



PROJECT REPORT

CAR RENTAL APPLICATION

420-DA4-AS C9_ANDROID MOBILE DEV._ONLINE

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Overview

The Car Rental Management App is designed to transform the car rental industry by streamlining operations and improving customer satisfaction. This centralized platform efficiently manages a few aspects of car rental services, from car inventory management to booking tracking, payment processing, and report generation. The app optimizes rental workflows and provides real-time insights for better decision-making. The primary purpose of developing this app is to create a seamless, user-friendly experience for both customers and rental agencies. It provides personalized services that cater to the evolving needs of users.

Key features:

Customer's Side

1. User Authentication

- **Login:** Securely access your account using Google Email or Email and password based authentication(Firebase SDK Authentication)
- **Register:** Create a new account using Password-Based Account (Firebase SDK Authentication)

2. Car Search and View Available Cars

- **Search Cars:** Easily find the perfect car based on your search for a car name and any other available details.
- **Browse Information:** Explore detailed information about cars, including:
 - Brand
 - Model
 - Pricing
 - Availability
 - Location
 - Seats
 - Car description

3. Car Rental Process

- **Rent a Car:** Select your desired car for rental.
- **Set Dates:** Choose valid start and end dates for your rental period.

4. Payment Options

1. **Flexible Payment Methods:** Select your preferred payment option (e.g., card, Klarna).
2. **Make Payments:** Complete your transaction and see the total fee.
3. **Payment Information format:**
 - Choose the Visa card and enter a valid Card Number as an example: 4242 4242 4242 4242 .
 - Enter the month and year in future
 - Enter the card CVC which has to be three numbers
 - Enter the Zip Code and have to meet the Canadian format. An example of a valid Canadian format: H7Y8U9.
 - Then you can click on the pay button.

5. Post-Rental Management

- **View Contracts:** Navigated to your rental contract(s) anytime after booking.

6. Account Management

- **Account Details:** View your personal information which are: name, gmail, Date of account creation and Set your avatar.
- **Logout:** Securely exit your account.

Admin's Side

1. User Authentication

- **Login:** Securely access your account using Google Email or Email and password based authentication(Firebase SDK Authentication)

2. Car Management

- **Add New Cars:**
 - Enter details such as car model, brand, seating capacity, location, price, and upload photos(optional).

- **View All Cars:**
 - Browse the complete list of cars available in the system.
 - **Edit Car Details:**
 - Update information like pricing, brand, model, availability, location, image or car's description.
 - **Update Car Detail:**
 - Modify existing records to keep car details accurate and up-to-date.
- 3. Contract Oversight**
- **View Customer's Contracts:**
 - Access and edit the status of rental contracts associated with user bookings. From completed to canceled and active.
- 4. Account Management**
- **Account Control Functions:** View all users and block a user.
 - **Logout:** Securely exit your account.

Technologies Used

1. Frontend

- **Android Studio Koala (2024.1.1 Patch 2):** IDE used for developing the Android App.
- **XML 1.0:** For designing the user interface (UI) components.
- **Java 8:** Processes the business logic and user interactions.
- **Gradle:** Build automation tool for managing dependencies.

2. Backend

- **Authentication:** Integrating **email/password** based Firebase SDK authentication and **Google Sign-in**, into the Car Rental Management App provides a secure and user-friendly way for customers to log in.

- **Secure Session Management**

Firebase automatically manages session states, enabling customers to stay logged in across sessions without compromising security.

- **Firebase Storage**

Utilized Firebase Storage to securely store and manage high-resolution images of cars, ensuring efficient retrieval and scalability integration with the system's database for an enhanced user experience.

3. APIs

- **Google Login API:** Establishes user sign-in and account management.
- **Stripe API:** Secure online payment processing.
- **Google Location API:** Provide valid and dynamic location services, including car's pickup location.
- **Google Calendar API:** For integrating booking schedules and reminders into customers gmail calendar.

4. Platforms

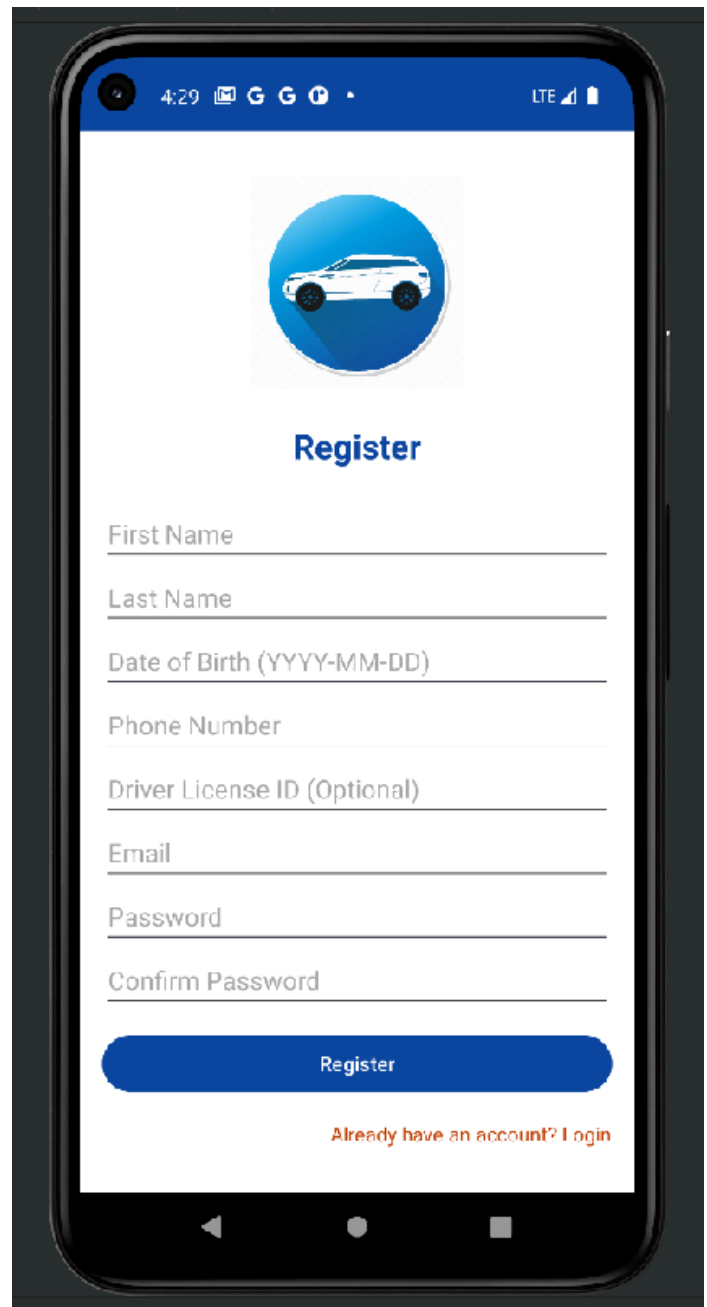
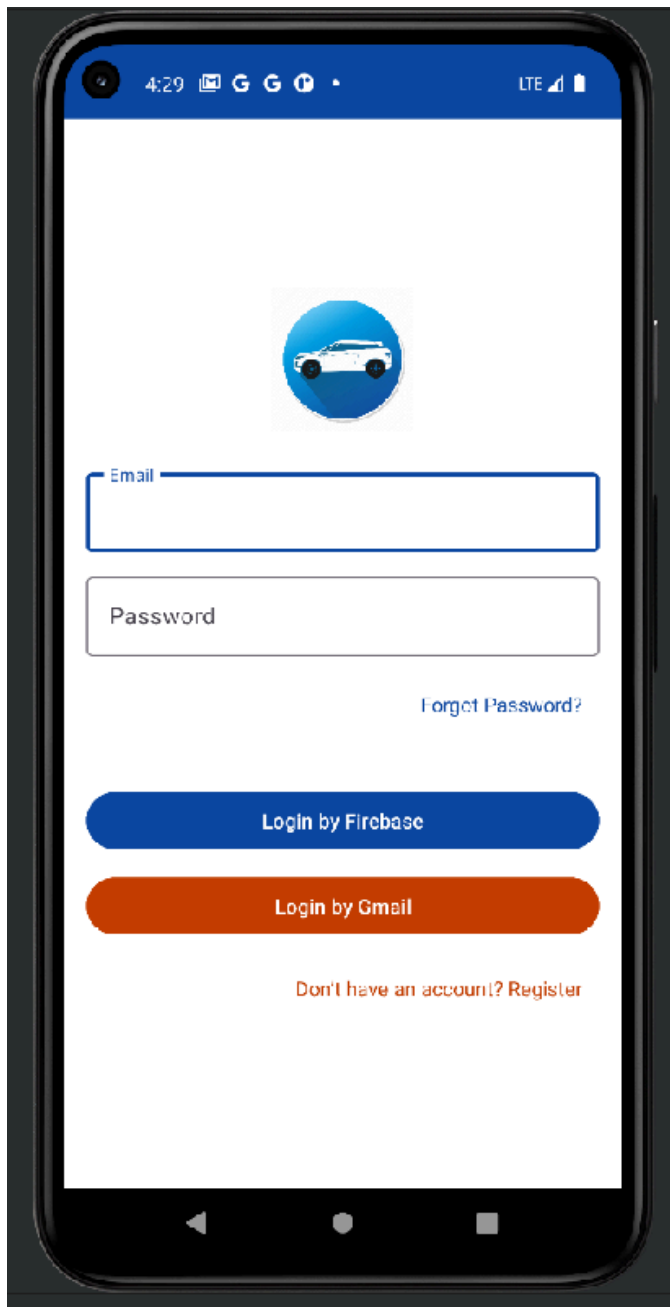
- **Firebase Console:** For monitoring app performance, usage analytics, and push notifications.
- **GitHub:** Allows version control and updates, and collaboration.

5. Testing

- **Emulators:** Used Pixel 5 API 30 for app testing.

