

# **Final Report: Mealer**

Submitted by:

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Introduction to Software Engineering

SEG2105

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## Introduction

The purpose of this project is to get familiarized with practical applications of android application development using Android Studios, Firebase, and Git. In this project, we designed and implemented a meal-sharing application for android devices. Java was used as the programming language. The application has three different types of users i.e., the administrator, the cook and the client. The administrator manages all the complaints received by the clients about the cooks and suspensions. The cook creates meals and manages orders received by clients. The client orders meals from cooks, rates them and can also send complaints about them.

### Admin:

- Login to the administrator account.
- Manage complaints left by clients about cooks
- Suspend cooks

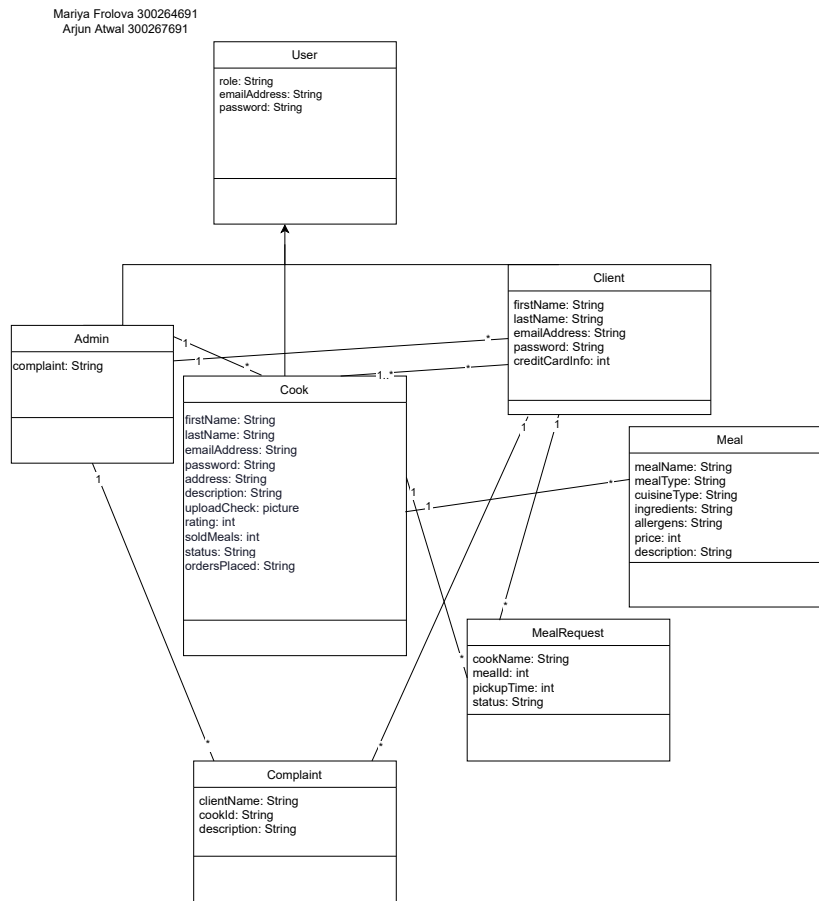
### Cook:

- Create an account and login to that.
- Add meals to your menu.
- Accept or refuse the placed orders.

### Client:

- Create an account and login to that.
- Search for meals from cooks.
- Order meals.
- Rate cooks.
- Leave a complaint about cooks.

