

## Coding Project Final Summary

Run Together is an app that focuses on combining personal fitness and social networking functionalities. It is meant to be used by users who participate in group running to communicate with friends and it allows them to also track their running data. Users can find groups and friends through the following methods: in-app, Facebook, or SMS searches. The app will allow the users to schedule runs with their friends and groups through the chat poll features. The app focuses on synchronous group activities, but it also allows users to run individually so users can use the same app everyday. By being able to run with friends, users will be able to reach their running goals by holding each other accountable to a schedule. Whether users go out for runs individually or in a group, they can set challenges or run-in charity runs.

This coding project summary contains what each person has done individually throughout the course along with what has been updated to the code after release 2. Unfortunately, our group could not get a UI up and running, however most bugs have been cleared from the code and we have cleaned up the code to make it look neater and easily understandable. Our prototype does not contain all said features in the description, however, we made sure to implement at least one type of running function and focused most of our resources on client-client interactions.

Our databases are stored on xml files for now, and we wish to move to a more secure database structure like fire store.

Matt started by getting the base server-client model up and running along with the new user creation functionality. From there, Jibreel proceeded to set up the login functionality along with the main menu display. The menu functionalities completed by:

1. Matthew:
  - a. Start Run
  - b. Add Friends
2. Jibreel:
  - a. Message Friend

After completing the above mentioned and submitting it for release 2, Jibreel, Madhava, and Matt worked on the bugs that needed to be fixed as a part of release 3/coding demonstration.

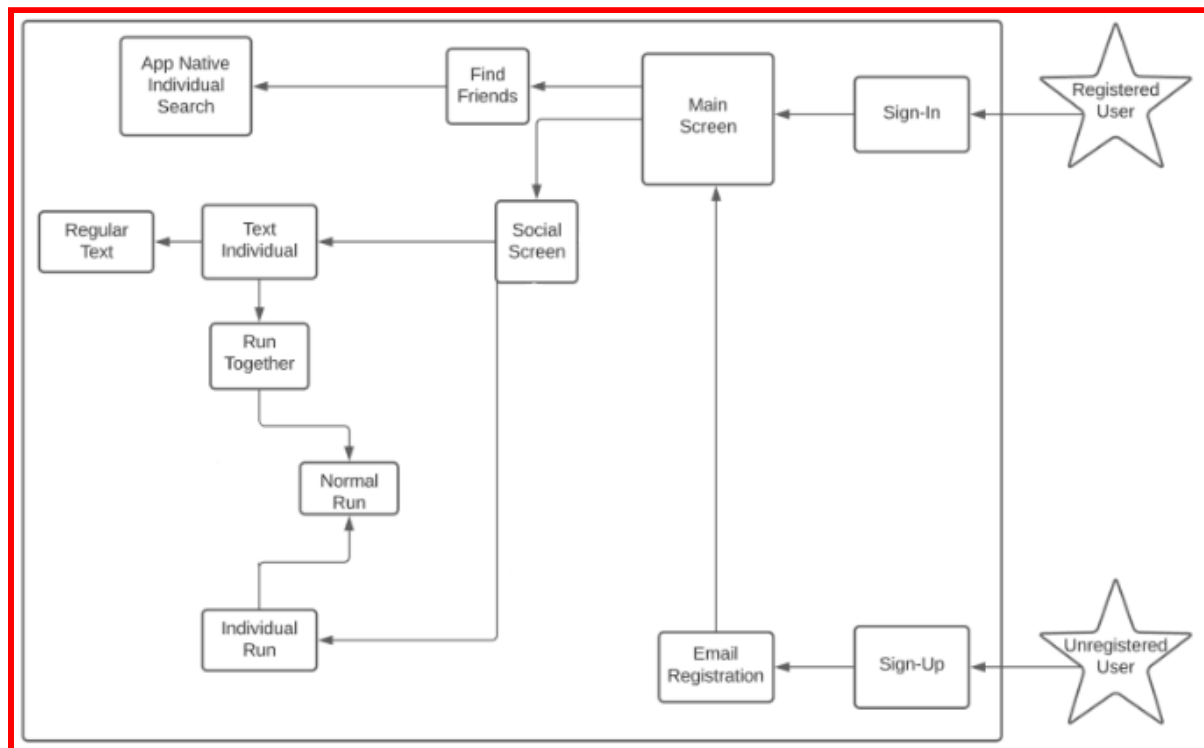
Having to work with people we met this semester proved to be a little hard as there was not as much communication as expected from us. This made coding sessions longer than required. Other than that, most of us had finished our assigned sections on time.

After completing the coding and bug fixing, Jibreel cleaned up the code to make it look neat and easy to understand. Then we did extensive testing, working out multiple possibilities

that could make the app crash, for example, typing an invalid input. As we came across these bugs and figured out where in the code out bugs came from, it was easy to fix. After finishing this, we did one last test run and documented this in the coding report.

The coding report is focused mainly towards the testing and inspection of the code. In the document, we have clearly labled who has done what and who has inspected what. There are a total of 5 items we have tested and inspected thoroughly (sign-up,log in, add friend, message someone, and start run) all testing and inspection was done by Matthew and Jibreel.

Finally, below is a uml diagram showing how our prototype works.



**UML-Diagram Showing how the App Works**