Software Final Report

PROJECT NAME:

AN ANDROID APP: NUPT SPORTS CLUB
GROUP 4 | CST-2015 batch

1.ASIF MOHAMMAD – F15040110
2.NASIR UDDIN – F15040102
3.MST TOUZIAT RAHMAN- F15040114

ABSTRACT:

We are the students of computer science and technology major. In this term we have the course of Software Engineering. At the beginning of this course, our honorable professor **"ZHENG LIU ROBERT"** gave us a great opportunity to make an Application as our course final project which will be published on GitHub.

Firstly, we want to give special thanks to him for giving us this valuable change to make a bright way of our future. Then, according to his instruction we have made the group of three students and decided to make the application

"NUPT Sports Club"

Actually, it's true that at the beginning of this course we didn't have the idea what we will do and how we will choose an application but the teacher gave us some tasks in the class for choosing an idea and he also gave us a proposal for making an app for smartphone. We were so helpful to us for taking decision to make this application. After that we started our work according to his demand. Following his demand, we have already uploaded the proposal, requirement specification and design specification on GitHub.

INTRODUCTION:

The name of our school is Nanjing university of posts and telecommunications. For overseas education our school has been built a lot of international clubs for entertaining and game such as football, cricket, badminton, chess and many others. But it is matter sorrow that the school doesn't have any particular source from where the students can get the information about these clubs. That's why we have been decided to create such like an application for getting these information with an easy method.

Actually, we want to make a platform for all the clubs- like under an umbrella, where we will put information's.so that the students can get in touch by a click. That will be so helpful for the managements as well as for the students.

Our application name will be "NUPT'S SPORTS CLUB".

The goal of this assignment is to accomplish the detailed architectural design and phased product delivery plan for our system, before we implement our ideas in code. We have been fixed a name for this document is the System Design Specification (SDS), although in our case, we are augmenting the design with planning components

PURPOSES:

The main purpose for this app to help the authorities of the school, the management of the clubs and the students

1. Firstly, control the rules and regulations of the clubs through this app by the authorities.

2. To inform all the students about the advantages of different clubs.

3. To inform the general students about who are working for the different department of the clubs.

4. To inform students how can they contact with the management of the clubs.

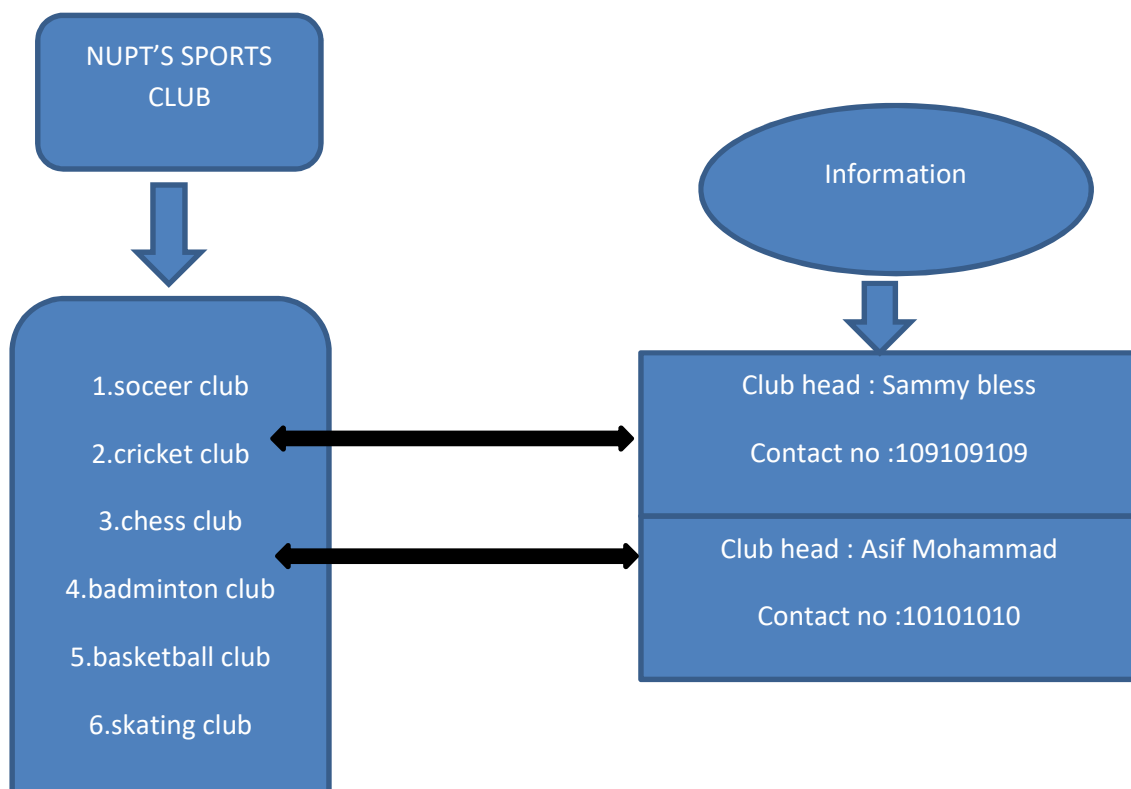5. To inform the students how can they join in different clubs.

