**Riding Mechanic**

A Manuscript

Submitted to

the Department of Computer Science

and the Faculty of the

University of Wisconsin-La Crosse

La Crosse, Wisconsin

by

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in Partial Fulfillment of the

Requirements for the Degree of

**Master of Software Engineering**

Feb 2017

**Riding Mechanic**

By Dezheng Wang

We recommend acceptance of this manuscript in partial fulfillment of this candidate’s requirements for the degree of Master of Software Engineering in Computer Science. The candidate has completed the oral examination requirement of the capstone project for the degree.

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# Abstract

Dezheng Wang, “Riding Mechanic”, Master of Software Engineering, Feb 2017 (Elliott Forbes).

On Board Diagnostics II (OBD II) was adopted for all cars since 1996 and OBD II systems are in most cars and light trucks on the road today. Sometimes people want to get some extra information of their cars, for example, people may want to get the average speed of their cars. OBD-II can provide data to allow a universal inspection and diagnosis method so that users can have good understanding of their cars. These inspection and diagnosis method can help users to identify if there exist problems in their cars before they become major malfunctions and give them useful help to users’ special needs. This manuscript describes the development of an iOS app used to reading in information from an OBD II scanner.

# Acknowledgements

I would like to express my sincere thanks to my project advisors Dr. Elliott Forbes for his patience, kindness and valuable guidance. I would also like to express my thanks to the Computer Science Department and the University of Wisconsin-La Crosse for providing the computing environment for my project.

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# Glossary

**Onboard Diagnostic systems**

Onboard Diagnostic systems (OBD) is a vehicle-mounted system used to monitor the running status of engine components and working status of emission control system.

**Onboard Diagnostic II scanner**

Onboard Diagnostic II scanner (OBD-II scanner) is a tool used to help getting access to the data provided by OBD system.

**Onboard Diagnostic II Parameter IDs**

Onboard Diagnostic II Parameter IDs (OBD-II PIDs) are hexadecimal codes sent to a vehicle’s Onboard Diagnostic system to request data.

**Diagnostic Trouble Codes**

Diagnostic trouble codes (DTCs) are alphanumeric characters saved by a vehicle’s Onboard Diagnostic system to point out different types of faults.

**Attention command set**

Attention Command set (AT command set) is a command language used by modems to send different types of commands.

**ELM327**

The ELM327 is a programmed microcontroller produced by ELM Electronics for translating the on-board diagnostics (OBD) interface found in most modern cars [1].

# 

# 1. Introduction

The two main goals of this part are why I want to start working on this project and some introductions to relevant techniques of this project. In our daily life, it becomes more and more difficult to image life without driving. When you must go to work in a different city, go to school far away from your house, plan to travel to another state with your friends or you just want to make transportation faster and easier for you and your family, taking a car is really a good choice.

We almost drive every day but we have little knowledge about our cars. In that case, it is a good solution to on-board diagnostics systems to help us get close to our vehicles. It’s possible for users to use an OBD app along with an OBD scanner to read data from the car. Most OBD apps in the market can provide drivers with cars’ real-time information and diagnostic trouble codes along with what kind of kinds of problems. Instead of investigating the problems yourself, those apps simply tell us what kinds of problems along with categories that they belong to.

Some early developed OBD applications do not make it very clear what problems you are confronted with because most developers have little knowledge about On-Board Diagnostics system. As time goes by, newer apps have become more and more comprehensive. There are also high-performance OBD apps that provide drivers with detailed information of cars, but users need to pay for it. So, my target is to develop a free mobile OBD app that can gather detailed diagnostic information over a long period that can be used to monitor a vehicle’s operation and discover potential concerns before they become serious faults. The app can also help drivers identify the effect certain configuration changes have on their car’s operation by recording driving behaviors form one route to another route.

## 1.1 Onboard Diagnostic systems

On-Board Diagnostics, or “OBD,” was first introduced in early 1980s. Early OBD systems were developed to remind drivers of losing control and occurring malfunctions. As time went by, On-Board Diagnostics II, an advanced version over early OBD models, was adopted mandatory for all cars manufactured in the United States since 1996, as required by the Clean Air Act Amendments. Since that time, OBD system became an important role in helping fight emissions of greenhouse gasses and engine failures.

On-Board Diagnostics is additional computer software that monitors the emission control and emission-related components/systems, along with certain engine components that provide vehicle operational information [2]. OBD systems can monitor both running situations of engine and working status of emission control systems all the time. Once over standard emissions were detected, OBD systems would give alerts to users. If any systems in a car were broken, “Check Engine” or “Malfunction Indicator Lamp” light on the dashboard of the car. Meanwhile, OBD systems would store Diagnostic Trouble Codes(DTCs) which were related to those broken systems. By using a standard scan tool connected to vehicle’s OBD-II connector, an automotive technician can quickly know what the trouble is and where it occurs. This did save plenty of time for both drivers and technicians.

The biggest difference between OBD-II system and previous OBD systems is that OBD-II system is extremely strict with emissions. It can detect over standard emissions by monitoring power system and emission control system. OBD-II system also has unique features. The first one is that all data link connectors(DLC) in cars are standard 16-Pin OBD-II connectors which brings lot of convenience for people. The second one is that OBD-II DLC can help to transmit data between cars and scan tools. The third one is that OBD-II defines universal Diagnostic Trouble Codes(DTCs) and its meanings for all kinds of vehicles. The fourth one is that it has similar functions as car driving recorder (car DVR). The fifth one is that users can use scan tools to clear DTCs. The last one is that OBD-II can show those cleared DTCs. Although it’s very efficient to monitor emissions by using OBD-II system, sometimes drives don not accept or just ignore alerts from OBD-II system. For this reason, a more advanced version, OBD-III had been developed. The main purpose of OBD-III is to combine vehicle detection, maintenance and management. When over standard emissions occur, OBD-III will prevent users from keeping driving with high emissions. However, OBD-III techniques are still under developing. We may have opportunity to use OBD-III in the future.

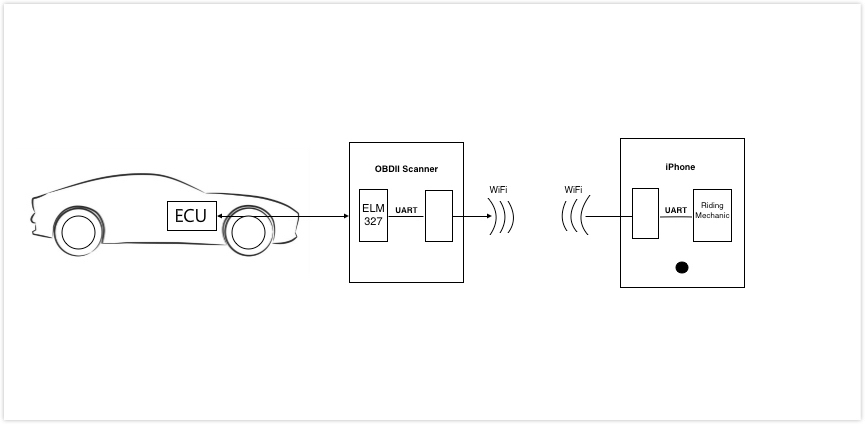
## 1.2 Onboard Diagnostic II scanner

Since OBD-II scanner was a standard tool used to help getting access to the data provided by OBD system, it had been playing an important role in the process of reading data from a vehicle. An OBD-II scanner does not make any sense when it is used as a single object. In the other words, an OBD-II scanner should always work with an OBD-II system. But how an OBD-II scanner works with an OBD-II system. The answer is that the OBD-II scanner can connect to an OBD-II port provided by the OBD-II system. Then the question is that does my car have an OBD-II system and corresponding OBD-II port. According to United States Federal Law, every car or truck on the road manufactured since 1996 was mandatorily required to have OBD-II system and OBD-II ports. You do not need to worry about that OBD-II system have different OBD-II ports. Since OBD-II systems were standardized after 1996, OBD-II ports had been standardized by SAE J1962. When users want to use an OBD-II scanner to connect to an OBD-II port, the OBD-II port must be plugged into an OBD-II scanner. After the OBD-II scanner plugged in, it began to act as a special server. There are two types of OBD-II scanners so that a server usually has two types. The first type is Wi-Fi server which can provide its own Wi-Fi signal. The other one is Bluetooth which can provide its own Bluetooth signal. Connection between a mobile device and an OBD-II scanner can be built easily by simply connecting to that scanner’s Wi-Fi or Bluetooth. After building connections successfully, users can use an OBD app to read data from a vehicle.

Figure 1 showed how an OBD-II scanner acted as a medium between the application and a car. As shown in the picture, the OBD-II scanner had two components-one was ELM327 and another was a kind of Wi-Fi module which could send and receive Wi-Fi signals. EML327 was the core part of an OBD-II scanner and it was designed to build connections between an OBD-II port and a standard serial port. So, it almost supported all standard OBD-II protocols and it had universal serial interface.

After the scanner plugged in, it began to act as a server and kept sending Wi-Fi signal. A mobile device also had a Wi-Fi module which was responsible for receiving that signal. Once connection had been built, the application used a socket to send commands to the Wi-Fi module on the phone through Universal Asynchronous Receiver/Transmitter (UART). The Wi-Fi module on the phone received those commands and could send them to the Wi-Fi module on the scanner by using wireless communication transfer protocol (WTCP). Then Wi-Fi module on the scanner received commands and sent them to the ELM327 through UART. Then the ELM327 used those commands to interact with OBD-II system in the car through the universal serial port. The OBD-II system could identify those commands (next part will talk how to do it) and quickly send responses to the scanner. As soon as the scanner received responses from the car, it would send them to the application by using the same mechanism. The application would keep receiving messages. Once received, it began to analyze those commands and transfer them into universal data used in our daily life.

The reason why I selected Wi-Fi scanner was that users could not connect to a vehicle’s Bluetooth and a scanner’s Bluetooth at the same time. As we know, some people like to connect to the vehicle’s Bluetooth to listen to music. If they used Bluetooth based applications and they could not listen to music any more. So, my choices were using an OBD-II Wi-Fi scanner and developing an OBD-II app to build Wi-Fi connection.



**Figure 1. Relationship between OBD-II scanner and project**

## 1.3 Onboard Diagnostic Parameter IDs

OBD-II PIDs are hexadecimal codes sent to a vehicle’s Onboard Diagnostic system to request data. OBD-II PIDs were commands which were sent by a mobile device. SAE J1979 defines many standard universal OBD-II PIDs that were used by many car manufacturers, but car manufacturers also defined their own specific PIDs to their vehicles. This application would focus on those universal PIDs instead of all OBD-II PIDs because it was hard for developers to collect self-defined PIDs from corresponding manufacturer.

