

# eDocent

*Group 5 Final Presentation*

# Overview

## Project Goals

Create an Android application allowing museum patrons to learn more about works of art.

Create a Web application where museum administrators can provide information for the Android app.

Grow as software engineers and learn how to build a quality product as a group.

# Overview

## Museum & Patrons

### Museum Administrators

Interact with our Django web interface, add works of art and museum information

### Patrons

Interact with our Android application, find nearby museums, listen to audio clips about the art and scan QR codes to interact with artwork

# *Requirement Analysis*

# Requirement Analysis

## Functional Requirements

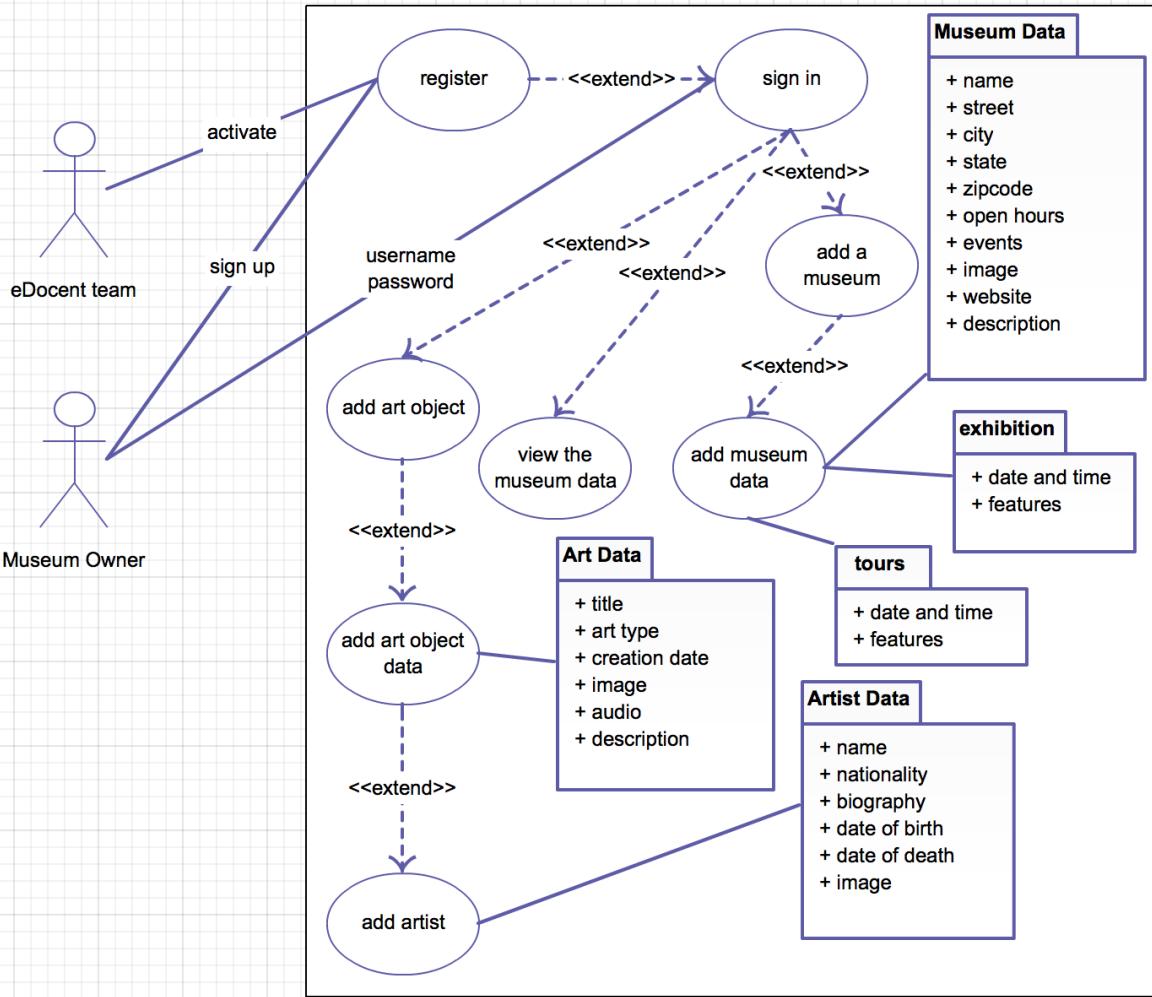
- Secure Museum Login
- Upload/edit/delete content
- Access content through mobile app
- Splash page to display museum info
- Ability to look through museum collection
- Lookup item through QR code

