# **UW Carpool Application**

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#### **Outline**

- Introduction
- Architecture Style
- Functional Properties
- Non Functional Properties
- Design Patterns
- Technical Challenges & Future Improvement



#### **Introduction**

• UW Carpool Application – Android app

- Organizes carpooling information for both **drivers** and **passengers**.
  - **Drivers** provide travel information, which includes *Departure City*, *Arrival City*, *Departure Address*, *Arrival Address*, *Departure Date & Time*, *Phone Number*, *Vacancies* and *Price*.
  - **Passengers** enter *Departure City*, *Arrival City*, and *Date* and then search for available information.

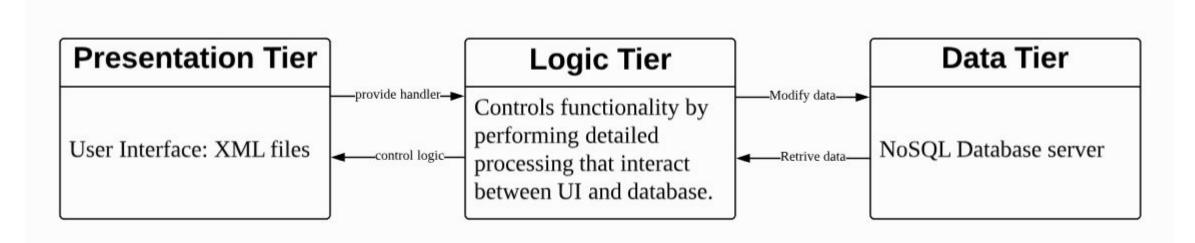


#### **Architecture - Client-Server Style**

- Presentation Tier: User Interface

Logic Tier: Logic between UI and NoSQL

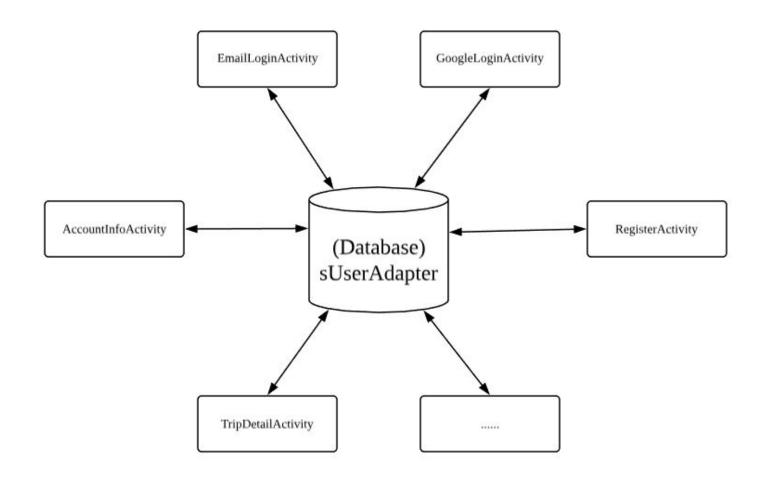
• Data Tier: NoSQL Database





#### **Architecture - Blackboard Style**

Various activities can access data from **NoSQL** Database or sUserAdapter which contains data retrieved from database.





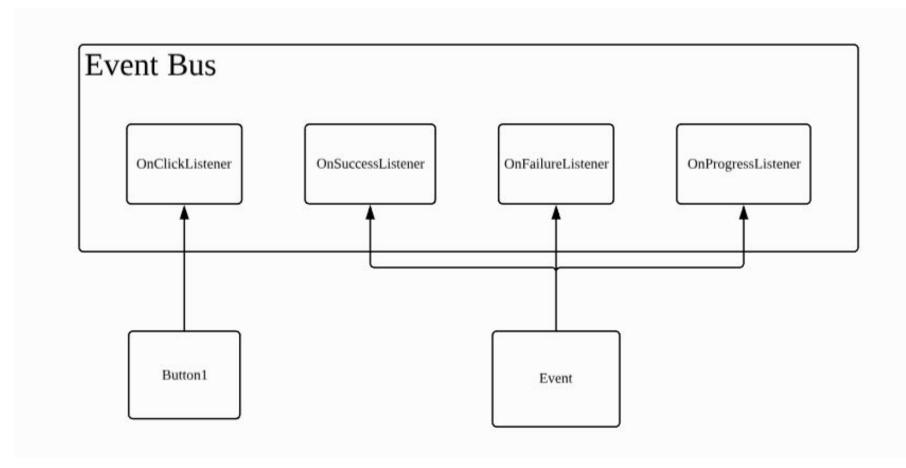
#### **Architecture - Event-based Style**