As it mentioned above, all codes that could be sent by the application were PIDs described in the latest OBD-II standard SAE J1979. There are 10 modes of operations defined in the standard, including “01: Show current data”, “02: Show freeze frame data

”, “03: Show stored Diagnostic Trouble Codes”, “04: Clear Diagnostic Trouble Codes and stored values”, “05: Test results, oxygen sensor monitoring (non CAN only)”, “06: Test results, other component/system monitoring (Test results, oxygen sensor monitoring for CAN only)”, “07: Show pending Diagnostic Trouble Codes (detected during current or last driving cycle)”, “08: Control operation of on-board component/system”, “09: Request vehicle information” and “0A: Permanent Diagnostic Trouble Codes (DTCs) (Cleared DTCs)”. This application was aim to get current data and read diagnostic information from a vehicle. So, mode ‘01’ and ‘03’ were two most important codes for this project.

As defined by SAE J1979, OBD-II PIDs were consist of ASCII codes. There were many kinds of PIDs under mode ‘01’ while ‘03’ did not have any subset. Table 1 showed OBD-II PIDs had been used in the application. All those OBD-II PIDs were from by SAE J1979. The table just made some changes to the description.

|  |  |
| --- | --- |
| OBD-II PIDs | Description |
| 0100 | Get supported PIDs [01-20] |
| 0120 | Get supported PIDs [21-40] |
| 0140 | Get supported PIDs [41-60] |
| 0105 | Get engine coolant temperature |
| 010C | Get engine RPM |
| 010D | Get vehicle speed |
| 0110 | Get MAF air flow rate |
| 0142 | Get control module voltage |
| 03 | Get stored DTCs |

**Table 1: Table of OBD-II PIDs used in the application**

## 1.4 Diagnostic Trouble Code

DTCs were fault codes detected by the OBD-II systems and those trouble codes would be stored by the OBD-II system. Users could use query tools on the internet to get diagnostic information associated with DTCs. OBD-II DTCs were alphanumeric codes which were consist of five characters, one letter followed by four digits (e.g., P1000). The first character always describes which system has that fault. Table 2 gave specific information of each letter’s meaning [3].

|  |  |
| --- | --- |
| Letter | System |
| P | Powertrain (Includes engine, transmission, drive shafts, differentials and the Final Drive) |
| U | User Network (Wiring Bus or UART) |
| B | Body (Includes A/C and Air Bag) |
| C | Chassis (Includes ABS) |

**Table 2. Table of meanings represented by letter**

The second character was an integer that indicates whether the trouble code was an OBD-II generic code or not. If the second digit was zero, it was a generic code. If the second digit was one, it was a manufacturer specific code. The third character pointed out which subsystem in car had that fault. The fourth and fifth characters worked together and were responsible for the explaining that fault detected in that subsystem. Let’s use an example of C0300.The first letter C indicates a chassis problem. The zero indicates that it is a generic code. The number three indicates that the failure is in the misfire monitoring system. The last two digits indicate that it is rear prop shaft circuit malfunction.

Referring to my previous argument, the application could receive diagnostic messages from a vehicle. Those messages need to be encoded to become universal DTCs. The prefix of DTCs were encoded as two bytes and the second character of DTCs were also described by another two bytes. Table 3 and table 4 showed how those two character were encoded [4]. The last three digits were hexadecimal characters and each of them could be either a number (0-9) or a letter (A-F). All three character were encoded by four bytes and they followed the rules when a hexadecimal character was converted into a binary character.

|  |  |
| --- | --- |
| First two bytes of a diagnostic code | First DTC character |
| 00 | P- Powertrain |
| 01 | C- Chassis |
| 10 | B- Body |
| 11 | U- User Network |

**Table 3. Table of how first DTC character was encoded**

|  |  |
| --- | --- |
| Following two bytes of a diagnostic code | First DTC character |
| 00 | 0 |
| 01 | 1 |
| 10 | 2 |
| 11 | 3 |

**Table 4. Table of how second DTC character was encoded**

## 1.5 AT command set

AT command set was originally developed to control specific modern. As time went by, it became a commonly used command language with a series of short text strings which could be used to manage moderns’ behaviors. Although AT commands and OBD-II commands (OBD-II PIDs) were both sent from the application, they were totally different. Since Wi-Fi connection had been built between a vehicle and a phone, users could use the application to send AT commands to change settings of the OBD-II scanner. As mentioned above, EML 327 was the core part of an OBD-II scanner. In addition, it was fully configurable with AT commands. An AT command was firstly created by the application and then it was transferred from the phone to the scanner by using UART and WTCP. Once the scanner had received that AT command, it could read it and know what to do next. It would also give a response to the sender to let it know whether the command works or not. In a word, AT commands were used to communicate with the OBD-II scanner and OBD-II PIDs were commands used communicate with OBD-II systems.

Every AT command used by modem began with "AT" or "at" and following characters were different. In this project, the app would use AT commands to communicate with an OBDII- scanner. Here are some AT commands used in the app.

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Command | Description | Group |
| 1.0 | @1 | Display the device description | General |
| 1.3 | @2 | Display the device identifier | General |
| 1.3 | SP 00 | Set protocol to auto and save it | OBD |
| 1.0 | Z | Reset all | General |

**Table 5. AT commands table**

## 1.6 Thesis outline

Thesis outline simply talked about the contents of following chapters.

* Chapter two showed how to analyze users’ requirements from different perspective. Functions that could be performed by users were described in detail in functional requirements. Non-functional requirements were related to system qualities.
* Chapter three described both goals and constrains of system architecture design. Then it gave an overview of what the application would look like when it was completed. It also pointed out some key issues and its solutions.
* Chapter four presented detailed system design including database table design and use of UML diagrams to analyze user scenarios, relationship between classes and interactions between each component in the system.
* Chapter six showed implementation of main functions. It used advantages of pseudocode to make logic of each process clear.
* Chapter seven presented testing strategies and how they were used in testing. It also showed the process of testing and testing data included in each kind of testing.

# 2. Requirements analysis

This section lists specific requirements for Riding Mechanic. Requirements are divided into the following sections:

1. User requirements. These are requirements written from the point of end-users and they describe the functions that the product must have. User requirements are usually expressed in user stories.
2. Functional requirements. These are detailed specifications describing the basic functions the system must have. Functional requirements are defined by developers to satisfy user requirements.
3. Non-functional requirements. These are requirements defining characteristics the system should have. Non-functional requirements are also called system features (e.g., Usability).

## 2.1 User requirement analysis

In section one, we briefly talked about why OBD apps are needed in our daily life. This part would describe the requirements in detail from end-user’s perspective. A smart vehicle could optimize its performance to reduce fuel consumption, show the best with considering current external conditions and detect errors in the engine. It was a little bit hard for users to maintain the performance of cars because users could only view some basic information (e.g., speed) which gave little help to user to improve the performance. What people should do if they want to get familiar with their cars without going to the auto shop? As mentioned above, users could use an OBD-II adapter to read information from a car’s OBD-II system. However, to handle all kinds of data form OBD-II device users still need OBD-II apps to figure those categories out. The question was what capabilities users want those apps to have.

To communicate with a car, the very first step for users is to connect to an OBD-II scanner through Wi-Fi or Bluetooth. So, users want an OBD app to help them get access to the car. After building connection successfully, users can communicate with the car through the scanner. It is necessary for users to think about what kinds of information are needed so that users can take advantage of those information to help them. To improve driving habits, the best way is to analyze driving records to draw conclusions. So, users want the app to have functions of recording driving information. All data in driving records must be specific and accurate to guarantee correctness of those conclusions. Speed and RPM are two kinds of significant information in driving records. Although we can easily view speed and RPM on the dashboard in a car, they are not specific. So, users want the app to have specific speed and RPM in driving records. In addition, driving time and driving distance are very important for users to know how long and how far they had been driving. So, users want the app to count time and distance in records. Besides, average speed can help users to identify comfortable diving speed in different situations. So, users need that information in records. What’s more, real-time MPG can let users know how fuel consumption depends on road conditions and average MPG can help users assess fuel consumption of a car. So, real-time MPG and average MPG are both needed in driving records. Moreover, fuel consumption and fuel cost give user intuitional feelings of how much a car cost. So, those two kinds of information should be included in records. Furthermore, engine coolant temperature helps user identify if a car is at risk of damage from overheating and control module voltage helps user identify if a car is at normal voltage level. So, users want engine coolant temperature and control module voltage to be included in records. At last, driving records should contain bad driving habits like sharp acceleration times and sharp braking times. So, users want those two kinds of information to help them overcome bar driving habits.

When users are driving on the road, bad driving habits or unknown malfunctions may result in accidents. Users may want the app to remind them of those bad driving habits or unknown malfunctions. Users want to set up speed limit to build over speed protection. Meanwhile, users also want to limit driving hours in case of tired driving. In addition, users also want to set up water temperature limit to remind them of high engine temperature. Besides, users want to set up fuel price to help them calculate how much they would pay for a journey. What’s more, different users use different units of measurement. So, they want to find their familiar units of measurement in the app. Because users want to record all kinds of driving information, they need to register accounts and then using them to log into the app. Meanwhile, they want the app to memorize their accounts at very first time so they don’t need to type username and password again and again. Only when users use log out function will they type username and password to login.

Once users had multiple driving records, they might want to search records for a date and got total fuel consumption, total fuel cost and total driving distance on that day. So, the app should show all records on that day. Besides, total fuel consumption, total fuel cost and total driving distance on that day should be included. Another important requirement for users is to make full inspections of cars. Users want to check their cars to find if there exist problems in cars. External problems (e.g., headlight malfunction) are easily to find and internal problems are hard to be detected without using professional tools. Users need the app to help them identify those malfunctions.

## Functional requirements analysis

Index: Access.1

Name: Register

Purpose: To register an account for Riding Mechanic.

Input parameters: Username, password, confirm password

Action: Ensure that username doesn’t exist in the system.

Ensure that password and confirm password should not be empty.

Ensure that password and confirm password are same.

Show information of registering an account successfully.

Output parameters: None

Exceptions: Username has already existed.

Password or confirm password is empty.

Password and confirm password are different.

Remarks: Application should show proper error message when users make mistakes.

Cross-references: None

Index: Access.2

Name: Login

Purpose: To login into Riding Mechanic.

Input parameters: Username, password

Action: Ensure that username exists in the system.

Ensure that username and password match with the corresponding entries stored in database.

If they match, jump to main screen.

Output parameters: None

Exceptions: Username does not exist.

Username and Password don’t match.

Remarks: Checking the format of inputs

before validating them and input validation.

Cross-references: None

Index: Access.3

Name: Logout

Purpose: To logout from Riding Mechanic.

Input parameters: None

Action: Ensure that a user has already logged in.

Ensure that the user does not have access to the system.

Terminate all pending activities.

Output parameters: None

Exceptions: Logout action takes long time.

Remarks: None

Cross-references: Access.2

Index: Access.4

Name: Forget

Purpose: To reset password.