# Requirement Analysis

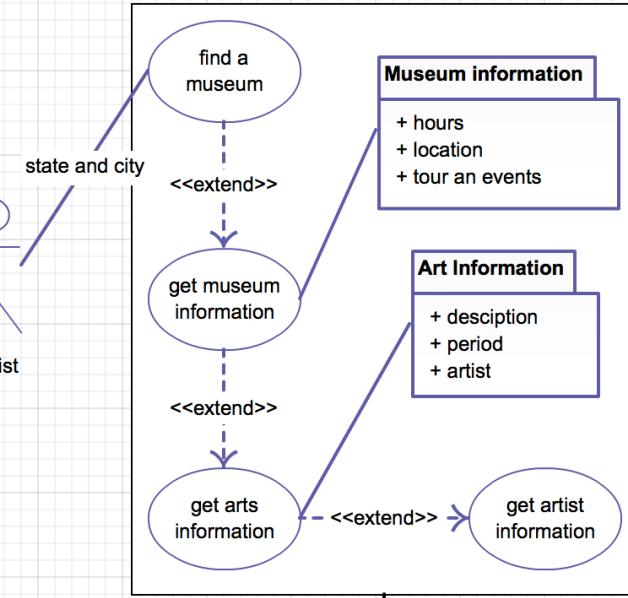
## Use Case Diagram

- Frontend (Android Application)
  - One human actor - tourist
- Backend (Web Interface)
  - Museum's owner actor
  - eDocent team actor
- ( The Diagram Next Page)

### Web Interface (Database) - Backend



### Android Interface (Phone Application) - Frontend



Web Service  
frontend-backend  
Interface  
**JSON Format**  
(Queries to Database)

# Requirement Analysis

## User Stories

### Pivotal Tracker

- Total number of user stories: 30
- Completed: 15
- Planned: 18

The screenshot shows two boards in Pivotal Tracker: 'CURRENT' on the left and 'BACKLOG' on the right.

**CURRENT Board:**

- mobile application, museums Art History (KR) - Deliver
- mobile application, museums, web interface Museum Information (CKCG) - Finish
- django, web interface Museum login (AC) - Deliver
- Route to the museum (NI) - Finish
- django, web interface Hosting for web application and service setup (NI) - Deliver
- mobile application Finding Nearby Museums (NI) - Restart
- django, mobile application Tracking the Number of Visitors (S) - Restart
- mobile application, museums, web interface List of events and new exhibits at museum (NI) - Finish
- mobile application Categorize Art Works (KR) - Restart
- mobile application, museum list Find Museums Based On Art Type (NI) - Restart
- django, web interface Museum can add - Deliver

**BACKLOG Board:**

- django, web interface Museum register (AC) - Start
- Edit Museum Information (AC)
- Customer from P4: QR Code Scanner
- Customer from P4: Feedback from Viewer
- P4 story - Audio Feature
- (Customer from P4) Museum - Favorite
- django, mobile application, museum, visitor Ask a curator/docent feature (CO)
- mobile application, museum, visitor SMS Notifications (CO)
- Customer from p4: Ratings
- Log of admired artwork
- Option to post comments (CKCG)

# Requirement Analysis

## User Stories

### Sample

- Complete: QR Code
- Planned but not completed:  
Search by art work type
- Example of possible extension:  
Feedback/Comment for an  
art work

Customer from P4: QR Code Scanner

ID 79521260 Close

STORY TYPE	★ Feature
POINTS	2 Points
STATE	Deliver Finished
REQUESTER	RG Ray Gborsongu
OWNERS	<none> +
FOLLOW THIS STORY	(1 follower) <input type="checkbox"/>

Updated: about an hour ago

**DESCRIPTION** [\(edit\)](#)

As a user, i should have a QR code function so i can use it to scan QR codes on museum paintings to learn about the artwork.

**Test**

- When i tap the QR function while pointing my phone camera to the QR code on the museum painting, an information on the painting should be shown on my mobile phone screen.

# Requirement Analysis

# Tracking requirements and changes



## Slack - progress shared

The screenshot shows a Slack interface with a dark theme. On the left, there's a sidebar with a dropdown menu set to 'CS673' and a list of channels: #backend, #frontend (which is highlighted in teal), #general, #github-news, #random, #todo\_this\_week, and a 'Create a channel...' button. Below that is a 'DIRECT MESSAGES' section with a list of users: slackbot, caseyso, chethank, kritika, ndahod, and sukaynah. At the bottom, there's a message from user 'ashley' with an orange profile picture and an 'online' status indicator.