An **event-based architecture** consists of event **creators** and event **consumers**.

Example:

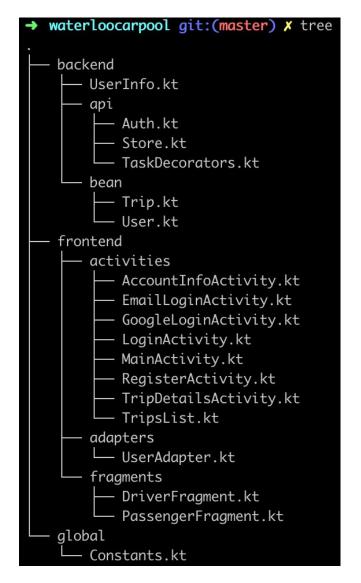
**Creators**: Buttons

**Consumers**: Listeners





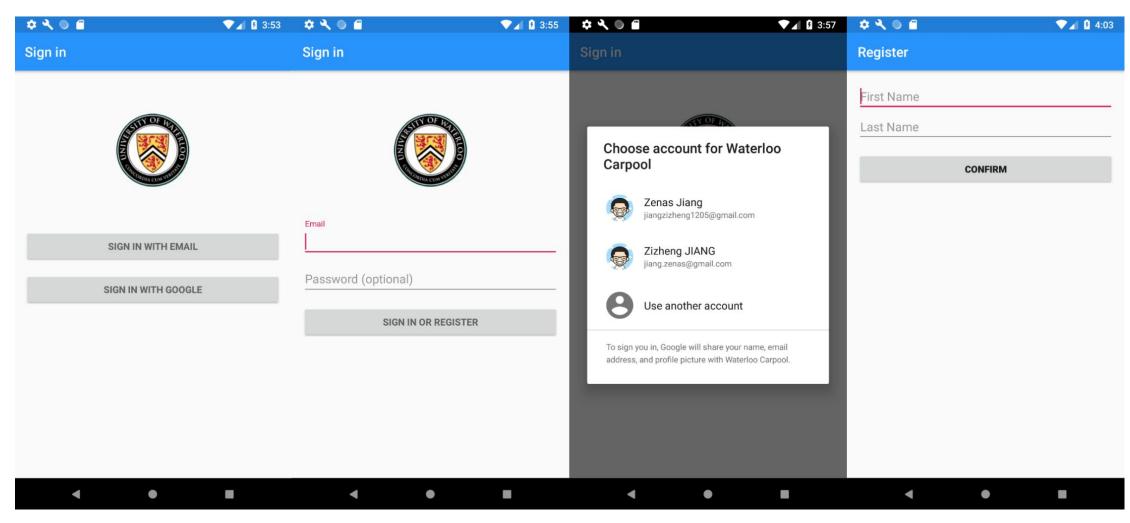
#### **Application Catalog**



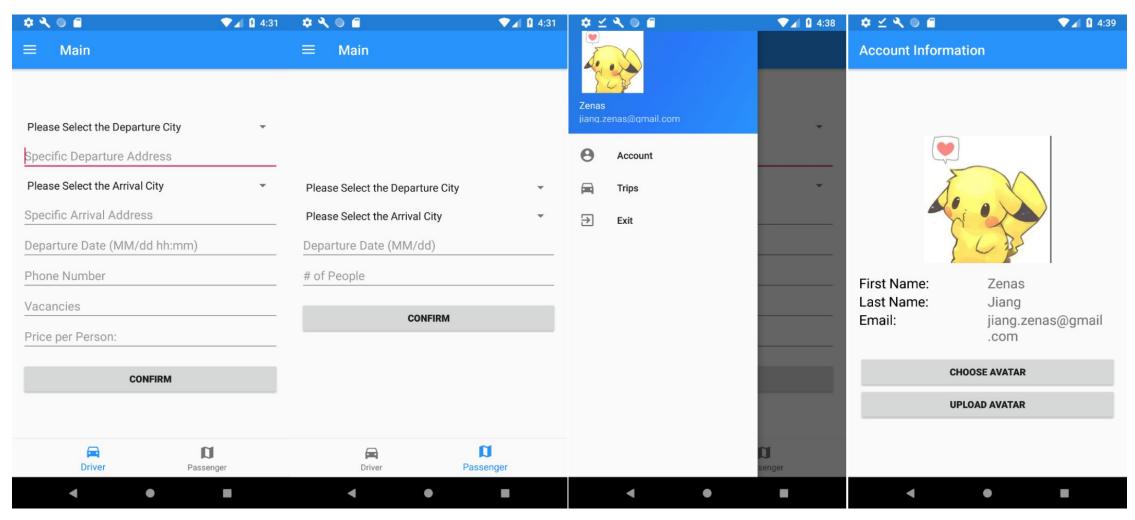
```
res git:(master) x tree
                                      mipmap-anydpi-v26
                                         ic_launcher.xml
- drawable
                                         ic_launcher_round.xml
   ic_account_circle.xml
                                      mipmap-hdpi
    ic_driver_black_24dp.xml
                                         · ic_launcher.png
    ic exit.xml
                                         ic_launcher_foreground.png
    ic_launcher_background.xml
                                         ic_launcher_round.png
    ic_passenger_black_24dp.xml
                                      mipmap-mdpi
    side nav bar.xml
                                         ic_launcher.png
    trip_line_background.xml
                                         ic_launcher_foreground.png
 drawable-v24
                                         ic_launcher_round.png
   ic_launcher_foreground.xml
                                     mipmap-xhdpi
 layout
                                         ic_launcher.png