Input parameters: Username

Action: Ensure that a user has that username associated with an account

Ensue that that username is in email format

Output parameters: None

Exceptions: Username doesn’t exist

Username is not in email format

Remarks: None

Cross-references: None

Index: Connection.1

Name: Connect to a car

Purpose: To connect to a car.

Input parameters: None

Action: Ensure that an OBD-II adapter has already plugged into a car.

Ensure that Riding Mechanic is using the OBD-II adapter’s Wi-Fi.

Jump to main screen and change status to connected.

Output parameters: None

Exceptions: The OBD-II adapter hasn’t plugged into a car.

Riding Mechanic is not using the OBD-II adapter’s Wi-Fi.

Remarks: Let users perform actions step by step.

Cross-references: Access.2

Index: Get.1

Name: Get supported PIDs

Purpose: To get supported OBD-II PIDs of a car.

Input parameters: None

Action: Ensure that Riding Mechanic has already connected to a car

Store those information into database.

Output parameters: None

Exceptions: Riding Mechanic hasn’t connected to a car.

Remarks: Perform this activity in background.

Cross-references: Connection.1

Index: Get.2

Name: Get driving information

Purpose: To get real-time data while driving

Input parameters: None

Action: Ensure that Riding Mechanic has already connected to a car

Ensure that Riding Mechanic has already got supported PIDs.

Keep sending PIDs to the car, process return data and show it to users.

Output parameters: Real-time information of the car

Exceptions: Riding Mechanic hasn’t connected to a car.

Riding Mechanic hasn’t got supported PIDs.

Remarks: None.

Cross-references: Get.1

Index: Save.1

Name: Save driving information

Purpose: To save driving information

Input parameters: None

Action: Ensure that Riding Mechanic has already connected to a car

Ensure that Riding Mechanic has already got supported PIDs.

Ensure that Riding Mechanic is keeping reading data from the car.

Choose to stop reading data and save it.

Output parameters: None

Exceptions: Riding Mechanic hasn’t connected to a car.

Riding Mechanic hasn’t got supported PIDs.

Riding Mechanic is not keeping reading data from the car.

Remarks: Give users choice to save or not save.

Cross-references: Get.2

Index: Search.1

Name: Choose specific date

Purpose: To choose a specific date for searching

Input parameters: None

Action: Ensure that users have already logged in.

Output parameters: None

Exceptions: Users haven’t logged in.

Remarks: None

Cross-references: Access.2

Index: Search.2

Name: Search driving information

Purpose: To search driving information for a specific date.

Input parameters: None

Action: Ensure that users have already logged in.

Ensure that users have already chosen a specific date.

Output parameters: Driving Information

Exceptions: Users haven’t logged in.

Users haven’t chosen a specific date

Remarks: None

Cross-references: Search.1

Index: Check.1

Name: Check a car

Purpose: To check a car to find malfunctions

Input parameters: None

Action: Ensure that users have already logged in.

Ensure that Riding Mechanic has already connected to a car.

Start checking and show results.

Output parameters: Malfunctions

Exceptions: Users haven’t logged in.

Riding Mechanic hasn’t connected to the car.

Remarks: Give hint if no malfunctions occur.

Cross-references: Connection.1

Index: Alert.1

Name: Set up alert

Purpose: To close or open an alert for Riding Mechanic

Input parameters: None

Action: Ensure that users have already logged in.

Open or close an alert.

Output parameters: None

Exceptions: Users haven’t logged in.

Remarks: None

Cross-references: Access.2

Index: Alert.2

Name: Set up a speed limit alert

Purpose: To set up a speed limit alert while driving

Input parameters: Speed

Action: Ensure that users have already logged in.

Enter valid limited speed.

Output parameters: None

Exceptions: Users haven’t logged in.

Limited speed is invalid.

Remarks: None

Cross-references: Access.2

Index: Alert.3

Name: Set up tired driving hours alert

Purpose: To set up tired driving hour alert while driving

Input parameters: Hour

Action: Ensure that users have already logged in.

Enter valid tired driving hour.

Output parameters: None

Exceptions: Users haven’t logged in.

Tired driving hour is invalid.

Remarks: None

Cross-references: Access.2

Index: Alert.4

Name: Set up water temperature alert

Purpose: To set up water temperature alert while driving

Input parameters: Water temperature

Action: Ensure that users have already logged in.

Enter valid water temperature.

Output parameters: None

Exceptions: Users haven’t logged in.

Water temperature value is invalid.

Remarks: None

Cross-references: Access.2

Index: Set.1

Name: Set up fuel price

Purpose: To set up fuel price to calculate fuel cost

Input parameters: Fuel price

Action: Ensure that users have already logged in.

Enter valid fuel price.

Output parameters: None

Exceptions: Users haven’t logged in.

Fuel price is invalid.

Remarks: None

Cross-references: Access.2

Index: Set.2

Name: Set up unit of measurement

Purpose: To set up unit of measurement

Input parameters: None

Action: Ensure that users have already logged in.

Select unit of measurement.

Output parameters: None

Exceptions: Users haven’t logged in.

Remarks: None

Cross-references: Access.2

## 2.4 Non-functional requirements analysis

This section will discuss non-functional requirements for this application from following aspects.

The first one was platform constrains. Because this application was developed for iOS users, it could only be installed and run successfully on an iPhone. Meanwhile, this application was using some application programming interfaces(APIs) supported by Apple Inc. and those APIs were only included in software development kit (SDK) whose iOS version was equal to version 8.0 or higher than 8.0. If users want to use this application without having any troubles, they need to upgrade their iPhones’ system to iOS 8.0 or higher. The second one was operating constrains. Users need to register an account for this app and then used the account to login. The third one was accuracy and precision. This application would show real-time information of a car. Some of real-time data came from the car and the other data was decided by developers. So, the accuracy and precision of the data was in allowable error scope. The fourth one was reliability. In case of system failure, this application would give proper error message to users when they had unexpected operations. The next one was security. This application would read data from a car. Taking data protection into consideration, the application would allow users use their personal accounts to login. The last one was usability. This application would give users appropriate message when users went to a different screen. Users could easily know what functions this screen had and how to go to other screens. What’s more, this system would allow users perform functions step by step instead of giving all functions at very beginning.

# 3. System architecture design

Software architecture design is the process of finding solutions to deal with all kinds of requirements and optimization of common quality attributes such as usability, maintenance, and reliability. It involves a series of decisions based on a wide range of factors, and each of these decisions can have considerable impact on the quality, performance, maintainability, and overall success of the application [5]. This section would firstly identity goals and constraints of architecture. Then, it would focus on figuring key scenarios out. After that, it would overview whole application including using what kinds of architecture styles and using what kinds of tools and technologies. Finally, it would identify key issues that may occur during implementation and talk about how to deal with those issues.

## 3.1 Goals and constraints of architecture

One of the most important goals was to build a prototype for this project which could help users to understand developers’ suggestions for the final product. Meanwhile, users can easily describe and prove requirements that have not been considered and then communicate with developers to figure issues out. This system had used incremental model and by the help of incremental prototyping the time gap between user and software developer had reduced a lot. Users had opportunities to provide feedback while some components were still in development. In addition, that way could influence the outcome of further development. During development, Dr. Elliott Forbes, advisor of this project, played a role of a customer and met with me very week to give his advice for each development phrase in this project.

Another important goal was to identify key technical risks. The first key technical risk was to identify how to connect to a car through a mobile application. This process may involve hardware issues and would take some time to make it clear. After building connection successfully, another key technical risk was to identify how to read data from a car. This may take long time to figure out both sending requests to a car and receiving data from a car. The next key technical risk was to guarantee accuracy of the data read form the car. This phrase allowed developers to keep recording data read from the car and compared it with data displayed in the car. The last key technical risk was to take thread safety into consideration. While the application was running, both UI changing and communication between a car and the application must be executed in different threads and those threads should not have conflictions with each other.

As mentioned in proposal, this application would use an OBD-II Wi-Fi scanner to read data from a car. In the other word, users must use a Wi-Fi type scanner to get access to the car and could not connect to normal network. This was the biggest constraint in this project. Another constraint was that the application doesn’t have enough storage to keep data and it should be saved in server database. The last constraint was that users need to buy an OBD-II Wi-Fi adapter and then they could use this application. There was no way to connect to a car directly without using any hardware products.

## 3.2 Key scenarios

A scenario is a broader and more encompassing description of a user's interaction with the system, rather than a path through a use case [5]. Key scenarios in this system included registering for an account, logging in, resetting password, connecting to a car, reading data from a car, saving data into database and searching history data.

When a user want to register for an account, he or she should go to registration screen and enter username and password and confirm password. There was no restrict for a user to enter username first or enter password first. The restrictions were different formats for username and password. Both username and password should not be empty. In additional, username should be email address and should not be same with any usernames stored in database. After a user complete those steps, he or she would register for accounts successfully.

When a user want to login, he or she was required to enter username and password. Username should be email address and be same with one of usernames stored in database. Meanwhile, username should match with password. After account verification, a user could login and perform functions in the system.

When a user forget password, and want to reset password, he or she was required to enter username. Username should be email address and be same with one of usernames stored in database. The system should automatically generate a password for that username and send it to that user. Meanwhile, server database should update that account.

When a user want to connect to a car, he or she should have logged in. The first step was to open device’s Wi-Fi in connection screen. Then an OBD-II Wi-Fi scanner need to be plugged into an OBD-II port on the car. Finally, connecting to OBD-II scanner’s Wi-Fi. A user must finish those actions step by step.

When a user want to read data from a car, he or she was required to connect to the car first. After building connections successfully, the application would keep reading data from the vehicle and show it to the user. If the user want to stop reading data, they just need to click stop button in the screen and then they would go back main screen.

When a user want to save data into database, he or she should have stopped reading data from a car and they system would remind them of saving date. The system would save data into temporary database instead of server database because network was unavailable when the user had connected to a car through an OBD-II Wi-Fi scanner. Temporary database would upload data to server database after login.

When a user want to search history data, he or she was required to go to trip analysis screen. Temporary database would request data from server database according to that account after login. The use could select specific date to search run history. If the user did not select any date, system would automatically show current date’s trip information.

## 3.3 Application overview

This section would create an overview of what the application would look like when it was completed. As mentioned in capstone proposal, this software was designed to be a mobile application and would have a server database. The biggest deployment constraint was that this application could not have access to the server database while it was running on an iPhone. Some running data could only be stored in temporary database. Fetching and saving data must be executed between after login.

