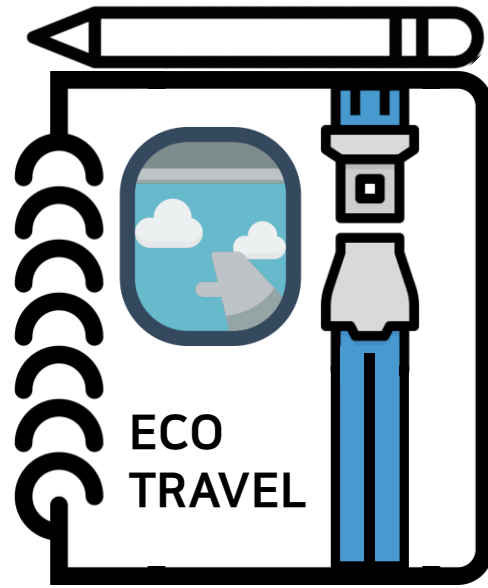


TEAM #2 Final Presentation



ECO-TRAVEL

선명우, 류민재, 나빌, 김태완, 김주한

01. Project Role

- ✓ 류민재 - Add Travel/Schedule
- Edit Travel/Schedule
- ✓ 김주한 - Signup/Login System
- ✓ 선명우, 나빌 - UI/UX Design

FRONTEND

- ✓ 류민재 - Ex Rate System
- Nation, City Data Crawling
- Database Build
- Connecting Google Map
- ✓ 류민재, 김주한 - Webserver Build
- ✓ 김주한, 김태완 - Image Recognition