**#frontend**

@caseyso: can you install the apk ,me and @kritika completed the QR.

chethank 5:08 PM ★  
[VirtualMuseumCurator.apk](#)   
19MB APK in #frontend • 1 comment

QR completed

chethank 5:09 PM  
Now we can get the art piece by scanning the QR

kritika 5:16 PM  
The QR code works great now

My only concern is demo. We need to show a device scanning the code.

kritika 8:39 PM  
Oops ! I somehow struggle wit GitHub ! @chethank can u pls check I uploaded the right version we worked on today

chethank 9:06 PM  
@kritika can you send me the screen shirs if qr code screens shots of paintings

kritika 9:16 PM  
I'll send you a mail regarding the details

Search bar and other UI elements like a gear icon and a message input field are visible at the top and bottom of the main window.

# Requirement Analysis

# Tracking requirements and changes

## GitHub - commit messages



3 days ago

**Kritika688** opened issue [tab262/cs673#15](#)



Art info - Share on Social Media



3 days ago

**Kritika688** pushed to [master](#) at [tab262/cs673](#)



[d88a130](#) Merge branch 'master' of <https://github.com/tab262/cs673>



QR code final working

[2 more commits »](#)



**ndahod** created branch [Audio](#) at [tab262/cs673](#) 4 days ago



5 days ago

**Kritika688** pushed to [ArtWorkPage](#) at [tab262/cs673](#)



[8d14484](#) adding image display files



6 days ago

**tab262** opened issue [tab262/cs673#14](#)



Information section has formatting issues



12 days ago

**chethan28** pushed to [android](#) at [tab262/cs673](#)



[05e022e](#) Collection page done done done yay yaya yay



13 days ago

**chethan28** pushed to [android](#) at [tab262/cs673](#)



[81831f7](#) Splash page is dynamic



13 days ago

**tab262** pushed to [master](#) at [tab262/museum](#)



[58d5cd6](#) model update



13 days ago

**tab262** pushed to [master](#) at [tab262/museum](#)



[676c278](#) locations api changed



**tab262** created repository [tab262/lab05](#) 14 days ago



15 days ago

**tab262** pushed to [master](#) at [tab262/museum](#)



[f609b09](#) settings

# Requirement Analysis Changes

## Requirement changes

- Added features: Automatic latitude/longitude calculation from address in Django admin, social media sharing on Android app

## How we tracked changes

- Introduced in weekly meeting or Slack conversation
- Status updated via GitHub commits and Slack discussion

# Requirement Analysis

## Non-functional requirements

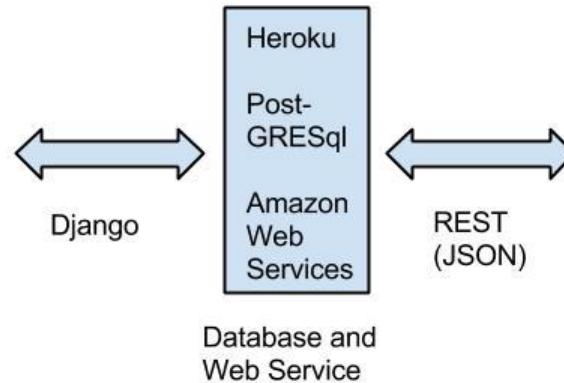
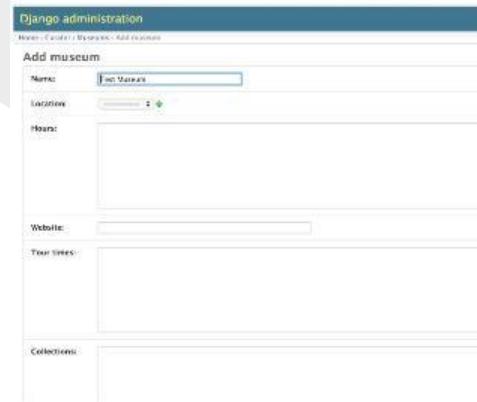
- Intuitive museum admin form fields
- Museum admin filtering for user-friendly interface
- Intuitive user-interface of Android app
- Visually pleasing user-interface of Android app
- Security