This application would use a combination of architecture styles. It would involve a separate server system and multiple clients. When a client sent one or more requests, the client would receive those requests and send corresponding responses to the client. There were two main benefits to use the client/server architectural style. The first one was higher security. Because all data was stored on the server, it was easy for admin to get a better control of security than client machines. The second one was ease of maintenance. Roles and responsibilities of a computing system are distributed among several servers that are known to each other through a network [5]. Another important architecture style was object-oriented architectural style which would divide system responsibilities into individual objects. Each individual module would take responsibilities for separate functionalities which can be used by other modules by providing corresponding interfaces. There are several advantages to use objective-oriented design. The first one is reusable. Some classes can be used by other classes through polymorphism and abstraction. The second one is testable. Encapsulation of classes can help users to do both unit testing and integration testing. The last one is highly cohesive. By locating only related methods and features in an object, and using different objects for different sets of features, you can achieve a high level of cohesion [5].

This software was a mobile application running on iPhone. The programming language used for client part was objective-c and the integrated development environment was Xcode. As for the server part, the main programming language was Node.js and the integrated development environment was Visual Studio Code. This product would use MySQL as server database and use MySQL Workbench to manage the database.

## 3.4 Key issues and solution

It is meaningful for developers to identify key issues based on quality attributes where problems often occur when designing an application.

The first quality attribute was system quality which would analyze the whole system from supportability and testability. This product could not run individually without using an OBD-II Wi-Fi scanner. This was hardware restriction and could not be solved in software development. Besides, this product was required to run on an iPhone. There may exist unknown problems when users launch it on an IPad. As for testability, it was not too hard for developers to do functional testing, unit resting, integration testing and system testing because this product would take object-oriented architecture design.

The second quality was run-time quality which would analyze the system from manageability, performance, reliability, scalability and security. Manageability describes how easy it is for system administrators to manage the application. This system would take client/server architecture design to make it easy to manage the server database. Performance is an indication of the responsiveness of a system to execute any action within a given time interval [5]. In general, system should give proper message when the system was downloading data or uploading data. Some actions which took tens of seconds or a few minutes would be executed in the background instead of keeping users waiting for a long time. Reliability defines how stable the system is when it is running. The system should give corresponding error message instead of breaking down suddenly whenever users make mistakes. Scalability is the ability to create a more advanced version of the system. This product would use generic OBD-II PIDs which could only request some basic information from a car. More functionalities could be designed if developers had access to manufactures specific OBD-II PIDs. Usability defines how well the application meets the requirements of the user and consumer by being intuitive, easy to localize and globalize, providing good access for disabled users, and resulting in a good overall user experience [5]. This product would use incremental model which can help users communicate with developers directly. Users had more information about the product while it was under development.

As for communication between server side and client side, the system used the Hypertext Transfer Protocol (HTTP) to send request. Figure 2 showed a high-level design for this application. Both information from server side and information from client side must be configurable to be meaningful. What’s more, the server side should give client side proper response whenever a client submitted an HTTP request to the server. For example, if a client sent a request to do account verification, the client received that request and dealt with that request. If no such account existed, the server would respond no such account existed. If network crashed suddenly, the server would respond internet occurred error. If a request is in wrong format, the server would respond method was not supported. If that account existed in database, the server would give response together with that account information to the client.

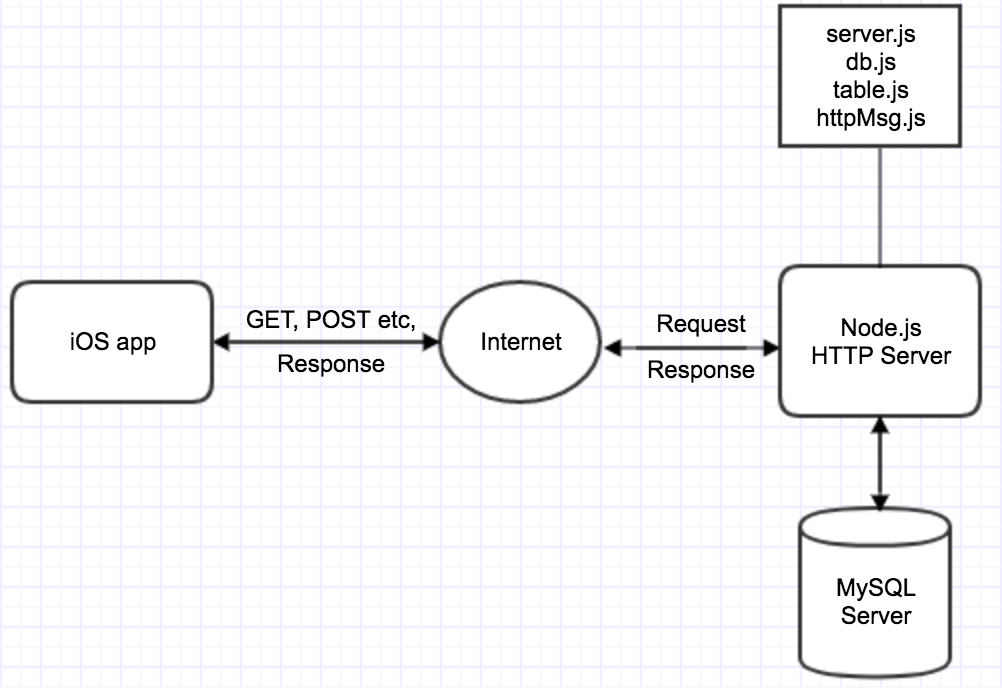


Figure 2. Figure of high-level architecture

# 4. Detailed system design

Detailed design focuses on all of the implementation details necessary to implement the architecture that is specified. Detailed system design is a low-level design and the main goal of it is to prepare a blue print of a system that meets the goals mentioned in system architecture design. This section describes procedures and methods which will be used in detailed system design. According to the requirements of Rational Unified Process (RUP) [8] and Unified Modeling Language (UML) [9], detailed system design will define the behavior of each architectural component in detail. This section will take advantage of use case diagram to give a graphic overview of the actors involved in a system, different functions needed by those actors and how these different functions are interacted. Class diagram will be used to shows the classes in the system, attributes and operations of each class and the relationship between each class. Sequence diagram will be used to show how objects interact with each other and the order those interactions occur for a particular scenario.

## 4.1 Database design

A well-structured database can save disk space by eliminating redundant data, maintain data accuracy and integrity and provide access to the data in useful ways. The first step in database design is to find out “entities” which exist in four kinds: people, things, events, and locations. Everything people could want to put in a database fits into one of these categories. In this project, user is absolutely one of the entities. Another entity is trip which contains information of a car during this trip.

The next step is to determine the relationships between the entities and to determine the cardinality of each relationship. In this project, a user can record a trip or multiple trips. Multiple users can’t record the same trip.

The third step is to find out “attributes” which will be saved as data elements for each entity. About a user, he or she uses auto increment id as primary key. Unique “username” and “password” are also needed. Besides, “totalAlertSwitch” should be one of the “attributes” because it can determine if a user wants to open or close alert during a trip. In addition, “speedLimit” and “speedAlertSwitch” are also “attributes” because “speedLimit” determines the warning speed value and “speedAlertSwitch” determines if a user wants to open speed limit alert or not. Similarly, we can get “attributes” like “tiredDrivingHour”, “tiredDrivingAlertSwitch”, “waterTemperatureLimit” and “waterTemperatureAlertSwitch”. What’s more, “fuelPrice” should be one of the “attributes” because users can use it to calculate fuel cost. “unit” should also be one of the “attributes” because users should be able to change unit of measurement. About a trip, it should use auto increment id as primary key and uses “userID” as a foreign key. In addition, it should have “startDateTime” and “endDateTime” to represent when users recorded the trip. Besides, “drivingDistance”, “averageMPG”, “averageSpeed”, “fuelCost”, “sharpAccelerationTime” and “sharpBrakingTime” are also “attributes” because they are necessary information for users to analyze a trip.

After finishing above steps, Entity Relationship Diagram (ERD) can be easily retrieved. ERD gives a graphical overview of the database. Figure 3 shows ERD for this project.

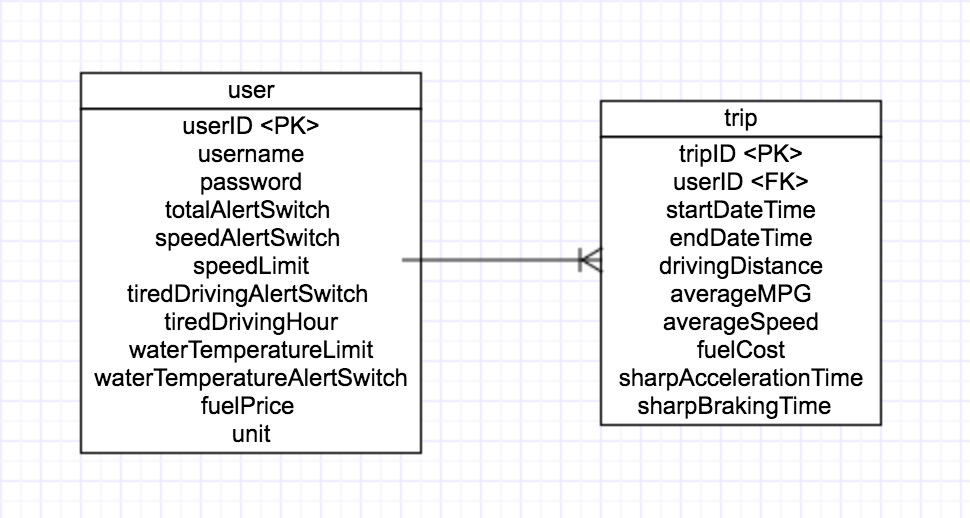


Figure 3. Entity relationship diagram

The final step to build database is to define attribute’s data type. There are a lot of different data types. A few are standardized, but many databases have their own data types that all have their own advantages. This project will use MySQL as a server database, so all types of data are defined by MySQL. For user table, all attributes should not be null. “userID” should be unique positive self-increasing integer. Type of “username” and “password” is “VARCHAR” and “username” should be unique. “totalAlertSwitch”, “speedAlertSwitch”, “tiredDrivingAlertSwitch”, “waterTemperatureAlertSwitch” and “unit” have the same type. The type is “TINYINT” which is equal to Boolean type. The reason to use “TINYINT” instead of using “Boolean” is that MySQL does not have internal “Boolean” data type. “speedLimit”, “tiredDrivingHour”, “waterTemperatureLimit” and “fuelPrice” use the type of “Double” because all of them are float values. For table trip, “tripID” should be unique positive self-increasing integer. It uses “userID” as foreign key and “userID” should be not null and unique. Besides, “startDateTime” and “endDateTime” represent specific date and time so their type is “DATETIME”. “drivingDistance”, “averageMPG”, “averageSpeed” and “fuelCost” are float values and their type is “DOUBLE”. “sharpAccelerationTime” and “sharpBrakingTime” recorded how many times users had sharp acceleration and sharp braking, so their type is “INT”.

After the final step, we can build the database through MySQL Workbench. Figure 4 shows user table and figure 5 shows trip table.