BACKEND

- ✓ 김주한, 류민재, 김태완, 나빌, 선명우

DOCUMENTATION

02. Overview of Target System

Original Target System

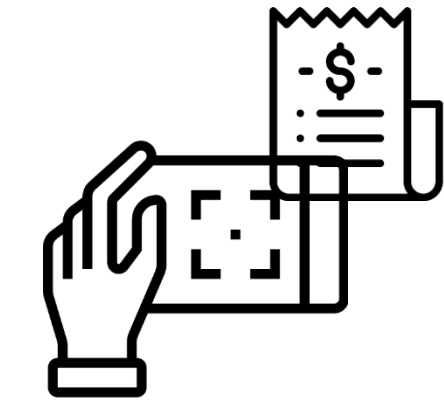


Image Recognition



Real-time Ex rate



Real-time Share

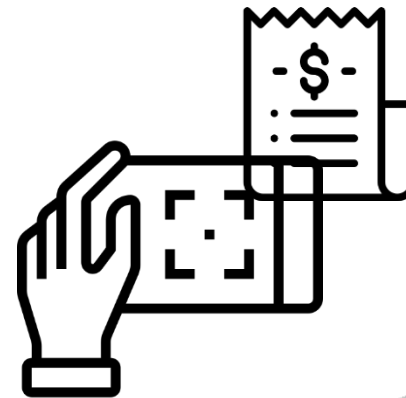


Web Server



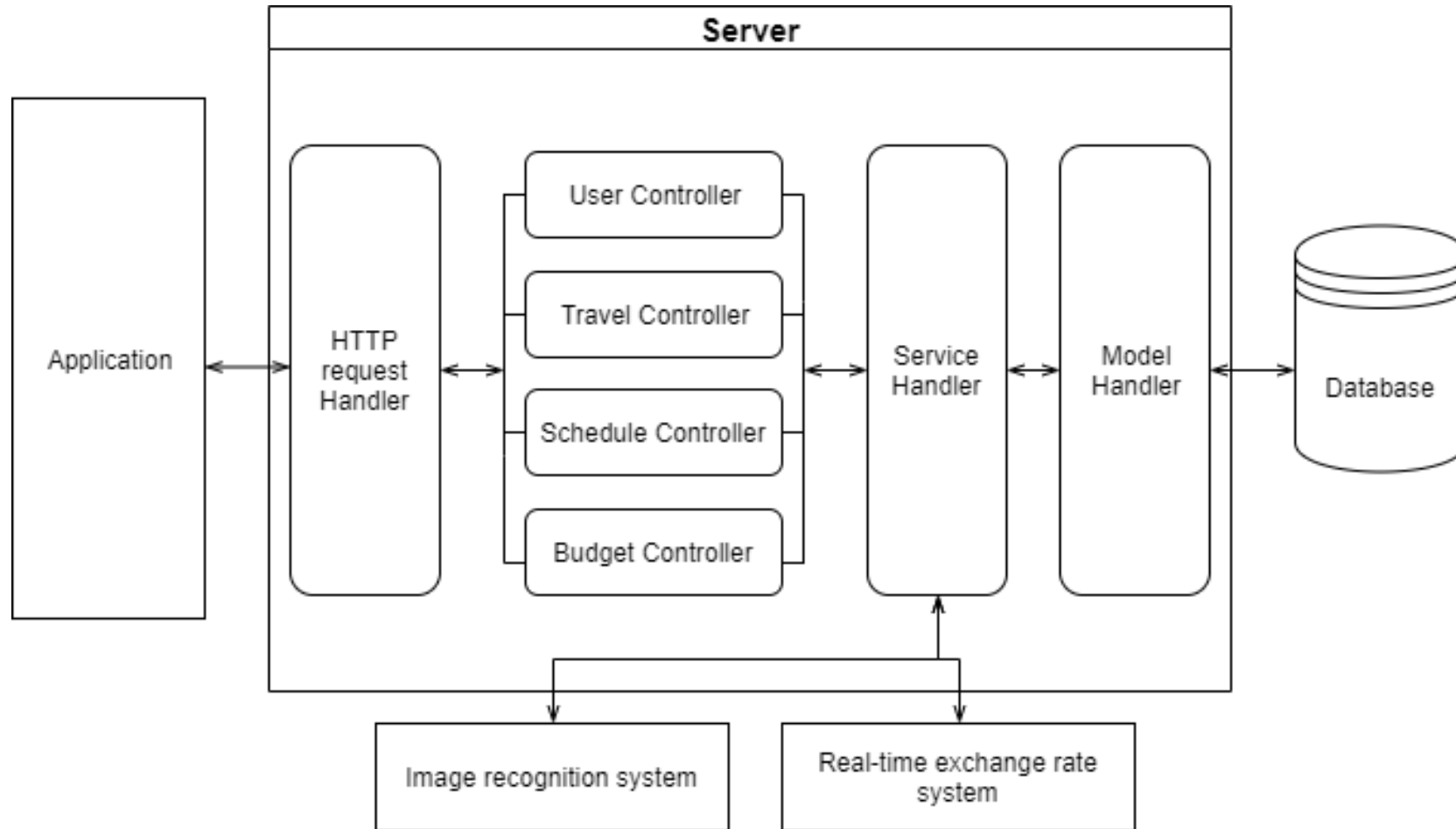
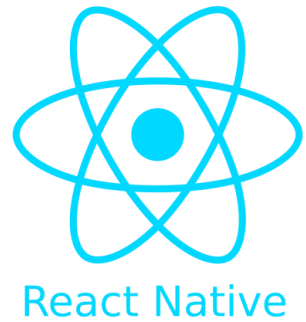
Implemented Target System

