



# Timetably

Final report

COMP1020 - Term Project

Theme: Digital Scheduling

**Team name: Alibu**

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Le Hoang Vinh - V202000144

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# I. Project Description

A mobile application provides an easy-to-use interface to schedule a meeting for the team.

User can:

- Schedule and share meeting for team members
- Preview meeting:
  - Home page: upcoming meetings
  - Calendar page: all meetings
- Join meetings from other platforms

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## II. Team description

### A. Team introduction

1. Nguyen Tiet Nguyen Khoi - V202000277 - Team Leader
  - a. Bio: major in Computer Science at VinUniversity
  - b. Programming experience: some experience in Python, Java, HTML.
2. Nguyen Dai Nghia - V202000124
  - a. Bio: major in Computer Science at VinUniversity
  - b. Programming experience: some experience in C, Python, and Java.
3. Le Hoang Vinh - V202000144
  - a. Bio: major in Computer Science at VinUniversity
  - b. Programming experience: some experience in Python, Java, JavaScript.

## B. Task division

This task division is for reference, the actual work could be overlapped and members could also support others in developing one's part.

1. Nguyen Tiet Nguyen Khoi:
  - a. Develop log in/signup features
  - b. Handle communicating with Firebase
    - i. Push event
    - ii. Pull event
  - c. Develop account page
2. Nguyen Dai Nghia:
  - a. Implement calendar view
  - b. Develop home page (meeting cards)
  - c. Merge and manage team code
  - d. Refactor and reorganize team's codebase
3. Le Hoang Vinh
  - a. Implement creating new event feature and validate user input
  - b. Test application with use cases
  - c. Troubleshoot and fix problems with use cases
  - d. Write report

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## III. Problem resolution

### A. Problem definition

Meeting scheduling is one of the major task interference within the academic environment specifically. Due to the difference in class schedules and response speed, the time taken to arrange a meeting is enormous and causes much latency for the workflow. Therefore, it is necessary to come up with a method to facilitate this process.

### B. Idea

A mobile application

- To provide users with a user-friendly, convenient, and sustainable platform to schedule meetings.
- To provide a centralized hub for meeting schedules from multiple platforms.

### C. Target users

VinUni students, staff, and faculties who need an easier and more convenient way to schedule a meeting.

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## IV. Project development

### A. Functional Specification

Features:

- Calendar view: Allows users to view the year calendar in months.
- Create account feature (Login/Sign Up): Allow users to create accounts and personalized settings.
- Scheduling table: Allow users to manually select their available time and display the commonly available time for every member.
- Meeting hub: Provide a centralized hub for gathering meeting information from multiple online platforms such as Zoom, Microsoft Teams, Google Meet, etc. Meeting type (online or offline) and meeting links will be specified/manually inputted by users.
- Automatic reminder: Remind the user of the meeting information.

Development platform:

- Mobile application programming language: Java using Android Studio for native application development.
- Application database: Firebase to optimize the syncing between devices. Firebase will save information about the users' available time and the meetings' detailed information.

### B. Project Timelines

Phase	Name	Description	Start Date	End Date	Progress
1	Planning	Define problem Brainstorm for ideas	March 21st	March 26th	Done

		Writing proposal			
2	Define requirements	Identify core functions Elaborate specific details	March 26th	March 27th	Done
3	Design and prototyping	Design wireframe Implement UI	March 27th	April 15th	Done
4	Implementation	Develop backend Integrate components	April 15th	May 14th	Done
5	Testing	UI test Logic test Functional test	May 14th	May 17th	Done
6	User evaluation	Taking feedback from users	May 17th	May 20th	Done
7	Report	Perform changes based on feedback and prototype's performance Summarize the project Write report Make presentation	May 20th	May 23rd	Done

## C. Interim Progress

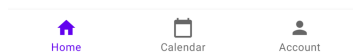
Features implemented:

- Basic UI:

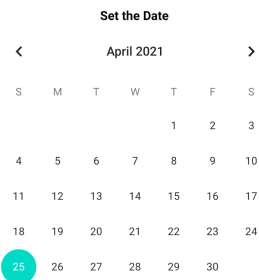
Home screen



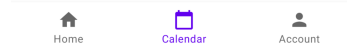
This is home fragment



Calendar screen



This is calendar fragment





## Account screen



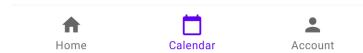
FirstName: Khoi  
LastName: Nguyen  
Email: nguyentietnguyenkhoi@gmail.com

LOG OUT

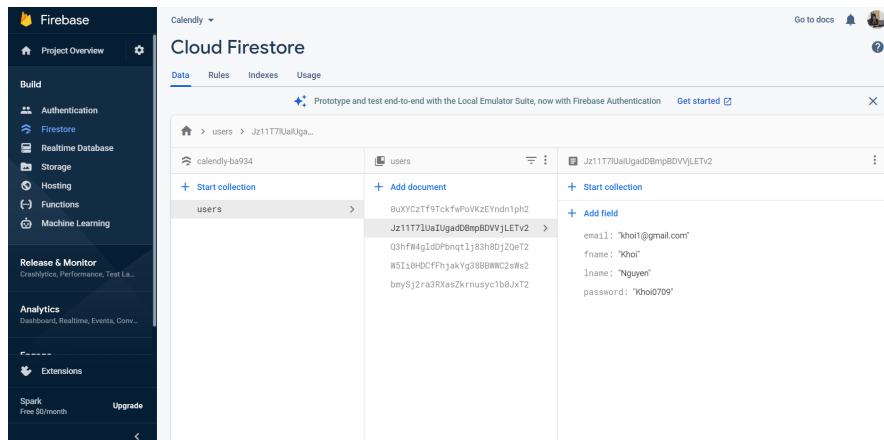
## Navigation

### 3 main tabs

- Home (meeting hub)
- Calendar (create events and meeting time selection)
- Account (user information)

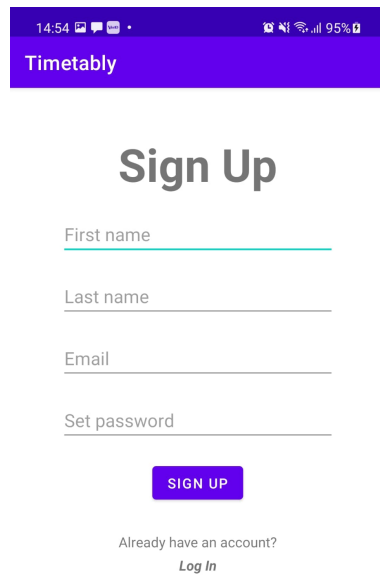


- Login/Sign up using Firebase
  - Firebase database:



■ Sign Up/Login screen:

### Sign up screen



14:54 [status icons] 95%

Timetably

## Sign Up

First name

Last name

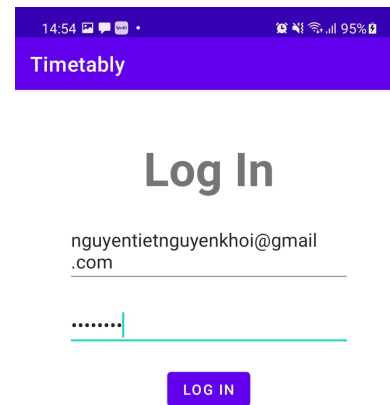
Email

Set password

**SIGN UP**

Already have an account?  
[Log In](#)

