

Brief Article

NGUYEN Quang Anh

February 22, 2016

Abstract

Mobile development is one of the most popular industries nowadays. Each year there are several hundreds millions of smartphones which were sold, in which Android devices and iOS devices hold the most part, around 98% of the market. I decided to learn about Android development, since it used Java language, the most familiar programming language to me. For that reason I applied into a branch of Rainmaker Labs in Vietnam, a mobile development outsourcing company.

Contents

1	Introduction	4
1.1	Rainmaler Labs	4
1.2	Projects	4
2	Software Development Method	5
3	My Project	6
3.1	Project's purpose	6
3.2	Important technics implemented	6
3.2.1	BlinkID	6
3.2.2	QR code	7
3.2.3	Android location service	8
3.2.4	Geofencing	8
3.2.5	Push notification	8
3.2.6	Google Cloud Message (GCM)	8
3.2.7	Social network sharing	8
3.2.8	Map	8
3.2.9	Communication method between client and server	9
3.3	Algorithm utilized	9

3.3.1	Brief description	9
3.3.2	Solution	9

1

Introduction

1.1 Rainmaker Labs

Rainmaker Labs is the singaporean outsourcing company, specialized in mobile development, currently placed first among the competitors in Singapore and Asia Pacific.

Rainmaker Labs in Vietnam is the new branch which was established in Feb 2015. Though it's new, but thanks to the politics, cultures and remuneration policy, the off-shore branch was able to recruit many talented and experienced individuals, some of them even hold high position in their previous jobs.

1.2 Projects

Although I was new to Android at that time, infact, I had never touch Android before, but I still managed to convince my seniors to let me participate in company's projects. The first project was the small project, named **Pedro**, which served at the **Charle & Keith Fasionable Awards 2015**. In this project I was able to study about the basic of Android development and some advanced technic.

The second one is a big project. This project is the digital version of Singapore government project, **Electronic Tourist Refund Scheme** aka **eTRS**. In this report I will concentrate on the technics, and knowledge which I was able to acquired.

2

Software Development Method

In Rainmaker Labs, we use **SCRUM** as our software deployment method. With this method, we could deploy software to the customer as fast as possible, and be closest to customer's expectation. There are some important points in SCRUM such as :

- break down the project into small tasks, as small as possible.
- estimate the difficulties of each task and give points to them, then each member of team will select their task, base on their capability, such that all the team members have the same amount of points.
- during the development process, whenever a member encounter a problem which he couldn't solve, they could always ask for help. Team leader, or someone else who did solve the problem before could give hints to help him resolve his issue.
- everyday before starting working, team will have a stand-up meeting for about 10 minutes. Scrum master would hear team member reporting about their processes the previous day, and their planning for today's works.
- after each sprint (about a week), team will demonstrate what they have done to the client, allowing them to follow the development process, and correct the features to their ideal.
- after some sprints, when the product is about to finish, the tester team will join and dug in for bug. The development team now will start to fix the reported bug, along with working on their tasks.

Sadly in our company, SCRUM is not deployed as 100% as it means to be. The estimation of tasks is not executed by the whole team. In fact, it was the 2 most experience in our team that broken down and estimated every tasks, turn out that the

estimation is not done objectively. Some tasks were over-estimated, some were under-estimated. And the most critical point is that both Android and iOS team have the same point for the same task, which is not true. Since there're tasks that could be done easily in Android while in iOS they have to struggle to make it right, and reverse.

One more drawback, is that actually in our company, point is equal to hour. So a 4 points task is given 4 hours to complete. This is also not true, since point is given based on the complexity of the task itself.

3

3.1 Project's purpose

Electronic Tourist Refund Scheme (ETRS) is a government's project, which allowed the tourists who visit Singapore could reclaim Good and Service Tax if he bought a product in Singapore.

To be able to reclaim the refund money, a condition have to be satisfied:

- receipt's value must exceed 100 SGD
- merchant or shop who generated the receipt must registry for the ETRS project
- if receipt's value don't exceed 100 SGD, it could be grouped with maximum another 2 receipts, such that the total value of this group must exceed 100 SGD and all the receipts within this group must belong to the same merchant or shop

Our job is to realize the idea of the ETRS project into mobile device.

3.2 Important technics implemented

3.2.1 BlinkID

BlinkID is a library allow scanning the passport of tourist. From the information we got from the scan, we can create account for the tourist, thus each person is associated

3.2.3 Android location service

Using this service, the application will notice the tourist if he's near one of the shop registry for the ETRS project. This service locates the user's position either by wifi or by GPS.

3.2.4 Geofencing

This function allow the application to detect if the user is going in or out of the airport, thus allow to take correspondant behavior.

3.2.5 Push notification

This allows the server to notify users when there're changes in their data, such as if their request to refund is realized, or refused.

3.2.6 Google Cloud Message (GCM)

The application allow user to define their events that need to be notified when the time come, for example the flight's time. Application will use GCM to notify the user when such time come.

3.2.7 Social network sharing

The application allow user to share on their social network, such as Facebook, Wechat, Sina Weibo. And this is abig challenge, because China's social network (Wechat, Sina Weibo) do not have many tutorials in English, and the procedure to register application ID on these network is complicated too.

3.2.8 Map

Google Map service is intergrated into the application, thanks to the need of path finder. It's not very complicated, but then the problem rise. As Google Map can't be used inside China, we have to adopt another map service from China, Baidu map, and this process is extremely difficult, from the registration process to implementation process, since this service only work if you are in China, even fake GPS couldn't help.

3.2.9 Communication method between client and server

We mainly use RestAPI, since it's lightweight, and easy to implement. For security purpose, we generate for each user each times they login an **user-token**. Each time a client want to make a request, the user-token will be included into header of request. Beside, base on this user-token, we could identify user, and prevent the client from spamming request to server.