ADVANTAGES:

First of all, if the school has different clubs then the authority is always worried to maintain the discipline of this clubs. But it's really difficult if they don't have any particular source to get clubs in together, the apps will help them to get all the clubs in their hands. So that it will be easier to them to control the disciplinary of the clubs.

If I talk about the students it's the same things for them, because from the coming year still now I saw that many students want to be the members of the club but they don't get the how can they be the members. Even they don't know the name of the owner name. It will help them to get in touch easily.

The owner also feels difficulty to get more members for their club, coz they can't inform the students about the advantages and disadvantages by texting. I also saw that the owner was trying to advertise about their club by posting papers on the wall which looked bad. This app will help them to skip this kind of work and they can easily advertise through this app among the students.

OUR SOFTWARE'S DEMO WAS LIKE THAT:

NUPT'S SPORTS CLUB

Information

1.soceer club

2.cricket club

3.chess club

4.badminton club

5.basketball club

6.skating club

Club head : Sammy bless

Contact no :109109109

Club head : Asif Mohammad

Contact no :10101010

DESIGNING

After launching this application, it will show the all club's name of our school. Like-

- ✓ Soccer
- ✓ Basketball
- ✓ Cricket
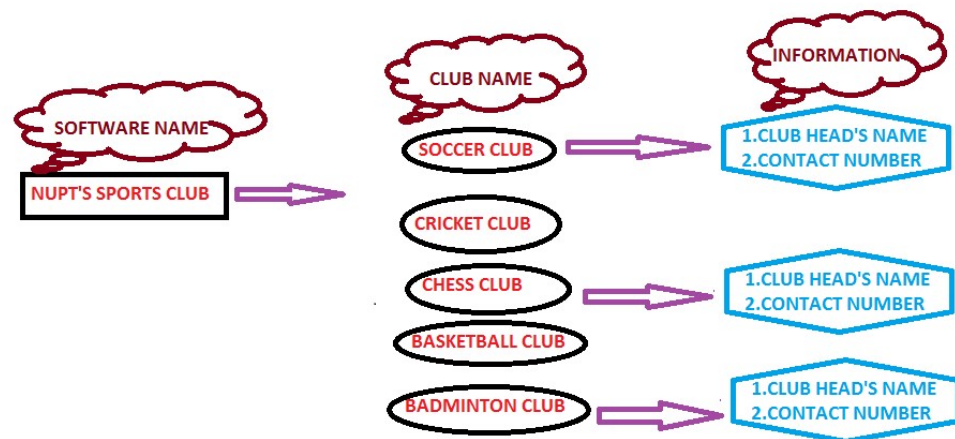- ✓ Badminton
- ✓ Chess
- ✓ skating

Then if students want know about any of these club then they have to click on the name of that club. After clicking the club name, students will get the information.

As an example:

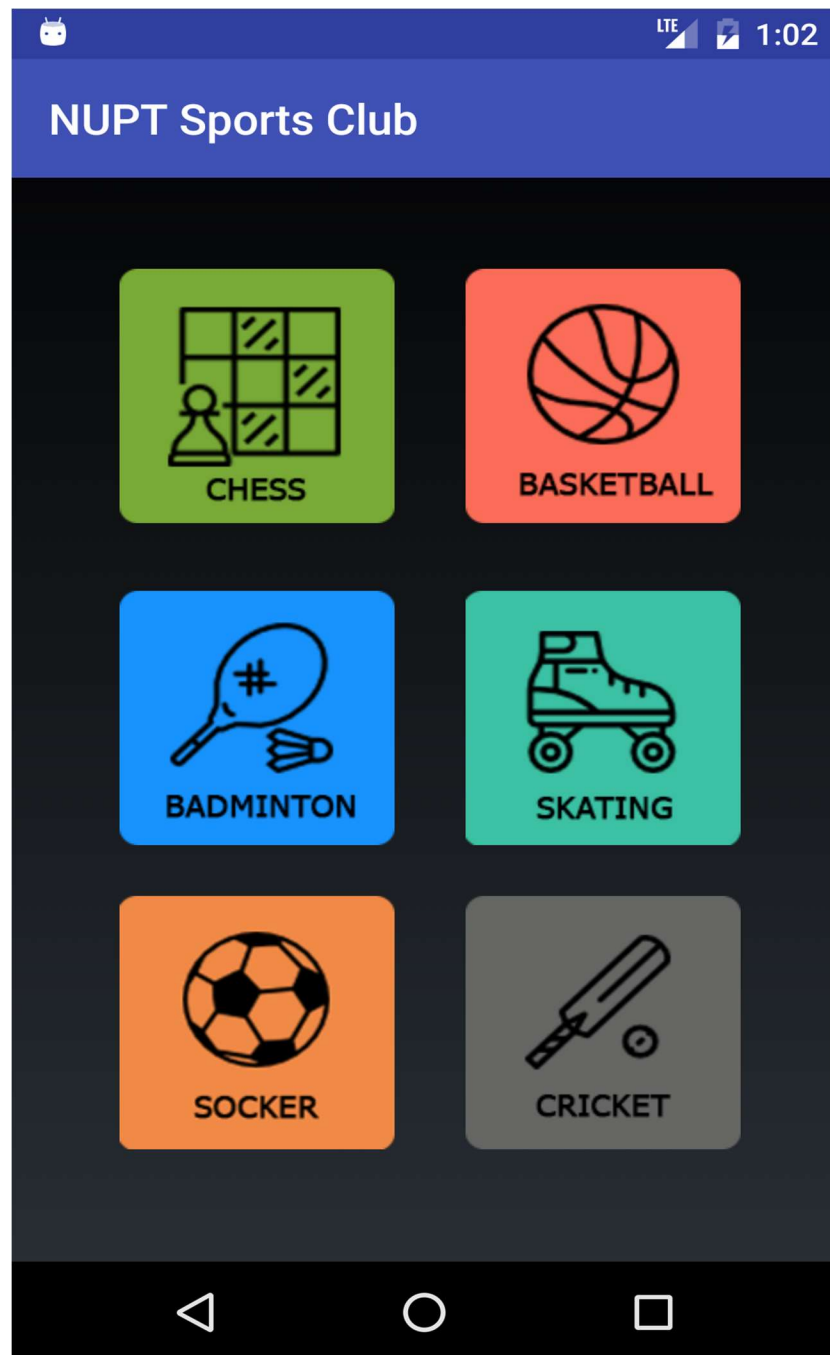The cricket club's head name ……ABCD……

Contact number…XXXXXX…

WEBSITE: www.nuptsportsclub.com

By using the app NUPT SPORTS CLUB students will get information about club. They will just get the fixed information because this app is not an online based app. We are not creating any server of this app. For that reason, if once input the information no one can be updated this. we are not going to include information elaborately, we want to put just the basic information.