*Design*

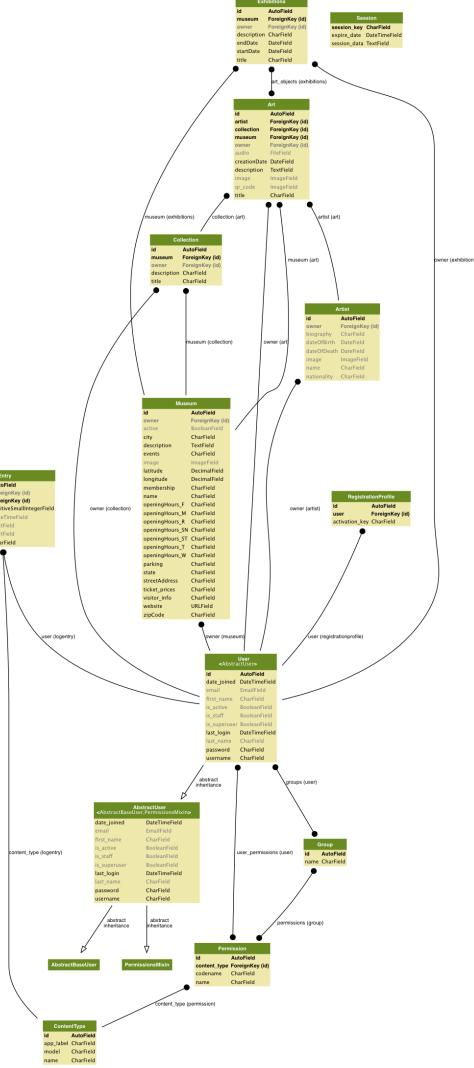
# Design

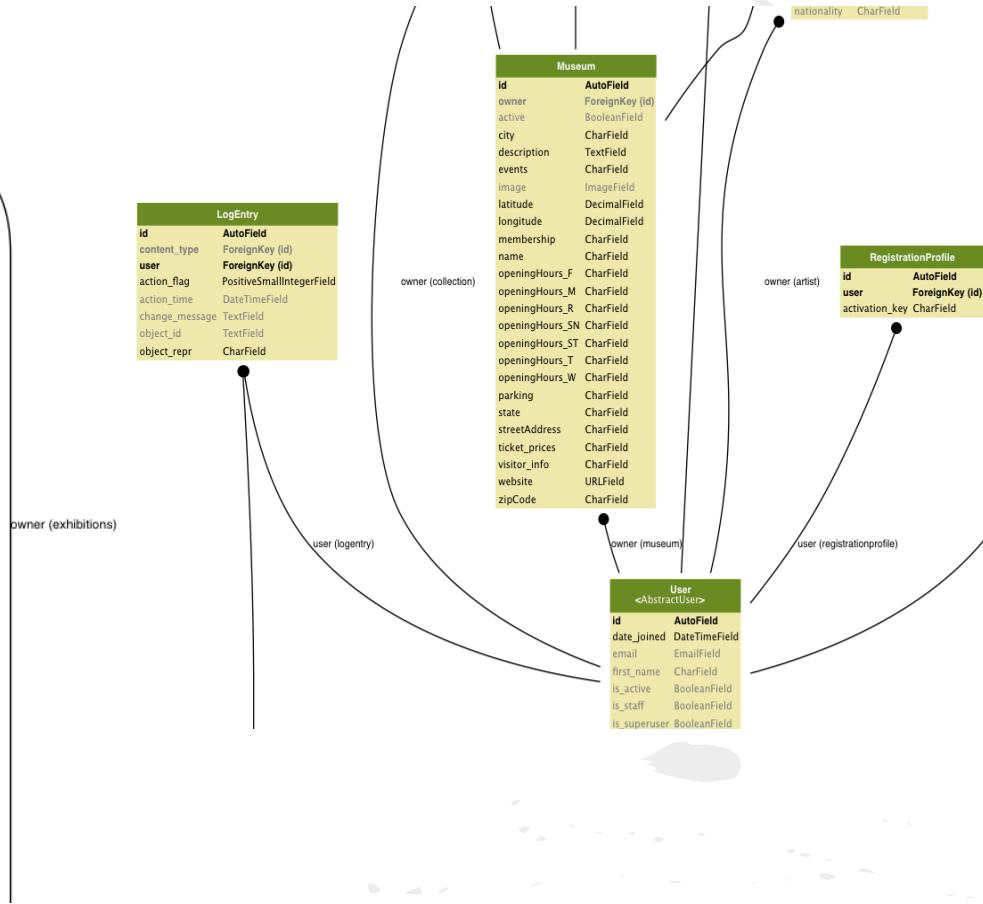
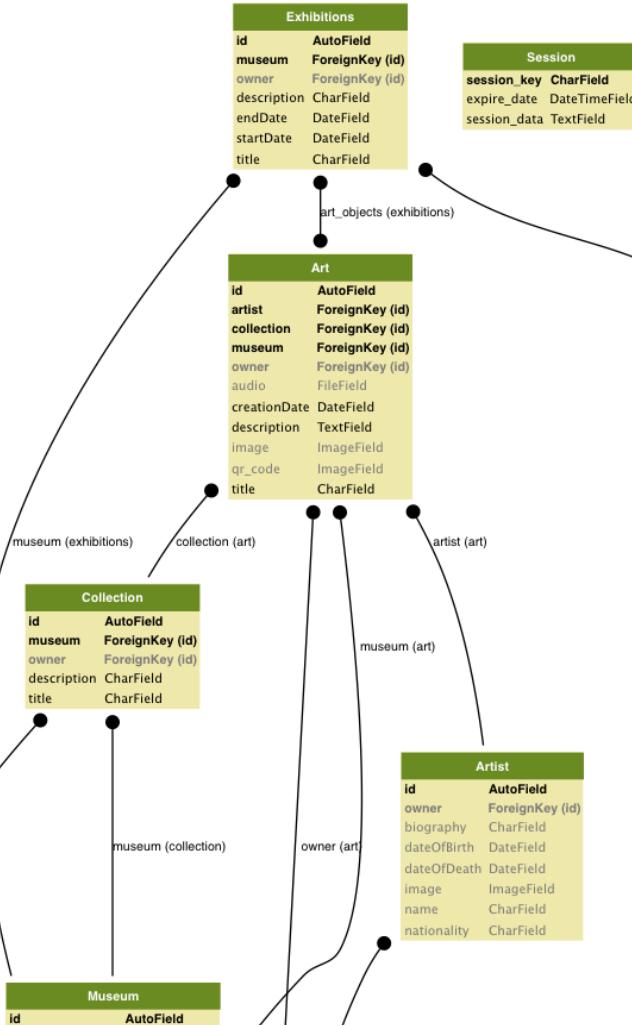
## Software Architecture



