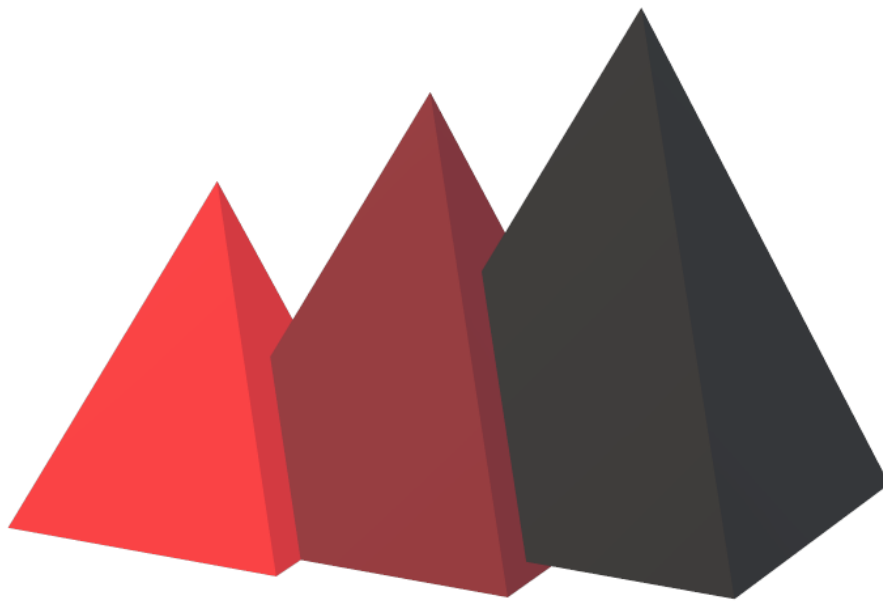


COURSE: OBJECT ORIENTED PROGRAMMING LAB  
A project report on

# *College Pro*

Managing your college life made easy!

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## *College Pro*

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**SARDAR PATEL INSTITUTE OF TECHNOLOGY**

Second Year (SE) Computer Engineering

For the Academic Year 2019-20

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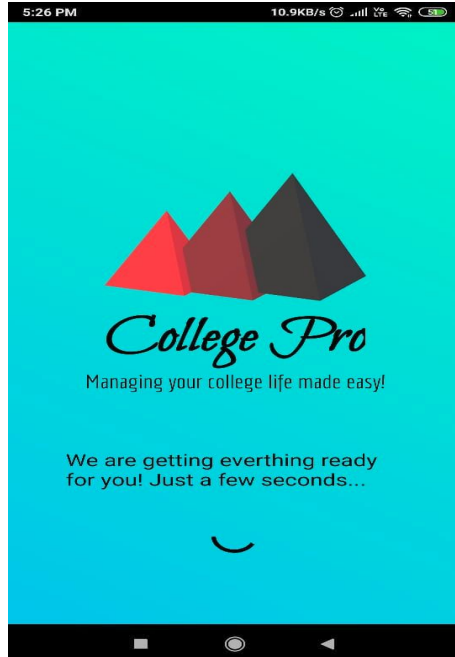
# Introduction

Colleges conduct so many events such that it becomes difficult to track all the events lined for you all!

So here is here is the solution to this problem...CollegePro App.

Everything you need to know about the events is now at your fingertips.

You just have to read the description. Its as simple as that!



# FEATURES

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## **Admin side**

- ★ Adding general announcement having date, Event name and description of the event.
- ★ Adding committee specific event announcement having committee name, date, Event name and description of the event.
- ★ Viewing all the announcements and events in a list format.
- ★ Viewing the announcements and events in detail having the date, event name and description of the event.
- ★ Updating or deleting any announcement or event.
- ★ Automated deletion of the events after the particular event date passes.
- ★ The bottom navigation drawer allows you to navigate from one fragment to other.
- ★ Menu bar at the top displays help, about, profile and allows you to logout.

## **User Side**

- ★ Verification of account through email.
- ★ Keep track of upcoming events of your college.
- ★ The bottom navigation drawer allows you to navigate from one fragment to other.

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- ★ Official Announcements show you all the announcements related to exams, inter-college competitions, holidays, any upcoming college event and so on in a card view list format with event name and date so that the user can scan through them easily.
  - ★ Mark all the events you would like to participate in. Unmark if you made a mistake.
  - ★ Committee Announcements displays the names of committees in our college. Checkout whichever committee's event you are interested in. The display, marking and unmarking of the events is similar to the display of official events.
  - ★ Marked events shows the user the events which he/she has marked and gives them the option to unmark.
  - ★ Automated deletion of the events after the particular event date passes.
  - ★ Menu bar at the top displays help, about, profile and allows you to logout.
  - ★ Profile activity displays the user info and allows the user to make changes in his/her profile.