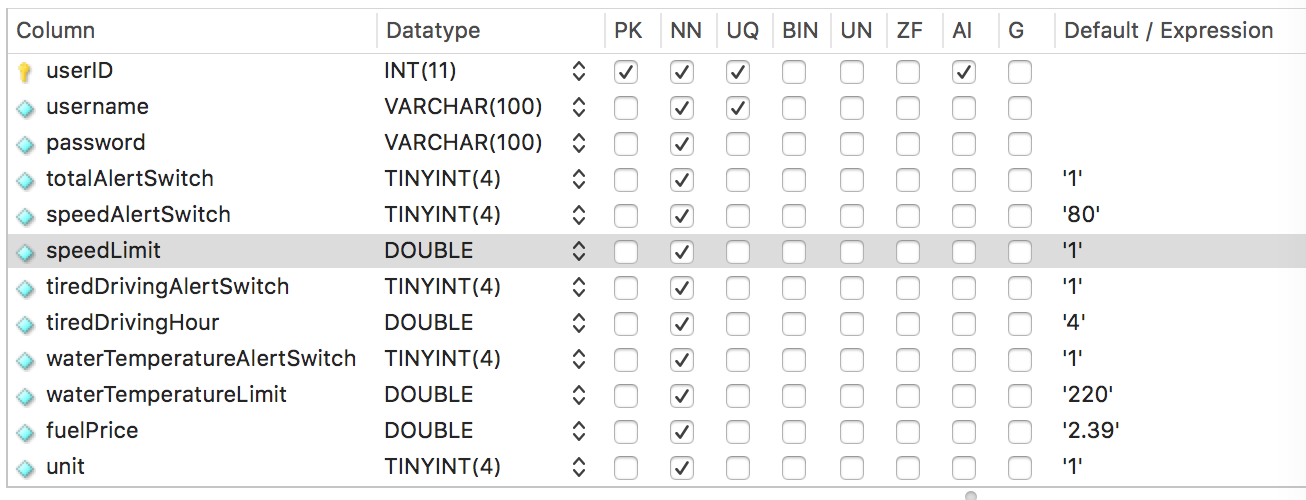


Figure 4. Figure of user table

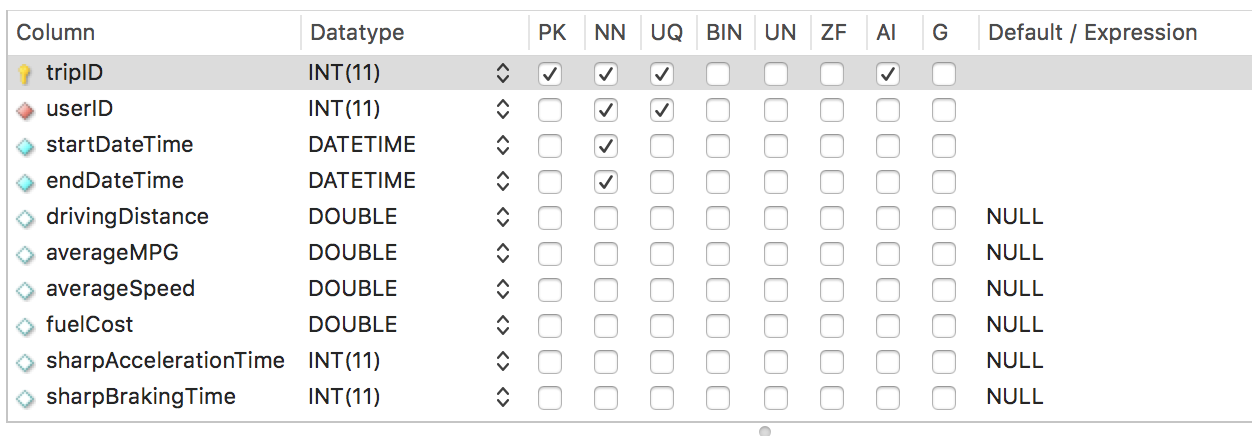


Figure 5. Figure of trip table

## 4.2 Use case diagram

All use cases are retrieved from user requirements and the use case diagrams give an overview of usage requirements for a system. Figure 6 shows the use case diagram of this project.



Figure 6. Figure of use case diagram

## 4.3 Class diagram

Class diagram is the core part of UML diagram and it describes the structure of a system by modeling its classes, attributes, operations, and relationships between objects. There are serval benefits by using class diagram. It can help developers to illustrate data models for information systems and have a good understanding of a general overview of system. In addition, it provides an implementation which contains independent description of types used in a system and passed between its components. Figure 7 shows the class diagram of this project.

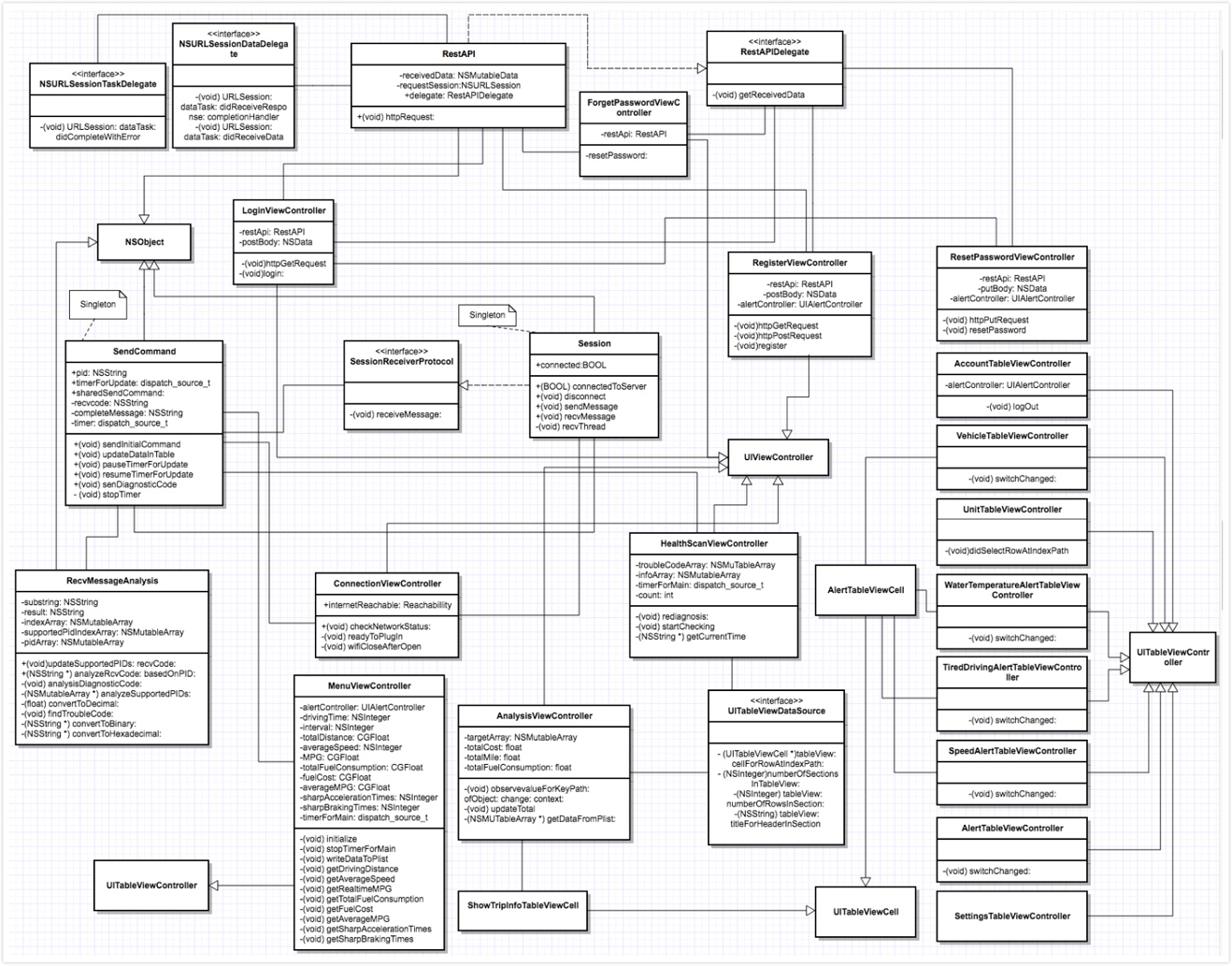


Figure 7. Figure of class diagram

## 4.4 Sequence diagram

This section will mainly show the sequence diagrams of some important activities in this application. By using sequence diagram, we can clearly see how different components interact with each other and how messages passed between components in different activities.

Figure 7 shows login scenario; Figure 8 shows registration scenario; Figure 9 shows forgetting password scenario; Figure 10 shows connection scenario; Figure 11 shows reading data scenario; Figure 12 shows searching data scenario; Figure 13 shows checking a car scenario.

