**Android Project: EAMS (Event Attendance Management System)**

**SEG2105 – Introduction to Software Engineering**

**Fall 2024**  
School of Electrical Engineering and Computer Science  
University of Ottawa

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**Introduction**

This final report provides an overview of the key aspects of our work on the EAMS (Event Attendance Management System) project, completed as part of the course SEG2105.

It outlines the updated UML class diagram, which illustrates the system’s architecture and design, reflecting its evolution throughout the project. The report also includes a contribution table that highlights the specific roles and efforts of each team member in completing the deliverables. Screenshots of the application are provided to showcase its functionality and user interface. Additionally, the lessons learned section summarizes the knowledge and skills gained during the project, emphasizing both technical improvements and team collaboration.

Through these elements, this report captures the essence of our work and the outcomes achieved during the development process.

**UML**

**A screenshot of a computer

Description automatically generated**

**Contribution Table**

Below, you will find the contribution table. Under the "Name" section, you will see the names of the members, and beside each name, the specific contributions made by the member to each deliverable are listed. If a member provided significant contributions to every part of the deliverable, it is marked as 100%. In the "Overall" section, you will find an estimate of each member's total contribution, expressed as a percentage.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Deliverable 1 | Deliverable 2 | Deliverable 3 | Deliverable 4 | Overall |
| Mathew Al-Frenn | 100% | 100% | 100% | 100% | 100% |
| Bradley-Hans Desmornes | 100% | 100% | 100% | 100% | 100% |
| Youssef Helaly | 100% | 100% | 100% | 100% | 100% |
| David Mugisha |  | uml | uml | Uml and test cases | 100% |
| Chaitanyasinh Jadav | The xml pages | 100% (did his own code but we didn’t use it at the end) |  | Bonus and started the code for livrable4 | 100% |
| Sijun Liu | Code of the user class |  | 100% |  | 100% |

**Screenshots**

Login page

A screenshot of a login form

Description automatically generated

Admin page

A screenshot of a phone

Description automatically generated

Inbox of the admin page

A white background with pink and black lines

Description automatically generated with medium confidence

Rejected users of the admin page

A white background with pink and black lines

Description automatically generated with medium confidence

Organizer Page

A screenshot of a phone

Description automatically generated

Create Event page

A screenshot of a phone

Description automatically generated

View Event Page

A screenshot of a phone

Description automatically generated

View Attendee of an Event page

A white background with pink and black lines

Description automatically generated with medium confidence

Attendee Page

A screenshot of a phone

Description automatically generated

Sign up for event page

A screenshot of a phone

Description automatically generated

A screen shot of a phone

Description automatically generated

My event page for attendee

A screenshot of a phone

Description automatically generated

**Lesson learned**

Throughout the EAMS (Event Attendance Management System) project, we gained a lot of valuable experiences that enhanced both our technical skills and our ability to work in team. These lessons were integral to the success of our project and can be summarized as follows:

1. **Mastering Android Studio and Android Programming**  
   One of the most important lessons learned was how to use Android Studio effectively to develop an Android application. We gained hands-on experience with Java for Android, working with components like activities and XML files. By addressing UI challenges and ensuring responsiveness across different devices, we learned how to design and implement Android applications that meet user needs.
2. **Version Control and Collaboration via Git/GitHub**  
   We enhanced our understanding of using Git and GitHub, which is essential for team-based software development. We learned to manage branches, resolve merge conflicts, and maintain a clean commit history. This was particularly helpful for collaborating efficiently, allowing multiple team members to work on different parts of the project simultaneously without disrupting the overall workflow.
3. **Team Collaboration and Communication**  
   One of the most significant lessons we learned was the importance of communication and collaboration within the team. Regular text updates helped ensure that everyone was aligned on the project's goals and timelines. We learned how to distribute tasks based on individual strengths and work together to troubleshoot issues. Effective communication played a crucial role in maintaining motivation and resolving challenges as they arose. Additionally, occasional meetings were held before deadlines to ensure our project remained organized and clean.
4. **Time Management and Task Prioritization**  
   The project taught us how to manage our time and prioritize tasks effectively. By setting clear milestones and deadlines, we were able to stay on track and allocate sufficient time for testing and debugging. Balancing different components of the project, such as coding, UML design, and the user interface, required careful planning and time management.

By reflecting on these lessons, we are better equipped for future software engineering projects. Each member contributed to both the technical and collaborative success of the project, and we now have a deeper understanding of what it takes to build a successful Android application as part of a team.