### Login screen



14:54 [status icons] 95%

Timetably

## Log In

**LOG IN**

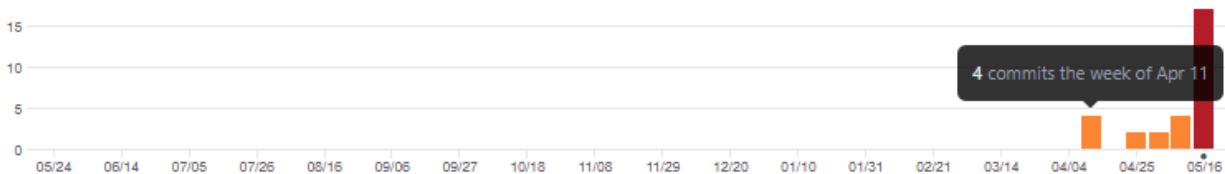
## V. Final product

### A. Project's Github

Github Link: <https://github.com/nghia-nd/comp1020-term-project>

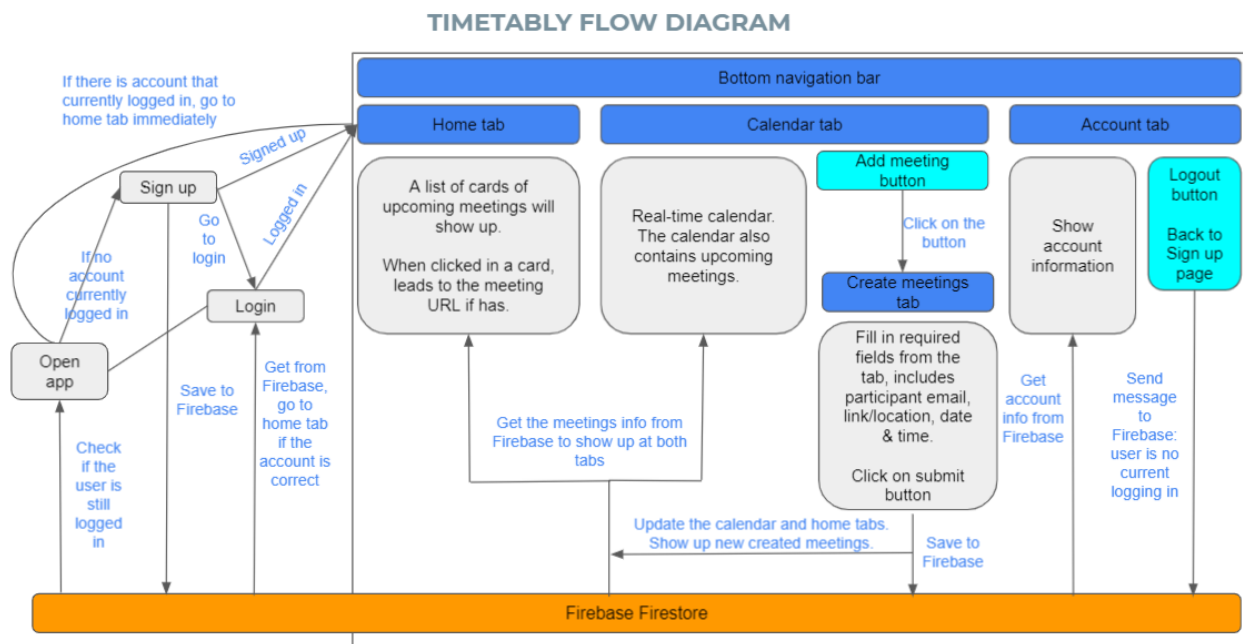
Statistics (from Github):

Excluding merges, 3 authors have pushed 20 commits to main and 21 commits to all branches. On main, 86 files have changed and there have been 1,838 additions and 884 deletions.



