

VIETNAM NATIONAL UNIVERSITY OF HOCHIMINH CITY  
THE INTERNATIONAL UNIVERSITY  
SCHOOL OF COMPUTER SCIENCE AND ENGINEERING



**SOFTWARE ENGINEERING**  
**IT076IU**

**MIDTERM REPORT**

**Topic: Web portal for motor servicing at home**

**By Group 03 – Member List**

| No. | Full name – Student name | Student ID  |
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## 1. Introduction:

### a. Overview & Objectives:

Modern households face time limits and inconveniences with traditional vehicle care, creating a need for accessible, trustworthy, and efficient motor services.

Scheduling complexity and ensuring service provider competence add to the challenge. There is a compelling need for a solution that delivers trustworthy automotive care directly to clients' homes, addressing key pain areas promptly and effectively.

### b. Briefly summarize:

In this project, as a team of 9 members, we aim to implement these features into our project:

- User Authentication and Profiles
- Service Booking
- Payment Integration
- Continuous Improvement

Using various tools and programming languages:

- IDE: Visual Studio Code and IntelliJ IDEA.
- Language programming: HTML, CSS, JavaScript.
- Framework: PHP, CSS.
- Frontend: HTML, CSS.
- Backend: JavaScript.
- Tool: VSC, IntelliJ IDEA, GitHub, Figma... IDEs: Visual Studio Code, IntelliJ IDEA Collaboration Tools: Microsoft Team, Discord Code Repositories and Hosting Platforms, manage source code: GitHub g. Library: Express, Axios.

And our objectives for this project are: Convenience, Accessibility, Transparency, Customer Satisfaction, Efficiency.

Our implementation of front end design is completed at this moment.

## 2. Implementation Details:

### a. The technologies, programming languages, frameworks, and tools used

- **Technologies and Tools (addition):**
  - + **Vue.js:** Vue.js is a progressive JavaScript framework used for building user interfaces. It's known for its simplicity and flexibility.
  - + **Vue Router:** Vue Router is the official router for Vue.js. It provides a way to manage application-level routing in Vue applications.
  - + **PrimeVue:** PrimeVue is a UI component library for Vue.js. It provides a set of rich and customizable components for building user interfaces.
  - + **Sass:** Sass is a preprocessor scripting language that is interpreted or compiled into CSS. It adds features like variables, mixins, and nesting to CSS.
- **Framework: PHP, CSS.**

They offer benefits in terms of efficiency, maintainability and scalability. They enable the teams to reach for the requirements of the direction our teams are aiming.
- **Frontend: HTML, CSS.**

These are the two languages that the frontend team applied in designing the web-user graphic interface. The frontend team had done well in creating a website interface, which users can view and interact with, using HTML and CSS.

- **Backend: JavaScript.**

The backend team agreed on using one of the most common programming languages to create the pages with JavaScript. The language is familiar yet efficient in building a multipage website.

#### **b. Design Patterns or Software Engineering Principles:**

- **Component-Based Architecture:**

Vue.js encourages a component-based architecture, where the user interface is broken down into reusable and composable components. This improves code maintainability and encourages reusability.

- **Single Responsibility Principle (SRP):**

Components and modules likely adhere to the SRP, meaning each component or module should have a single responsibility and reason to change. This makes the codebase more maintainable and easier to understand.

- **Modular Development:**

The project seems to follow a modular development approach, with dependencies managed through npm. This allows for better organization, reuse, and collaboration among team members.

- **Test-Driven Development (TDD):**

The inclusion of Vitest and unit test scripts (test:unit) suggests a commitment to test-driven development practices. Writing tests before implementing features ensures code correctness and helps prevent regressions.

- **Linting and Formatting:**

The project uses ESLint and Prettier to enforce coding standards and formatting conventions. Consistent code style across the project improves readability and maintainability.

### **3. Testing and Evaluation:**

There are types of tests:

- **Unit Tests:** focus on testing individual units or components of the code in isolation. In the context of a Vue.js application, this could mean testing Vue components, Vuex store actions, mutations, and getters, as well as any utility functions.
- **Integration Tests:** verify that different parts of the system work together correctly. In the context of a Vue.js application, integration tests may focus on testing how Vue components interact with each other, how they interact with external services, and how they handle state management (using Vuex or other state management solutions).
- **System Tests:** verify that the entire system, including the frontend, backend, and any external services, behaves as expected from the user's perspective. These tests simulate real user interactions with the application.