OUR APPLICATION MAIN FEATURE:
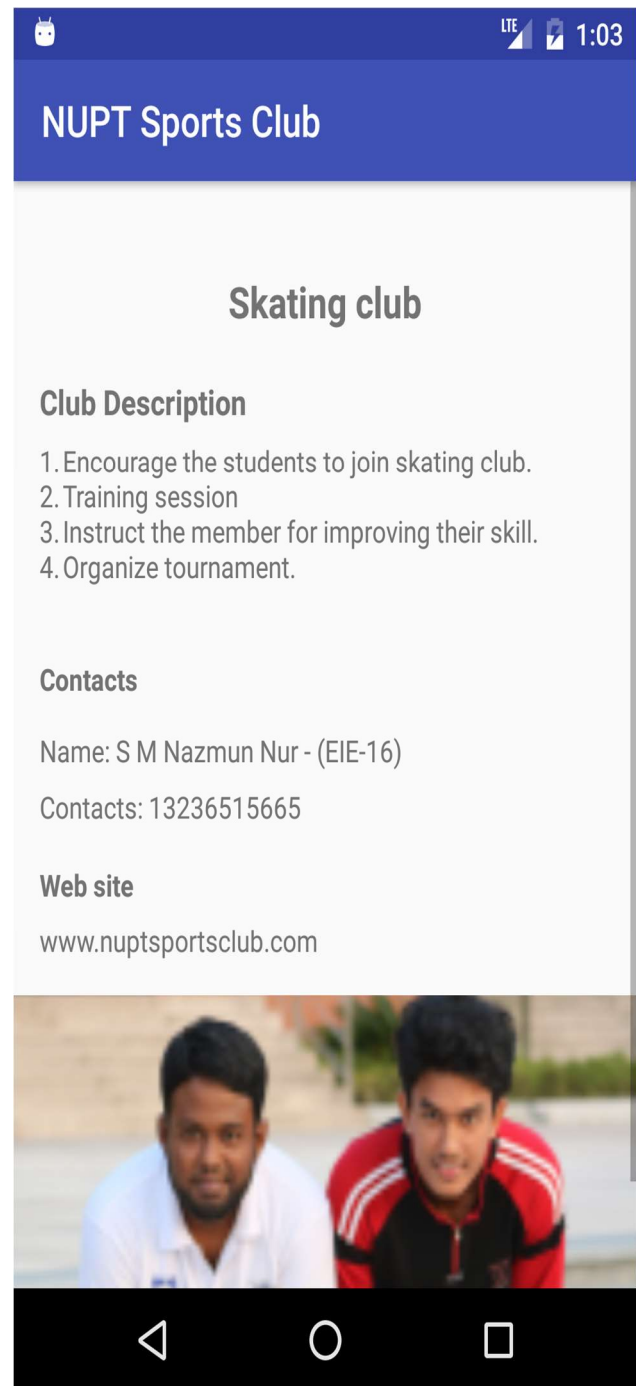
Mobile screen shot

1

NUPT Sports Club

Chess club

Club Description

All club has been started from 2017
• To bring together people who like to play chess and to learn from one another:
• Obtain improved chess equipment's: chess clocks and boards.
• Hosting chess tournaments.
• Coaching by a more knowledgeable chess player and lectures.

Contacts

Name: Asif Mohammad (cst-2015)

Contacts: 13260777237

Web site

www.nuptsportsclub.com

2

NUPT Sports Club

Basketball club

Club Description

• Encourage the students to join basketball club.
• Training session
• Instruct the member for improving their skill.
• Organize tournament.

Contacts

Name: Cyril (ICT- 2016)

Contacts: 13770755933

Web site

www.nuptsportsclub.com

NUPT Sports Club

Badminton club

Club Description

• The purpose of the club is to bring together people who are interested in playing badminton, to teach and learn from one another, to have fun, to get a good workout.
• Try to make good badminton players as we enjoy the friendship of one another, lead healthy lifestyle, and development skills.
• organizing eternal and external tournament and competition. That can be in our overseas students, with Chinese students and invite other school's overseas students.

Contacts

Name: Asif Mohammad (CST-15)

Contacts: 13260777237

Web site

www.nuptsportsclub.com

NUPT Sports Club

Skating club

Club Description

1. Encourage the students to join skating club.
2. Training session
3. Instruct the member for improving their skill.
4. Organize tournament.

Contacts

Name: S M Nazmun Nur - (EIE-16)

Contacts: 13236515665

Web site

www.nuptsportsclub.com

5

6

CODE:

Main Activity:

Here we put all information.

```
MainActivity.java ×    MyAdapter.java ×    properties.java ×
```