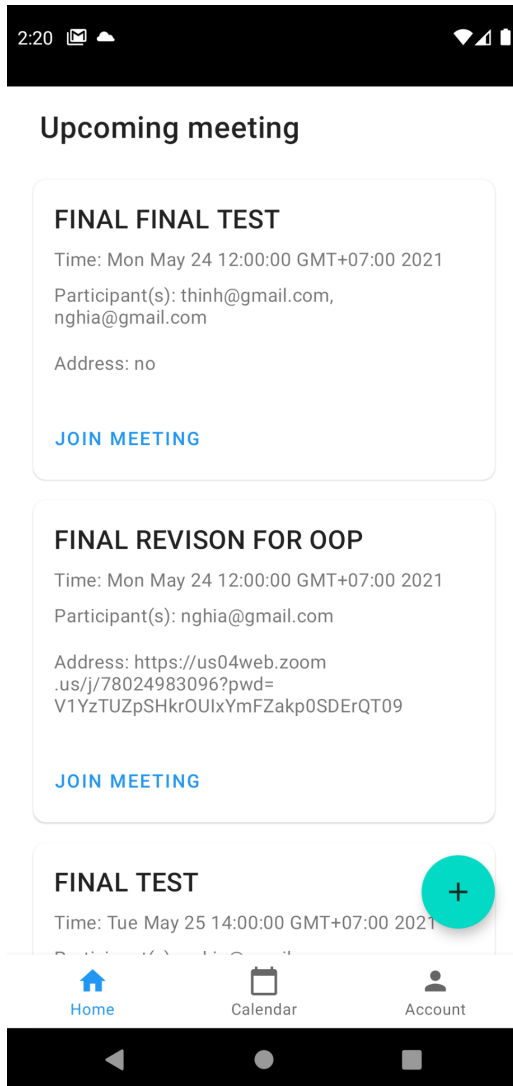
This project was actively developed since the start of April 2021.

