Mealer Project Report

Professor: Wassim El Ahmar
Course: Introduction to Software Engineering
Course Code: 2105 - B

Student Name	**Student Number**
Matsuru Hoshi	300228879
Shubhi Bhoora	300228522
Tristan Gaudreault	300252856
Bella Wu	300249920

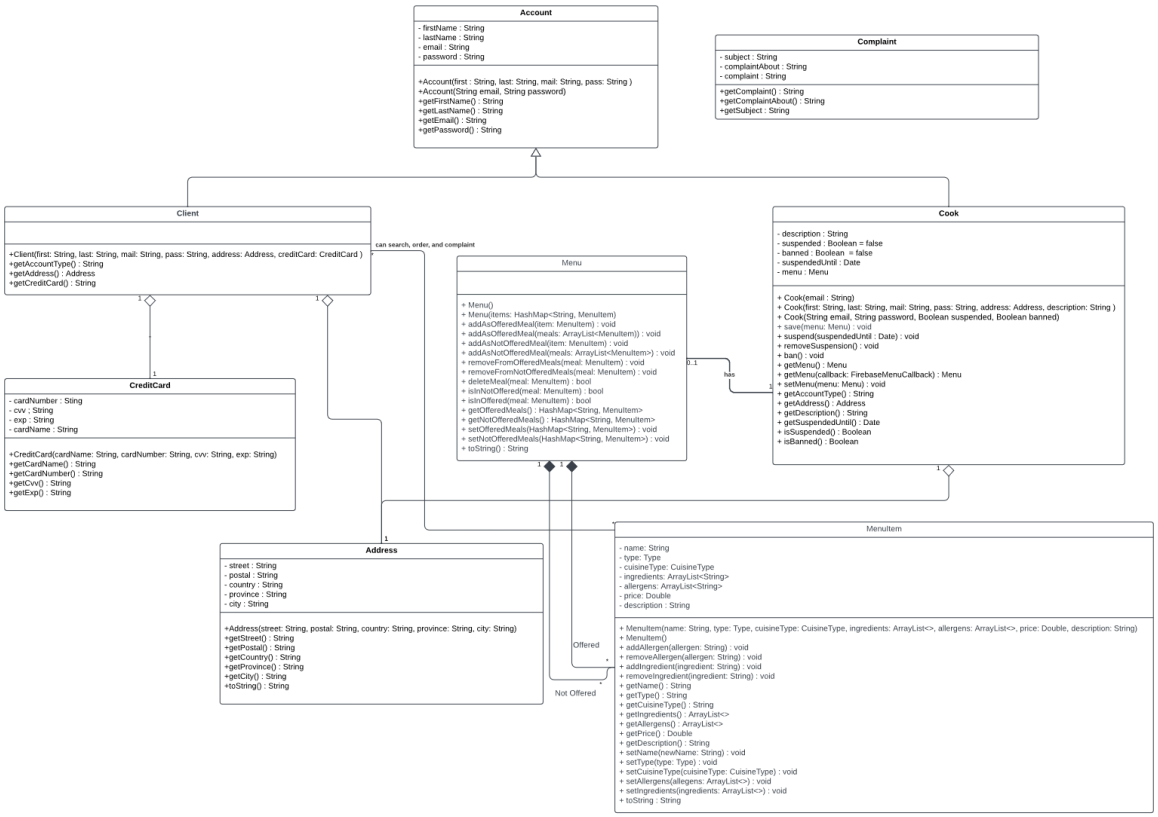
Introduction

Throughout this semester, our group worked on this home meal preparation application. It was for all of us our first experience designing an application for android. For most of us it was also the first time we collaborated on a software project to this extent and used tools such as firebase and JUnit.

Teamwork was at the heart of this project, and was at first quite complicated to manage, but as time went on we improved our methods making the later deliverables more organised and efficient.

This report will show the results of the project as well as the journey we took to achieve it.

