## Projet Android automne 2022: application Mealer

# SEG 2505 – Introduction au génie logiciel

### Automne 2022 École de Génie Électrique et Science Informatique Université d'Ottawa

Professeur: Mr. Hussein Al Osman

### Groupe # 2

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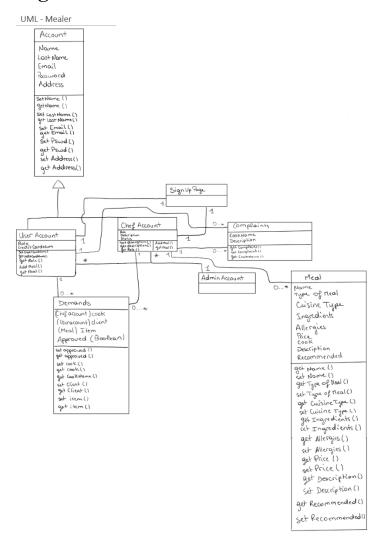
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#### Introduction

Pour ce projet nous devions développer une application de partage de repas. Celle-ci est basée à Ottawa et a le nom « Mealer ». Elle permet aux cuisiniers locaux de vendre des repas aux clients depuis leur domicile. Ainsi, un client peut rechercher un repas fait maison de plusieurs type différents et le commander pour ensuite aller le ramasser. Le but de ce projet est de nous initier à apprendre comment utiliser Android Studio et avoir à utiliser nos connaissances pour créer une application fonctionnelle.

#### **Diagramme UML**



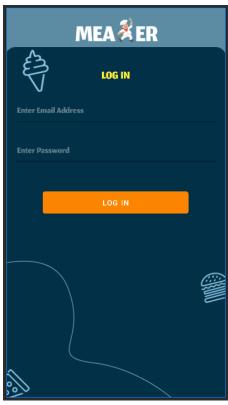
# **Tableau de contribution**

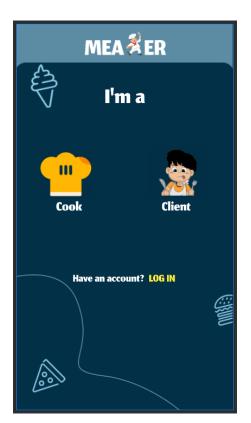
	Christopher	Jenny-Carl	Youssef
Livrable 1	- UML	- Added Google	- Created team in GitHub
	- User interface	Services/Firebase	- User interface
	- Added on click methods	- Coded sign-up classes	- Created classes
		- Added on click methods	- Added on click methods
Livrable 2	- UML	- Updated the code to save	- Admin ListView
	- User interface	new sign-up info in Firebase	implementation
	- Created the APK	- Person logged in remains	- Suspended cook
	- Coded Complaints and	signed in if app is closed	implementation
	ComplaintsList classes	- Admin can suspend cook	
Livrable 3	- UML	- Fixed errors concerning a	- Updates to suspension code
	- User interface	suspended cook	to show ban length
	- Created the APK	- Cook can add and edit	
	- Coded Meals and	meals, the info is stored in	
	MealsList classes	Firebase	
Livrable 4	- UML	- Code for client searching	- 4 JUnit test cases
	- User interface	and buying a meal	
	- Created the APK	- Code for showing	
	- Rapport	recommended meals to	
		client	

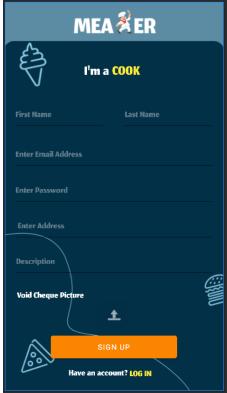
	Liam	Santiago	Rodney
Livrable 1	- Added attributes for cook and		
	client classes		
Livrable 2	- 4 JUnit test cases		
Livrable 3	- 4 JUnit test cases		
Livrable 4	- Coded Demand class and		
	DemandList class		