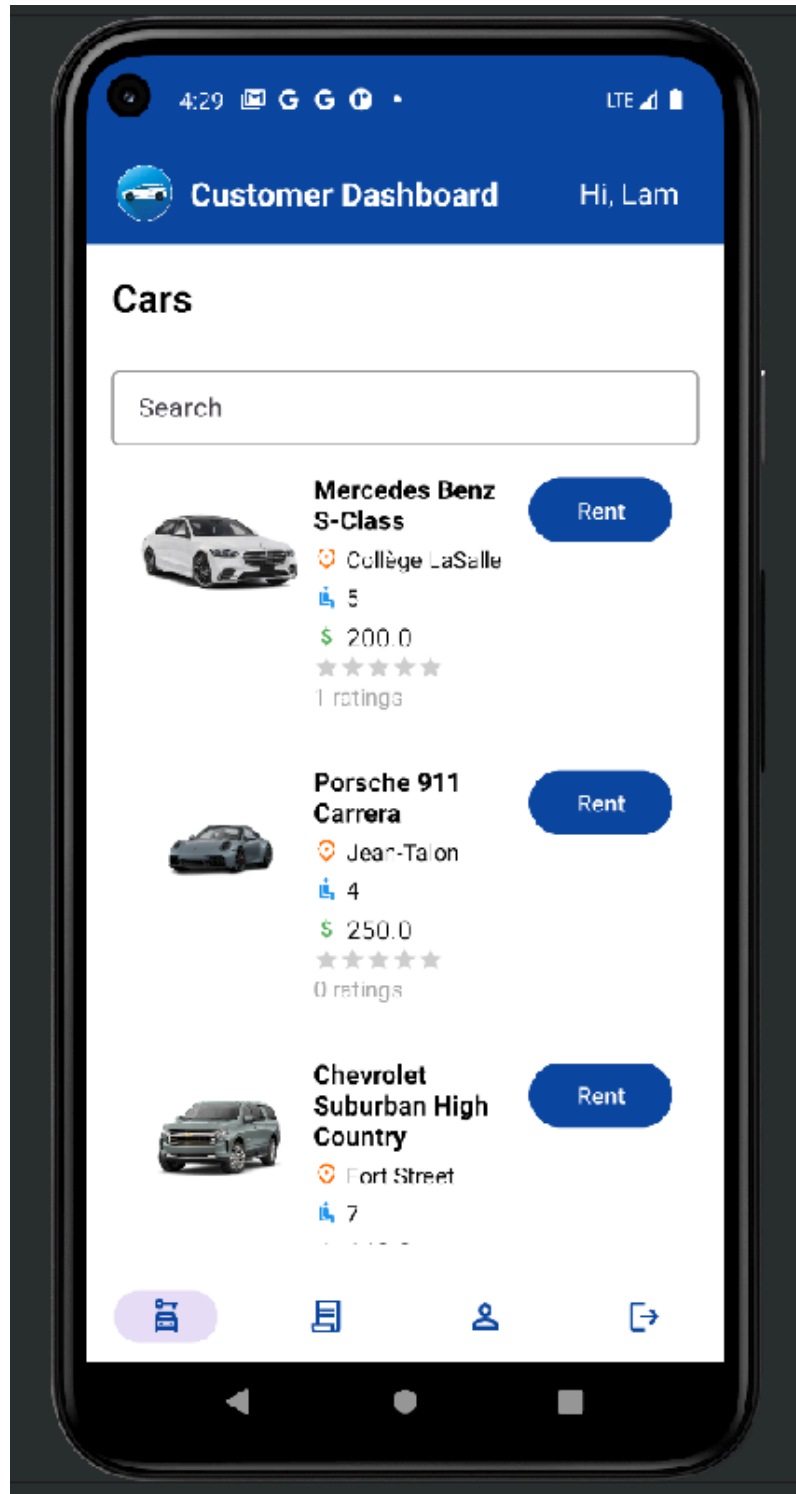
User Interface

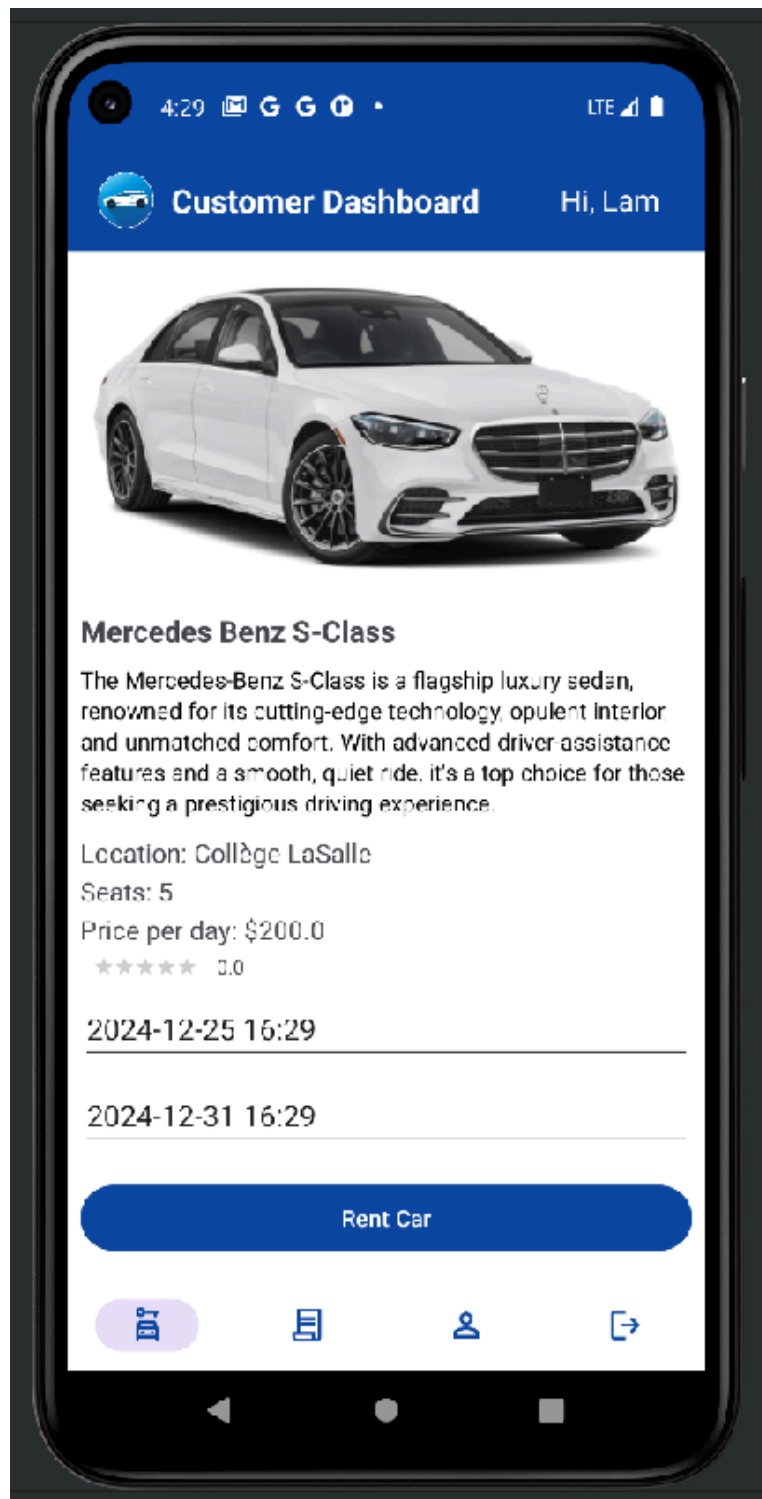
Login and Register UI :

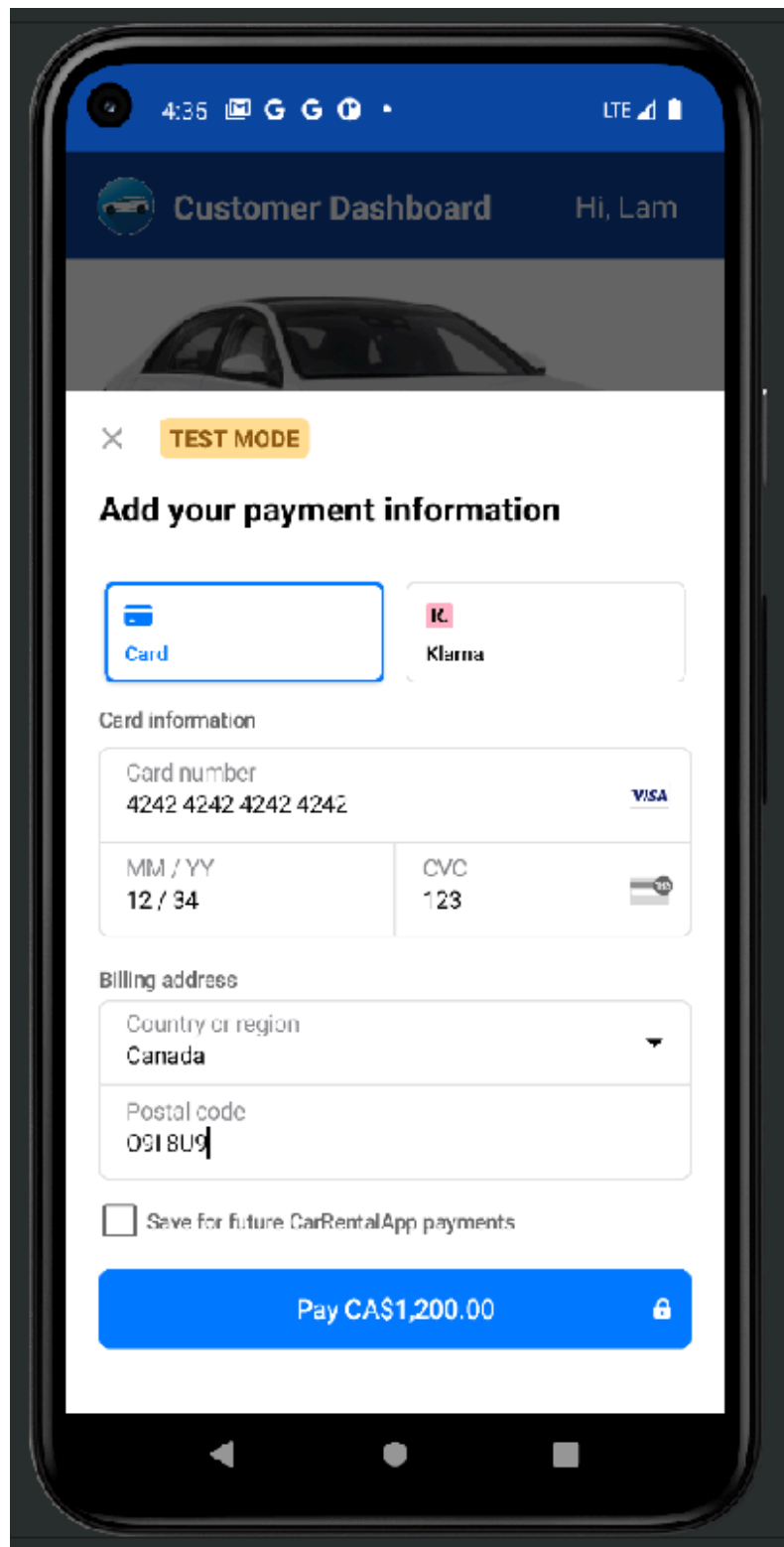


Customer Dashboard:

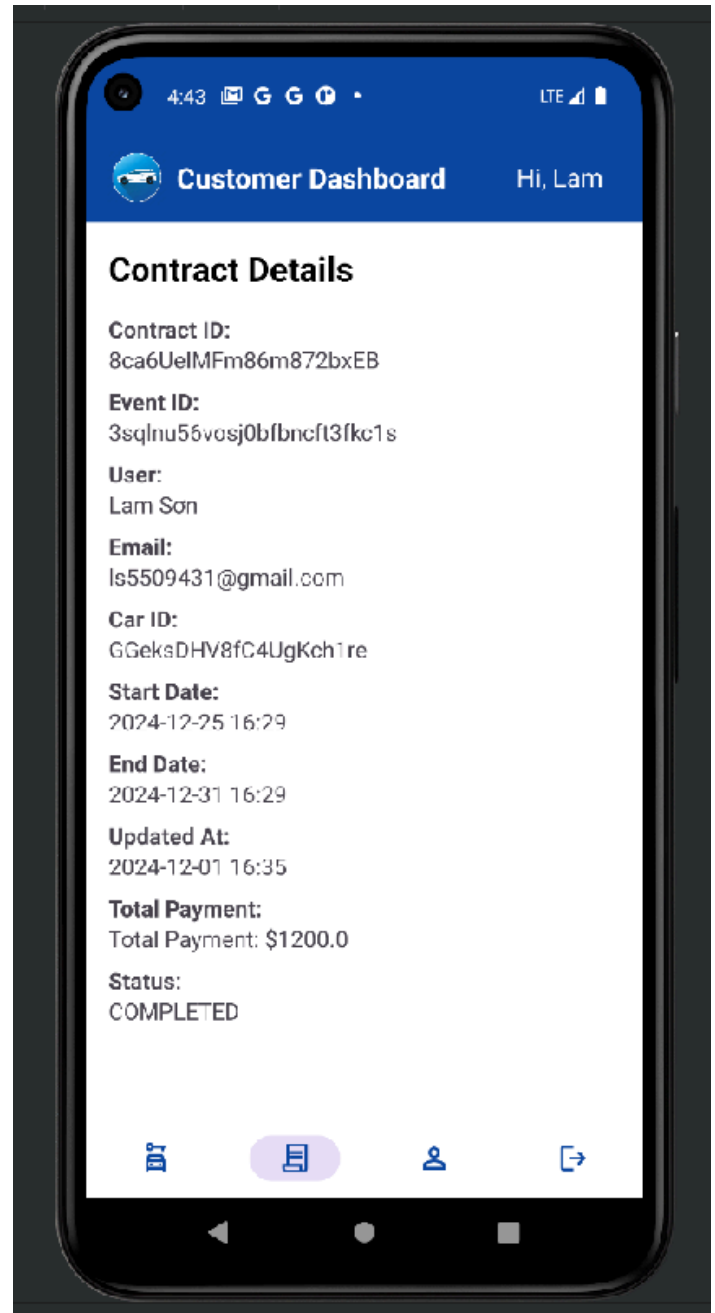
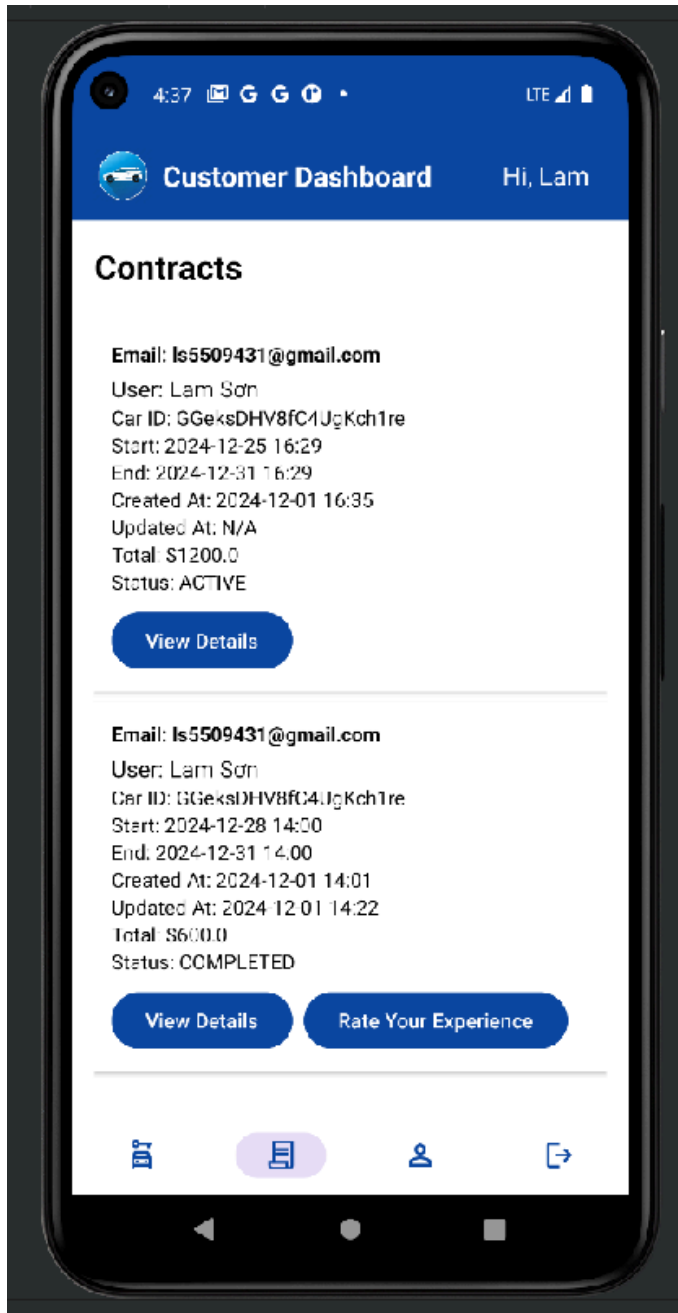
Main UI:

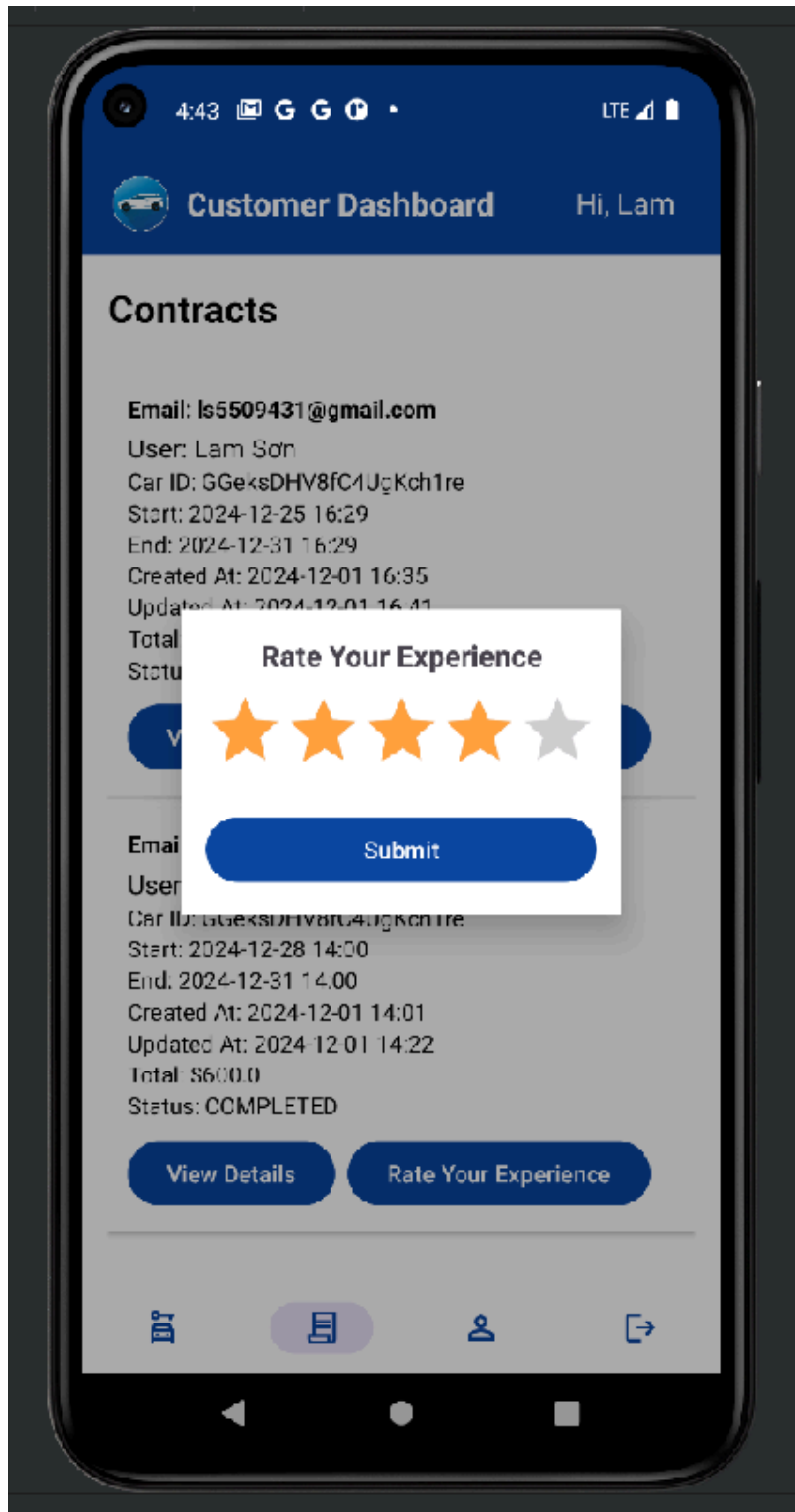


Rent Car UI:

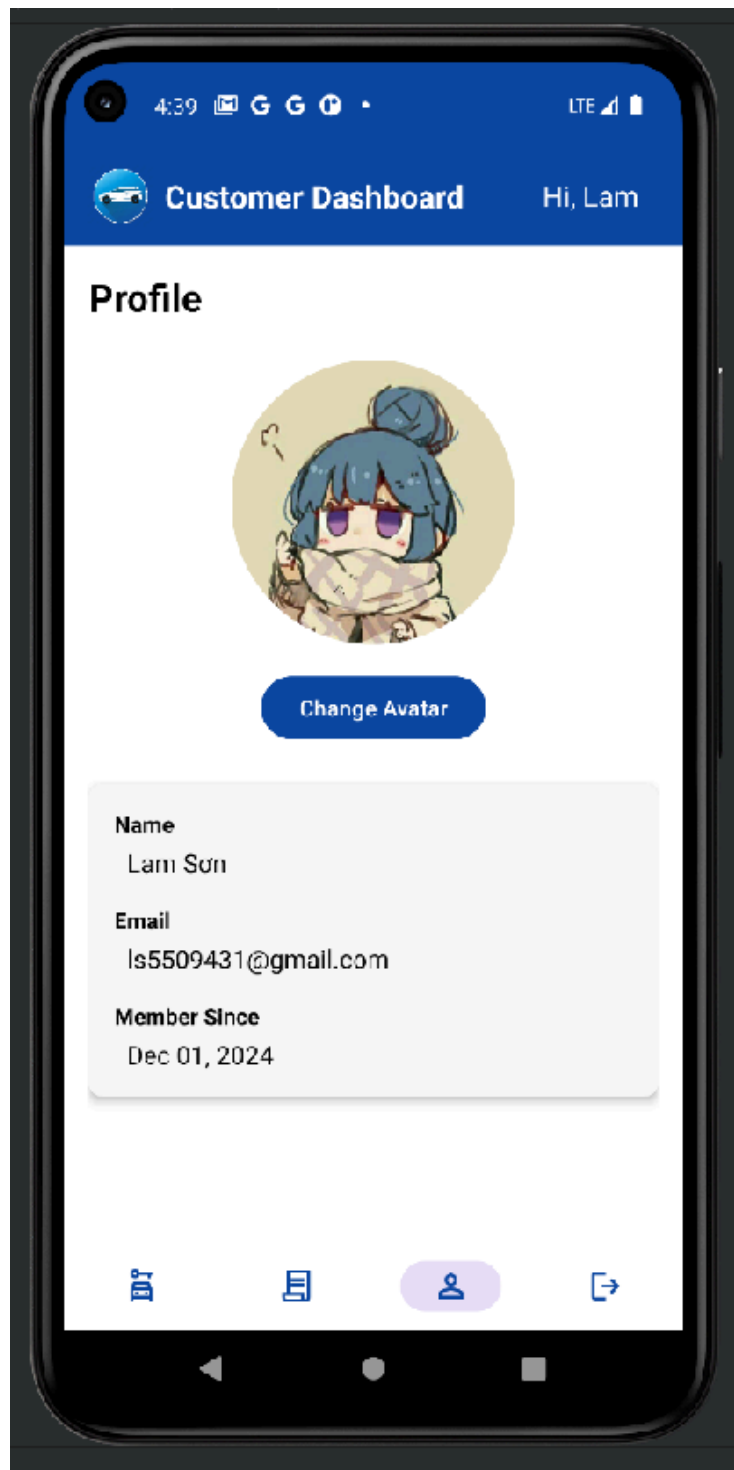
Payment UI:

Contracts UI:



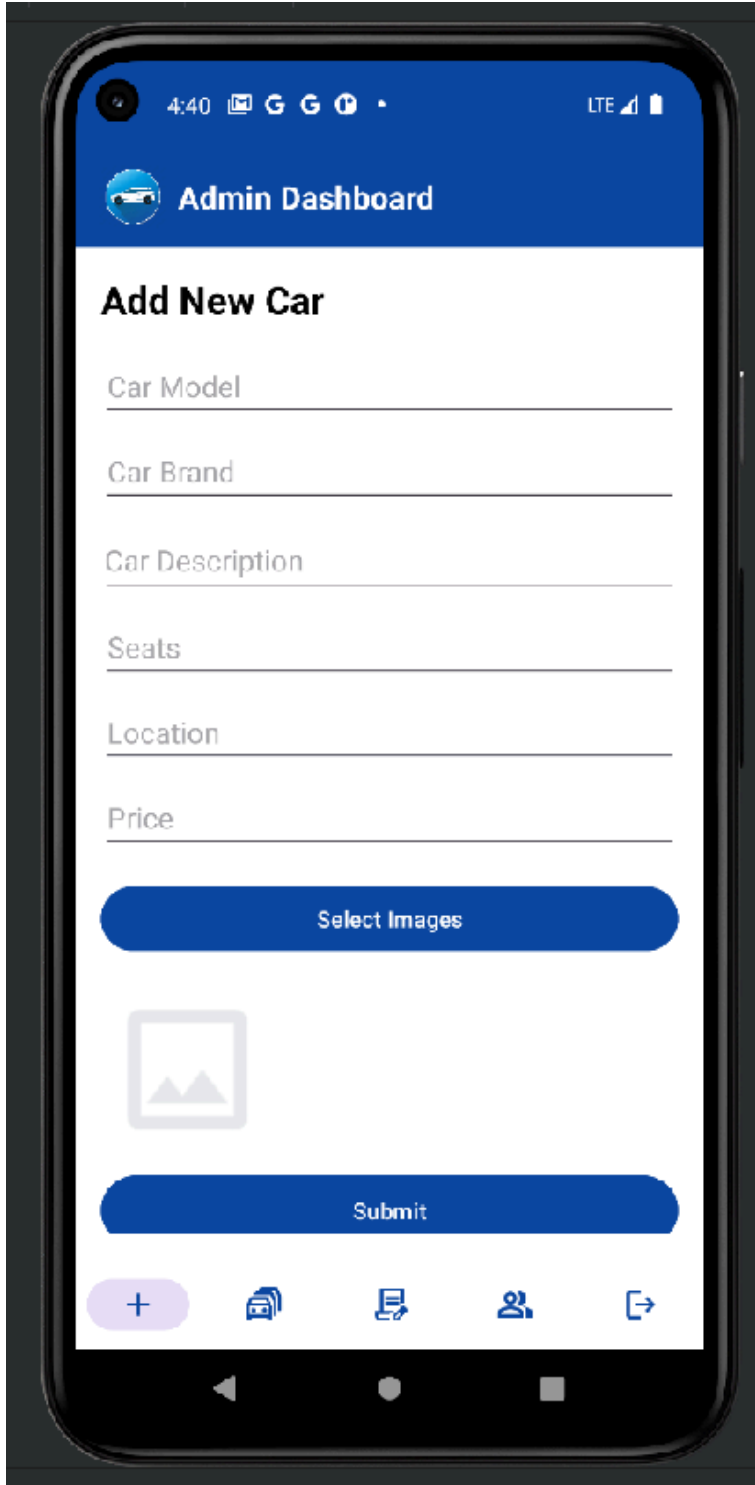


Profile UI:



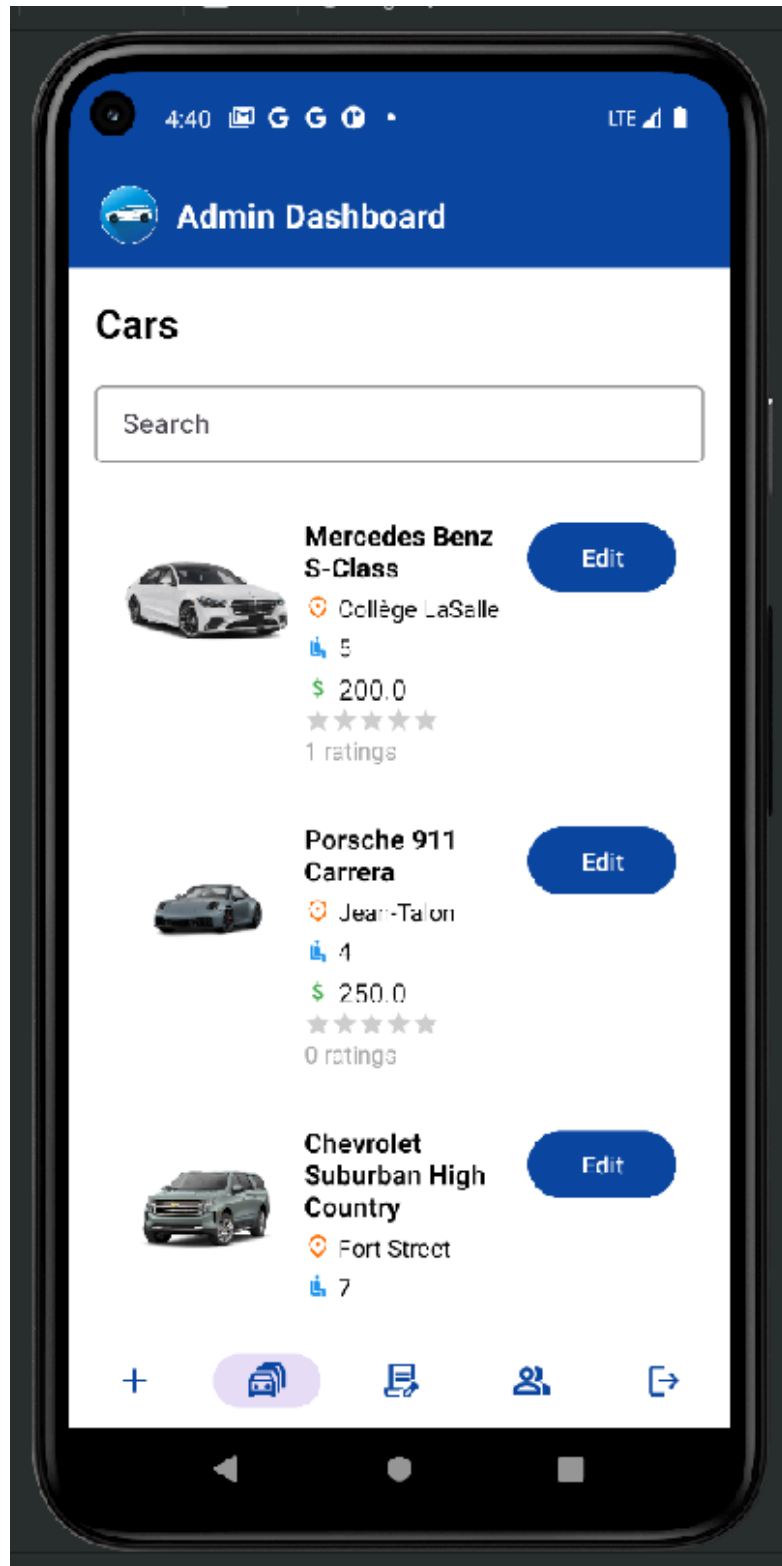
Admin Dashboard:

Add Car UI:

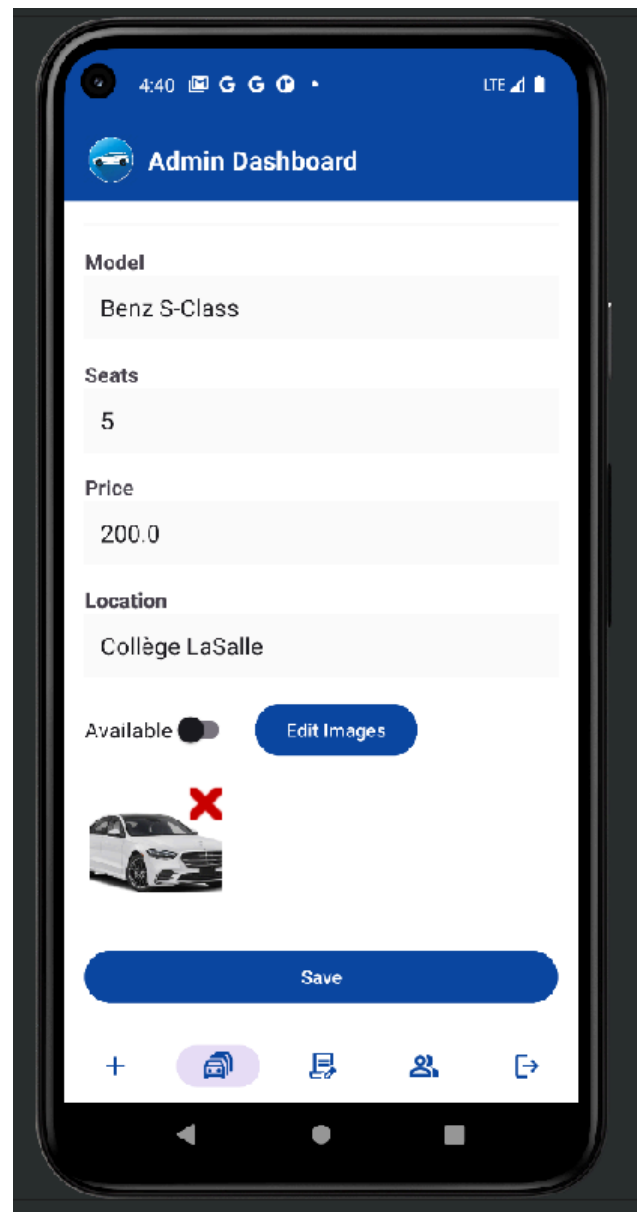
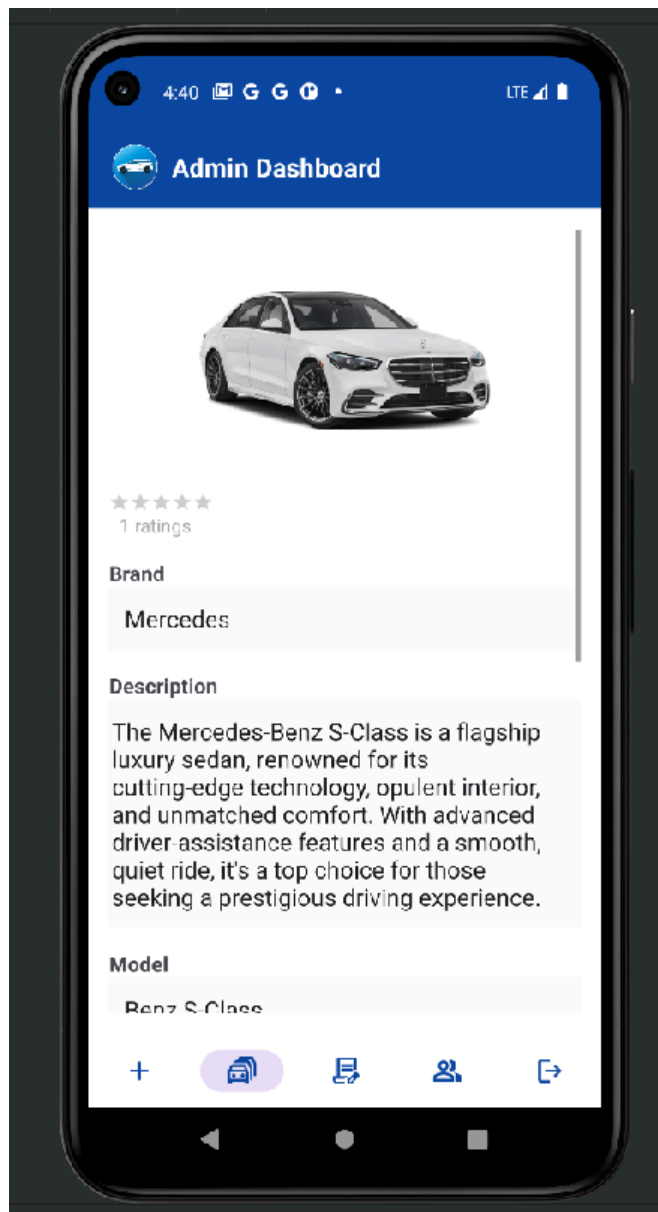


The screenshot displays a mobile application interface for an 'Admin Dashboard'. At the top, a blue header bar contains a car icon and the text 'Admin Dashboard'. Below this, the title 'Add New Car' is centered. The form consists of several text input fields: 'Car Model', 'Car Brand', 'Car Description', 'Seats', 'Location', and 'Price'. Each field is followed by a blue button labeled 'Select Images'. Below the 'Select Images' button is a placeholder image icon. At the bottom of the form is a large blue button labeled 'Submit'. The bottom of the screen features a navigation bar with five icons: a plus sign, a car, a document, a person, and a share icon. The status bar at the very top shows the time as 4:40, signal strength, and battery level.

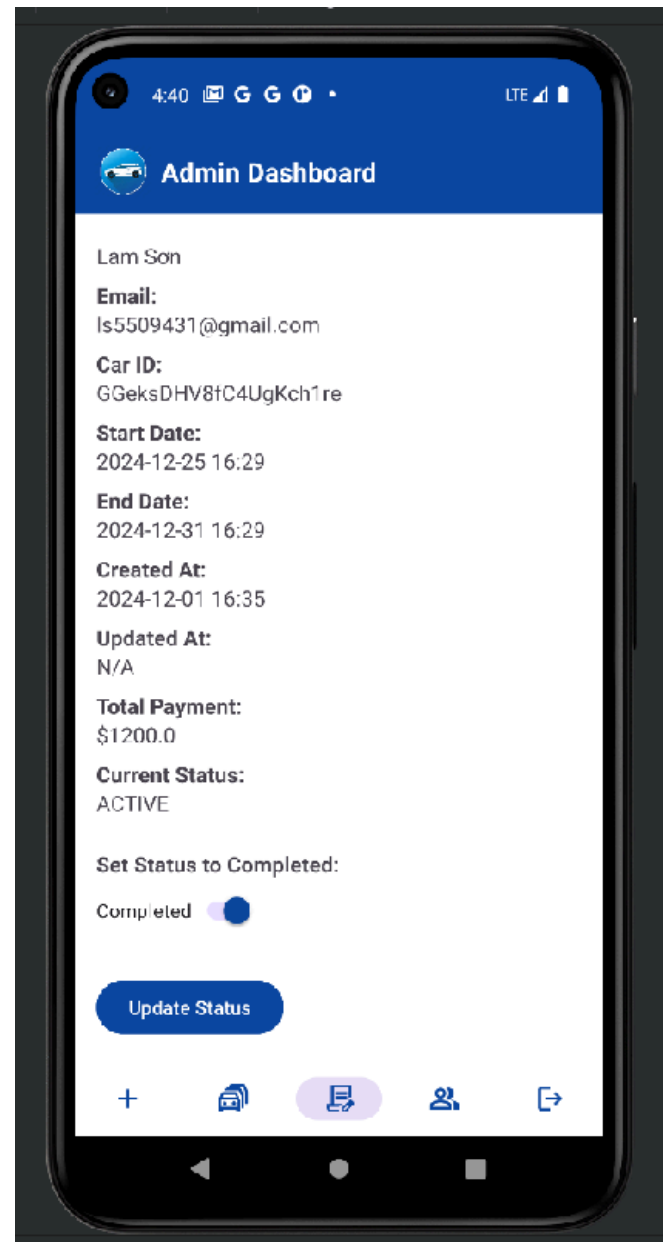
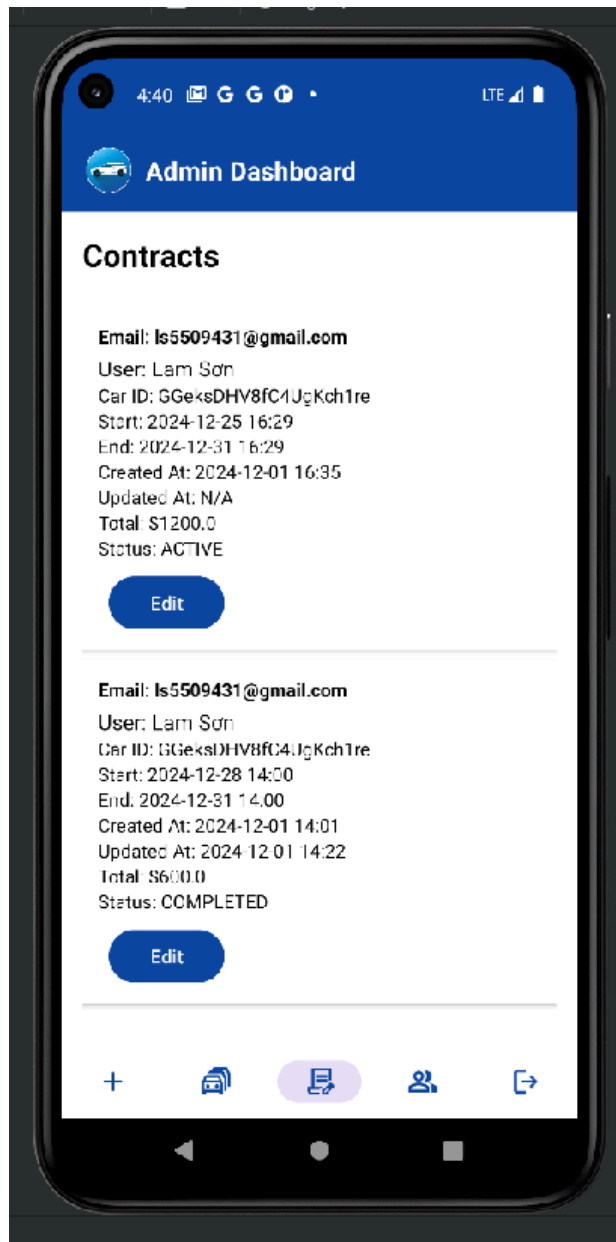
View Car List UI:

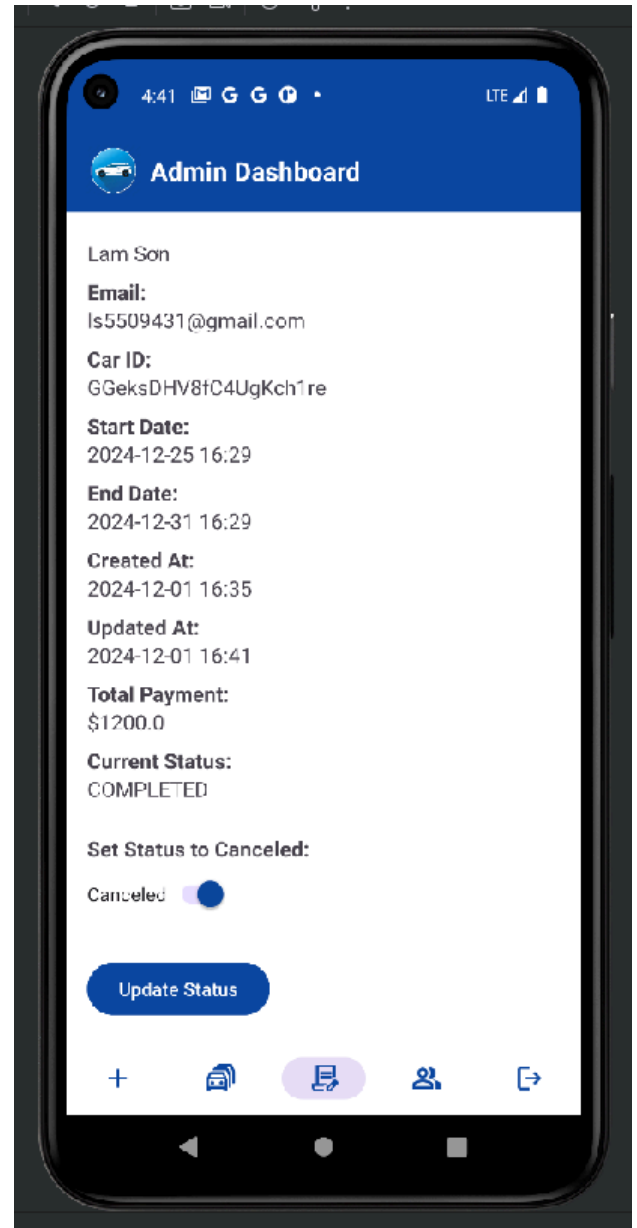
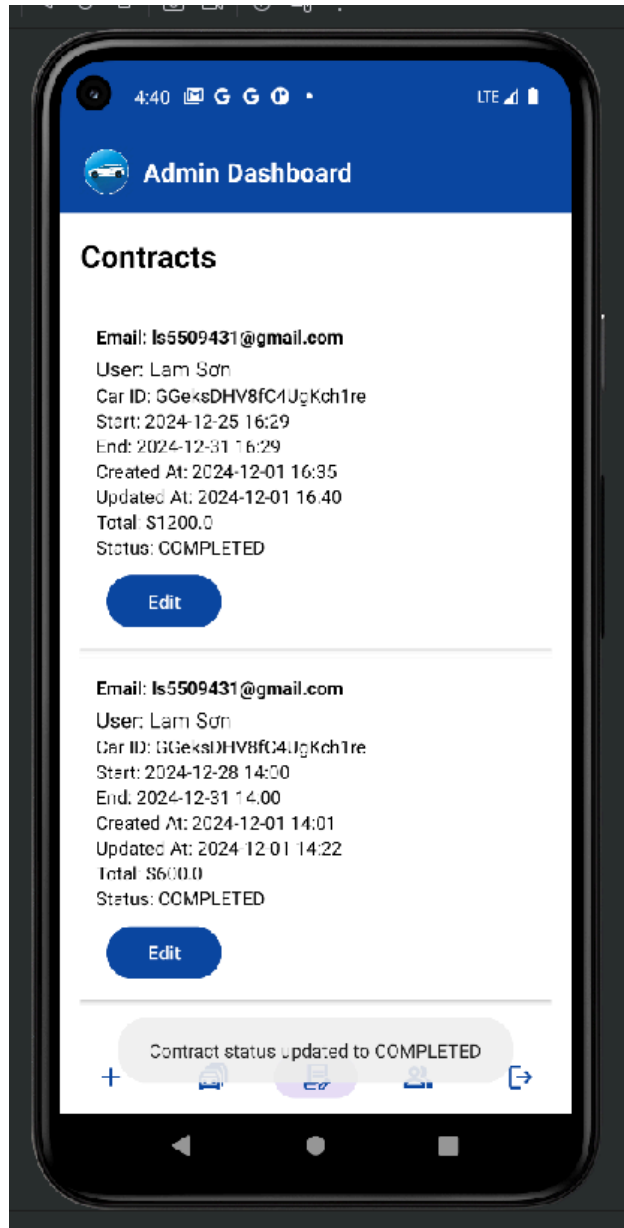


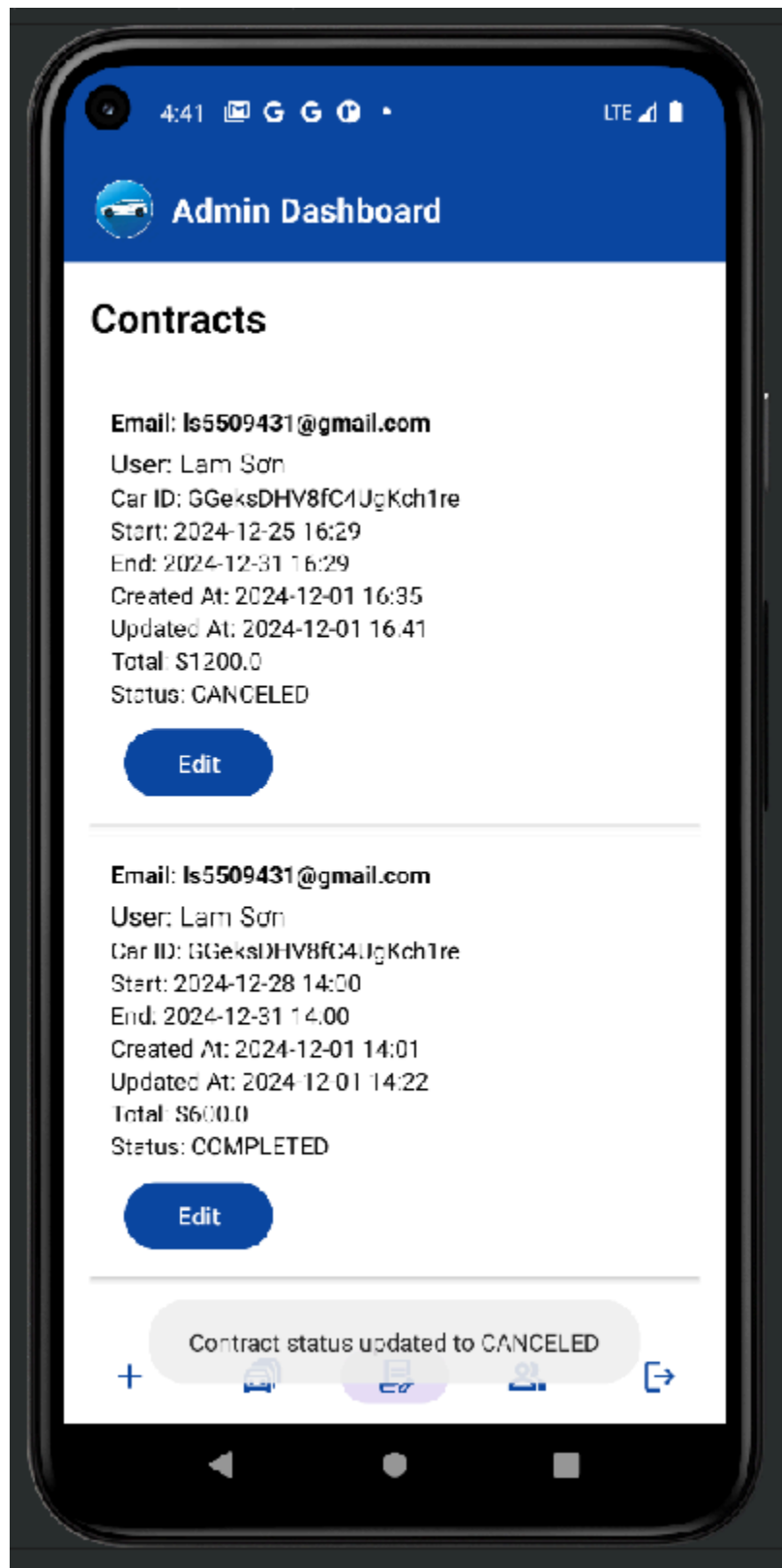
Edit Car UI:



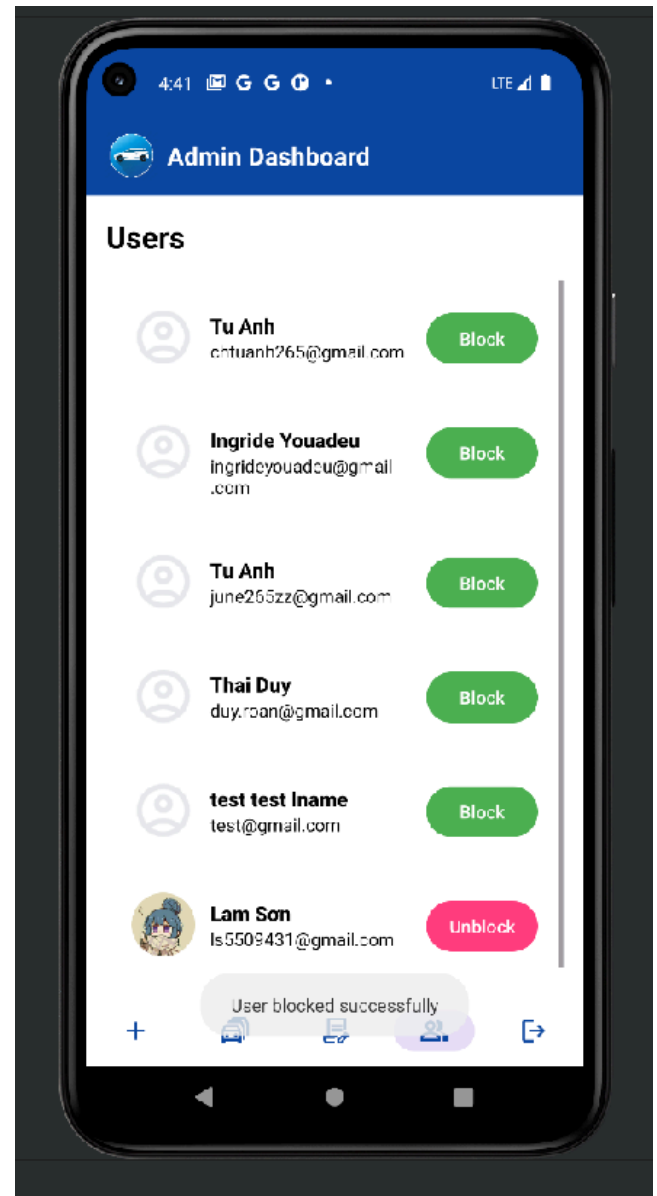
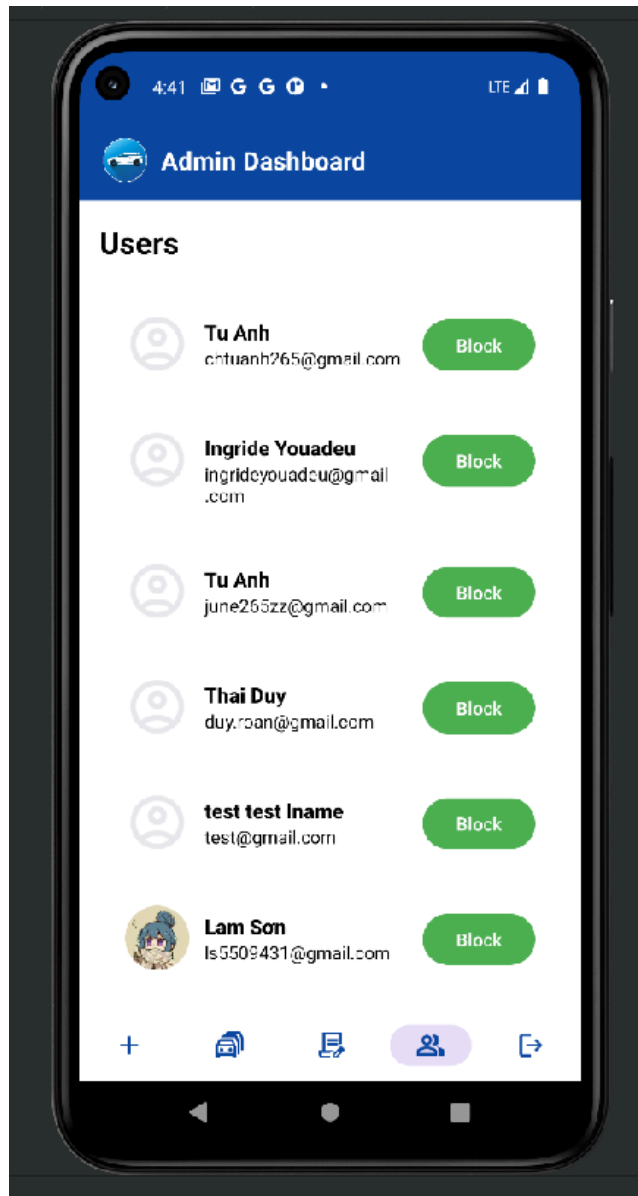
View Contracts & Edit Contract UI:







View User's Profiles UI:



How to set up the Application

FIRST STEP:

Project >> New >> Java Class

Firebase Configuration Class:

```
public class FirebaseConfig extends Application {
    public void onCreate() {
        super.onCreate();

        FirebaseOptions options = new FirebaseOptions.Builder()
            .setApiKey("AIzaSyBdfg_G19mw5tWqsHupVOb56gLv0l5cLeY")

        .setApplicationId("1:655767929093:android:62d9fdc09cc7a93f17376c")

        .setDatabaseUrl("https://carrentalmanagment-default-rtdb.firebaseio.com")
            .setProjectId("carrentalmanagment")
            .setStorageBucket("carrentalmanagment.appspot.com")
            .build();

        FirebaseApp.initializeApp(this, options);
        Log.d("FirebaseInit", "Firebase initialized in CarRentalAppApplication");
    }
}
```

SECOND STEP:

Modify AndroidManifest.xml:

```
<application
    .....
    //add this line
    android:name=".FirebaseConfig"
    .....
</application>
```

THIRD STEP:

Gradle (App level):

```
// comment out this line
alias(libs.plugins.google.gms.google.services)
```

FOURTH STEP:**Gradle (Project level):**

```
// comment out this line  
alias(libs.plugins.google.gms.google.services) apply false
```

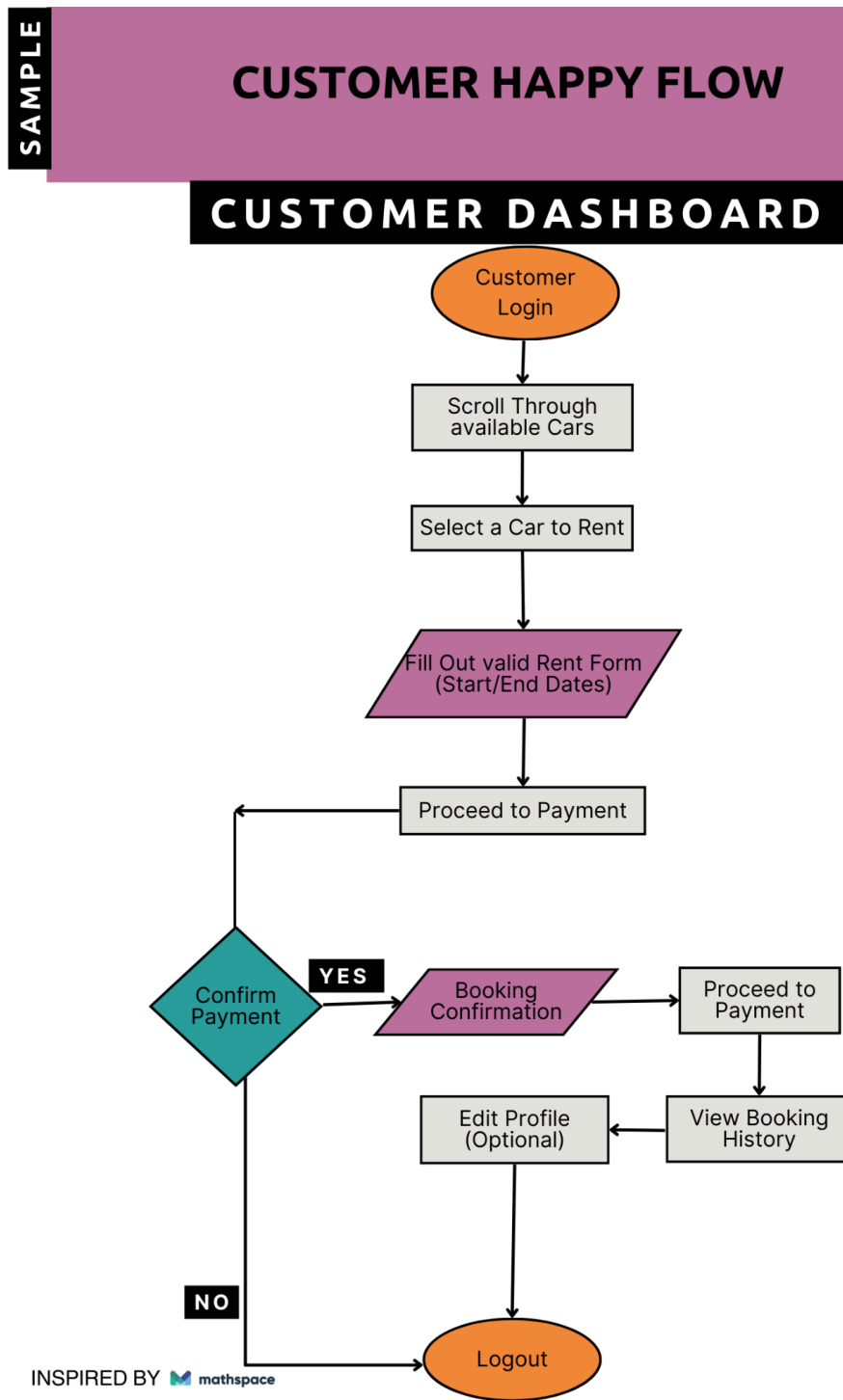
!!! SYNC PROJECT WITH GRADLE FILES BEFORE RUNNING**FINAL STEP:****Run this command line in Terminal of the project:**