Target Completion Rate : 75%

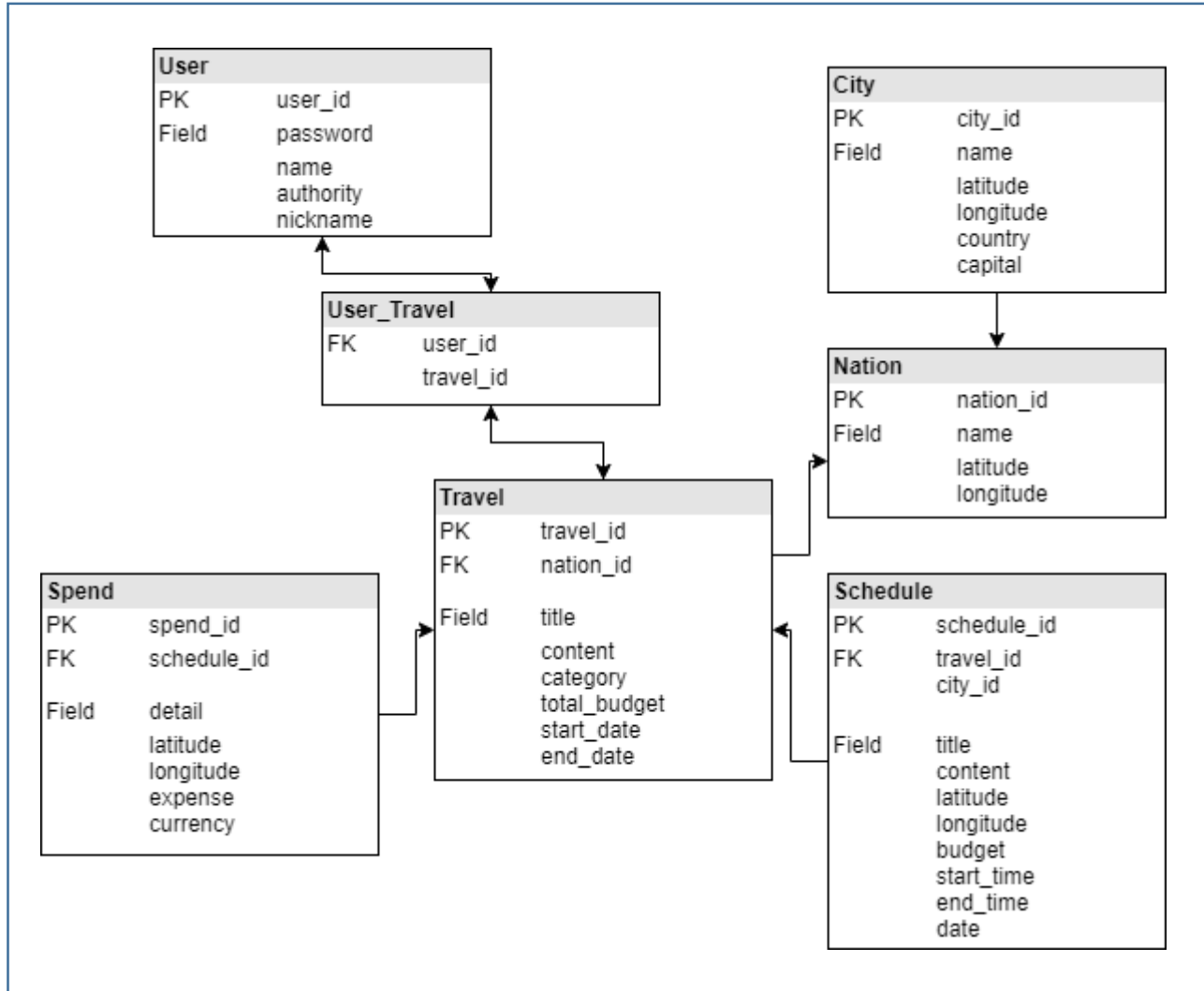


Web Server

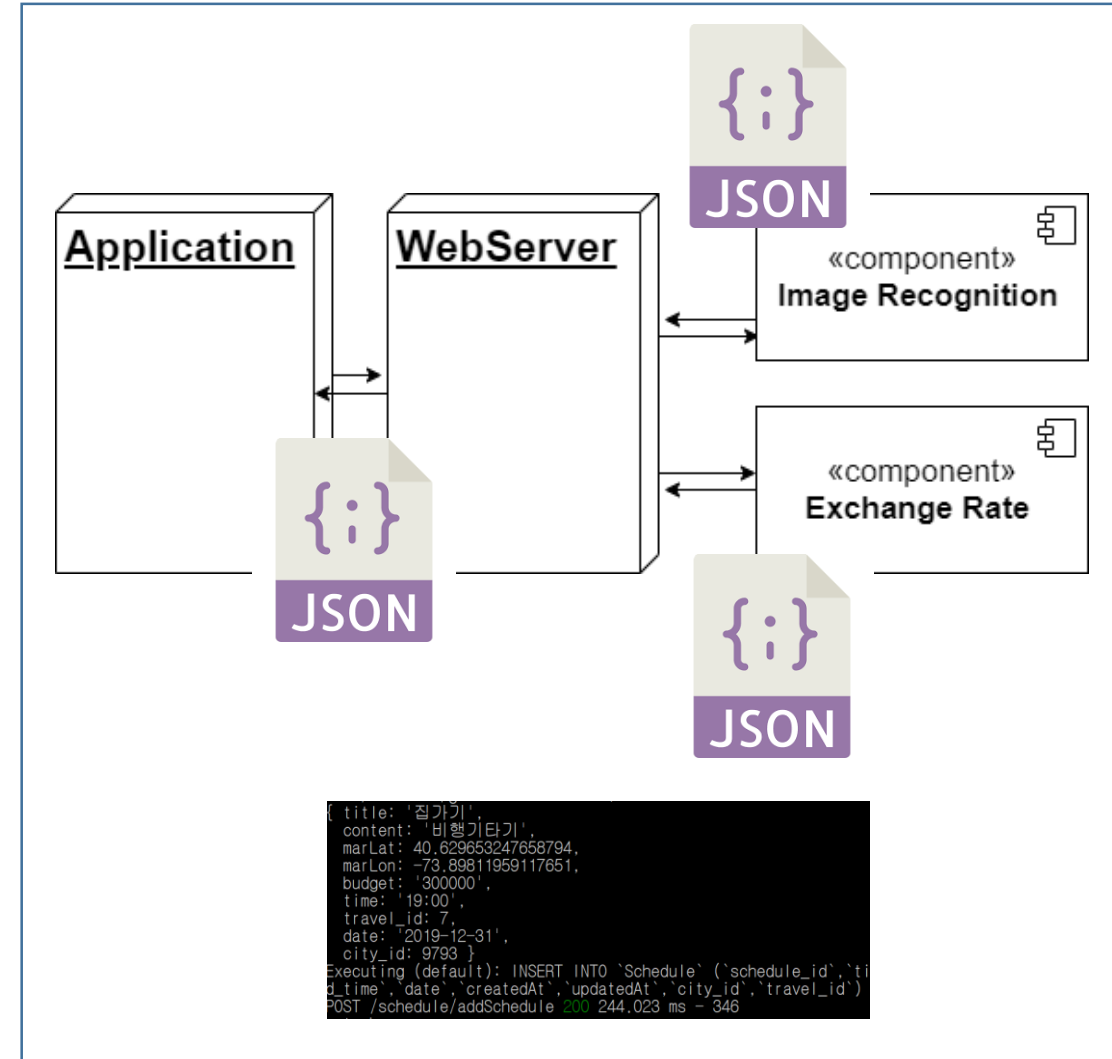
03. Overall System Architecture



03. Overall System Architecture



<Implemented Database Structure>



<Implemented Protocol Design>

04. Main Features

Google Map

The image displays two side-by-side screenshots of the Google Maps application interface, showing search results for New York City and Manhattan.

Left Screenshot (New York Search):

- Date:** 2019-12-31
- Search Term:** 첼시 마켓 (Chelsea Market)
- Time:** 11:00
- Filter:** 기념품 사기, 랍스터 먹기 (Buying souvenirs, eating lobster)
- Budget:** 200000 원
- Location:** New York
- Map View:** 지도 (Map)
- Map Details:** The map shows New York City with a red pin in Manhattan. Labels include: 위호켄 (Weehawken), 센트럴 파크 동물원 (Central Park Zoo), 워싱턴 스퀘어 공원 (Washington Square Park), 미드타운 맨해튼 (Midtown Manhattan), and 이스트빌리지 (East Village).
- Action:** 추가하기 (Add)

Right Screenshot (Manhattan Search):

- Date:** 2019-12-29 일정 (Schedule)
- Search Term:** 맨하튼 (Manhattan)
- Filter:** 집기 (Cleaning)
- Budget:** 400000 원
- Location:** 맨하튼 (Manhattan)
- Map View:** 지도 (Map)