Gradle project sync failed. Basic functionality (e.g. editing, debugging) will not work properly.

```java
1    package com.example.acer_ssd.asif_project;
2
3  + import ...
11
12    public class MainActivity extends AppCompatActivity {
13
14        String ChessTitle = "Chess club";
15        String ChessDeck = "All club has been started from 2017\n" +
16                "•\tTo bring together people who like to play chess and to learn from one another: \n" +
17                "•\tObtain improved chess equipment's: chess clocks and boards.\n" +
18                "•\tHosting chess tournaments.\n" +
19                "•\tCoaching by a more knowledgeable chess player and lectures.";
20        String ChessLeader = "Name: Asif Mohammad (cst-2015)";
21        String ChessPhone = "Contacts: 13260777237";
22
23        String BasketballTitle = "Basketball club";
24        String BasketballDeck = "•\tEncourage the students to join basketball club.\n" +
25                "•\tTraining session \n" +
26                "•\t Instruct the member for improving their skill.\n" +
27                "•\t Organize tournament.\n";
28        String BasketballLeader = "Name: Cyril (ICT- 2016)";
29        String BasketballPhone = "Contacts: 13770755933";
30
31        String SoccerTitle= "Football club";
32        String SoccerDeck = "•\tInvite the students to join the club.\n" +
33                "•\tFixed the best time for playing as a training part.\n" +
34                "•\tManage a proper time for tournament.\n";
35        String SoccerLeader = "Name: Acheampong Samuel -(CST15) ";
36        String SoccerPhone = "Contacts: 13151577608";
37
38        String SkatingTitle= "Skating club";
39        String SkatingDeck = "1.\tEncourage the students to join skating club.\n" +
40                "2.\tTraining session \n" +
41                "3.\tInstruct the member for improving their skill.\n" +
42                "4.\tOrganize tournament.\n";
43        String SkatingLeader = "Name: S M Nazmun Nur - (EIE-16)";
44        String SkatingPhone = "Contacts: 13236515665";
45
```
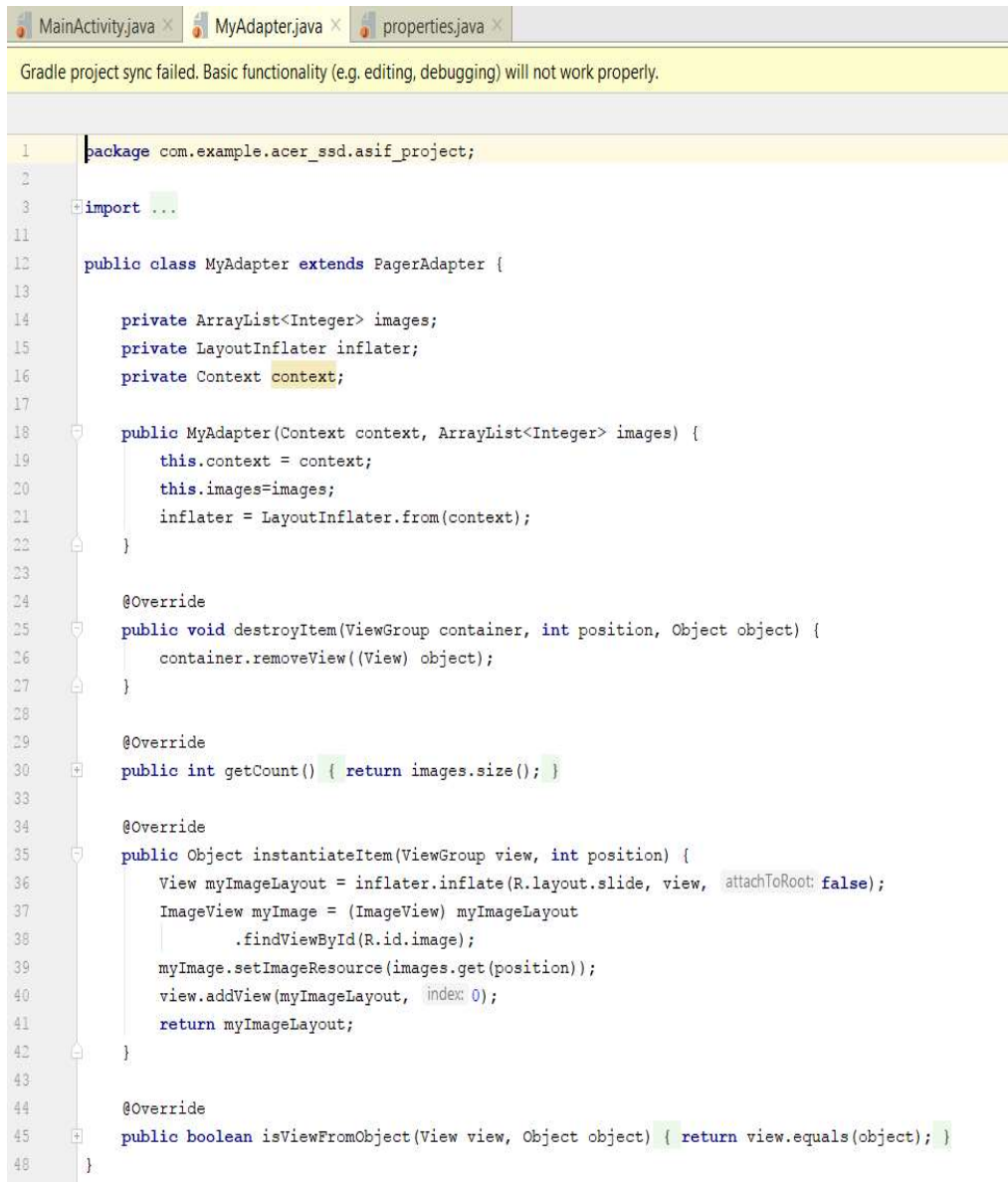
in **one click function** we choose what information we will give.

```