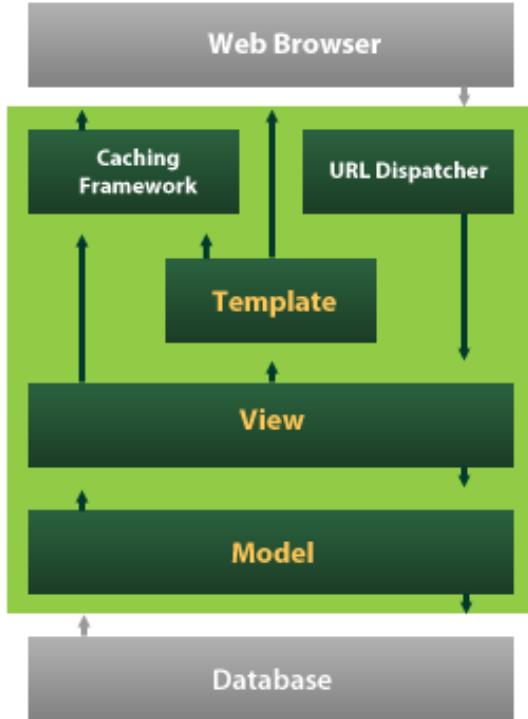
# Design

- Database Modeling (ER-Diagram)
    - Museum
    - Art
    - Artist
    - Exhibitions
    - Collections