UML



Contributions

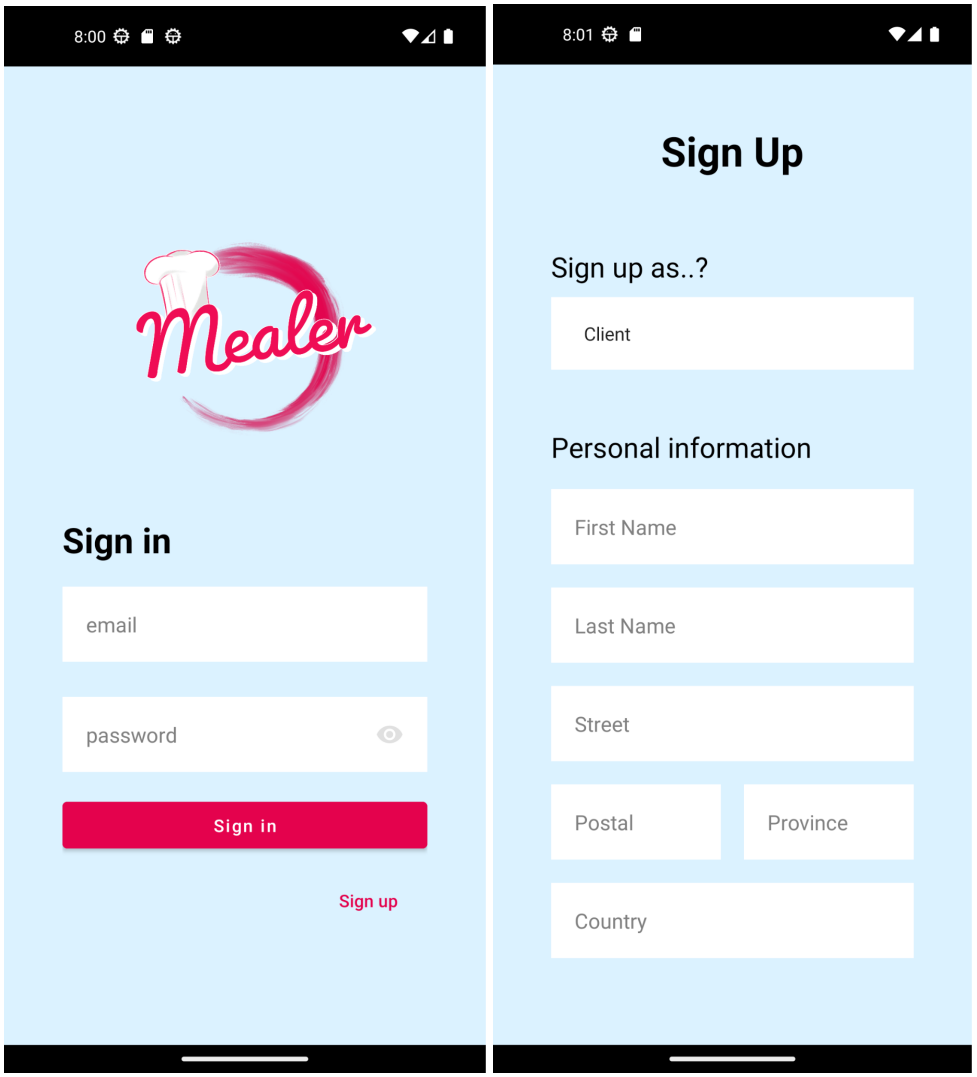
	Group members			
Deliverable	Matsuru ultra-passion-fruit(github)	Shubhi	Bella	Tristan
1	Built sign in and base sign up interfaces. Built a basic home	Did the sign in verification for cooks and clients. Stored account	Made java classes for account, cook, client, admin, address, and credit card.	Helped create the UI needed for the project. Namely organizing elements in

	interface for clients and cooks to show the welcome message. All screens had sign out buttons added. Updated UML Class diagram.	information, for cooks and clients, from sign up on the firebase. Did the “Welcome Screen” message, specifying the signed in user’s role. Added error messages and validated all text fields and user inputs.	Created the foundation of the UML Class diagram.	LinearLayouts. Helped make the check that determines if some fields are empty.
2	Implemented Menu. Implemented suspension and banned part of the cook class. Fixed admin UI for better visibility. Helped create Unit tests. Cleaned up and fixed code from the previous deliverable.	Connected CircleCI to our github. Connected the complaints from the database to adminhome. Allowed Admin to ban and suspend cooks. Also allowing Admin to dismiss complaints. Created toast messages informing cooks whether they are banned or suspended when they try to log in. Changed cook’s account status on the database.	Helped create foundation for menu, meal, etc Established necessary connections between classes Updated the UML following project changes	Created the home activity for admins. Created the ListView used to show the complaints. Linked the database array given by another member to the ListView. Created an alert to manage the complaints. Created some Unit tests.
3	Implemented cook Database connection to a Menu. Implemented cook ability to save a Menu under their name in the database. Implemented MenuItem and Menu classes and related database connection. Updated UML Class diagram to reflect addition of new classes.	Prevented Cook from deleting a meal from the menu if it was currently in the offered meals list. Allowed cooks to remove or add a meal to the offered meals list. Did database connections for adding new meals to their respective cook. Added error messages and validated all text fields and user inputs.	Created the test case files that implemented 4 unit test cases. Updated UML Class diagram following project changes Updated UI for better functionality and consistency Created the App logo	Layed down the foundation for the UI needed to add meals. Left comments to indicate where database integrations are needed. Made an Alert to manage existing meals.
4	Created a proper navigation for the app with a Home, Search,	Completed, CookHomeFragment file. Added database connection	Connected Meal Requests to database, and helped connect complaint	Layed down the foundation for the UI needed in deliverable 4.

