Android Studio Project: Mealer Application

SEG2105[B]

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Group Number: 35

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Introduction:

The Mealer application is a project developed by our group that introduces a way for local cooks to provide homemade meals to interested customers. Throughout the project, our group developed a program that provided this service to the subjected party members. The number one goal of the application was provide a seamless and intuitive app that is extremely easy to use and lacks complexity. By providing an intuitive front-end, the user-experience for the application becomes much stronger and allows for greater customer satisfaction. By making the user-experience a priority for this application, it can allow for further growth within the customer base. As such, this was our biggest priority. However, there were some challenges in accomplishing this feat. Although the front-end of the application was developed with rather ease, the back-end faced challenges. As such, resources such as StackOverflow, YouTube, and GitHub were used in order to overcome such challenges. A lot of the issues we faced was getting various functions within the app to run as planned. Although there were many errors that were encountered, we were eventually able to develop a functioning application that meets the requirements for this project and allows for a seamless user experience. We look forward to seeing customers using our applications to further spread the concept of Meal-sharing.

Updated UML Class Diagram:

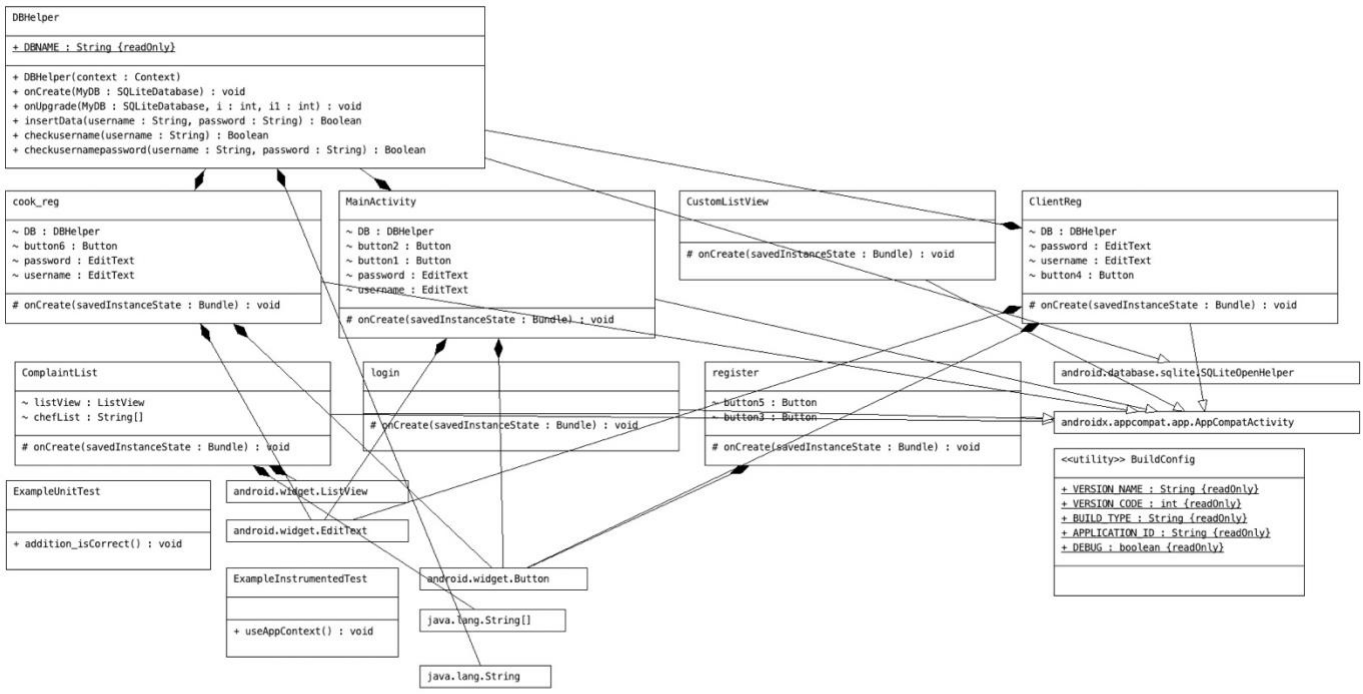

Figure 1.0: Updated UML Class Diagram for Final Mealer Application

After completing the final update to the application of the mealer application, the following UML class diagram was created. This was assisting in demonstrating a strong understanding of the utilized code inheritance throughout the Mealer application program.