- Map Details:** The map shows Manhattan with a red pin in the Upper East Side. Labels include: 클리프사이드 파크 (Cliffside Park), 노스 베르겐 (North Bergen), 유니언시티 (Union City), 센트럴 파크 동물원 (Central Park Zoo), 미드타운 맨해튼 (Midtown Manhattan), 롱 시티 (Long City), 서니사이드 (Sunnyside), and 우드사이드 (Woodside).
- Action:** 추가하기 (Add)

Real-time Exchange Rate

KT 1:24

Real-time Exchange Rate

스케줄 지출내역

스케줄명 : 썬썬버거 먹기
스케줄 계획 : 버거랑 썬이크 먹기

T SmokeShack : 12993.3 KRW
T DBL Smoke : 17165.5 KRW

미국 달러

환전

한국 원

Choc Shake	:	8226.5	KRW
Coffee Shake	:	8226.5	KRW
Hamburger	:	8941.9	KRW

지출내역 확정하기

스케줄 지출내역

스케줄명 : 썬썬버거 먹기
스케줄 계획 : 버거랑 썬이크 먹기

T SmokeShack : 12993.3 KRW
T DBL Smoke : 17165.5 KRW

미국 달러

환전

환전 화폐

Choc Shake	:	6.90	USD
Coffee Shake	:	6.90	USD
Hamburger	:	7.50	USD

지출내역 확정하기

04. Main Features

Receipt Recognition

인식된 텍스트중
기록할 텍스트를 눌러주세요!

완료하기

지출항목 금액

GST NO.:201842979R
TEL NO: 6904 0538

=====D==%D

=====

16/07/2015 09:59

Qty Descriptions

B029028

Amount

T SmokeShack 10.90

* Add Tomato --

T DBL Smoke 14.40

* Add Tomato --

FR Fries 4.50

Choc Shake 6.90

Coffee Shake 6.90

Hamburger 7.50

* Add Tomato --

6 TOTAL TO_STAY 51.10

AMEX: xxxxxxxxxxxx430 51.10

III O <



Eco-Travel3.0

계획적인 여행으로 알차게 즐기자!

