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Software Development I
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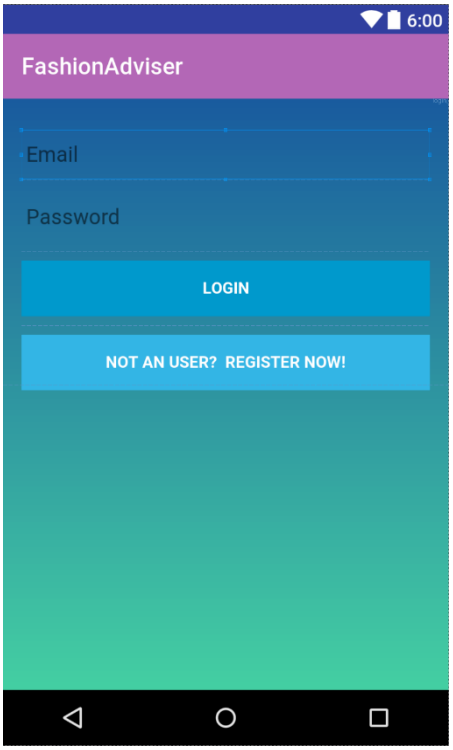
Milestone Report

For my semester project, I have decided to continue my goal of creating an application that will assist primarily males with choosing outfits. This is an everyday issue for those who do not seem to have time to pick out an outfit, or simply are unsure what colors go well together. To create this application, I have chosen to take advantage of the tools through Android Studio. Currently, I have developed the user interface that I intend for the user to be able to interact with. When the user first launches the application, the landing page will be a login and registration page. The user will either log in or create their account. After completing this, the user will be redirected to their dash page, where they can either choose to check to see if colors match or what they should wear. To visually assist see the landing page see below.

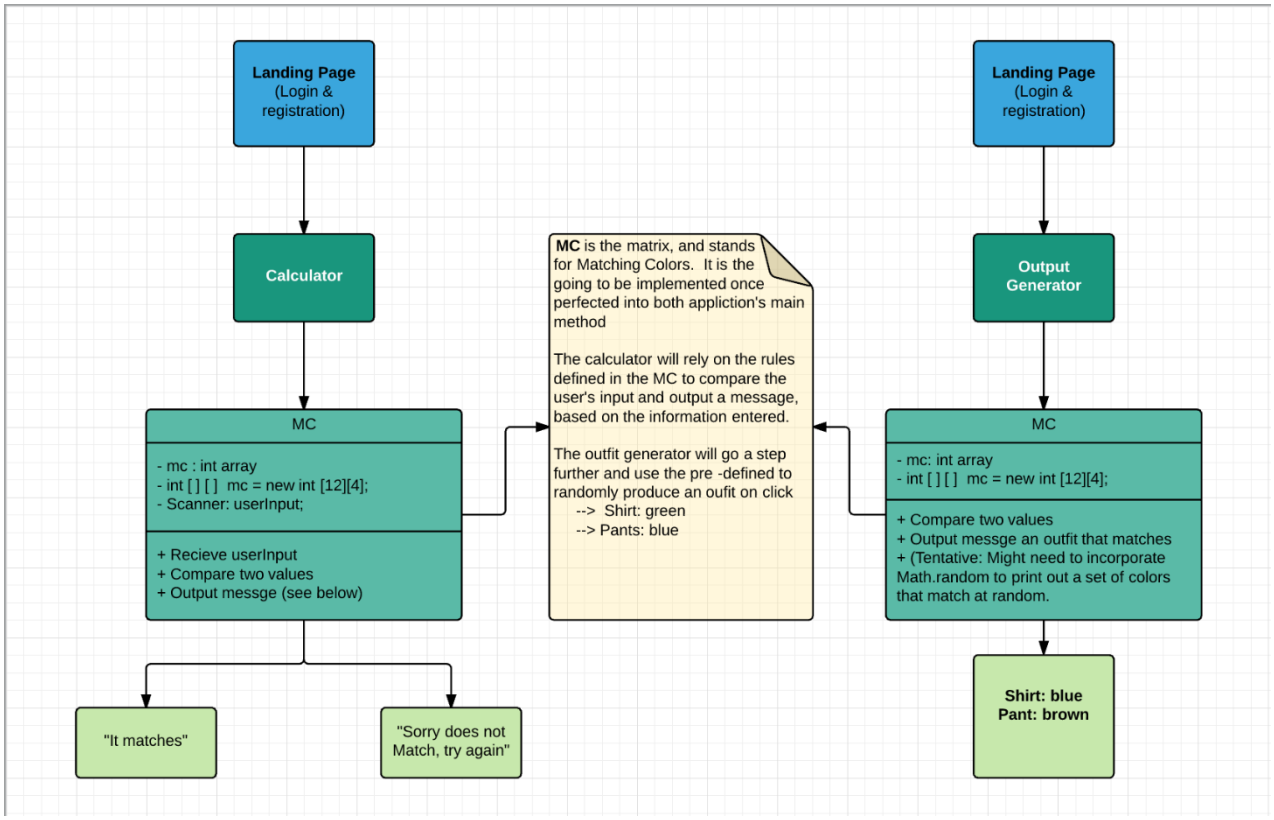


Once the user obtains access of his or her dashboard, they will then be able to choose either calculator or outfit generator. If the user was to click on the button to take them to use the calculator, they will then see additional buttons, with various colors from red to white. From there the user must choose a color of their choice. From there the user will then be prompted to enter a color that he or she would like to see if it matches with. If the entered colors do not match the user will be told, “Sorry not a match, try again”. If the colors do match, the user will be notified, “It Matches!!”.

Each of the sub applications will have additional methods. For instance, the calculator application has the main method, where the rules are defined. Then the second method is where the user input is taken, and based on the entered information, it will output the respective phrase.

Moving on to the behind the scenes aspect, the main method of the calculator application, consists of the matrix, which essentially defines the rules. Since this sector is simply just for comparing two colors, the matrix will consist of all the colors, and if the colors match to one another, it will receive the value of 1. If the colors do not go together, it will receive a value of 0. For instance, blue goes with green, therefore it will receive the value of 1. When the colors match or do not match, the user can either go back and choose another color. (For a break, down see page 3).

The fashion output generator will work similar, in the sense that it needs to know which colors can go well together. Knowing this the output generator will produce an outfit that matches. For example, when the output generator is clicked it will automatically generate on a separate window an outfit, which could be shirt: red, pants: blue.



Sample Outline of applications (Calculator):

Main method

- Definition of rules using the matrix

Calculate method

- System.out.print(“Enter a color that matches with {some color}: ”);
- Run if statement
    - If 1 == 1
        - System.out.println(“It Matches!!”);
    - Else
        - System.out.println(“Sorry not a match, try again: ”);