The response is under form of **JSON** format. And since Google have greatly supported JSON, parsing a JSON response into Java model is plain easy.

3.3 Algorithm utilized

I was given the task to write the algorithm that filter a list of receipts and return receipts which satisfy the condition in 3.1.

3.3.1 Brief description

Given the list of receipts, could be generated by many shops, extract a list of receipts which satisfy the conditions in 3.1.

3.3.2 Solution

We devide the list of receipts into many lists such that the receipts in each list belong to one shop only. This lead to a new problem: Given the list of receipts, all receipts belong to 1 shop, extract a list of receipts which satisfy the condition in 3.1

Step 1

Extract all the receipts which value greater or equal 100. Then sort the rest of list in increased order.

Step 2

Divide the ordered list into many smaller lists :

Algorithm 1 Split list of receipts into many sublists

```
1: function SPLITLIST(receipts)
2:    $j = 0, i = 0$ 
3:   while  $i < receipts.length$  do
4:     if  $\left\lfloor \frac{receipts[i].value}{10} \right\rfloor \leq j$  then
5:        $list_j.add(receipts[i])$ 
6:        $i++$ .
7:     else
8:        $j++$ 
```

Step 3

From the sublists, we will extract groups of receipts which satisfy the condition. There's some preconditions we could make for simplifier the process.

- for a group of 2 receipts, if they belong to $list_i$ and $list_j$ then $i + j \geq 9$
- for a group of 3 receipts, if the belong to $list_i$, $list_j$ and $list_k$ then $i + j + k \geq 8$

First of all we need a function that check the condition of a set of receipt. If satisfy, remove the receipts from their correspondant sublist, and add a new group of receipt to our list of group and return true. Otherwise return false.

Algorithm 2 Check if the correspondent receipts could form a group

```
1: function CHECK(i, j, k, a, b, c, groups)
2:    $r_a = list_i[a]$ 
3:    $r_b = list_j[b]$ 
4:    $r_c = list_k[c]$ 
5:   if  $r_a.value + r_b.value \geq 100 \wedge (i \neq j \vee a \neq b)$  then
6:     groups.add(new Group( $r_a, r_b$ ))
7:      $list_i.remove(r_a), list_j.remove(r_b)$ 
8:     return true
9:   if  $r_b.value + r_c.value \geq 100 \wedge (j \neq k \vee b \neq c)$  then
10:    groups.add(new Group( $r_b, r_c$ ))
11:     $list_j.remove(r_b), list_k.remove(r_c)$ 
12:    return true
13:   if  $r_a.value + r_c.value \geq 100 \wedge (i \neq k \vee a \neq c)$  then
14:    groups.add(new Group( $r_a, r_c$ ))
15:     $list_i.remove(r_a), list_k.remove(r_c)$ 
16:    return true
17:   if  $r_a.value + r_b.value + r_c.value \geq 100 \wedge (i \neq j \vee a \neq b) \wedge (i \neq k \vee a \neq c) \wedge (j \neq$ 
     $k \vee b \neq c)$  then
18:     groups.add(new Group( $r_a, r_b, r_c$ ))
19:      $list_i.remove(r_a), list_j.remove(r_b), list_k.remove(r_c)$ 
20:     return true
   return false
```

The next function is the main one that extract a list of groups of receipts from the sublists.

Algorithm 3

```
1: function FILTER
2:    $i = 0, j = 0, k = 0$ 
3:   groups
4:   loop_i:
5:   for  $i = 0$  to 9 do
6:      $a = b = c = 0$ 
7:     while  $a < list_i.size$  do
8:       loop_j:
9:       for  $j = i$  to 9 do
10:         $b = c = 0$ 
11:        while  $b < list_j.size$  do
12:          loop_k:
13:          for  $k = j$  to 9 do
14:             $c = 0$ 
15:            while  $a < list_i.size \wedge b < list_j.size \wedge c < list_k.size$  do
16:              if  $i = j$  then
17:                if  $a = b$  then
18:                  if  $i + k \geq 9$  then
19:                    if  $j \neq k \vee a \neq c$  then
20:                      if  $\neg \text{CHECK}(i, j, k, a, b, c, groups)$  then
21:                         $c++$ 
22:                      else
23:                         $c++$ 
24:                      else
25:                        goto loop_k
26:                  else
27:                    if  $k = j \wedge (c = a \vee c = b)$  then
28:                      if  $i + j \geq 9$  then
29:                        if  $\neg \text{CHECK}(i, j, k, a, b, c, groups)$  then
30:                           $c++$ 
31:                        else
32:                          goto loop_k
33:                      else
34:                        if  $\neg \text{CHECK}(i, j, k, a, b, c, groups)$  then
35:                           $c++$ 
36:                        else
```

```

37:         if  $j = k$  then
38:             if  $b = c$  then
39:                 if  $\neg \text{CHECK}(i, j, k, a, b, c, \text{groups})$  then
40:                      $c++$ 
41:             else
42:                 if  $i + j + k \geq 8$  then
43:                     if  $\neg \text{CHECK}(i, j, k, a, b, c, \text{groups})$  then
44:                          $c++$ 
45:                 else
46:                     goto loop_k
47:             else
48:                 if  $i + j + k \geq 8$  then
49:                     if  $\neg \text{CHECK}(i, j, k, a, b, c, \text{groups})$  then
50:                          $c++$ 
51:                 else
52:                     goto loop_k
53:              $b++$ 
54:          $a++$ 
55:     return groups

```

At this stage we get a list which consists of :

- receipts which are greater than 100
- groups of receipts, maximum 3 receipts, which are greater than 100

Repeat for all lists of receipts of different merchant or shop, and we got the solution.