05. System Completeness

Quantitative Goals

Functional Requirements Implementation Rate => 80%

1. SignUp/Login (O)
2. Add Travel (O)
3. Invite Friends (O)
4. Add Schedule (O)
5. Edit Schedule (O)
6. Add Expenditure to Schedule (O)
7. Apply Exchange Rate (O)
8. Receipt Recognition (O)
9. Real-time Sharing with Friends (X)
10. Show Pay-Map(X)

AddTravel.js

AuthLoading.js

Browse.js

Budget.js

DetailSchedule.js

EditSchedule.js

Explore.js

Forgot.js

Loader.js

Login.js

Product.js

Receipt.js

Schedule.js

Settings.js

SignUp.js

Welcome.js

City.js

Nation.js

Schedule.js

Spend.js

Travel.js

User.js

User_Travel.js

index.js

authentication.js

index.js

schedule.js

spend.js

travel.js

05. System Completeness

Quantitative Goals

Subsystem Testing

1. Performance(Speed)

- Camera Recognition :
- Google Map Picker :
- Exchange Rate Applied :

Original Goal

3~5sec
1sec
1sec

Implemented Ver.

10~20sec
1sec
ms

2. Reliability




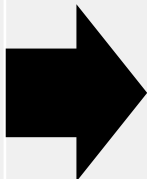
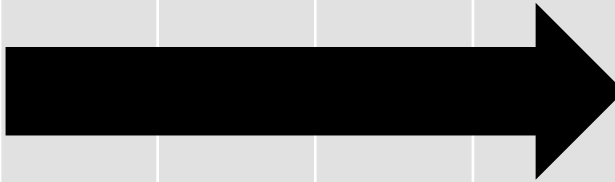
- Camera Recognition Success Rate : 99%
- Recognition Rate : +95%
- Converting Exchange Rate : 100%

90%(2/20 fail)
98%(tip(X)) / 74%(tip(0))
100%

Qualitative Goals

Travel App => more care about UI/UX

06. Actual Development Schedule

Week	5	6	7	8	9	10	11	12	13	14	15
Requirements											
Design											
Develop											
Integration											
Testing											

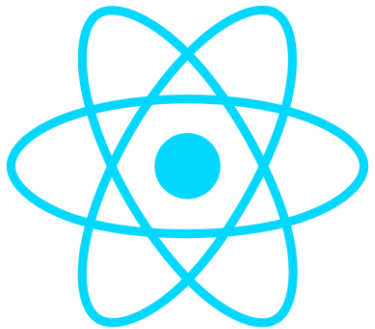
07. Open Sources SW Used



**Google Cloud
Vision**



**Earthquake.kr
Exchange Rate API**



React Native



Express



08. The Risks We Faced During Team Project

- Underestimation & Overestimation



- Starter of New Technology
- React Native Api Version Collision
- Hardship Adapting Adequate Api for Receipt Recognition
- Difference of SW Skill with Team Members

09. Lesson Learned or Epilogue of Each Team Member

류민재

I have worked on several projects, but this is the first time to make documents for several requirements. At first, I couldn't feel it, but after starting development, I could spend less time on specifying requirements, so I could focus more on development. Starting with documentation, I studied React Native and spent a lot of time and effort on creating pages using various open sources. We had a hard time due to lack of time and lack of experience of the team members, but it was a good experience to complete the development using what I learned during the lecture.

나빌

I was able to practice all of the things that I have learned in the class into the project. Since it was my first time learning react native, I was having a pretty hard time at first. Thanks to the assistance of my group members, I was able to obtain a lot of new skills throughout the semester. All these experiences will be useful and valuable after I graduated from university .

09. Lesson Learned or Epilogue of Each Team Member

선명우

Through this lesson of software engineering, I learned a lot about the concept and knowledge of software development, but also learned the importance of the team in software development. Although my own knowledge and ability is greatly inadequate, but because of the excellent leadership of the team leader and other team members actively help me to complete the development task, I cherish this valuable experience.

김주한

During one semester, I felt a sense of responsibility while working as a team leader. I had a difficult time developing, and I wanted to give up, but I couldn't give up because if I gave up, the whole team would fall apart. Thanks to the efforts made by the whole team without giving up, I am proud to be able to complete the development. It was a meaningful experience to learn the beginning and end of the service system through this class.

09. Lesson Learned or Epilogue of Each Team Member

김태완

It was the first time for me to apply software engineering to proceed the project. By using the concepts learned from the class, I could understand why software engineering is important for the team project. In this project, For android development, I studied about react native and various other open source library. Because I've never developed an android, it was difficult but valuable experience.



Thank you
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