Table Specificizing contributions of team members for each deliverable:

Team-Member Name	*Contributions to Deliverable 1*	*Contributions to Deliverable 2*	*Contributions to Deliverable 3*	*Contributions to Deliverable 4*
Mohamed-Obay Alshaer	• *UML class diagram* • *Front-end design (Welcome screen)*	• *APK submission* • *Unit test cases*	• *UML Class diagram* • *Test Cases* • *APK submission*	• *Fianl report* • *UML Class diagram*
Saad Mazhar	• **APK submission** • **Focused on designing front-end (Welcome screen)**	• **UML Class Diagram** • **List of complaints**	• **Cook adds meal to menu** • **Cook adds meal to offered meals list**	• **UML Class diagram** • **Suspension message for cook**
Bassel Nawfal	• **Back-end programming**	• **Back-end programming** • **List if complaints** • **Cook suspension message**	• **Cook deletes meal from menu** • **Remove meal from offered meals list**	• **Merging both apps into one** • **Implement offered meals list with Database**
Abeed Zaman	• **Back-end prograaming**	• **Database work with SQLite** • **Temporary suspension**	• **Suspended cooks logon page** • **Error messages**	• **Merging both apps into one** • **Database functionality**

All screenshots of application:

The screen-captures below illustrate the several user and administrator-interfaces of the application, along with their corresponding caption in order to understand what the specific page is.

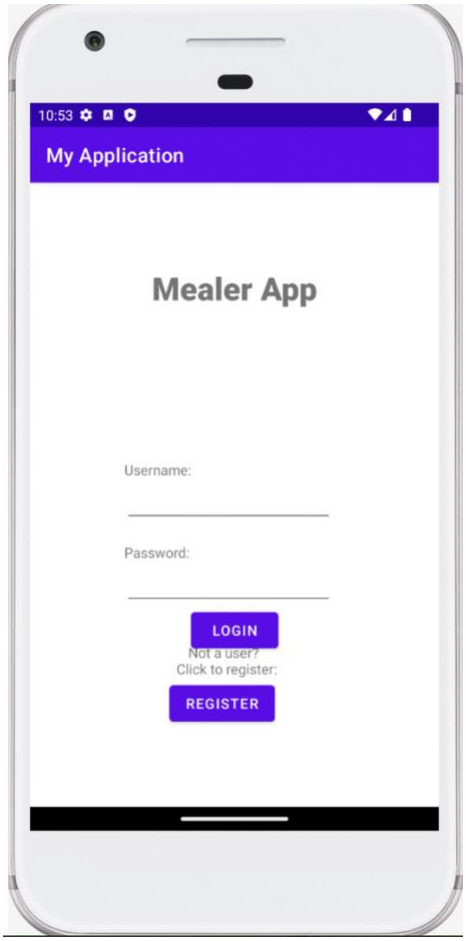

Figure 2.0: Screen capture of login page.