- node server .js

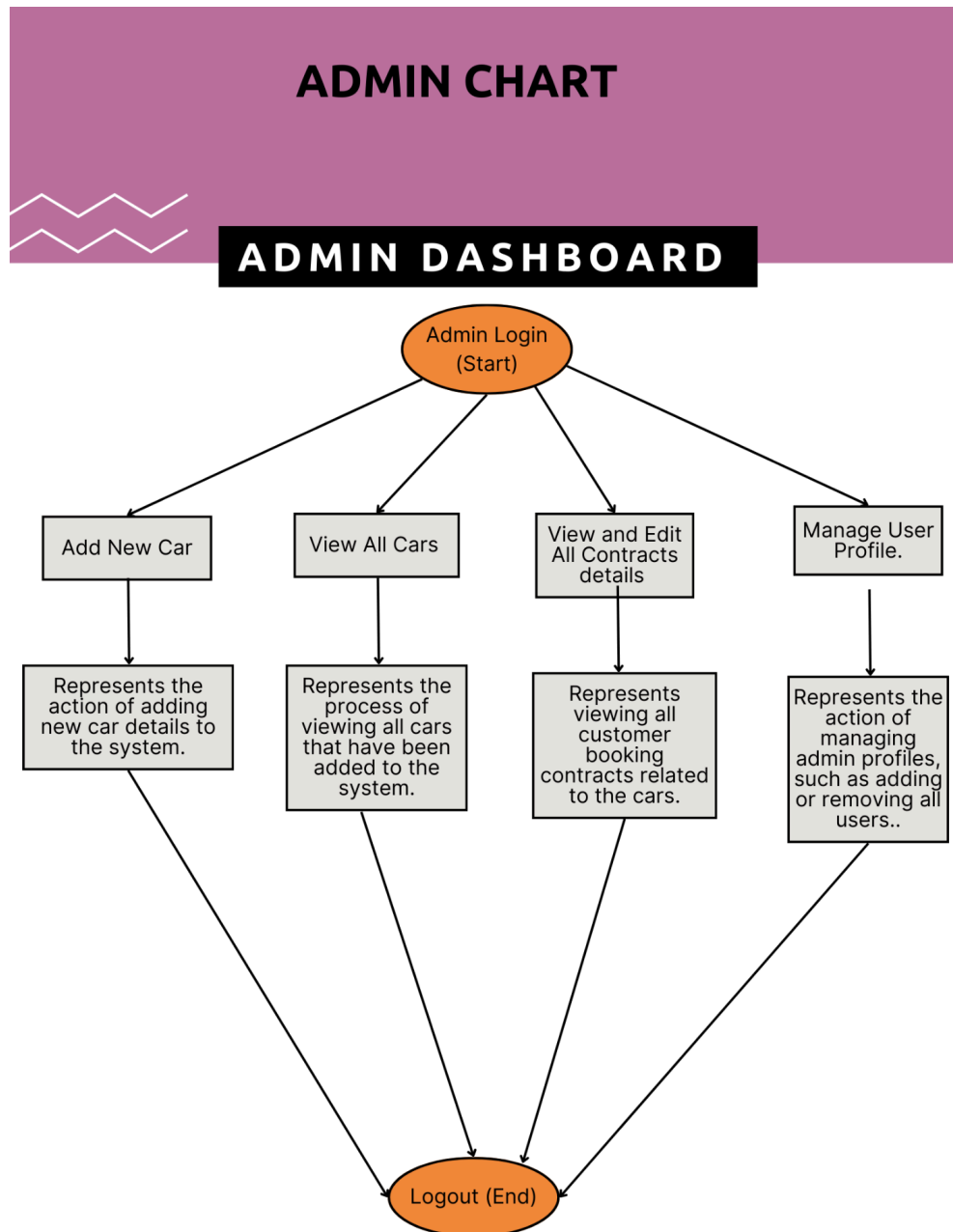
=> Enable Stripe API

Happy Flow

Customer's Flow:

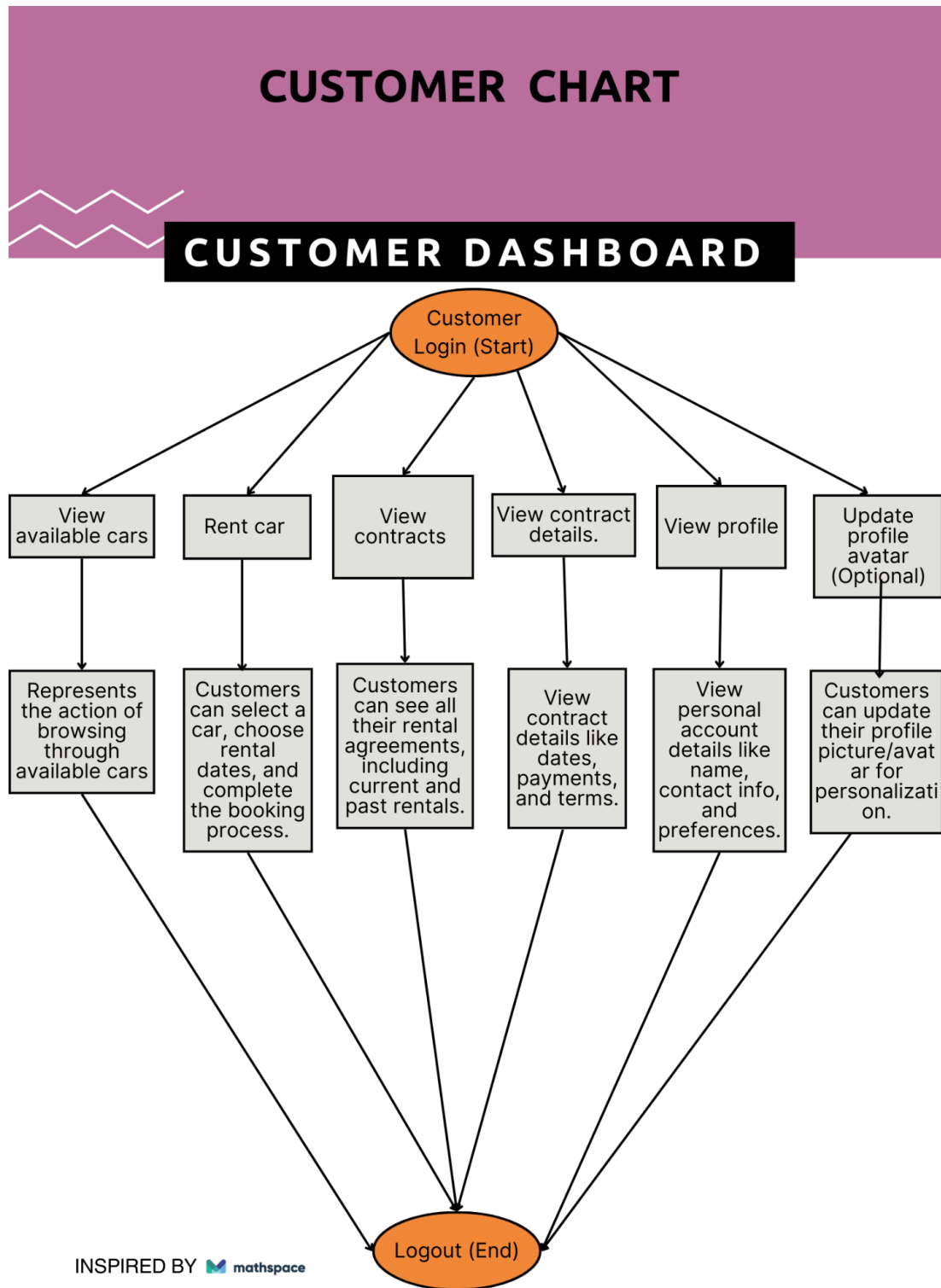


Admin's Chart:



INSPIRED BY  mathspace

Customer's Chart:



Sample Password:

Password For Customer registration:

```
99
100  private void updatePasswordStrengthUI(int strength) {
101      switch (strength) {
102          case 0:
103
104              passwordStrengthText.setText("Very Weak");
105              passwordStrengthText.setTextColor(getResources().getColor(R.color.holo_red_dark));
106              break;
107          case 1:
108          case 2:
109              //pass or Pass or pass12
110              passwordStrengthText.setText("Weak");
111              passwordStrengthText.setTextColor(getResources().getColor(R.color.secondaryDark));
112              break;
113          case 3:
114              //Pass12
115              passwordStrengthText.setText("Good");
116              passwordStrengthText.setTextColor(getResources().getColor(R.color.secondaryLight));
117              break;
118          case 4:
119              //password%12
120              passwordStrengthText.setText("Strong");
121              passwordStrengthText.setTextColor(getResources().getColor(R.color.secondaryLight));
122              break;
123          case 5:
124              //Password%12
125              passwordStrengthText.setText("Very Strong");
126              passwordStrengthText.setTextColor(getResources().getColor(R.color.colorActive));
127              break;
128      }
129  }
```