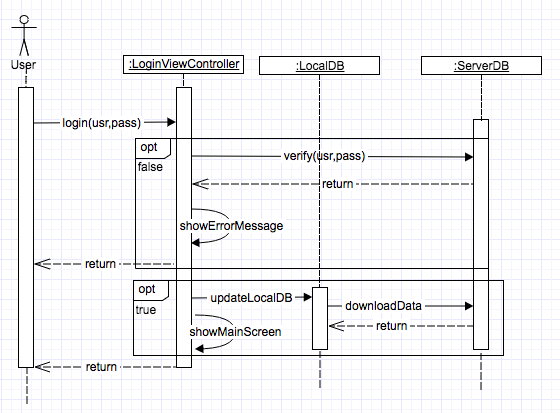


Figure 7. Sequence diagram of login

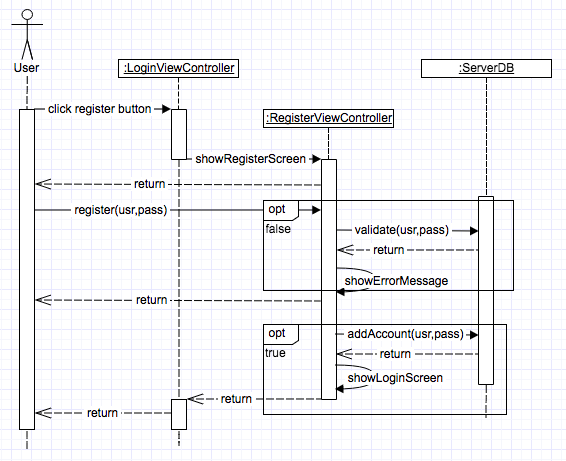


Figure 8. Sequence diagram of registration

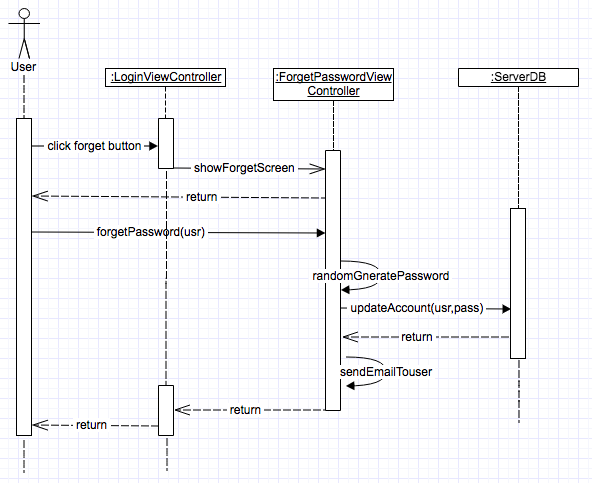


Figure 9. Sequence diagram of forgetting password

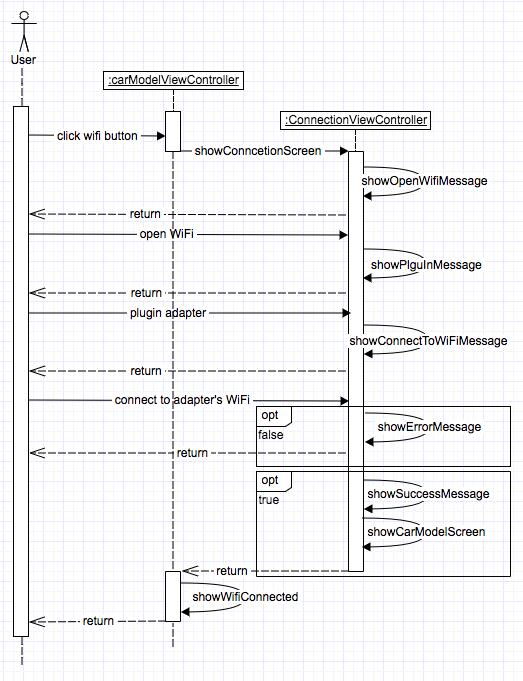


Figure 10. Sequence diagram of connection

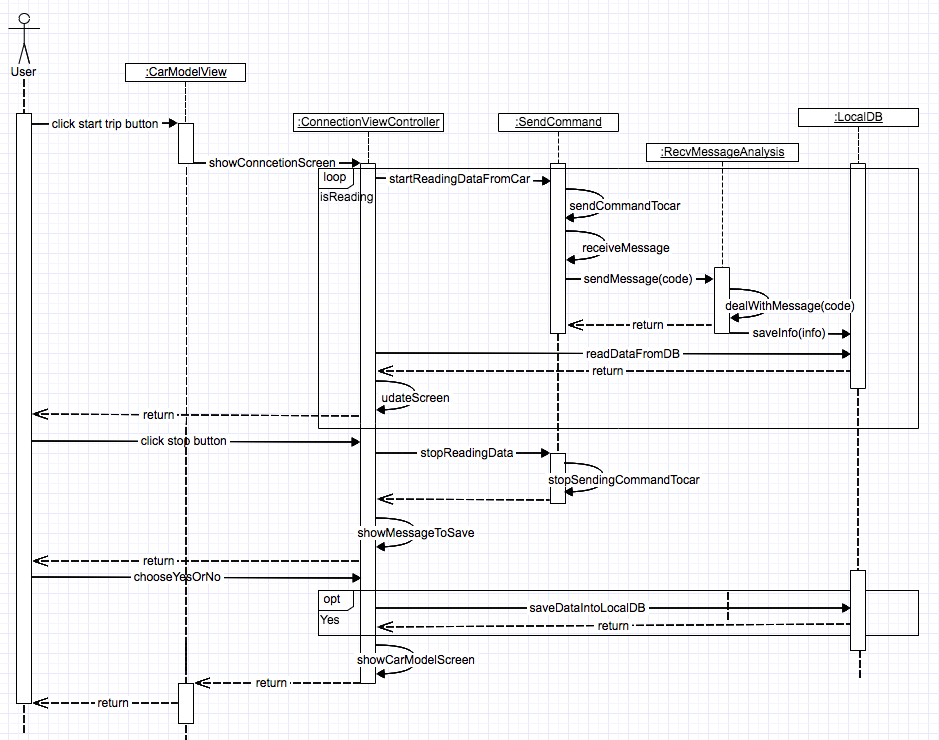


Figure 11. Sequence diagram of reading data

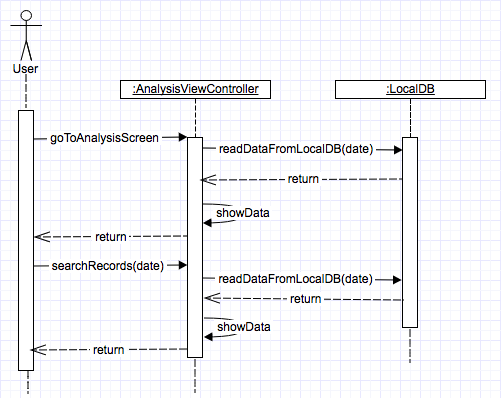


Figure 12. Sequence diagram of searching data

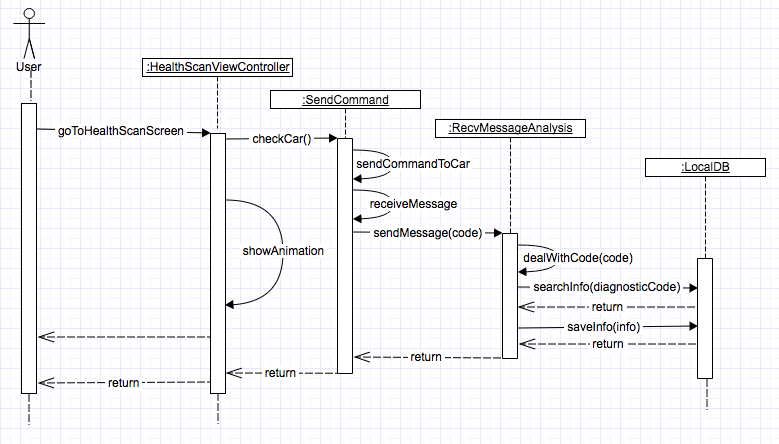


Figure 13. Sequence diagram of checking a car

## 4.5 User interface design

As we know, user interface design is one of the most important parts in software development. The quality of user interface has huge influence on user experience of the product. A good GUI (graphical user interface) not only catches a first-time user’s eye but also motivates the user to use the product again. I will introduce four principles of UI design which come from a paper [10] that I had read. The first one is reading gravity. The second one is minimization of cognitive load. The third one is using pre-existing mental models. The last one is use of color to direct attention. In addition, I also have my own GUI designing experience which come from Professor Kasi’s class. The first one is that GUI should be usable to as many as possible. The second one is that GUI must report appropriate error messages at the right time. The third one is that providing appropriate help at the right time and motivate the user to continue. The last one is that try to protect the users from introducing errors into the system (error prevention). Those UI design principles will be used as references to design UI of this product.

I will first introduce some basic patterns for mobile navigation. Tab bar pattern is one of the most frequently used patterns in mobile applications. Many popular applications, like Facebook, Instagram and Twitter, using tab bar pattern in their design. It was originally from desktop design. The tab bar usually puts navigation icons at the bottom of a screen to fit finger touch. Users can navigate directly to the screen associated with the item. By using tab bar navigation pattern, users can easily have access to all main functionalities without multiple touches; In addition, users know where they are and what they can do when they are using the application. In this product, all main functions were represented by bottom icons in tab bar. Figure 14 shows an example.

Another popular UI design pattern is navigation bar. Almost all popular mobile applications have navigation bars. In general, a navigation appears between the status bar and an app screen. Users can view the status and application screens without having any troubles. A navigation bar usually has title, back button and control button. Back button is always associated with previous screen and appears on the left side of the bar. Title always show information of current screen and appears on the middle of the bar. As for control button, it’s usually related to a Cancel or Done button and mainly used to manage users’ actions. This product had used lot of navigation bars. Figure 15 shows an example.

In addition to UI design patterns mentioned above, some popular UI elements are also frequently used in famous mobile applications. For example, Messenger uses table view to show contract list. The table view is usually used to manage data which has similar data structure or belongs to similar category. Table view can help us to show additional contents by scrolling with it. Some table views also have headers and footers which can make it easy to tract a long table. Figure 16 shows an example in this product.

Alert is another important UI element in mobile application design. Many applications use alert to remind users of something important. An alert usually contains a title and optional information. The title indicates what that alert means and optional information tells users what they can do. A widely-used example for using alert is AMBER Alert. Almost all people can view that information immediately once an AMBER Alert occurs. From this example, we can easily find out the advantages of using alerts in mobile application. Figure 17 shows an example in this product.