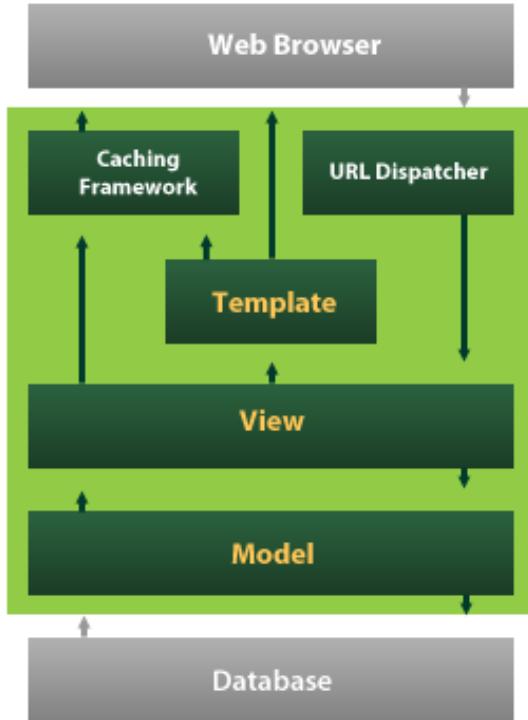


# Design - Django MVC



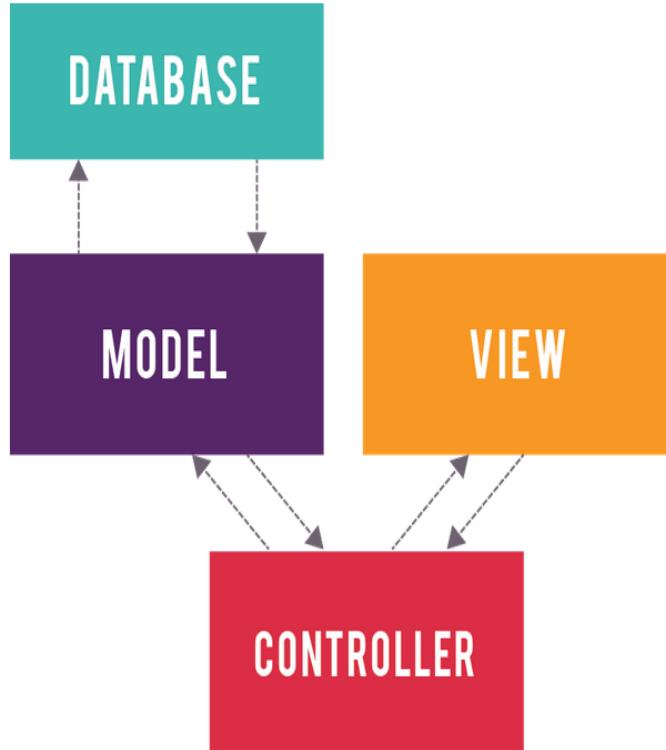
- **Model** - data-access, handled by Django's database layer
- **View** - selects which data to display and how to display it (handled by views & templates)
- **Controller** - delegates to a view depending on user input, handled by the Django framework itself (URLconf)

# Design - Django MTV



- **Model** - data access layer, contains everything about the data
- **Template** - presentation layer, how things are displayed
- **View** - business logic layer, bridge between models and templates

# Design - Android MVC



**View:** Displays the application data to the user and gets data from the user.

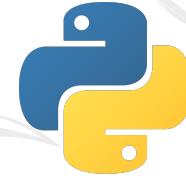
**Model:** Responsible for maintaining the data. It communicates to the database through a RESTful API.

**Controller:** Intermediary between the View and the Model.

# *Implementation*

# Implementation

## Tools



# Implementation

## Challenges

- Finding enough time to work on the project and juggle busy schedules.
- Experience levels were different.
- Working in two groups and understanding the progress in each group.
- Adapting to different work styles

## Implementation

# Web Application

### Features:

- Museum can login with username and password
- Museum can specify museum name, address, tour times, hours open, and more (address automatically converted to lat-lon for Android app's map feature)
- Museum can add works of Art, Artists, and Exhibitions
- Museums can only see items associated with their museum

# Implementation

# Android Application

## Features:

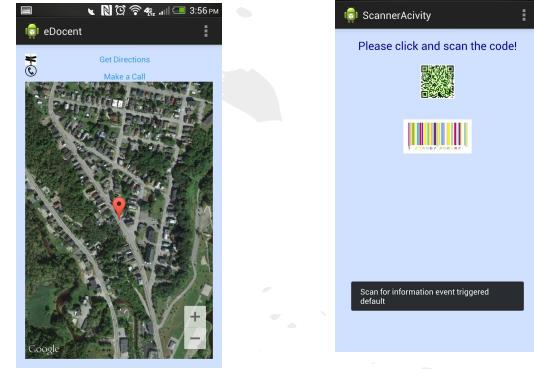
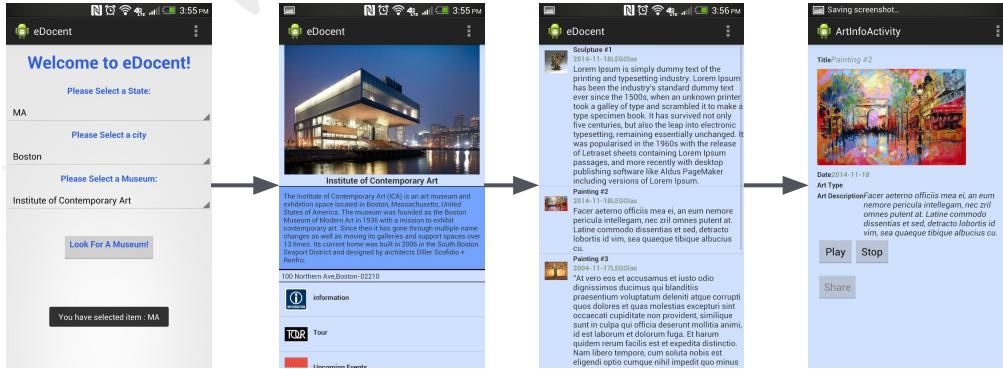
- User can choose a museum after they input their state and city.
- Directed to the museum home page which displays the picture of the museum, the hours, and the address. Users can also scroll through the options of taking a virtual tour, viewing upcoming events, viewing the ‘spotlight of the week,’ collections currently in the museum, events, maps (Google Maps), and the option to receive notifications from the museum.
- If the user selects ‘Maps,’ they will be connected to Google Maps and can get directions to the museum.
- If you click QR, then you can scan the code and be led to the art piece.
- If the user selects ‘Collections,’ they will see a list of all the art pieces in the museum’s collection.

