SEG2105

Android Project: HAMS

**Team 12**

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**Introduction**

The project our team completed was the creation of an android app named ‘HAMS’, which utilized firebase authentication and realtime database. The purpose of the app was to provide functionality in a medical clinic setting, with patients, doctors and an administrator. The solution provided the functionality to create shifts and create appointments, as well as manage these.

**UML Diagram**

**A computer screen shot of a computer program

Description automatically generated**

**Contributions**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Members** | **Deliverable 1** | **Deliverable 2** | **Deliverable 3** | **Deliverable 4** |
| Marc-Olivier Delisle | 40% | 45% | 55% | 60% |
| Adrian Ghattas | 10% | 10% | 10% | 10% |
| Jacob Tannous | 10% | 10% | 10% | 10% |
| Brian Poelstra | 30% | 25% | 15% | 10% |
| Stephane Nzue | 10% | 10% | 10% | 10% |

**Application Pictures**

**A screenshot of a login screen

Description automatically generatedA screenshot of a computer

Description automatically generatedA screenshot of a phone

Description automatically generatedA screenshot of a black screen

Description automatically generatedA screenshot of a phone

Description automatically generatedA screenshot of a black screen

Description automatically generatedA screenshot of a black screen

Description automatically generatedA screenshot of a cell phone

Description automatically generated**

**Lessons Learned**

Overall, this project served as a good task to improve our skills in many software engineering domains. On top of learning end-to-end android development, we had to employ realtime databases and authentication, which pushed us to deeply comprehend the services and callbacks required to implement this solution. We also had to learn basic design principles to create a functional UI. The most important skill, however, was that of collaboration on a project of such a scale. The use of git and discord facilitated this process immensely. We also opted to use the single activity, or fragment, architecture. This architecture is being used more and more nowadays, compared to the multi-activity architecture, and permitted us to get a grasp on the skills of the future.