### B. Timetably's activity diagram

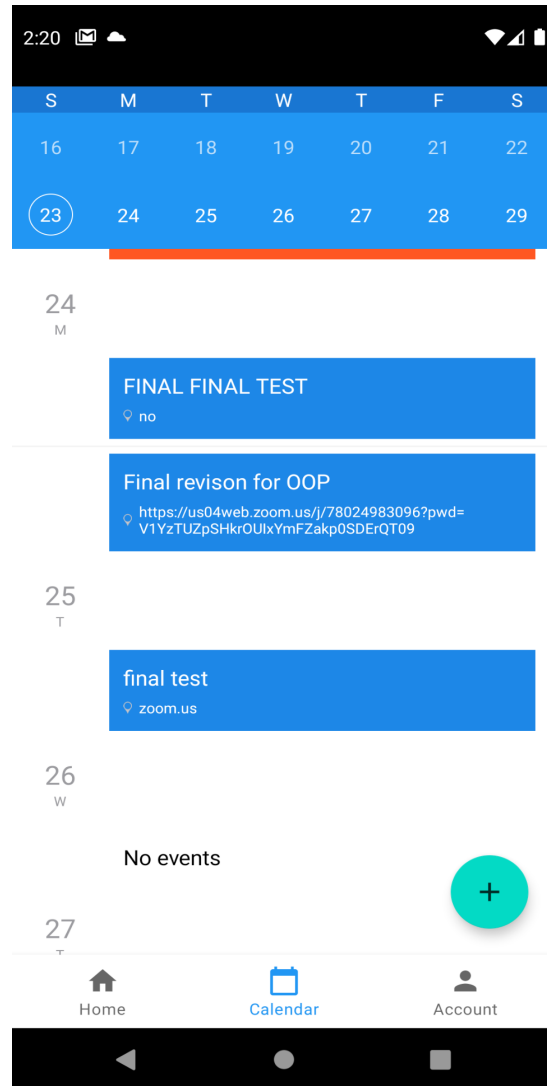


## C. User interface

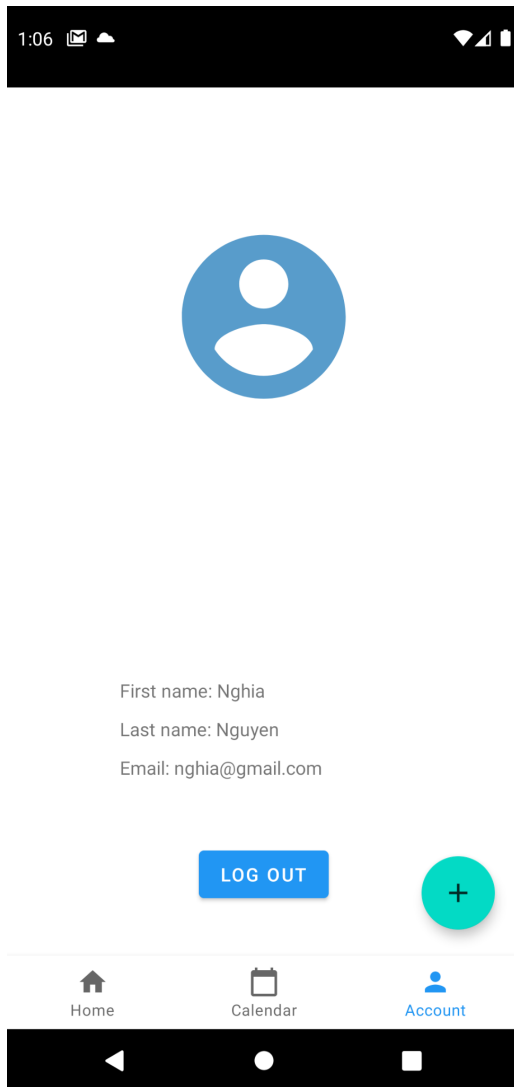
Home screen



Calendar screen



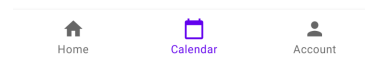
## Account screen



## Navigation

3 main tabs on the bottom bar:

- Home (meeting hub)
- Calendar (create events and meeting time selection)
- Account (user information)



The “+” button to create a new event

## Join meeting

9:34 PM 65%

### Upcoming meeting

**first meeting**  
07:20  
<https://google.com>


JOIN MEETING


**second meeting**  
08:20  
<https://vinuni-edu-vn.zoom.us/j/93195709386?pwd=R1pRK1I2UE1zRjRwL1NBbnJYdHZUQT09>

JOIN MEETING

**first meeting**  
07:20  
[google.com](https://google.com)

Open vinuni-edu-vn.zoom.us links with


 Edge

 Zoom

JUST ONCE ALWAYS

## Create event form

2:20



Final revision for OOP

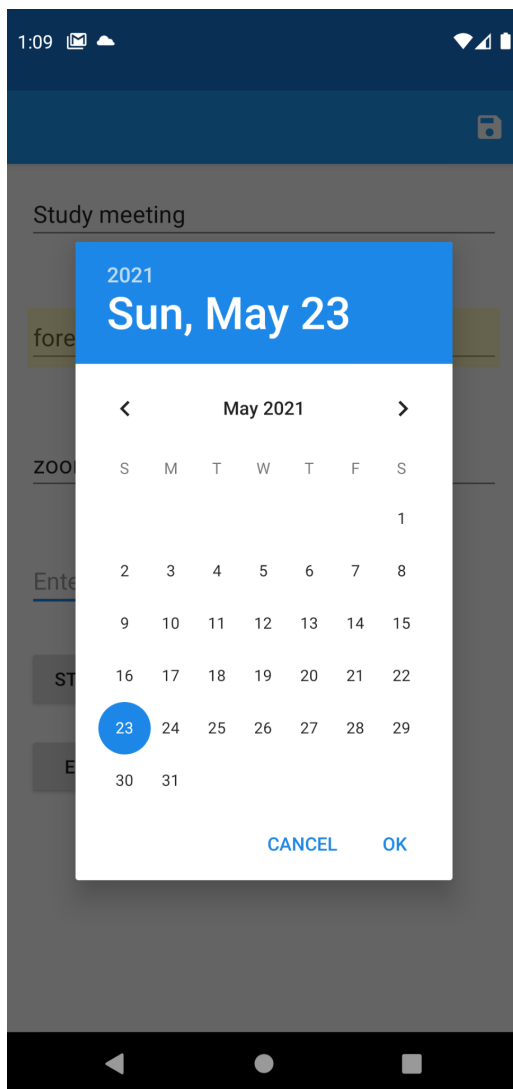
[nghia@gmail.com](mailto:nghia@gmail.com)

