

Quotr

Final Year Project Report

DT228

BSc in Computer Science

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Abstract

Quotr is a cross-platform, mobile application designed to give a user the ability to identify TV show episode and movie details based on a quote.

Declaration

I hereby declare that the work described in this dissertation is, except where otherwise stated, entirely my own work and has not been submitted as an exercise for a degree at this or any other university.

Signed:

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Ronan Dillon

<Date>

Acknowledgements

Body text

Table of Contents

1. Introduction
   1. Overview of the project and the background behind it.
   2. Project Objectives
   3. Project Challenges
   4. Structure of the document
2. Research

2.1 Introduction

2.2 Background Research

2.2.1 Audio Fingerprinting

2.2.2 Speech-to-Text

2.3 Existing Technology

2.3.1 IMDB

2.3.2 Shazam

2.3.3 Viggle

2.3.4 NASA JPL

2.4 Current Issues – db size needed/costs

2.5 User Requirements

2.5 Survey

2.6 Conclusion

* 1. Eg. Research related to identifying the problem that this project solves, research into solution definition

1. Technology Used

3.1 Introduction

3.2 Hybrid vs Single Platform

3.3 AngularJS

3.4 Python

3.5 EC2 Server

3.6 Database

* 1. An overview of the technologies evaluated and selected or rejected and the rationale behind the key decisions.

1. Design

4.1 Introduction

4.2 Methodology

4.3 System Architecture

4.4 Diagrams

4.5 Conclusion

* 1. Identification of a design methodology including why it was chosen
  2. Design of each of the project components eg: the UI, Network, Project Demonstration, source code layout
  3. Clearly identifying the list of features and use cases supported within the project.
  4. Overview of the system architecture and a diagram to represent all of the key elements within the architecture.

1. Implementation

5.1 Introduction

5.2 Development Environment

5.3 Web Service Implementation

5.4 Application Implementation

5.5 Deployment

5.6 Conclusion

* 1. Details of each component within the project, problems encountered and resolved, challenges overcome or worked around.
  2. Identify key development components;
  3. Identification/explanation of external APIs used versus own code ; List of classes of your code etc .

1. Testing and Evaluation
   1. Testing
      1. What testing was performed, why it was selected and what are the key use cases within the project.
      2. White Box Testing
      3. Black Box Testing
      4. Usability Testing
   2. Demonstration
      1. Identify what features can be demonstrated and show screen shots or reference a video online to show the project demonstration (for audience not at demo)
   3. Project Plan analysis and review of how it changed from the initial proposal including explanation of what changed and why, and suggestions on how to address this if the project was repeated.

* 1. Future Work

1. Conclusion
   1. Analysis of the projects key elements identify the key learning obtained from the project and recommendations and suggestions for how the work can be improved on continued into the future.
2. Bibliography
3. Appendix