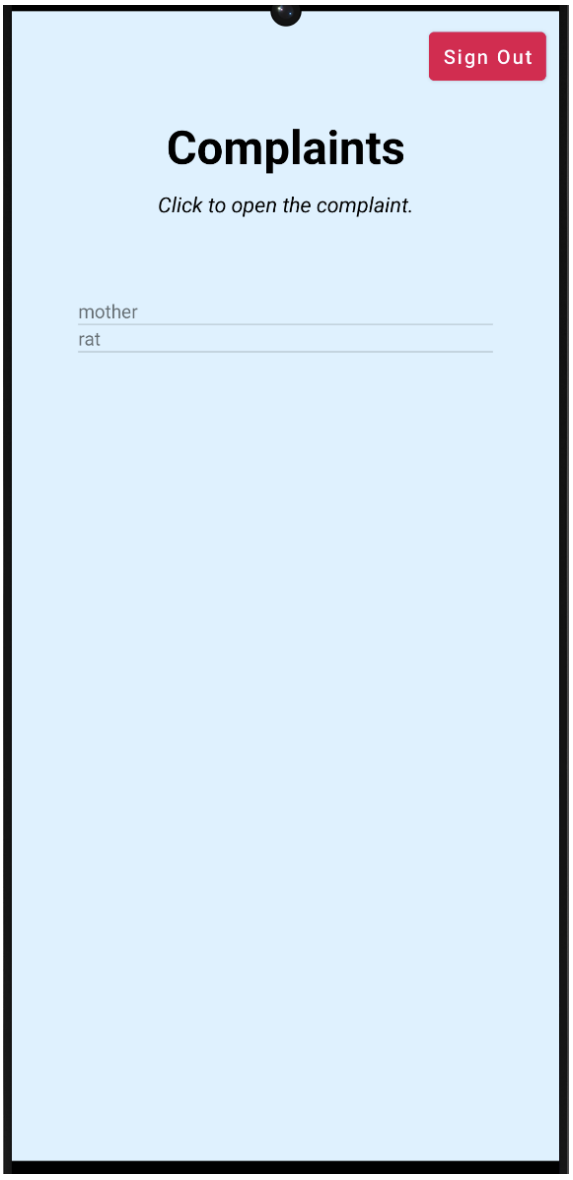
	Menu/History, depending on the user Made most of the navigation UI between fragments. Introduced Fragments to make the app more lightweight and easier to use. Created cook profile view for cook. Implemented all necessary cook profile information. Implemented Search for client. Implemented History for client. Implemented complaints with Database and connected to other fragments of the app.	to deal with client meal requests. Added functionality to allow cooks to accept or reject meal requests from clients. Added Client status of their purchase (pending, approved, or rejected) to clientHomeFragment. Sent meal request data to the database from clientSearch. Sent cook complaint data to the database from clientComplaint Validated fields in clientComplaint.	submissions Updated some UI design for consistency Updated the UML Class diagram following changes to project Created the test case files that implemented 4 unit test cases. Wrote up the report.	Made the UI for the client complaints. Wrote up the report. Helped with