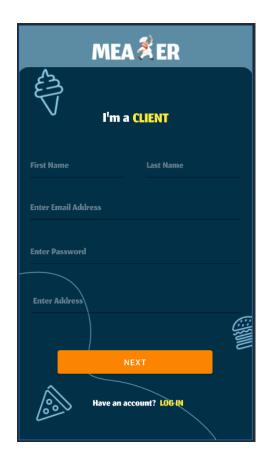
# Captures d'écran

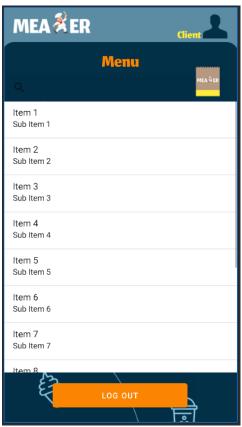


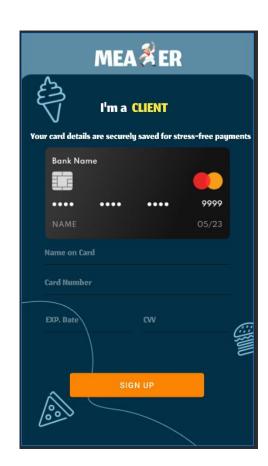


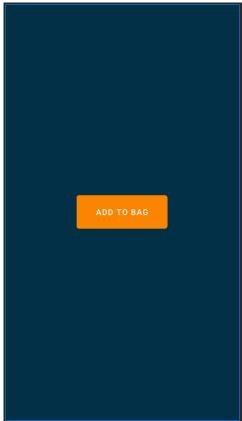


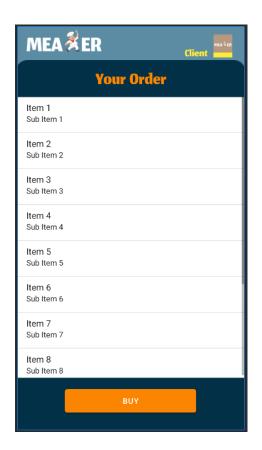


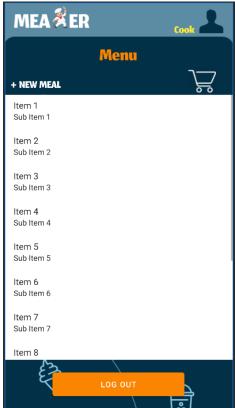


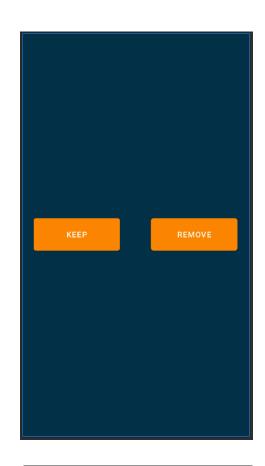


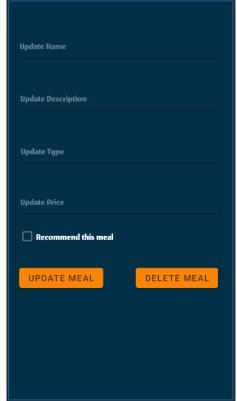


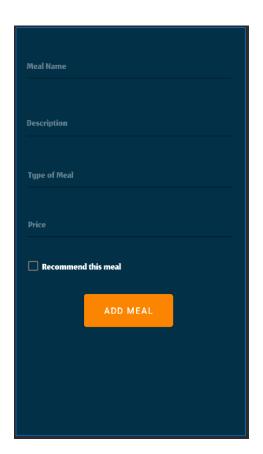


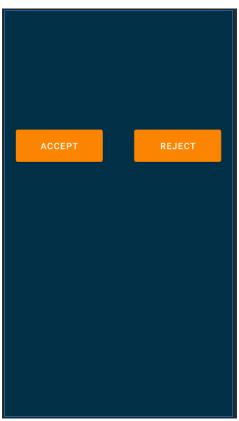


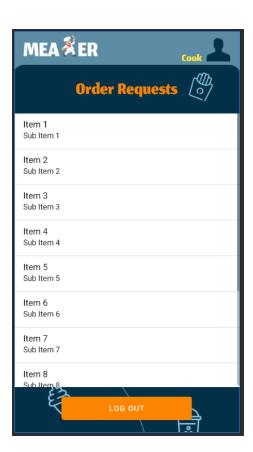


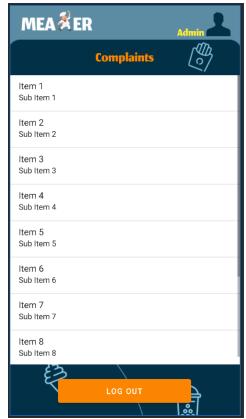


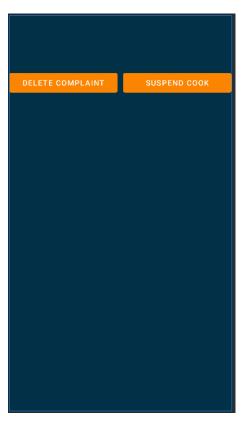
















## Leçons apprises

### Nous avons appris:

- À utiliser Firebase pour stocker l'information
- Comment authetifier un utilisateur
- Créer l'interface usager ainsi que coder les fonctions des bouttons
- Utiliser Android Manifest pour nos classes
- Créer un APK lorsque l'application est trop grande
- Management des threads
- Créer JUnit tests pour vérifier le fonctionnement de l'application