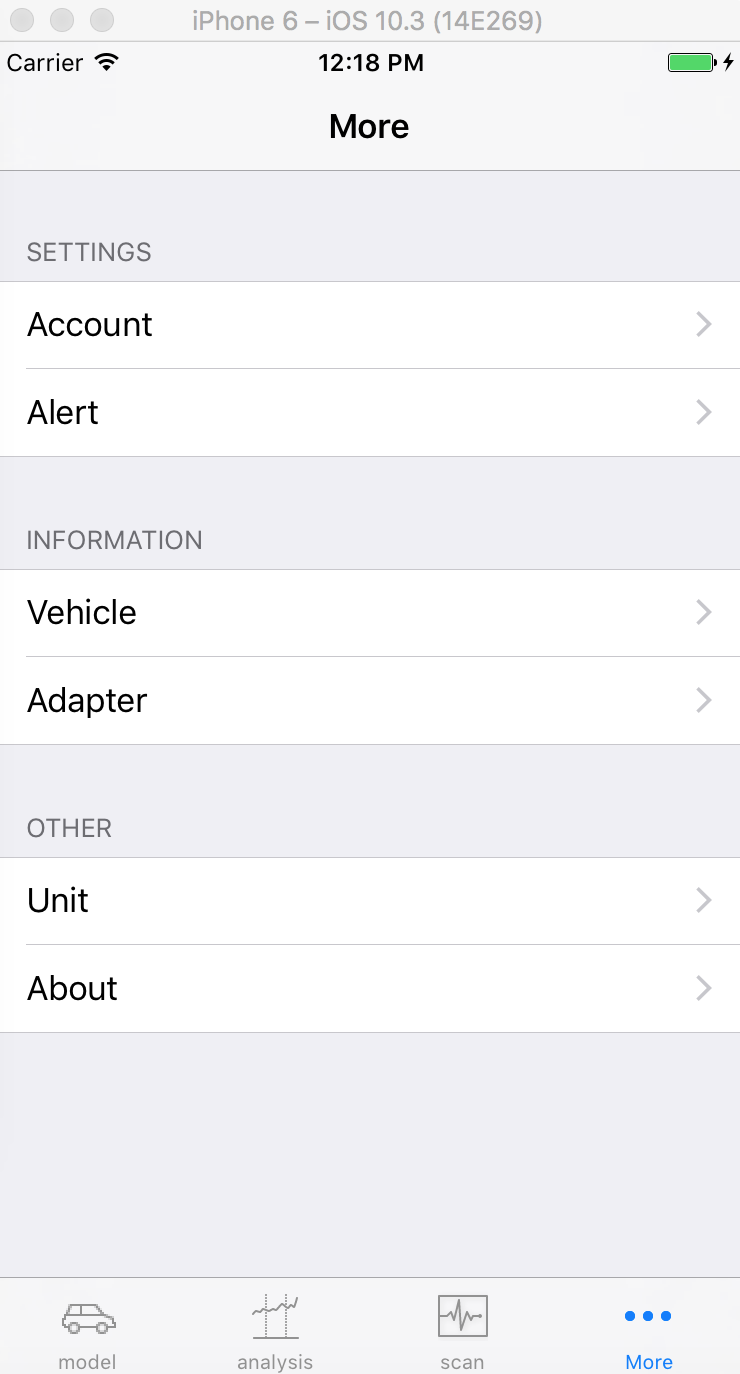


Figure 14. Example of using tab bar

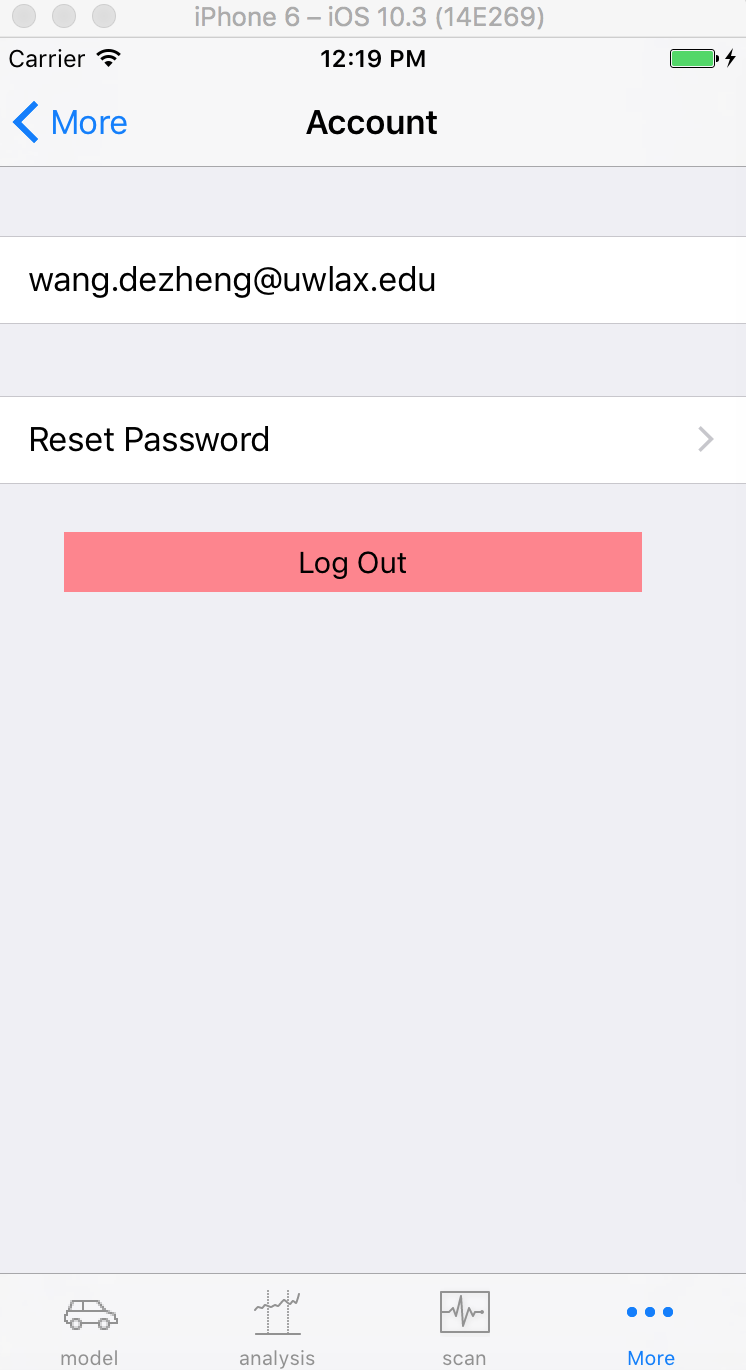


Figure 15. Example of using navigation bar

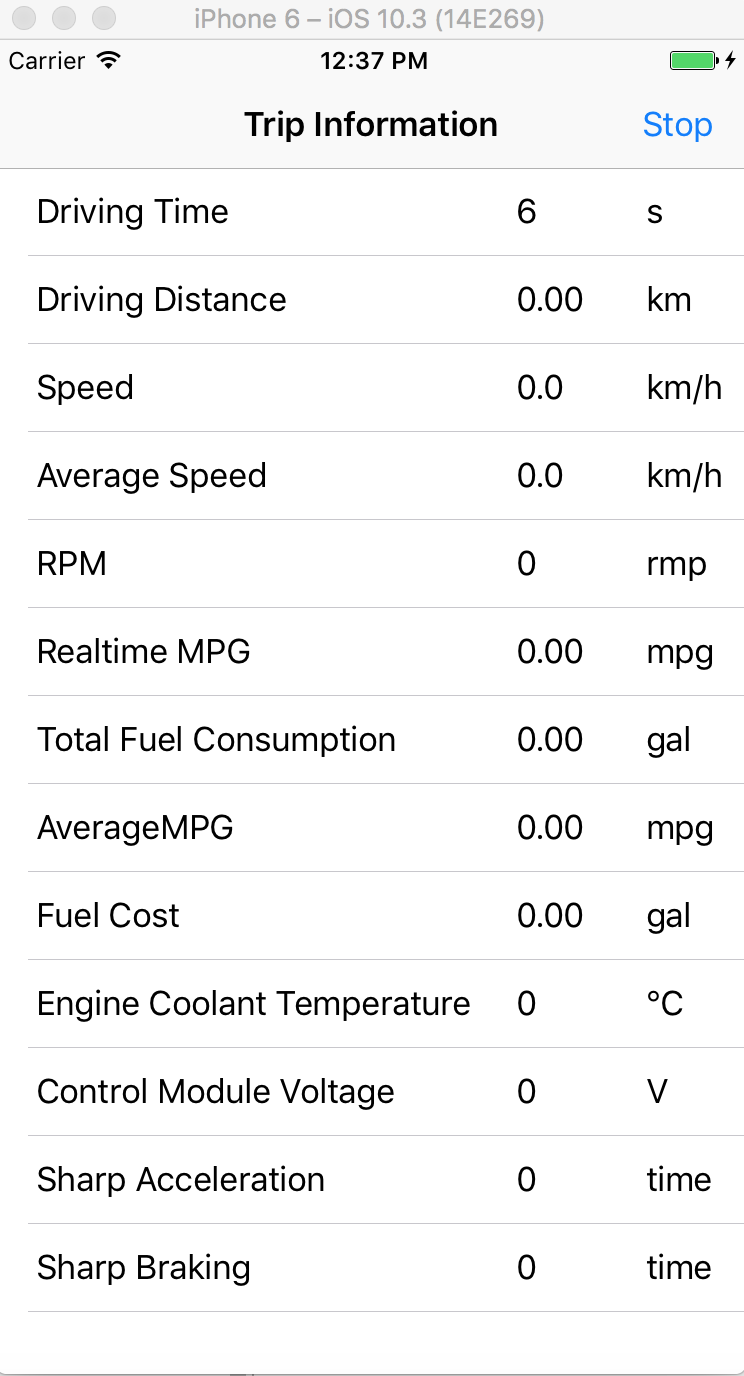


Figure 16. Example of using table view

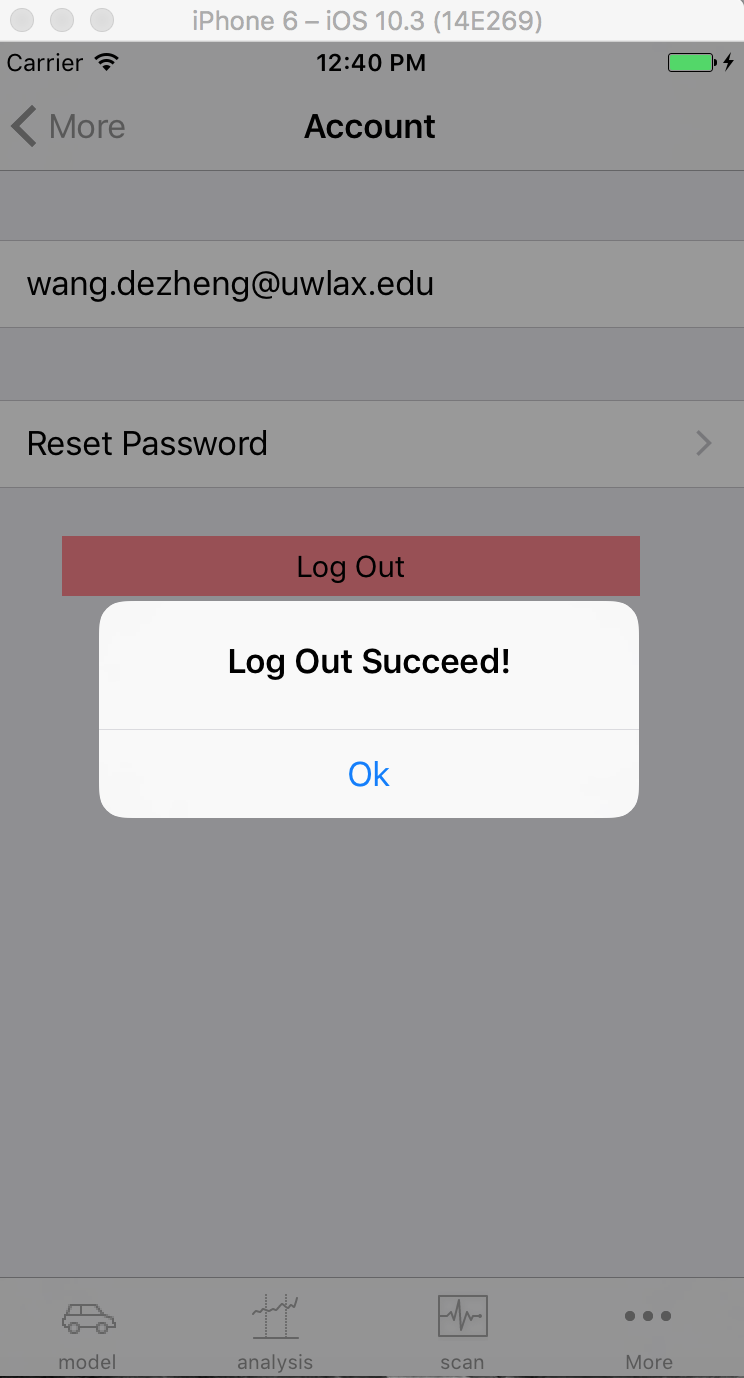


Figure 17. Example of using alert

# 5. System implementation

Instead of using objective-c codes, this section will use pseudocode to talk about the main algorithm and logic in this application. Pseudocode can be understood by most people.

