

**UNIVERSITY OF PRIMORSKA**  
**FAMNIT**  
**DEPARTMENT OF**  
**COMPUTER SCIENCE**

**System III – Autumn Semester / 2022**

**REPORT OF**  
**PROJECT**  
**[Abroad Guide for Students]**

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## **1. URL to Git repository**

<https://gitlab.com/sglbl/abroad-guide-for-students>

## **2. URL to a demo video**

<https://www.youtube.com/watch?v=6NWT20oOGMk>

In the video, I illustrated all the functionalities of the application with invalid and valid test cases.

Labels indicating which functionality is demonstrated is on the description of the video, also you can see as YouTube time stamp chapters.

## **3. URL to Application Files**

Android Files

<https://drive.google.com/drive/folders/1oIzovNR6spAk1gPKOE6pMtkrO4VBOqg4?usp=sharing>

Backend Files for Database Management

<https://www.studenti.famnit.upr.si/~76210123/76210123/>

## **4. URL to APK [Android Application Package] File**

[https://drive.google.com/file/d/1ocu57B\\_D2UcehCQ8i36foHXee\\_gkfEsAW/view?usp=sharing](https://drive.google.com/file/d/1ocu57B_D2UcehCQ8i36foHXee_gkfEsAW/view?usp=sharing)

Apk can be installed on Android Devices with the .apk file on the link.

## 5. Details for Each Functionality

- All instructions about how to use functionality exists in the demo video with my explanation.
- ***For every functionality***; I used PHP web technology because it's not that difficult and in the time I started to this project I didn't have any information about React, Angular or Node JS.
- ***For every functionality***; I used PHP web technology because sending and getting information between Android app and database is easy with JSON objects. Because parsing json is easy.
- ***For every functionality***; I used Volley open source HTTP library which belongs to Google. RequestQueue class in Volley makes networking for this Android app easier and faster. Volley handles multiple concurrent network connections also it does automatic scheduling of network requests. [This is the only external 3<sup>rd</sup> party library that I used.]

### Other Details

#### 5.1) Register Functionality

This functionality handles register functionality of the project. It connects to this

<https://www.student.famnit.upr.si/~76210123/76210123/v1/registerUser.php> php file for checking if user with same id exists; if it doesn't create user and store it on database.

A screenshot of a mobile application interface titled "Abroad Guide for Students". The screen displays a registration form with the heading "Select who you are". There are two radio button options: "Informee" (which is selected) and "Informer". Below these are three text input fields labeled "Name Surname", "Enter id", and "Enter password". At the bottom of the form is a button labeled "REGISTER". The app's status bar at the top shows the time as 22:55 and various connectivity icons.

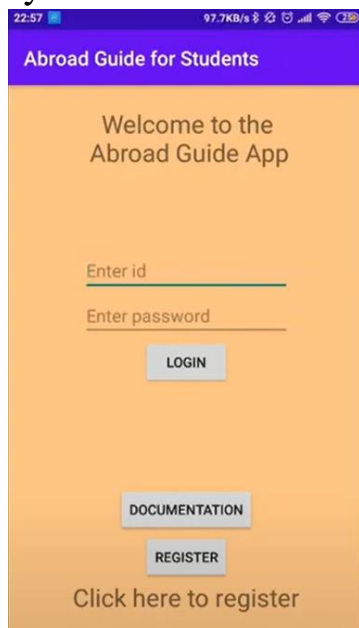
The most difficult part for this was the defining DB\_HOST. I was thinking that DB\_HOST should be the link of phpMyAdmin link in Famnit website. I solved this problem with the help of teacher.

```
1 <?php
2     define('DB_NAME', '76210123');
3     define('DB_USER', 'codeigniter');
4     define('DB_PASSWORD', 'codeigniter2019');
5     define('DB_HOST', "localhost");
6
```

## 5.2) Login Functionality

This functionality handles login functionality of the project. It connects to this

<https://www.student.famnit.upr.si/~76210123/76210123/v1/userLogin.php> php file for checking if user with same id and password exists; if exists \$response['error'] will be false so user can log in to system.



It uses “SharedPreferences” class of Android Studio. This way, app keeps data of the logged in user.