68          public void OnClick (View view){
69              ImageButton imageButton = (ImageButton) findViewById(R.id.imageButton);
70
71          switch (view.getId()){
72              case R.id.imageButton:
73                  Intent intent = new Intent(this, properties.class);
74                  intent.putExtra( name: "Title", ChessTitle);
75                  intent.putExtra( name: "Description", ChessDeck);
76                  intent.putExtra( name: "Leader", ChessLeader);
77                  intent.putExtra( name: "Phone", ChessPhone);
78                  startActivity(intent);
79                  break;
80              case R.id.imageButton2:
81                  Intent intent2 = new Intent(this, properties.class);
82                  intent2.putExtra( name: "Title", BasketballTitle);
83                  intent2.putExtra( name: "Description", BasketballDeck);
84                  intent2.putExtra( name: "Leader", BasketballLeader);
85                  intent2.putExtra( name: "Phone", BasketballPhone);
86                  startActivity(intent2);
87                  break;
88              case R.id.imageButton3:
89                  Intent intent3 = new Intent(this, properties.class);
90                  intent3.putExtra( name: "Title", SkatingTitle);
91                  intent3.putExtra( name: "Description", SkatingDeck);
92                  intent3.putExtra( name: "Leader", SkatingLeader);
93                  intent3.putExtra( name: "Phone", SkatingPhone);
94                  startActivity(intent3);
95                  break;
96              case R.id.imageButton4:
97                  Intent intent4 = new Intent(this, properties.class);
98                  intent4.putExtra( name: "Title", BadmintonTitle);
99                  intent4.putExtra( name: "Description", BadmintonDeck);
100                 intent4.putExtra( name: "Leader", BadmintonLeader);
101                 intent4.putExtra( name: "Phone", BadmintonPhone);
102                 startActivity(intent4);
103                 break;
104             case R.id.imageButton5:
105                 Intent intent5 = new Intent(this, properties.class);
```
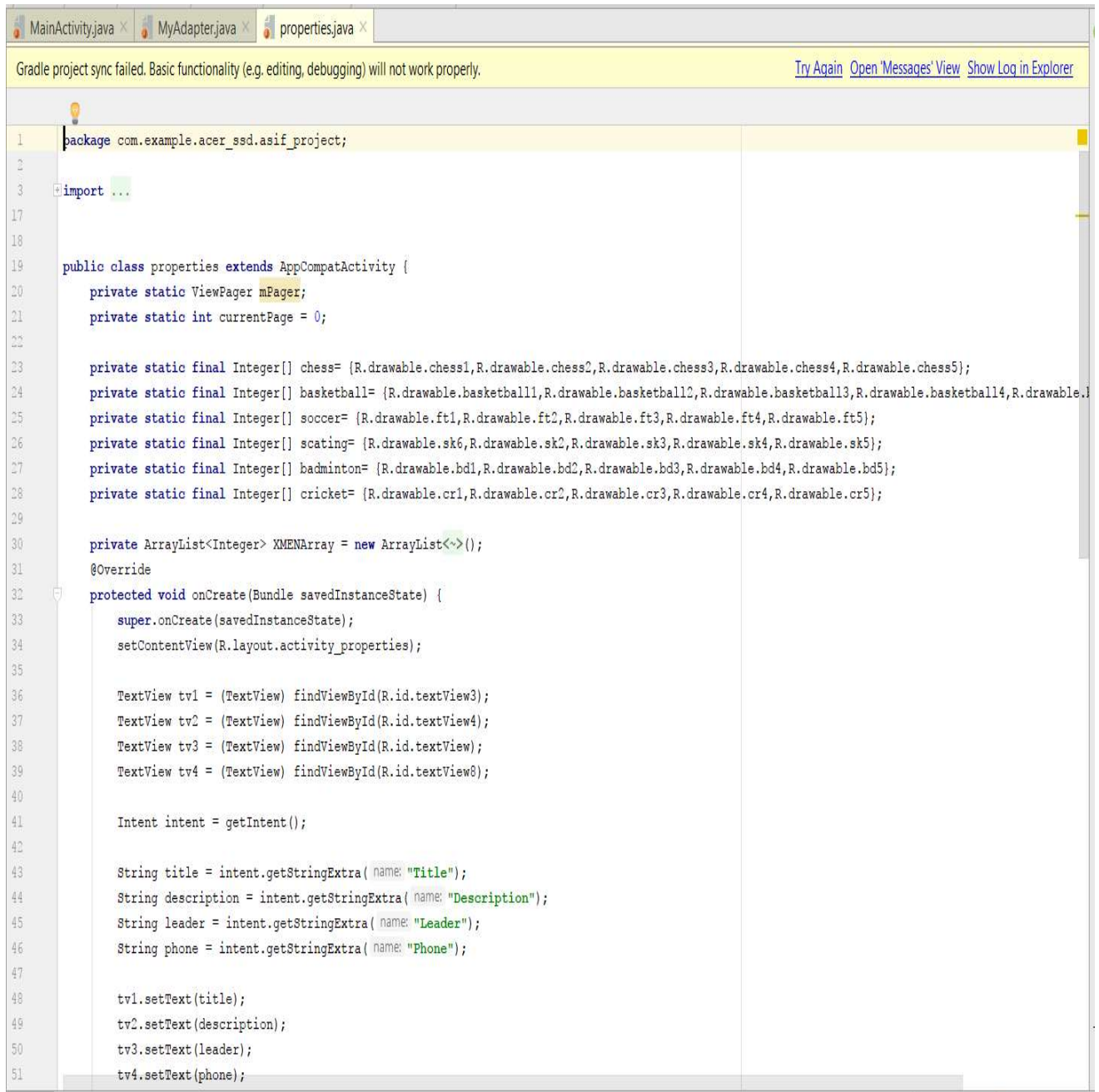
Messages