# Implementation

# Android Application

## Features continued:

- They can select on an art piece and be led to a page, which displays a larger picture of the art piece, can play an audio clip about the piece, has information about the art piece, and can be shared on social media.



# Implementation

## Refactoring

### Back end:

- Bad smell examples:
  - duplicated code
  - speculative generality

```
models.py *  
55  
56 class Artist (models.Model):  
57     name = models.CharField(max_length=200)  
58     nationality = models.CharField(max_length=200)  
59     biography = models.CharField(max_length=200)  
60     dateOfBirth = models.DateField('DoB', null=True)  
61     dateOfDeath = models.DateField('DoD', null="True", blank="True")  
62     image = models.ImageField(upload_to='artist_images', blank=True)  
63     owner = models.ForeignKey(User, null=True, blank=True)  
64  
65  
66     def __unicode__(self):  
67         return self.name  
68  
69 class Collection (models.Model):  
70     title = models.CharField(max_length=200)  
71     description = models.CharField(max_length=2000)  
72     museum = models.ForeignKey(Museum)  
73     owner = models.ForeignKey(User, null=True, blank=True)  
74  
75     def __unicode__(self):  
76         return self.title  
77  
78 class Art (models.Model):  
79     title = models.CharField(max_length=200)  
80     artist = models.ForeignKey(Artist)  
81     creationDate = models.DateField('creation date')  
82     image = models.ImageField(upload_to="art_images", blank=True) #models.CharField(max_length=2000)  
83     audio = models.FileField(upload_to="audio_files", blank=True)  
84     description = models.TextField()  
85     museum = models.ForeignKey(Museum)  
86     owner = models.ForeignKey(User, null=True, blank=True)  
87     #image2 = models.ImageField(upload_to="upload_image_to", blank=True)  
88     qr_code = models.ImageField(null=True,upload_to="qr_codes", blank=True)  
89     collection = models.ForeignKey(Collection, default=None)  
90  
91     def __unicode__(self):  
92         return self.title  
93  
94     def qr_code_fn(self):  
95         return '' % self.qr_code.url  
96     qr_code_fn.allow_tags = True  
97  
98  
99  
100  
101  
102  
103  
104 class Exhibitions (models.Model):  
105     title = models.CharField(max_length=200)  
106     startDate = models.DateField('Exhibition Starts')  
models.py 60,52 Python  UTF-8  ↻ master  +7, -10
```