<https://us04web.zoom.us/j/78024983096?pwd=V1YzTUZpSHkrOUlxYmFZakp0SDErQT09>

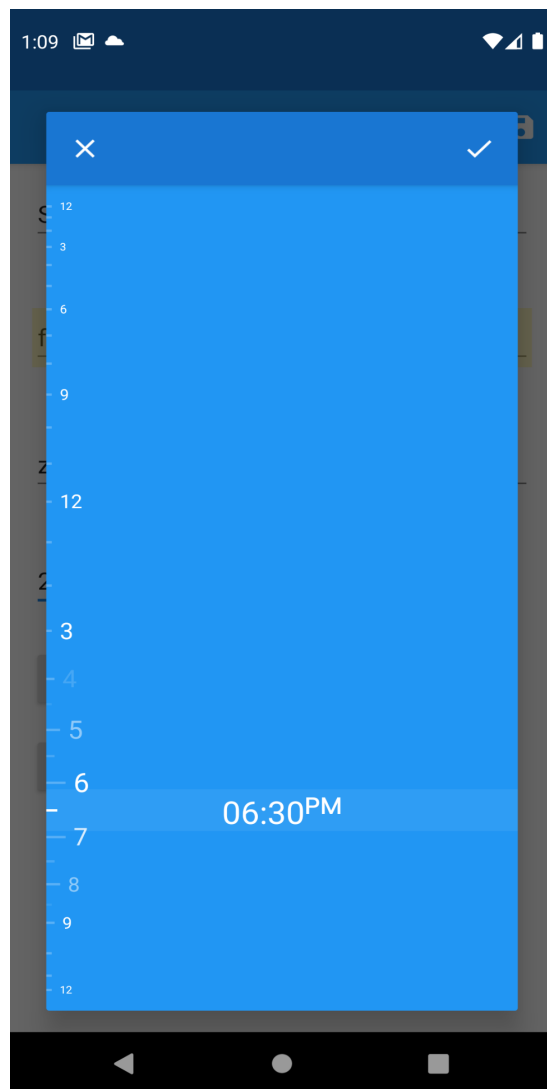
24/5/2021

START TIME	12:00
END TIME	16:00

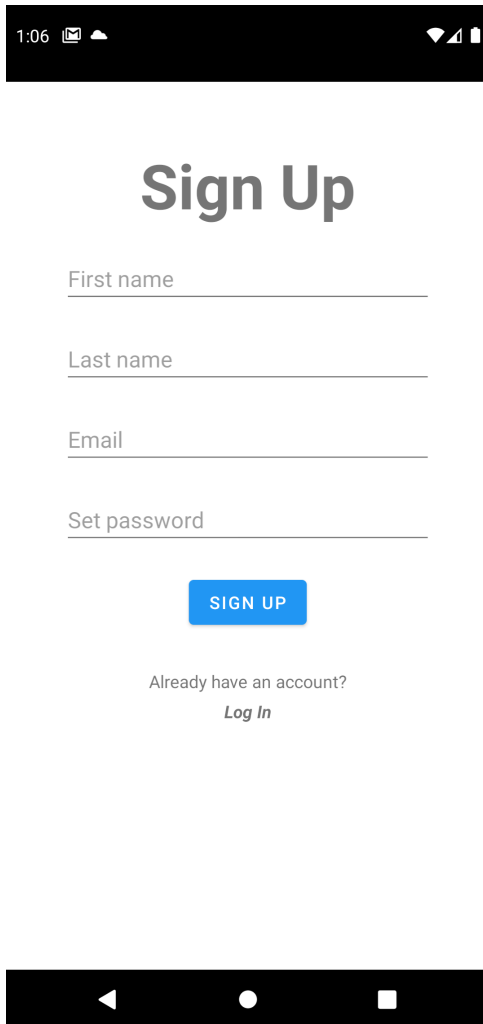
## Date choosing



## Time choosing



## Sign up screen



1:06 [mail icon] [cloud icon] [wifi icon] [signal icon] [battery icon]