    activity_account_info.xml
                                         ic_launcher_foreground.png
    activity_email_login.xml
                                         ic_launcher_round.png
    activity_google_login.xml
                                     mipmap-xxhdpi
    activity_login.xml
                                         ic_launcher.png
    activity_main.xml
                                         ic_launcher_foreground.png
    activity_register.xml
                                         ic_launcher_round.png
    activity_trip_details.xml
                                      mipmap-xxxhdpi
    activity_trips_list.xml
                                         ic_launcher.pna
    app_bar_main.xml
                                         ic_launcher_foreground.png
    fragment_driver.xml
                                         ic_launcher_round.png
     fragment_passenger.xml
                                     - values
    line_trip.xml
                                         colors.xml
    nav_header_main.xml
                                         dimens.xml
 menu
                                         strings.xml
    activity_main_drawer.xml
                                         styles.xml
     navigation.xml
```



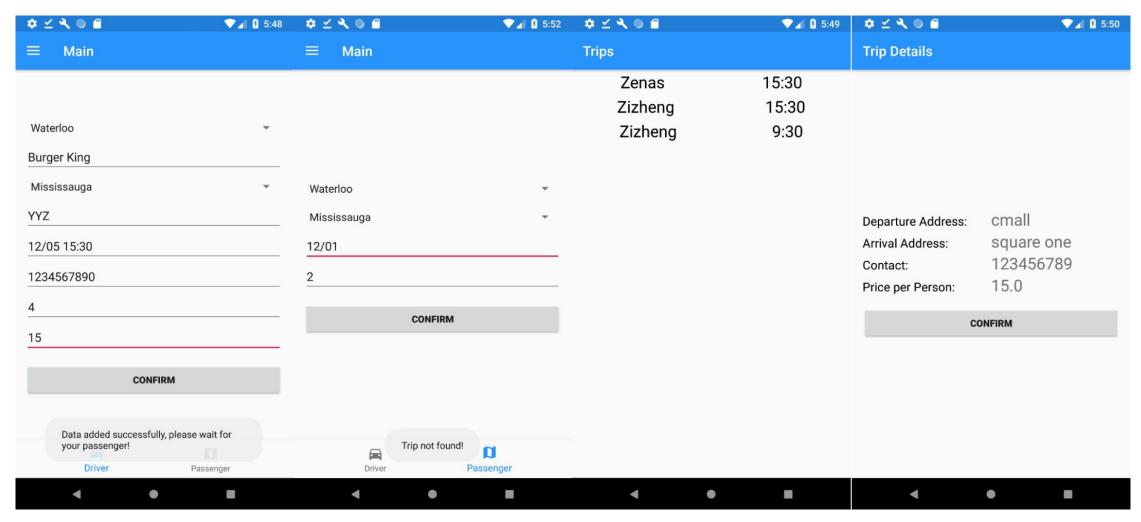
#### **Functional Properties - Login and Register**