Screenshots

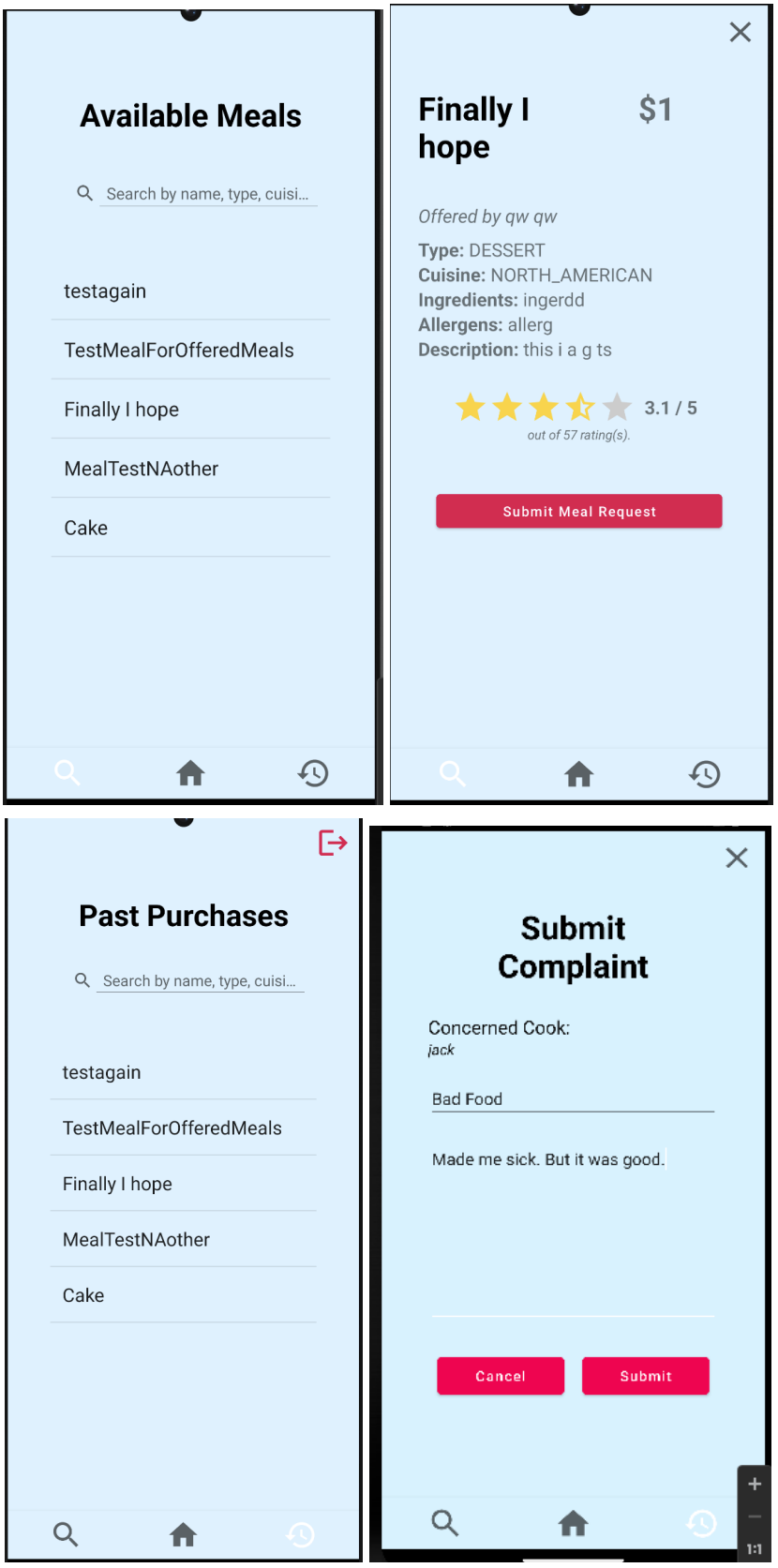
Sign in / Sign up



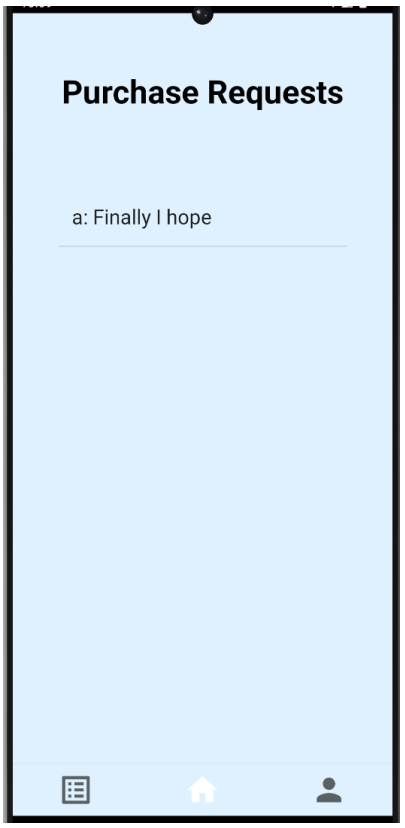
Admin

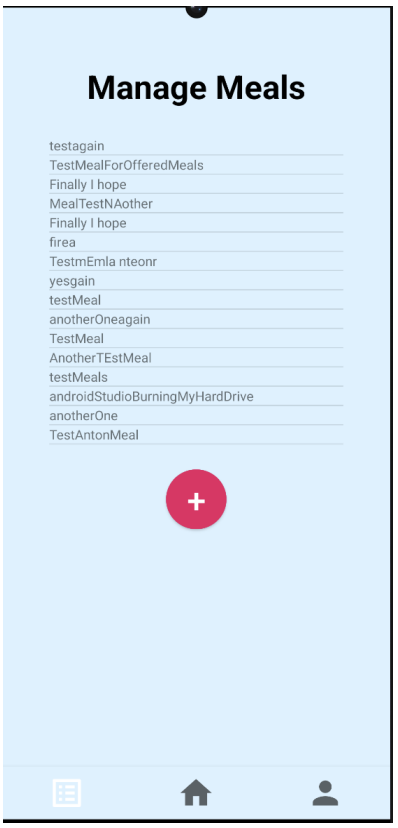


Client


Available Meals
Search by name, type, cuisi...
testagain
TestMealForOfferedMeals
Finally I hope
MealTestNAother
Cake
Finally I hope
$1
Offered by qw qw
Type: DESSERT
Cuisine: NORTH_AMERICAN
Ingredients: ingerdd
Allergens: allerg
Description: this i a g ts
3.1 / 5
out of 57 rating(s).
Submit Meal Request
Past Purchases
Search by name, type, cuisi...
testagain
TestMealForOfferedMeals
Finally I hope
MealTestNAother
Cake
Submit Complaint
Concerned Cook:
jack
Bad Food
Made me sick. But it was good.
Cancel
Submit

Cook


Purchase Requests
a: Finally I hope


Manage Meals
testagain
TestMealForOfferedMeals
Finally I hope
MealTestNAother
Finally I hope