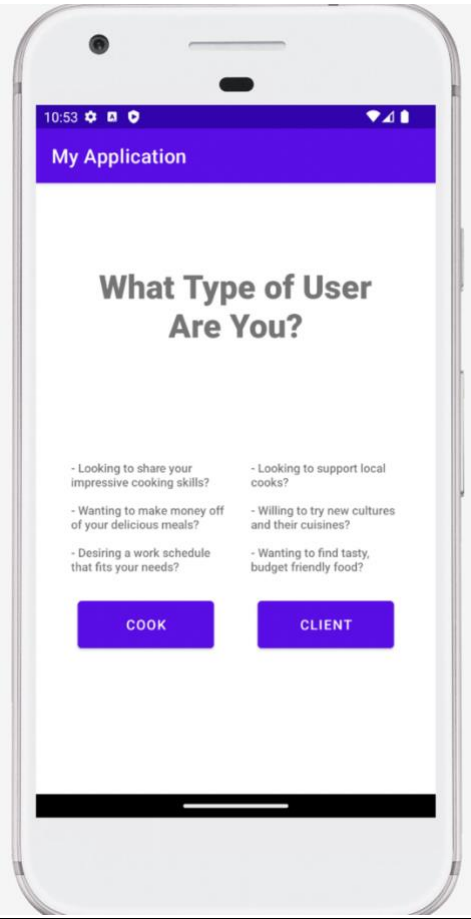

Figure 2.1: Screen capture of page asking what type of user is logging in.

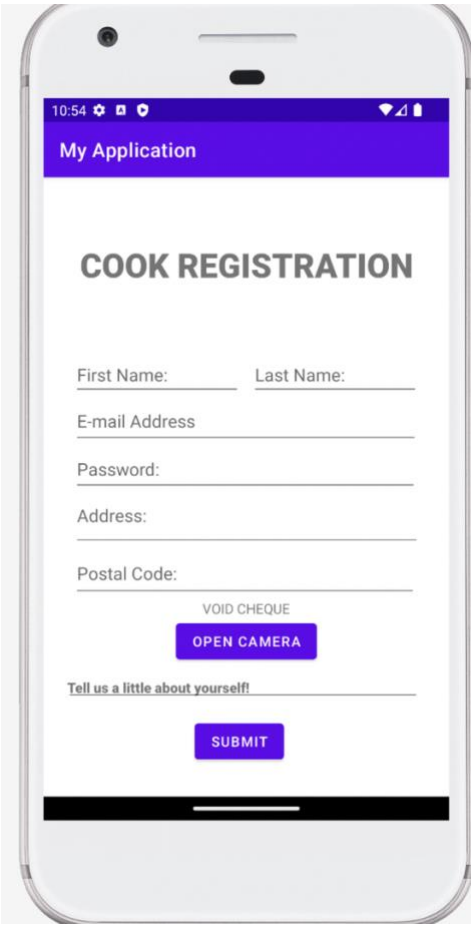

Figure 2.2: Screen capture of cook registration page.

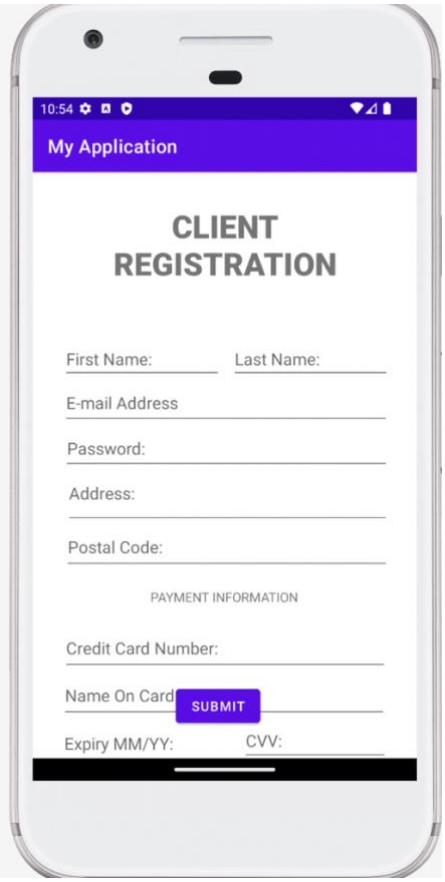

Figure 2.3: Screen capture of client registration page.