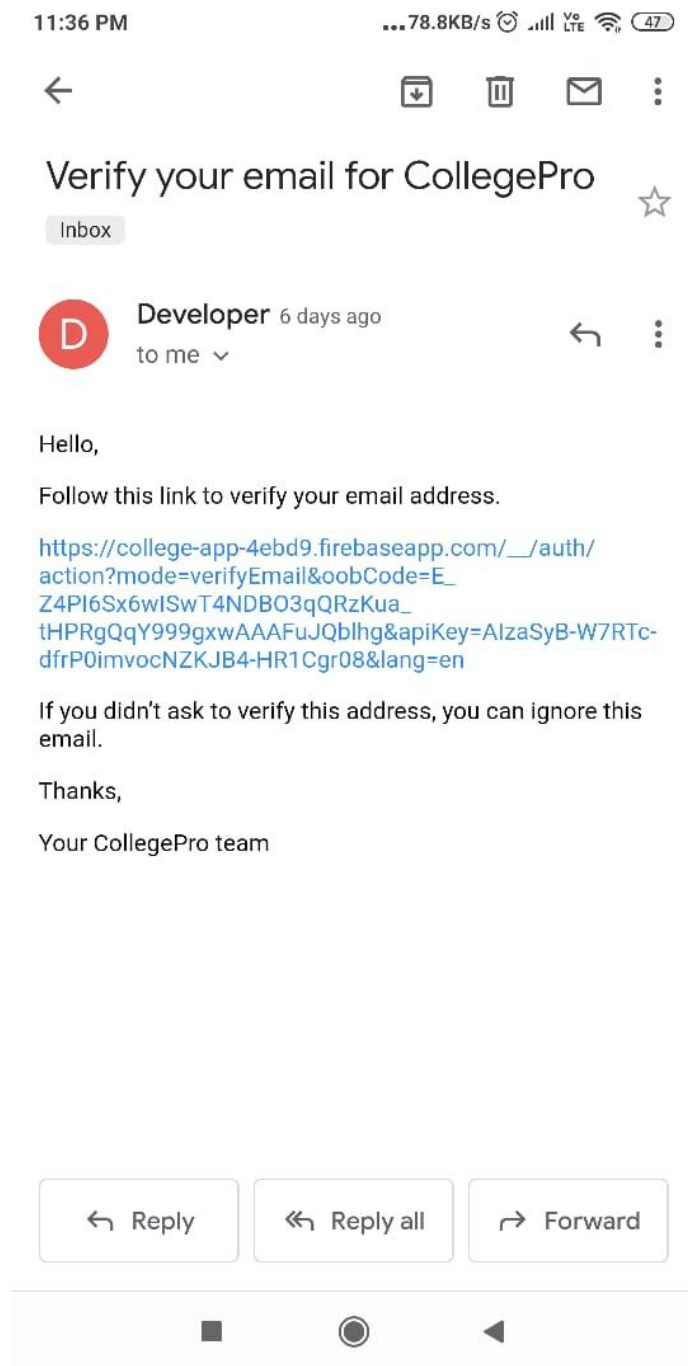
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# TOOLS USED

- 1) **ANDROID STUDIO:** We built our app using Android Studio, the official integrated development environment (IDE) for Android application development. We used Java in Android studio to write our code. The different features of Android studio such as the separate program files and the resource files allowed to work on the back-end and front-end features respectively.
- 2) **FIREBASE:** Firebase is a mobile and web application development platform developed by Firebase, Inc. We used Firebase User Authentication and Firebase Storage along with a realtime database and backend as a service, as provided by Firebase. The service provides application developers an API that allows application data to be synchronized across clients and stored on Firebase's cloud.
- 3) **MATERIAL DESIGN:** A design language that Google developed in 2014. Expanding on the "card" motifs that debuted in Google Now, Material Design uses more grid-based layouts, responsive animations and transitions, padding, and depth effects such as lighting and shadows. Material is an adaptable system of guidelines, components, and tools that support the best practices

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of user interface design. This tool helped us create the UI of the app.



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# OOP CONCEPTS

1] Inheritance: We have used this OOP concept in our project to create every

activity. That activity(class) extends AppCompatActivity.

Eg: For the navigation drawer we have created  
"NavigationDrawerActivity".

public class NavigationDrawerActivity extends AppCompatActivity.

2] String Handling: We have functions of String class such as  
"getText", "toString",  
"trim", etc.

3]Data Encapsulation:Encapsulation is a process of hiding the data from the users or in other words we can say it protects the code by preventing access from the outside class.

- We can say wrapping up of data member and member functions together into a single unit (i.e. Class) is called Encapsulation.
- To achieve abstraction in JAVA we set data fields as private which means now no outside class can access it. However to allow



outside class to read and write the data on those data fields we create public getter and setter methods.