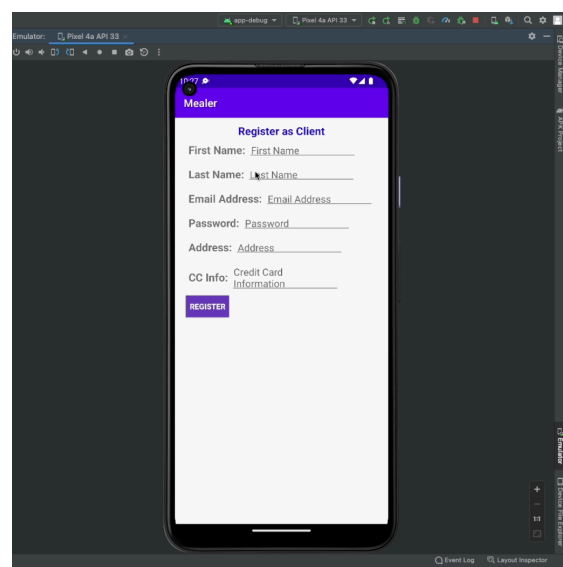
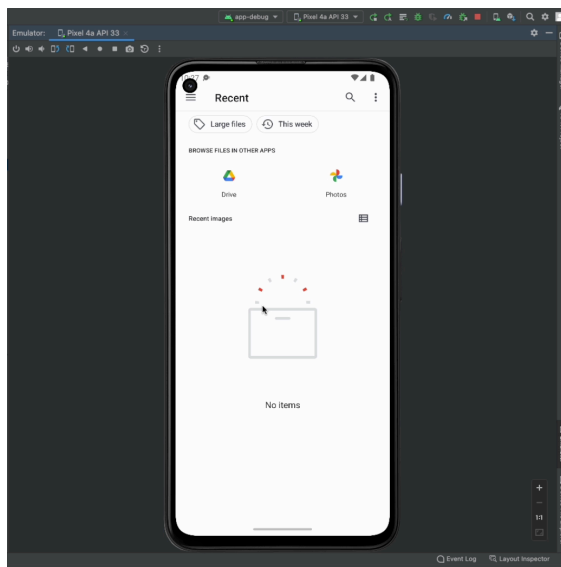
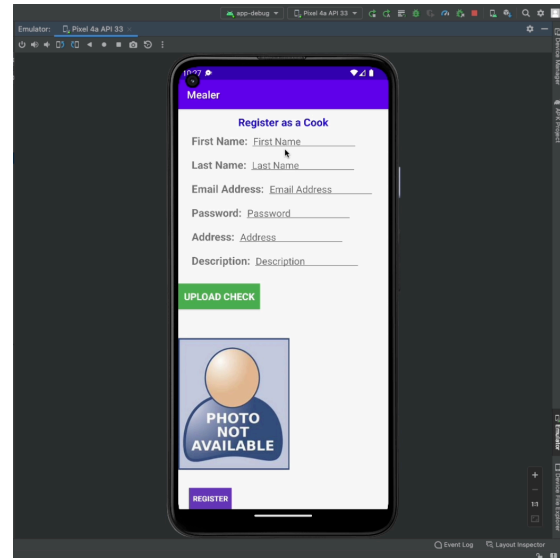
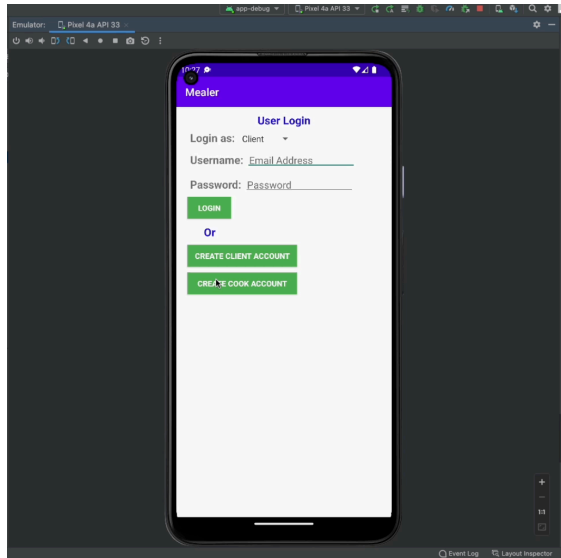
## Updated UML class diagram