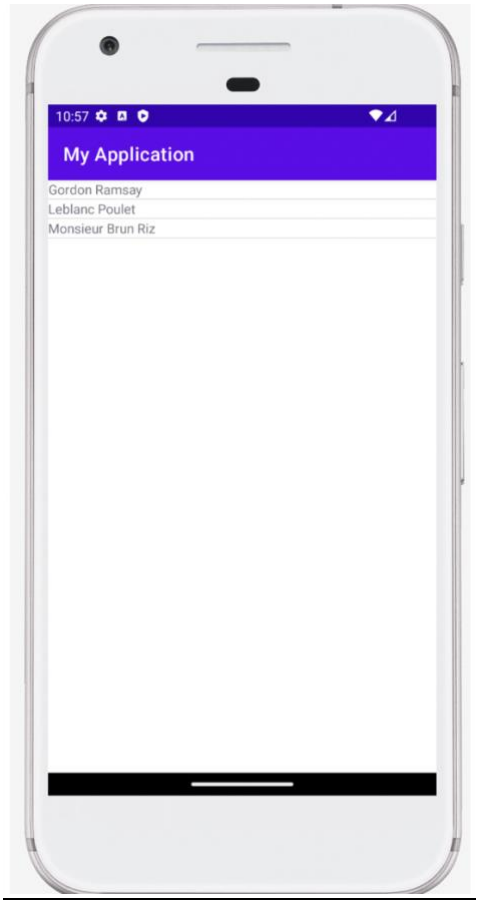

Figure 2.4: Screen capture of list of cook's for administrator page.

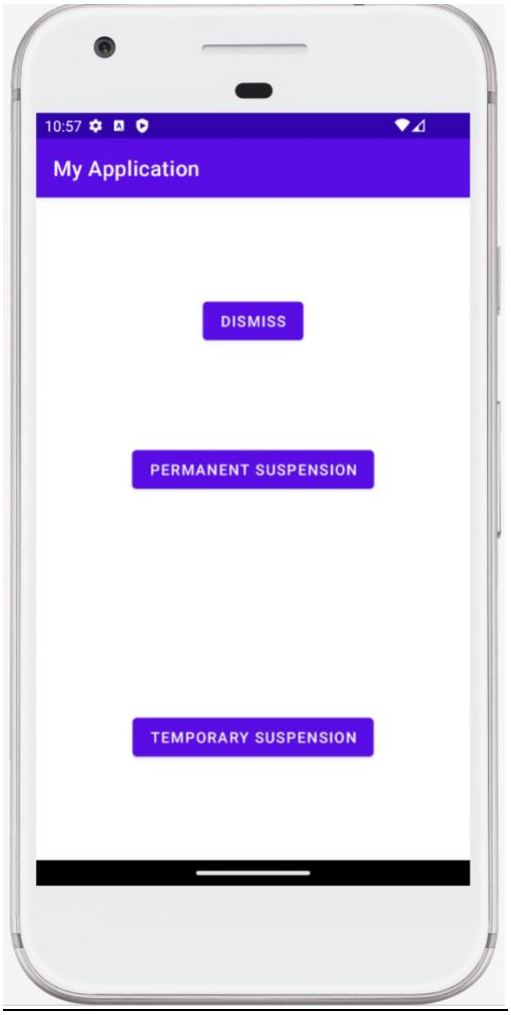

Figure 2.0: Screen capture of administrator suspension-type selection page.

Lessons learned:

There were many lessons learned throughout the development of this application, most important of which is the thorough usage of Android Studio and GitHub. In order to conduct the project in an efficient manner, it was vital to develop a strong understanding of these two software interchanges. Furthermore, getting both front-end and back-end programming experience was a crucial development with regards to our future careers as Software Engineers. The submission of APKs with the files was a bit of a complex task that we did find challenging as it was a self-taught concept, however, after usage of several online resources, this was made possible. Additionally, the continued usage of Unit Test Cases,

UML diagrams, and Software Requirements, were also crucial matters that were practiced extensively throughout the project. Most importantly, we learned how to work together in a Software Engineering environment, in which we developed important management skills. The team-work was of utmost importance with regards to the success of this project, and we believe that we were able to accomplish all the tasks at a satisfactory standard.