# Sign Up

First name

Last name

Email

Set password

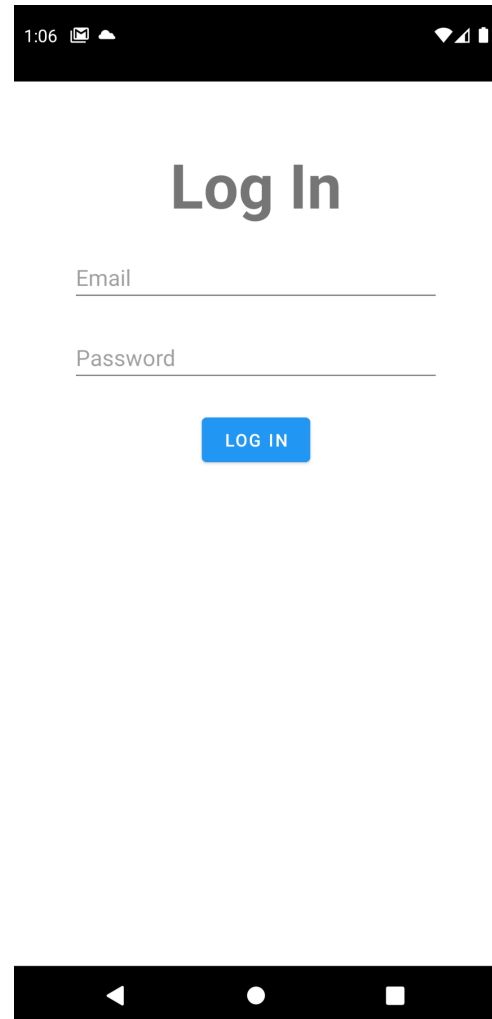
[SIGN UP](#)

Already have an account?  
[Log In](#)

[back icon] [home icon] [app icon]

This is a mobile app mockup for a sign-up screen. It features a black status bar at the top with the time 1:06, a mail icon, a cloud icon, and connectivity icons. The main content area is white with the title 'Sign Up' in a large, bold, grey font. Below the title are four input fields: 'First name', 'Last name', 'Email', and 'Set password'. Each field has a light grey underline. A blue button with the text 'SIGN UP' is positioned below the input fields. At the bottom of the form, there is a link that says 'Already have an account?' followed by 'Log In' in a smaller, italicized font. The screen is framed by a black bottom bar containing three white navigation icons: a back arrow, a home circle, and an app square.

## Login screen



1:06 [mail icon] [cloud icon] [wifi icon] [signal icon] [battery icon]

# Log In

Email

Password

[LOG IN](#)

[back icon] [home icon] [app icon]

This is a mobile app mockup for a login screen. It features a black status bar at the top with the time 1:06, a mail icon, a cloud icon, and connectivity icons. The main content area is white with the title 'Log In' in a large, bold, grey font. Below the title are two input fields: 'Email' and 'Password'. Each field has a light grey underline. A blue button with the text 'LOG IN' is positioned below the input fields. The screen is framed by a black bottom bar containing three white navigation icons: a back arrow, a home circle, and an app square.



## D. Difficulties and resolution

### Feature failed to implement:

- **Finding common time for all participants:** The create-meeting form is supposed to have a check-box for all participants to choose their available time in a list of times given by the host. However, we decided not to implement this function due to time constraints and Firebase communication problems. Due to troubleshooting and handling async tasks, it would take much more time to implement this feature.