#### **Functional Properties - Main and Drawer**



#### **Functional Properties - Database**





#### Non Functional Properties - Response Time

- Recycler View vs. List View:
  - 1. Recycler View is much better than List View:
    - Load the displayed content in real time.
    - Less memory usage and faster response.
  - 2. Needs to design each line's layout for this view. Needs to be monitored and ensure that the old data is cleared every time we generate a new adapter.
- Parcelable vs. Serializable:
  - We choose parcelable because the data is already in our memory.
  - Parcelable is more efficient and suitable for our application. (We don't need to transfer data by network and the data doesn't need to be saved).



### Non Functional Properties - Scalability & Reliability

- The application can accept at least 20 users online simultaneously.
  - 1. The NoSQL database of our project is deployed on a professional third-party platform which has 24 x 7 customer support and ensures reliability.
  - 2. Each user has no authentication of modifying data of other users in the database, so there are no conflicts between each users.
- The Login-Register part of our project allows extension on more login methods, such as Facebook Login, Twitter Login and etc.

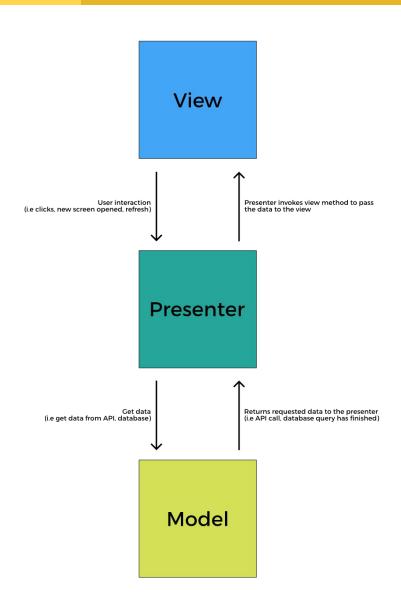


#### **Design Patterns - MVP**

**View:** Layouts in Android (mainly .xml files). It cannot contain any business logic and it can only communicate with presenter.

**Presenter:** Performs needed actions on **Models** and returns the results on **Views.** 

**Model:** responsible for all data related operations (fetching the data from API, querying the database etc.)





### Design Patterns - Singleton design pattern

Each user in our application will have one and only one account and their username implemented by **Auth** and **Register**.

```
object UserInfo {
    var sFirstName: String = ""
}
```

Each user has one and only one adapter for s/he displays related data from the database.

```
class UserAdapter (
    private val trips: MutableList<Trip>
) : RecyclerView.Adapter<UserAdapter.ViewHolder>() {
    companion object {
      val sUserAdapter = UserAdapter(mutableListOf())
    }
}
```