MY ADAPTER:

Here we put gallery images.

```
MainActivity.java ×    MyAdapter.java ×    properties.java ×

Gradle project sync failed. Basic functionality (e.g. editing, debugging) will not work properly.

1    package com.example.acer_ssd.asif_project;
2
3    import ...
11
12   public class MyAdapter extends PagerAdapter {
13
14       private ArrayList<Integer> images;
15       private LayoutInflater inflater;
16       private Context context;
17
18       public MyAdapter(Context context, ArrayList<Integer> images) {
19           this.context = context;
20           this.images=images;
21           inflater = LayoutInflater.from(context);
22       }
23
24       @Override
25       public void destroyItem(ViewGroup container, int position, Object object) {
26           container.removeView((View) object);
27       }
28
29       @Override
30       public int getCount() { return images.size(); }
33
34       @Override
35       public Object instantiateItem(ViewGroup view, int position) {
36           View myImageLayout = inflater.inflate(R.layout.slide, view, attachToRoot: false);
37           ImageView myImage = (ImageView) myImageLayout
38                   .findViewById(R.id.image);
39           myImage.setImageResource(images.get(position));
40           view.addView(myImageLayout, index: 0);
41           return myImageLayout;
42       }
43
44       @Override
45       public boolean isViewFromObject(View view, Object object) { return view.equals(object); }
46   }
```

PROPERTIES:

We get information from main activity. Then show them to user.

```java
package com.example.acer_ssd.asif_project;

import ...


public class properties extends AppCompatActivity {
    private static ViewPager mPager;
    private static int currentPage = 0;

    private static final Integer[] chess= {R.drawable.chess1,R.drawable.chess2,R.drawable.chess3,R.drawable.chess4,R.drawable.chess5};
    private static final Integer[] basketball= {R.drawable.basketball1,R.drawable.basketball2,R.drawable.basketball3,R.drawable.basketball4,R.drawable.b
    private static final Integer[] soccer= {R.drawable.ft1,R.drawable.ft2,R.drawable.ft3,R.drawable.ft4,R.drawable.ft5};
    private static final Integer[] scating= {R.drawable.sk6,R.drawable.sk2,R.drawable.sk3,R.drawable.sk4,R.drawable.sk5};
    private static final Integer[] badminton= {R.drawable.bd1,R.drawable.bd2,R.drawable.bd3,R.drawable.bd4,R.drawable.bd5};
    private static final Integer[] cricket= {R.drawable.cr1,R.drawable.cr2,R.drawable.cr3,R.drawable.cr4,R.drawable.cr5};

    private ArrayList<Integer> XMENArray = new ArrayList<>();
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_properties);

        TextView tv1 = (TextView) findViewById(R.id.textView3);
        TextView tv2 = (TextView) findViewById(R.id.textView4);
        TextView tv3 = (TextView) findViewById(R.id.textView);
        TextView tv4 = (TextView) findViewById(R.id.textView8);

        Intent intent = getIntent();

        String title = intent.getStringExtra( name: "Title");
        String description = intent.getStringExtra( name: "Description");
        String leader = intent.getStringExtra( name: "Leader");
        String phone = intent.getStringExtra( name: "Phone");

        tv1.setText(title);
        tv2.setText(description);
        tv3.setText(leader);
        tv4.setText(phone);
```