### Difficulty:

- **Asynchronous task:**
  - **Problem:** We encountered this problem as we tried to retrieve data from Firestore in Firebase. As the retrieval requires time meanwhile the processes continue without waiting for the data, the list and the calendar usually result in NullPointerException or blank home and calendar tab.
  - **Solution:** We added a splash screen to allow Firebase to retrieve all the data before the start of the application.
- **IDE usage:**
  - **Problem:** Getting used to Android Studio is a daunting task as this platform frequently updates and some features usually provide hard-to-debug errors.
  - **Solution:** We spent lots of time getting used to the features provided by Android Studio. Online tutorials did help a lot in this process.
- **Not synced libraries (Version conflict):**

- **Problem:** Some libraries of Android and Java have been updated many times and tutorials sometimes use old libraries which conflict with the present version, causing the code unable to run.
- **Solution:** Checking for documentation thoroughly and looking for similar problems in online platforms such as StackOverflow.
- **Code merging:**
  - **Problem:** The parts of work of each member after one completes the task needs to be merged with the rest. This process is challenging for us as each person has a different coding style, also at each merging, many files are edited and new packages and libraries are implemented/imported, which require meticulous code handling.
  - **Solution:** Our team has lots of discussion sections for each other to clarify the implementation details of the others. Problems will be fixed at code merging and will be handled in these sections.
- **Exception handling:**
  - **Problem:** In the process of developing the app, we are constantly faced with numerous errors of many types, which mainly arise when we build a new feature or merge code. While many common errors are easy to fix immediately and require low effort, others are hard to debug as they are fatal, complicated, and demand more effort.
- **Implement concept or template (activity, fragment, layout, etc.):** This activity is the most demanding task as we have to learn through the tutorial of implementing the concept and after successful implementation, try to customize it according to our preference. It takes a long amount of time to research and test before it could work properly.

**Resolution and comment:** All the problems above that we faced in the process of developing the app are of many kinds. Although we have been learning Java for nearly a semester, coding an Android app in a team is pretty much a novel experience compared to the materials that we learned in class. We have to design an app with only a simple base in coding. Therefore, we really struggled a lot with the difficulties that came up throughout the process. We had to get used to and learn to find the problems on our own. The learning not only occurs in lectures or watching tutorials, but also through hours searching through coding sites and forums like Geeksforgeeks or StackOverflow. Though it is difficult, it helps us to improve our problem solving and researching skills, aside from the new technical knowledge.

## **E. Limitation**

- The password is only set at registration and could not be changed
- Event after creation is fixed and uneditable (Even for the host)
- Lack of user validation (Checking if the data user input in is in the right format)
- Event data is retrieved only at the initialization of the application.

## **F. What we learned**

From the project, we have learned:

### **Skill Sets:**

- Self-study skill
- Teamwork and task division
- Problem analyzing and solving
- Critical thinking
- Pattern finding

### **Technical knowledge:**

- Android studio usage
- Firebase communication

- Improve java coding proficiency
- Create User Interface on XML
- Combining components to create a full-fledged application

## G. Resources and work analysis

Estimated time spent on project:

- Nguyen Tiet Nguyen Khoi: 40 hours
- Nguyen Dai Nghia: 44.5 hours
- Le Hoang Vinh: 39 hours
- **Total: 123.5 hours**

In this project, we adopted 2 main sources from Github

- [Scheduleh](#): We reused the create NewEventActivity class with the form layout, modified and adapted it to the CalendarEvent interface. To store the data, we create a new class called FormEvent to receive data after the save button is clicked.
- [Agenda Calendar View](#): This is a deprecated project but it has lots of useful features; therefore, we still decided to implement this view. However, since its deprecation, we need to manually fix a lot of bugs and errors, including old libraries' implementation, conflict with new versions, etc. The result was satisfying and served the purpose of the app well.
- Since the two sources implemented different event systems, we have to adapt it by creating an EventManager class, which will handle the event type conversion, old event filtering, Firebase data retrieval, Firebase pushing, etc.

Our team implemented most of the UI and logic of this application, apart from the calendar view and some part of the adapted form.

## H. Future work & potential features

- Allow more actions regarding event modification (edit, delete event, etc.).
- Implement the feature where users could vote on meeting time together - referring to the when2meet.com website
- Allow users to set up a time when they are unavailable for meetings.
- Implement user input validation.

- User reminder when there is an incoming meeting.
- Refresh and retrieve data frequently.
- Change password & update profile pictures. Be able to display the personal meeting link on the account page. The users can also automatically choose which platform is the default platform when creating new meetings.

## VI. References

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