### **4. Progress and Challenges:**

**a. PROJECT TIMELINE**

| No | Timeline      | Process               | Task                           | Responsibility   | Note  |
|----|---------------|-----------------------|--------------------------------|--|---|
| 1  | 22/02 - 03/03 | Requirement & Analyze | Requirement Analysis           | all of members   |   |
| 2  | 03/03 - 06/03 |                       | Requirement Specification      | all of members   |   |
| 3  | 07/03 - 14/03 |                       | Writing the proposal           | Trường Huy, Minh Khôi<br>Phương Thanh, Gia Huy<br>Văn Đô, Quốc Thịnh | Partner:<br>Thủy Tiên<br>Bách Tùng<br>Huy Hoàng |
| 4  | 15/03 - 17/03 | Design                | Analyze design                 | Bách Tùng<br>Thủy Tiên   |   |
| 5  | 18/03 - 20/03 |                       | Design Mockups Creation        | Bách Tùng  | Partner:<br>Thủy Tiên                           |
| 6  | 21/03 - 25/03 |                       | Architectural Design           | Phương Thanh   | (cont)  |
| 7  | 26/03 - 28/03 |                       | Object-oriented Design         | Trường Huy   | (cont)  |
| 8  | 25/03 - 31/03 |                       | Database Design                | Văn Đô   | (cont)  |
| 9  | 25/03 - 25/04 |                       | Website interface design       | Thủy Tiên<br>Bách Tùng<br>Huy Hoàng                                  | (cont)  |
| 10 | 01/04 - 14/04 |                       | Writing online progress report | all of members   |   |
| 11 | 15/04 - 27/04 |                       | Midterm exam                   | all of members   |   |
| 12 | 28/04 - 18/05 | Implementation        | Functions Coding               | Trường Huy<br>Minh Khôi<br>Gia Huy                                   |   |
| 13 | 15/05 - 20/05 | Testing               | Content Integration            | Trường Huy   |   |
| 14 | 21/05 - 23/06 |                       | Test cases                     | Phương Thanh   | Partner:<br>Quốc<br>Thịnh                       |
| 15 | 24/05 - 26/05 |                       | Test data                      | Huy Hoàng  |   |
| 16 | 27/05 - 29/05 |                       | Integration Testing            | Thủy Tiên, Quốc Thịnh  |   |
| 17 | 30/05 - 01/06 |                       | System Testing                 | Gia Huy  |   |
| 18 | 02/06 - 05/06 |                       | Risk Monitoring and Planning   | Phương Thanh<br>Quốc Thịnh   |   |
| 19 | 06/06 - 10/06 | Deploying             |                                | all of members   |   |

|    |               |            |                           |                |  |
|----|---------------|------------|---------------------------|----------------|--|
| 20 | 25/05 - 04/06 |            | Writing Final Report      | all of members |  |
| 21 | 05/06 - 12/06 |            | Prepare file presentation | all of members |  |
| 22 | 13/06 - 20/6  |            | Review + demo             | all of members |  |
| 23 | 11/06 - 30/06 | Management |                           | all of members |  |

**b. Challenges & Solution for implementation phase:**

| No. | Challenges Title      | Challenges Description  | Solutions   | Explain for solutions  |
|-----|-----------------------|---|---|--|
| 1   | Change Management     | The project faces constraints related to budget, time, or skilled personnel.                            | Prioritizing essential tasks and using project management tools                   | Prioritizing project requirements and applying agile methodologies can help manage these limitations effectively. Utilizing project management tools to optimize resource allocation and streamline processes can also be beneficial                 |
| 2   |                       | Changes in project scope or objectives can lead to project scope creep, increasing costs and timelines. | Documenting requirements clearly and enforcing strict change management protocols | Clear documentation of requirements and scope, along with strict change management procedures, can control scope creep. Regular reviews and approvals for any changes are essential to keep the project aligned with its original goals.             |
| 3   | Stakeholder Alignment | Misalignment among stakeholders regarding project goals and visions can lead to conflicts and delays.   | Maintaining regular communication and stakeholder engagement                      | Regular communication, transparent decision-making processes, and stakeholder management strategies are vital. Workshops and regular update meetings can also ensure everyone remains on the same page.  |
| 4   | Regulatory Compliance | Projects, especially in industries like healthcare or finance, may face strict regulatory requirements. | Involving compliance experts early and conducting regular audits                  | Engaging compliance experts early in the project to guide the development process and ensure all requirements are met can prevent future issues. Continuous monitoring and audits during implementation can also help.                               |
| 5   | User Adoption         | Resistance from users in adopting new systems or technologies is a common issue.                        | Providing thorough training and involving users early in the process              | Providing comprehensive training sessions, user-friendly documentation, and responsive support can ease the transition for users. Involving users early in the development process through feedback loops and beta testing can also increase buy-in. |
| 6   | Quality               | Ensuring the quality  | Implementing  | Implementing robust testing phases, including  |