THE ULM DIAGRAM:

+ **MyAdapter** extends PagerAdap...

fields
- images : ArrayList<Integ...
- infla... : LayoutInfla...
- cont... : Context

constructors
+ MyAdap... (conte... Context , images : ArrayList<Integ...)

methods
+ destroyItem (contain... ViewGro... , positi... int, obje... Obj...) : void
+ getCo... ( ) : int
+ instantiateIt... (view : ViewGro... , positi... int) : Obj...
+ isViewFromObj... (view : View, obje... Obj...) : boole...

+ **properties** extends AppCompatActi...

fields
- mPager : ViewPa...
- currentPa... : int
- fin... chess : Integ...
- fin... basketball : Integ...
- fin... soccer : Integ...
- fin... scati... : Integ...
- fin... badmint... : Integ...
- fin... cric... : Integ...
- XMENArray : ArrayList<Integ...

constructors

methods
onCreate (savedInstanceSta... Bun...) : void
- i... ( ) : void

+ **MainActivity** extends AppCompatActi...

fields
~ ChessTitle : String
~ ChessDeck : String
~ ChessLeader : String
~ ChessPhone : String
~ BasketballTi... : String
~ BasketballDe... : String
~ BasketballLea... : String
~ BasketballPho... : String
~ SoccerT... : String
~ SoccerD... : String
~ SoccerLea... : String
~ SoccerPho... : String
~ SkatingTi... : String
~ SkatingDeck : String
~ SkatingLea... : String
~ SkatingPho... : String
~ BadmintonT... : String
~ BadmintonD... : String
~ BadmintonLea... : String
~ BadmintonPh... : String
~ CricketTi... : String
~ CricketDeck : String
~ CricketLea... : String
~ CricketPho... : String

constructors

methods
onCreate (savedInstanceSta... Bun...) : void
+ OnClick (view : View) : void

TEAM PLAN AND PROJECT SCHEDULE:

Set working days for everyone on the project	we Set the standard work days for everyone on our project, such as Friday through Sunday 10 A.M. to 5 P.M.
Create a calendar for only one task	Identify working and nonworking time for only one task, such as a computer process that runs by itself during a 24-hour schedule with one day off for maintenance.
How Project uses calendars: Behind the scenes	Learn more about how resource and project calendars work together to help Project calculate the schedule.
Meeting time	Every Sunday at 8pm we discuss what we have done.

RISK SUMMARY:

There are so many difficulties to finish a project successfully. like spelling mistake, function error, bug etc. very   carefully we are doing all thing. As we divided our work it will be easier for us to finish this.

INDIVIDUAL CONTRIBUTION:

Each individual in our team have their own strengths and weaknesses. When our team are properly structured, everyone contributed 100 percent, it was an effective method of developing skills and sharpening existing ones. Within this paper, I will summarize our individual contribution to the team project and evaluate the effectiveness of our contribution to the success of the team project.

My contribution helped make the team project a success. I encouraged team members to brainstorm and I provided ideas and inputs for the assignments. I spend a considerable amount of time guiding other team members on specific tasks of the project, concerning my area of expertise, to assist the team in reaching project goals. I demonstrated strong leadership skills throughout the project.

Nasir, Touziat and me we work together in our activity time. We share our plan, ideas to each other. Then we come to a final decision. We spent a lot of times finding errors, bugs. I think regular work, sharing ideas, finishing own task help us to finish our project successfully.

Our grades for the first three assignments have been a perfect score. Overall, I think our school Nanjing university of posts and telecommunications does a great job to provide us this kind of project as a team. Additionally, I like the diverse settings of the teams. We have learned so much from each other.

CONCLUSION:

We have been tried of our best to specify the whole design and process according to our plan of the project. Our expectance was to complete this project as our design plan and we have completed it successfully. I want to thanks to our professor **"ZHENG LIU ROBERT" for his guide line and help.**