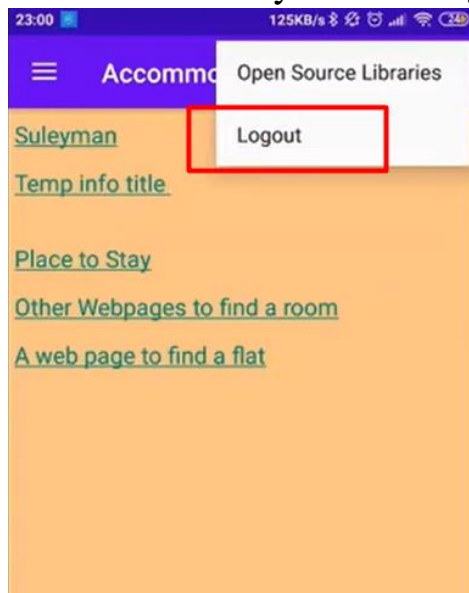
```
private static final String SHARED_PREF_NAME = "mysharedpref";
private static final String KEY_ID = "userid";
private static final String KEY_ROLE = "role";
private static final String KEY_NAME = "name_surname";
```

My SharedPreferencesManager class uses SharedPreferences and keeps data of user in these static final Strings. SharedPreferences.Editor edits the keeping data.

The most difficult part for this was putting user information on the SharedPreferencesManager. Because SharedPreferencesManager requires editor to alter information there.

### 5.3) Logout Functionality

This functionality handles logging out setting of user.



It uses “SharedPreferences” class of Java. My SharedPreferencesManager class uses SharedPreferences and keeps data of user in these static final Strings. SharedPreferences.Editor has clear() and apply() methods and these methods clears user logged in user information from system.

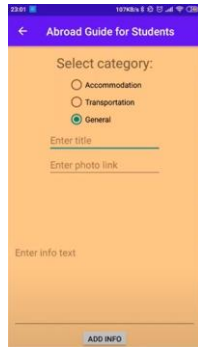
```
public void logout(){
    /* These means that only this application access these */
    SharedPreferences sharedPreferences = ctx.getSharedPreferences(SHARED_PREF_NAME, Context.MODE_PRIVATE);
    SharedPreferences.Editor editor = sharedPreferences.edit();
    editor.clear(); // clear all values from editor to log out and clear user info from system login.
    editor.apply();
}
```

I didn't have any difficulty to implement this functionality.

### 5.4) Create Information Functionality

This functionality handles the adding information to system. It connects to this

<https://www.student.famniti.upr.si/~76210123/76210123/v1/setInfo.php> php file for adding information. If info added successfully \$response['error'] will be false. When creating information also it keeps an instance of informer user id who created the info. [So, when that user wants to remove; she/he will.]

A screenshot of a mobile application interface titled 'Abroad Guide for Students'. The screen displays a form for adding information. At the top, there's a purple header with a back arrow and the title. Below it, a section 'Select category:' has three radio button options: 'Accommodation', 'Transportation', and 'General' (which is selected). Underneath, there are input fields for 'Enter title', 'Enter photo link', and 'Enter info text'. At the bottom, there is a blue button labeled 'ADD INFO'.

The biggest difficulty I've faced here was after adding information; to make them visible in the main page. In the beginning I didn't have u\_id to keep id of user who shared so I used normal information id to keep user id but it was unique so I removed uniqueness of it. But this time, database management system didn't let me add or remove anything because without unique id it's risky. So I had to change everything so now I have unique info id and u\_id which keeps user id who shared.

## 5.5) Remove Information Functionality

This functionality handles the adding information to system. It connects to this

<https://www.student.famniti.upr.si/~76210123/76210123/v1/removeInfo.php> php file for removing information from database.

When removing information it checks the user's id and role if that user is the informer who shared it or not.



The biggest difficulty I've faced was to keep track of user id who shared(that's the only one who can remove info).

But I didn't have u\_id to keep user info so I changed database columns to add this and then I fixed.

## 5.6) Bonus: Converting image link to Image Functionality

It uses bitmap class to decode the image link from string set image as this bitmap.

```
private void putInfo(String title) throws JSONException, IOException {
    for(int i=0;i<jsonArray.length();i++) {
        //parsing jsonArray to jsonObjects one by one.
        JSONObject jsonObject = (JSONObject) jsonArray.get(i);
        //if "error" is null, then no error. //checking title value in json is equals with title.
        if(jsonObject.isNull( name: "error") && jsonObject.getString( name: "title").equals(title)){
            StrictMode.ThreadPolicy threadPolicy = new StrictMode.ThreadPolicy.Builder().permitAll().build();
            StrictMode.setThreadPolicy(threadPolicy);
            titleText.setText( jsonObject.getString( name: "title") );
            infoId = Integer.parseInt( jsonObject.getString( name: "id") );
            userId = Integer.parseInt( jsonObject.getString( name: "u_id") );
            realText.setText( jsonObject.getString( name: "text") );
            Bitmap bitmap = BitmapFactory.decodeStream((InputStream)new URL( jsonObject.getString( name: "photo") ).getContent())
            photoLink.setImageBitmap(bitmap);
        }
    }
}
```

The most difficult part for this functionality was

“android.os.NetworkOnMainThreadException” exception that I had.

The main thread is the UI thread, and system didn't let me do an operation in the main thread which may block the user interaction. To solve this I used StrictMode class from Android and ThreadPolicy method of it.