

# Final Project Report

For

## FindItBuddy!?

Project Report (20%)

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due 12/8 midnight

Team submission

o

Project goal: describes the purpose of this project

o

Project features: abstract from the user stories

o

Project design: visual diagram of project components/flow

o

File structure: what does each file do and who wrote that file

o

Commit to your project repo

## Group Members

Name	Role	Responsibilities
Ron Manganaro	Implement Google vision API	Google vision api and UI.
Paul Karcher	Database integration	Designed, implemented and integrated database. Linking code between Activities and Data.
Dhvanil Patel	Ui & Data Entry	Build user interface and store data entry in database

## **Purpose of project**

To implement a Ctrl-F type function for real life. The main use for this application would be as a study aid as the application allows the user to add information about words that were searched for.

## **Communications Strategy**

The team utilized several communication methods to collaborate with each other; including email, instant web meeting technology, voice calls and voicemail. The team also used both email as well as Microsoft OneNote to keep notes on meetings, and other conversations.

## **Communications**

All members of the team have responded, contributed, and interacted well with each other throughout the Finditbuddy!? project. Assignments have been completed in a timely manner with few grammatical errors, using correct terminology, and in an organized easy to read fashion in the correct APA format. Specifically, the weekly deliverables demanded enough work that teammates would have to quickly divide the work, complete tasks, and submit the work back to the group for review. Submitting

tasks back to the group gave teammates an opportunity review the work and provide appropriate feedback.

## **Code authors:**

### **Paul Karcher:**

AddEntryActivity.java - testing purposes for database, made sure it was stable before integrating with rest of project

DataBaseHandler.java - SQL implementation, handles creating, updating, deleting, reading, returning, upgrading and general maintenance functionality.

WordInfo.java - Class that holds all relevant information to get/set and handle attribute of wordinfo elements of the SQL database.

HistoryActivity.java - A view that is populated by elements read from the SQL database. ArrayList/List/WordApter used to generate information required for the list view.

WordAdapter.java - Used to integrate into a list view for the populated database list within HistoryActivity.

dataEntry.java - I worked on the save function within this activity which I used to integrate/write data into the database so that it may be later referenced for reading.

Activity\_history.xml - layout file for the database list entries

List\_item.xml - container for database entry, includes word text and definition

### **Dhvanil Patel:**

dataEntry.java: Allows the user to add information about terms searched. This includes fields for the source of the term, description of why the user searched for the term, and an optional definition field for vocab words.

DataHolder.java: This is a class that contains static fields to hold the string the user would like to search for. It is accessed by a number of different classes to find out what the user would like to search for.

Activity\_main.xml: layout file for main activity

Option Menu:

### **Ronald Manganaro**

findActivity.java: Was originally created to take a picture save it and send it to the cloud vision api, but became deprecated in favor of scanning using camera view.

MainActivity.java: Starting point of our application. Has OnClickListener to figure what button is pressed. Also deals with asking for permissions on startup which is required for new android phones.

MyAsyncThread.java: Used to send a request to merriam webster dictionary api to get definitions for words searched.

Word.java: Class to hold details about the words searched for. Includes standard getters and setters.

## **Project Design:**