|   |                        |  |   |  |
|---|------------------------|--|---|--|
|   | Assurance              | of the final product meets expectations can be challenging, particularly with complex projects.            | comprehensive testing phases and maintaining high standards     | unit testing, integration testing, and user acceptance testing, is crucial. Automating tests and maintaining high standards throughout the development lifecycle can help maintain quality.        |
| 7 | Technology Integration | Integrating new technologies with existing systems can be complex and fraught with technical difficulties. | Conducting compatibility tests and using middleware or adapters | Conducting thorough compatibility tests and incremental implementation can mitigate risks. Employing middleware or developing custom adapters can also bridge the gap between old and new systems. |

## 5. Midterm Report and Feedback:

### a. Summary:

1. **Introduction:**
  - overview and objectives of the project.
  - Briefly summarize.
2. **Implementation Details:**
  - The technologies, programming languages, frameworks, and tools used.
  - Design patterns or software engineering principles
3. **Testing and Evaluation:**
  - Types of tests conducted, such as unit tests, integration tests, and system tests.
4. **Progress and Challenges:**
  - Highlight any significant milestones achieved in the project timeline table.
  - Challenges and solutions during the implementation phase.
5. **Midterm Report and Feedback:**
  - Summarize the contents of the midterm report.
  - The key points presented to the project stakeholders during the presentation.
  - Feedback received from the stakeholders and adjustments made based on their suggestions.
  - Future work or improvements.
6. **References**

### b. The key points presented to the project stakeholders:

The Midterm Report focuses on highlighting the implemented portion of each member as well as the many languages used in the project. The report also brings out the objectives that our developing team wants to showcase, namely: Convenience, Accessibility, Transparency, Customer Satisfaction, and Efficiency. It drives us further into implementation details which include the tools and technologies that are used and the design pattern. Lastly, testing and evaluation come along with progress and challenges explaining the issues we face and how long each portion is to be finished.

These are the key points attracting the customers that we have conducted:

- **Goal:** Provide convenient and trustworthy automotive services directly to customers' homes, addressing time constraints and inconveniences.
- **Function:** Personalized user profiles, easy service booking, seamless payment integration, continuous service improvement.

- **Advantages:** Customers enjoy doorstep service, hassle-free booking and payments, consistent quality improvements, and transparent, reliable experiences.
- **Special Features:** Tailored user experiences, smooth payment process, ongoing service enhancements, and a focus on accessibility and transparency for customer trust and satisfaction.

Remember the key points are calculated and considered from what our team has offered in the project.

#### c. Feedback:

Stakeholders appreciated the notion of doorstep service and the simplicity with which services could be selected. Furthermore, some people proposed updating the user interface to facilitate navigation. Changes included improving the user interface, adding a search option for faster service discovery, and streamlining the checkout process.

#### d. Future work or improvements:

We can enhance user experience (UX) enhancement. In addition, implement a personalized dashboard for users to track their service history, upcoming appointments, and recommendations.

### 6. References:

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2. <https://swimm.io/learn/system-design/the-top-7-software-design-patterns-you-should-know-about>
3. [https://www.linkedin.com/posts/milan-jovanovic\\_%3F%3F%3F%3F-%3F%3F%3F%3F%3F-%3F%3F%3F%3F-%3F%3F%3F%3F-%3F%3F%3F%3F-activity-7175762992548958208-H6it](https://www.linkedin.com/posts/milan-jovanovic_%3F%3F%3F%3F-%3F%3F%3F%3F%3F-%3F%3F%3F%3F-%3F%3F%3F%3F-%3F%3F%3F%3F-activity-7175762992548958208-H6it)
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5. <https://www.hotjar.com/customer-satisfaction/challenges-and-solutions/>
6. <https://www.w3.org/WAI/planning/involving-users/>