the Firebase login feature that I was creating worked very well with great success. I think I enjoyed it the most when I linked the login to the Firebase and it worked.

## Conclusion

Implementing the Firebase login function was very nice and beautiful. I liked the fact that it is possible to prevent the risk of SQL injection at the time of login as well as the security against hacking on the backend server because it is difficult to develop the backend and provides basic security support. However, there was a regrettable thing, but because there was a lot of content to be developed, and we only had about 3 weeks including planning, research, design, development, and presentation preparation, the development period and the period of acquaintance with the new language were for the team members. It was very lacking. This took a lot of time for developmental delays and various error corrections, and in particular, there was a point in which I could not proceed smoothly with the part I was in charge of fixing most of the errors. Studying is good, but when working on a collaborative project, it is also a good way to prepare according to our competency and make better results.