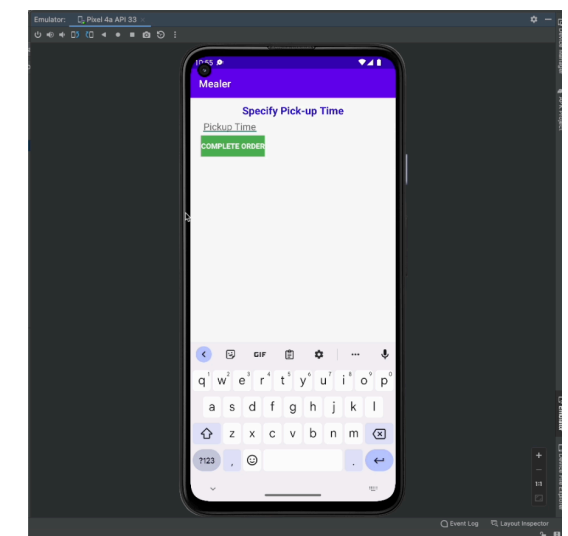
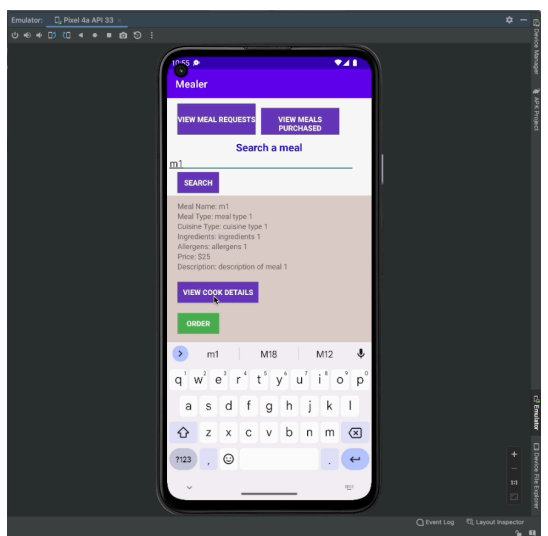
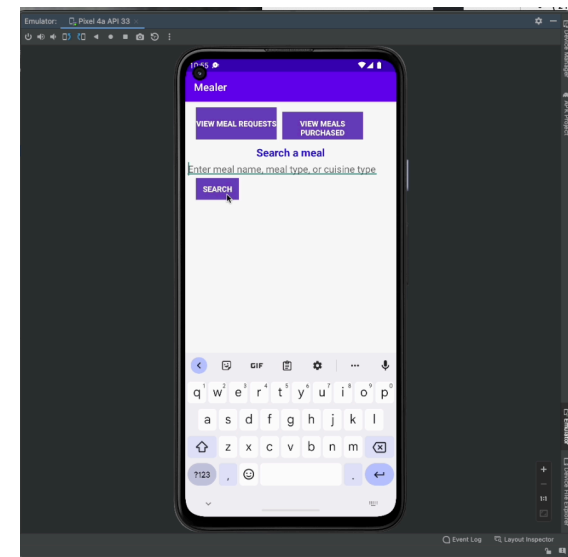
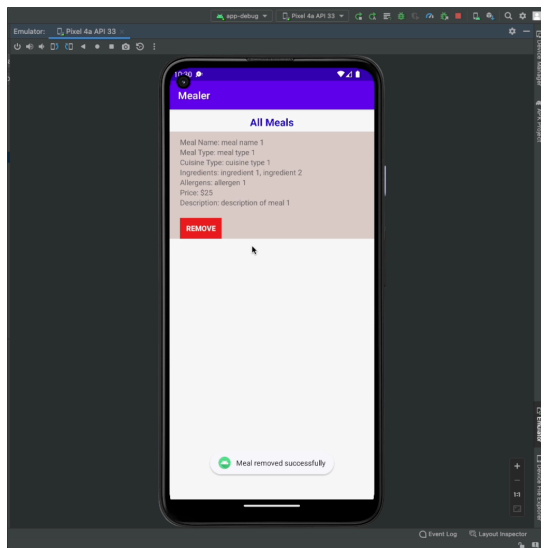
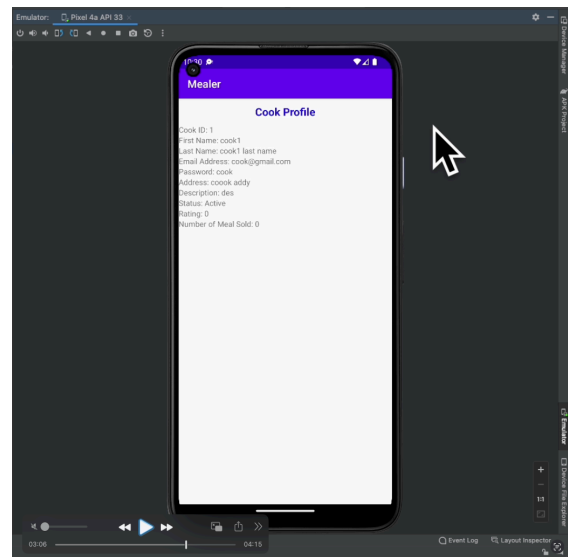
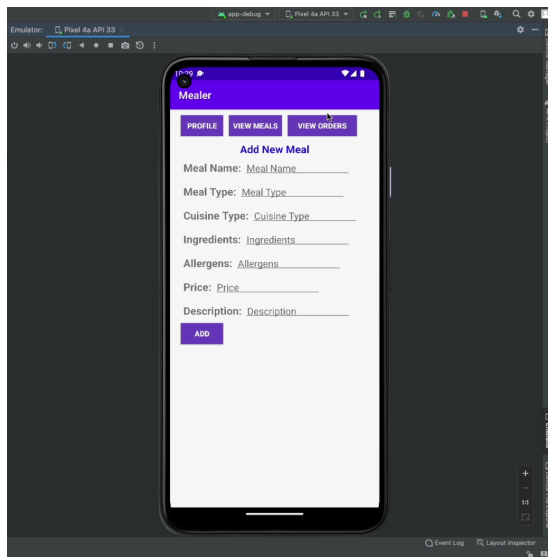