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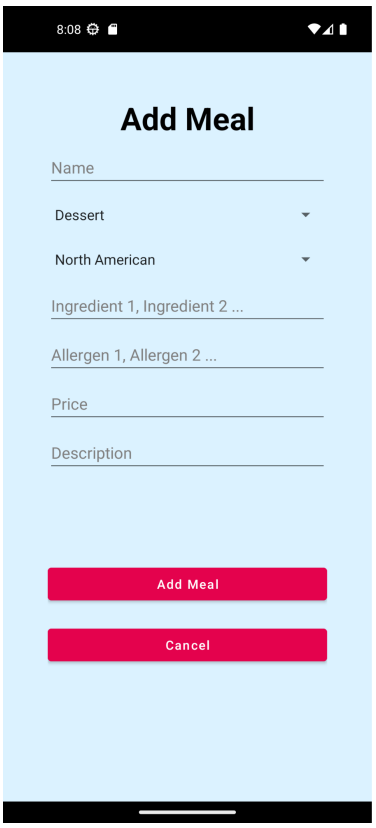
testMeals
androidStudioBurningMyHardDrive
anotherOne
TestAntonMeal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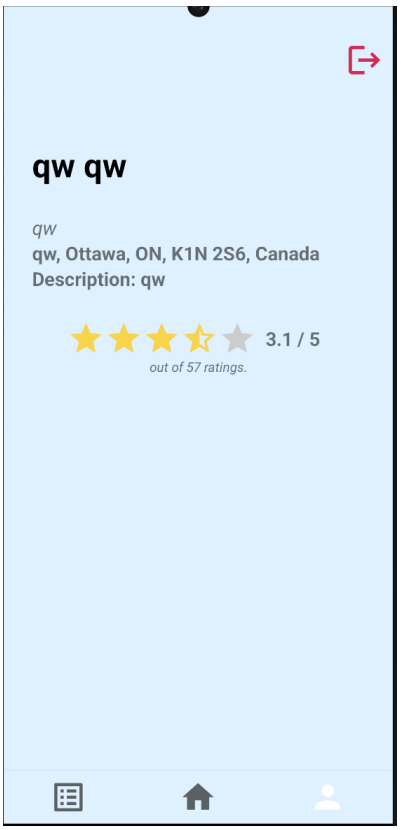
Dessert
North American
Ingredient 1, Ingredient 2 ...
Allergen 1, Allergen 2 ...
Price
Description
Add Meal
Cancel


qw qw
qw
qw, Ottawa, ON, K1N 2S6, Canada
Description: qw
3.1 / 5
out of 57 ratings.

Lessons Learned

In conclusion, this app project served as an excellent hands-on experience on one of the many typical applications of software engineering. We applied the concepts that were taught in our lectures and tutorials, such as modelling systems with UML Class diagrams, connecting our application to Firebase, and overall designing an app with Android Studio that will allow for easy use by its intended audience.