# Implementation

## Refactoring

### Front End:

- Bad smells:
  - Switch statements
  - Some duplicated code

```
@Override
public void onListItemClick(ListView l, View v, int position, long id) {
    // do something with the data

    String item= (String) getListAdapter().getItem(position);

    switch(position){

        case 0:
            Intent intentInfo=new Intent(this.context,MuseumInformation.class);
            intentInfo.putStringArrayListExtra("hours", this.hours);
            intentInfo.putExtra("membership",this.membership);
            intentInfo.putExtra("parking",this.parking);
            intentInfo.putExtra("ticketprice",this.ticketprice);
            intentInfo.putExtra("website",this.website);
            intentInfo.putExtra("visitorsinfo", this.visitorsinfo);
            startActivity(intentInfo);
            break;

        case 4:
            Intent intentC=new Intent(this.context,CollectionPageActivity.class);
            intentC.putExtra("primarykey", this.primarykey);
            Log.d("Before CollectionPageActivity activity","*****");
            startActivity(intentC);
            Toast.makeText(getApplicationContext(), item+" Collection triggered", Toast.LENGTH_LONG).show();
            break;

        case 6:
            Intent intent =new Intent(this.context,MuseumLocationActivity.class);
            intent.putExtra("Address", this.Address);
            intent.putExtra("phone", this.phone);
            intent.putExtra("title", this.title);
            intent.putExtra("lat", this.lat);
            intent.putExtra("lng", this.lng);
            Log.d("Before start activity",this.Address+this.title+this.phone+this.lat +this.lng);
            startActivity(intent);
            Toast.makeText(getApplicationContext(), item+" Map triggered", Toast.LENGTH_LONG).show();
            break;

        case 7:
            //Intent intentScan=new Intent("com.google.zxing.client.SCAN");
            Intent intentScan =new Intent(this.context,ScannerActivity.class);
            startActivity(intentScan);

        default:
            Log.d("No activity","*****");
            Toast.makeText(getApplicationContext(), item+" event triggered default", Toast.LENGTH_LONG).show();
    }
}
```



*Testing*

# Testing - Backend

- Backend
  - Manual
  - Unit testing
  - Regression testing
  - Test driven development

# Testing - Frontend

- Manual testing
- Unit testing
- Automation framework
  - Robotium

Example of Unit Test Code for audio feature:

```
public void testSplashPage() {  
    solo.assertCurrentActivity("testing  
splash page", EDocentSplashActivity.class);  
    solo.pressSpinnerItem(0, 0);  
    solo.pressSpinnerItem(1, 0);  
    solo.pressSpinnerItem(2, 0);  
    solo.clickOnButton("Look For A  
Museum!");  
}
```

# *Project Management*

# Project Management

- Backend Team Contributions:
  - Ashley:
    - Django admin developer (models, permissions, user experience)
    - Coordinator of group calendar, communication tools, planning
  - Sukaynah:
    - Designing diagrams (er-diagram, use case diagram)
    - Registration of new users & resetting password
  - Casey:
    - Django admin and REST API developer
    - Hosting configurations with Heroku and AWS
    - Testing

# Project Management

- Frontend Team Contributions:

- Chethan:
  - Splash Page
  - Museum page, Collections page
  - Art page -QR and image
- Kritika:
  - Art page, QR, image, and audio
  - Collections page
  - Testing
- Nisreen:
  - Splash page
  - Art page- audio
  - Testing

# Project Management

## Risk Management:

- Anticipated risks: miscommunication, time shortage, design errors, server crash, lack of testing, lack of technical understanding, loss of group member(s)
- Realized risks:
  - time shortage - very busy school schedules for all group members and important family and life events

# Project Management

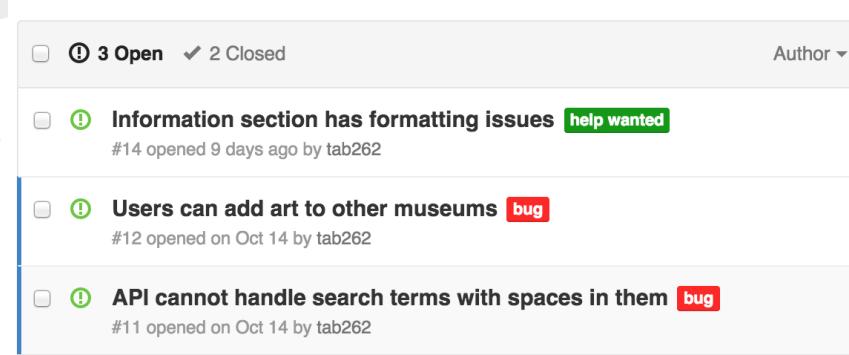
## Quality Management:

- Ensure to accomplish what we promised our ‘customer.’
- Implementing defect detection techniques and focusing on fixing them.

# Project Management

## Quality Metrics:

- Fault Profile: Bugs and defects recorded on GitHub
- Breadth of testing: test all functionality.



Some recorded bugs on GitHub.

# Project Management

## Achievements:

- Delivering a project with all the features we promised our ‘customer.’
- We all learned new techniques and even learned to program in new platforms and environments
- Worked efficiently as two separate teams

# Project Management

Challenges and Lessons learned:

- Remembering to log bugs and defects, especially small ones.
- Version control, different working environments and integration
- Database schema changes



*Demo*



Thank you!