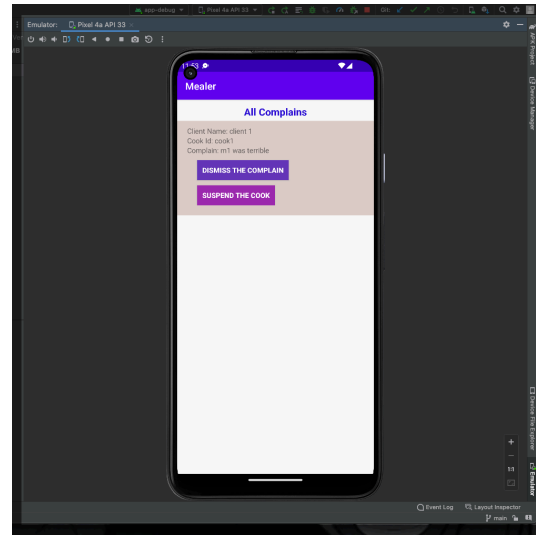
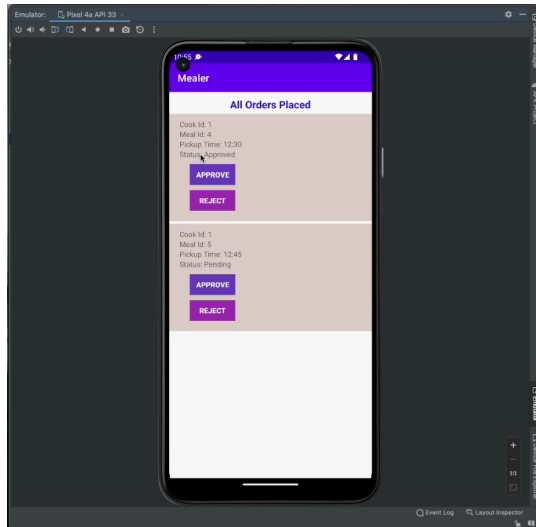
Team members:	Mariya Frolova	Arjun Atwal	Lanhui Chen	Chenghan Liu
<b>Deliverable 1</b>	25%	25%	25%	25%
<b>Deliverable 2</b>	50%	50%	X	X
<b>Deliverable 3</b>	50%	50%	X	X
<b>Deliverable 4</b>	50%	50%	X	X

After Deliverable 1, our teammates stopped responding to us and, since the course is virtual, it makes very hard to confront people or get someone to answer. So, we had to adjust as a team of 2 people and had double the workload that we previously had. While trying to adjust and start from scratch, we missed Deliverable 2 and 3. (But still implemented all of the functionalities in Deliverable 4.)

## Screenshots







## Lessons learned

We have learned to have a better understanding of software design life cycle. After getting the practical knowledge of UML, GitHub, Android Studio, Firebase and Java, we have better understanding of all these concepts and we understand the process behind android application development. Not only do we have a better understanding, but we also improved our skills related to those subjects.