# UserAdapter - trips: MutableList<Trip> + instance: sUserAdapter + add: void + clear: void + getItemCount: Int



#### Design Patterns - Adapter Design Pattern

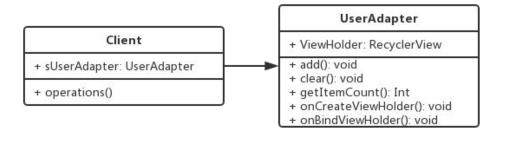
Get the data from database and then and present it in the format we want.

```
class UserAdapter (
    private val trips: MutableList<Trip>
) : RecyclerView.Adapter<UserAdapter.ViewHolder>() {
    companion object {
       val sUserAdapter = UserAdapter(mutableListOf())
    }

    class ViewHolder(val line: LinearLayout) : RecyclerView.ViewHolder(line) {
       val firstName: TextView = line.findViewById(R.id.line_trip_firstName)
       val departTime: TextView = line.findViewById(R.id.line_trip_dTime)
    }
}
```

```
override fun onBindViewHolder(holder: ViewHolder, position: Int) {
   val entry:Trip! = trips[position]
   val context:Context! = holder.line.context
   val background:Drawable? = context.getDrawable(R.drawable.trip_line_background)

   holder.firstName.text = entry.driverName
   // holder.departTime.text = entry.dDate.toDate().time.toString()
   val dd:Date! = entry.dDate.toDate()
   val hours:String! = (dd.hours).toString()
   val minutes:String! = dd.minutes.toString()
   holder.departTime.text = hours + ":" + minutes
   holder.firstName.background = background
   holder.departTime.background = background
}
```





### Design Patterns - Data Access Object Design Pattern

The **Parcelable** in Android offers the data access object interface.

```
data class TripDetail(val departureAddress: String,
                     val arrivalAddress: String,
                     val phoneNumber: String,
                     val price: Double) : Parcelable {
   constructor(parcel: Parcel) : this(
       parcel.readString()!!,
       parcel.readString()!!,
       parcel.readString()!!,
       parcel.readDouble()
   override fun writeToParcel(parcel: Parcel, flags: Int) {
       parcel.writeString(departureAddress)
       parcel.writeString(arrivalAddress)
       parcel.writeString(phoneNumber)
       parcel.writeDouble(price)
   override fun describeContents(): Int {
       return 0
   companion object CREATOR : Parcelable.Creator<TripDetail> {
       override fun createFromParcel(parcel: Parcel): TripDetail {
           return TripDetail(parcel)
       override fun newArray(size: Int): Array<TripDetail?> {
           return arrayOfNulls(size)
```

```
line.setOnClickListener { it: View!

val tripDetail = TripDetail(
    trips[adapterPosition].departureAddress,
    trips[adapterPosition].arrivalAddress,
    trips[adapterPosition].phoneNumber,
    trips[adapterPosition].price)

val context: Context! = parent.context
val intent = Intent(context, TripDetailsActivity::class.java)
intent.putExtra( name: "DETAIL", tripDetail)
context.startActivity(intent)
// context.startActivity(Intent(context, TripDetailsActivity::class.java))
}
```

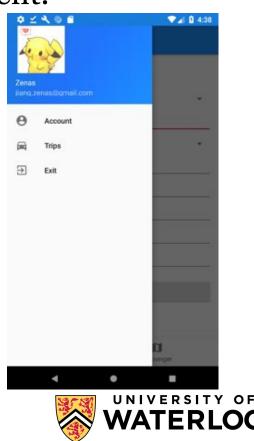
```
intent?.let { it: Intent
  val tripDetail : TripDetail = intent.extras?.getParcelable( key: "DETAIL") as TripDetail
  departureAddress.text = tripDetail.departureAddress
  arrivalAddress.text = tripDetail.arrivalAddress
  contactInformation.text = tripDetail.phoneNumber
  priceInformation.text = tripDetail.price.toString()
}
```



### **Technical Challenges**

• Database: 1. Need to add indexes for some attributes to make sure some query can work correctly. 2. NoSQL doesn't support range query based on timestamp type. So we use the filter to optimize the database query statement.

• UI animation optimization: The animation may be stuck.



## **Future improvement**

To make our application more **user-friendly**, we are currently implementing some other details such as user profiles functionality (change/upload their avatar). We also want to let users know their current trips information by communicating with the databases, but this means that our database needs to be redesigned, which may cause all of activities which communicate with the database need to be rewritten. We are still working on it and considering whether there is a better way to achieve this function.