## 5.1 Login module

If username and password had been memorized

Go to main screen

Else if users click login button

Login () //User click login button will call this function

Else if users click register button

Go to register screen

Else

Go to forget password screen

Login () {

Set username to username text field value

Set password to password text field value

If username or password is empty

Alert “Username or password should not be empty”

Else

Send get request to the server //request body contains username

Query password based on username in user table

If return value is empty

Alert “Incorrect username or password”

Else if return value is not equal to password

Alert “Incorrect username or password”

Else if return value is equal to password

Store username, password, userID in local database

SetInitialStatus (username) // background thread

Go to main screen

}

SetInitialStatus (username) {

SetStatus(username) // upload local data (update local database if needed)

SetTrip (userID) // upload local data (update local database if needed)

}

SetStatus (username) {

If user table is empty in local database

Send get request to the server //request body contains username

Query all related information based on username in user table in server

Set a delay // need time to download data

Set userInfo to return value

Update user table in local database based on userInfo

Else

Query all related information based on username in local database

Set userInfo to return value

Send put request to the server // request body contains userInfo

Update user table in server database based on userInfo

}

SetTrip (userID) {

If new trip table is empty in local database

Send get request to the server //request body contains userID

Query all related information based on userID in trip table in server

Set a delay // need time to download data

Set tripInfo to return value

Update trip table in local database based on tripInfo

Else

Query all related information based on userID in new trip table in local

Set newTripInfo to return value

Send post request to the server // request body contains newTripInfo

Add newTripInfo to trip table in server database

}

## 5.2 Register module

If users click submit button in register screen

Verify () //User click submit button will call this function

Else users choose to go back login screen

Go to login screen

Verify () {

Set username to username text field value

Set password to password text field value

Set confirm to confirm password field value

If username is not in email format

Alert “Username should in email format”

Else if password or confirm is empty

Alert “Password or confirm password should not be empty”

Else if password is not equal to confirm

Alert “Passwords must match”

Else

Send post request to the server // request contains username and password

Insert username and password into user table

If return value is false

Alert “Sorry, this username had been used!”

Else

Alert “Register Succeed”

Go to login screen

}

## 5.3 Forget password module

Set username to username text field value

If username is empty

Alert “You must enter username”

Else

Send get request to the server //request body contains username

Query that username in user table in server database

If return value does not have content

Alert “Username does not exist”

Else

Set new Password to random six-digit number

Send email to username // username is in email format Send put request to the server

Update user table in server database based on username and newPassword

Go to login screen

## 5.4 Device connecting module

while Wi-Fi status is connected

Do

Show plug in button

Users click plug in button

Show connecting to Wi-Fi button

If device is connected to adapter’s Wi-Fi

Set wifiStatus to connected

Store wifiStatus in local database

Use SendCommand class

SendInitialCommand () // this method comes from SendCommand class

Go back main screen

Else

Alert “Connection failure”

SendInitialCommand () {

Create timer

Set timer priority to background

Timer:

If last command had not been sent

Use Session class

Session send commands

ReveiveMessage ()

Else

Stop timer

}

ReveiveMessage () {

Set message to receive message

Use regular expression to deal with message

Analyze message and get value// value represents vehicle supported command

Store that value in local database

}

## 5.5 Trip information module

while wifiStatus is connected && users don not click stop button

Do

Use SendCommand class

UpdateDataInTable () //this method comes from SendCommand class

Create timer

Set timer to priority to main

Timer: Read data from local database

Analyze and compute data to get other data

Show data in table view

Reload table

If users click stop button

Alert (“Save trip information? Yes: No”)

If users select yes

Save those data and date in new trip table in local database

Go back main screen

UpdateDataInTable () {

Create timer

Set timer priority to background

Use Session class

Timer:

Get supported commands from local database

Session send supported commands

ReveiveMessage ()

}

ReveiveMessage () {

Set message to receive message

Use regular expression to deal with message

Analyze message and get corresponding value // value represents vehicle data

Store that value in local database

}

## 5.6 Health scan module

// this method will be executed automatically when users go to health scan screen

StartChecking () {

Use SendCommand class

SenDiagnosticCode ()

Set timer to priority to main

Timer:

If timer ends

Read diagnostic information and code from local database

Show diagnostic information and code in table view

Show rediagnostic button

If users click rediagnostic button

Set rediagnostic button and table view to hidden

StartChecking ()

Else

Update UI to let users wait for scanning

SenDiagnosticCode () {

Create timer

Set backgroundTimer to priority to background

backgroundTimer:

Use Session class

Session send diagnostic commands

ReveiveMessage ()

}

ReveiveMessage () {

Set message to receive message

Use regular expression to deal with message

Analyze message and get corresponding value // value represents diagnostic code

Search diagnostic information in fault code table based on diagnostic code

Store diagnostic information and diagnostic code in local database

}

# 6. Testing

Software development always involves software testing which is the process of evaluating correctness, integrity and quality of the software. In the other word, software testing is the process of fixing bugs to satisfy user requirements. Software is usually planned earlier and it is performed only after coding. This section will talk about each phrase in software testing in detail.

## 6.1 Testing plan

In unit testing, testing strategy is to test server side and client side separately. For server side, it will use Postman to send different kinds of requests and check response. After bugs fixed in server side, it will use UI testing in Xcode to test each individual user interface. Compared to other UI testing framework, the major benefit of UI testing in Xcode is that it can record developers’ operations to the system. In the other words, developers can perform all kinds of operations in each user interface to test all kinds of situations and then UI testing will memorize those operations and transfer them into testing codes which can be executed automatically. In a word, UI testing in Xcode is a kind of scene simulation and can bring lots of convenience to testers. Integration testing will also use UI testing in Xcode to testing the whole system including server side and client side. As for system testing, it will mainly test data accuracy. A tester will use this application to record plenty of data. Another tester will use recording functions in the car to get plenty of data. Then a tester will use graphs to make comparisons and then get conclusions.

## 6.2 Unit testing

## 6.2.1 Testing for server module

This part was responsible for testing different requests which were sent from the client side to the server side. Test cases were generated based on requests which had been used in the application. Other types of requests would not be taken into consideration. Table 6 showed details of each test case. Scenario indicated the testing environment. URL represented all kinds of requests occurred in the application. Return value was message from the server side. Status indicated whether the test case passed or not.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test case  # | Scenario | URL | Return value | Status |
| 1 | User table has this account | 138.49.101.87:9000/userSettings  [/wang.dezheng@uwlax.edu](mailto:/wang.dezheng@uwlax.edu)  Method: GET | All user information related to username ‘wang.dezheng@uwlax.edu’ | Passed |
| 2 | User table doesn’t have this account | 138.49.101.87:9000/userSettings  [/wang.dezheng@uwlax.edu](mailto:/wang.dezheng@uwlax.edu)  Method: GET | [] | Passed |
| 3 | Trip table has this trip | 138.49.101.87:9000/tripInfo/1  Method: GET | All trip information related to userID ‘1’ | Passed |
| 4 | Trip table doesn’t have this trip | 138.49.101.87:9000/tripInfo/1  Method: GET | [] | Passed |
| 5 | Add a new user to user table | 138.49.101.87:9000/userInfo  requesrBody: {username: [yuan.zhihao@uwlax.edu](mailto:yuan.zhihao@uwlax.edu), password :123}  Method: POST | ‘true | Passed |
| 6 | Add an existed user to user table | 138.49.101.87:9000/userInfo  requesrBody: {username: [yuan.zhihao@uwlax.edu](mailto:yuan.zhihao@uwlax.edu), password :123}  Method: POST | ‘false’ | Passed |
| 7 | Add a new trip to trip table | 138.49.101.87:9000/tripInfo  requesrBody: {trip information}  Method: POST | ‘true’ | Passed |
| 8 | Update a user’s information | 138.49.101.87:9000/userInfo  requesrBody: {updated user information}  Method: PUT | ‘true’ | Passed |

**Table 6. Table of server side’s test cases**

## 6.2.2 Testing for client module

Testing for client module would be divided into five parts. The first part was to test the session module which was responsible for sending commands and receiving messages from the car. The second part was to test login module. The third part was to test registration module. The fourth part was to test resetting password function. The last part was to test searching history trips module.

Table 7 showed all test cases for testing session module. Test cases were generated based on those OBD-PIDs which had been used in this application.

|  |  |  |  |
| --- | --- | --- | --- |
| Test case  # | Command | Return message | Status |
| 9 | 0100 | “0100\r” | Passed |
| 10 | 0100 | “41 00 BF 9F A8 93 \r\r>” | Passed |
| 11 | 0100 | “0100\r 41 00 BF 9F A8 93 \r\r>” | Passed |
| 12 | 0120 | “0120\r” | Passed |
| 13 | 0120 | “41 20 80 07 F1 19 \r\r>” | Passed |
| 14 | 0120 | “0120\r 41 20 80 07 F1 19 \r\r>” | Passed |
| 15 | 0140 | “0140\r” | Passed |
| 16 | 0140 | “41 40 FE F0 00 00 \r\r>” | Passed |
| 17 | 0140 | “0140\r 41 40 FE F0 00 00 \r\r>” | Passed |
| 18 | 0105 | “0105\r” | Passed |
| 19 | 0105 | “41 05 88 \r\r>” | Passed |
| 20 | 0105 | “0105\r 41 05 88 \r\r” | Passed |
| 21 | 010C | “010C\r” | Passed |
| 22 | 010C | “41 0C 09 92 \r\r>” | Passed |
| 23 | 010C | “010C\r 41 0C 09 92 \r\r>” | Passed |
| 24 | 010D | “010D\r” | Passed |
| 25 | 010D | “41 0D 00 \r\r>” | Passed |
| 26 | 010D | “010D\r 41 0D 00 \r\r>” | Passed |
| 27 | 0110 | “0110\r” | Passed |
| 28 | 0110 | “41 10 01 1B \r \r>” | Passed |
| 29 | 0110 | “0110\r 41 10 01 1B \r \r>” | Passed |
| 30 | 0142 | “0142\r” | Passed |
| 31 | 0142 | “41 42 36 41 \r \r>” | Passed |
| 32 | 0142 | “0142\r 41 42 36 41 \r \r>” | Passed |

Table 7. Table of session module’s test cases

Testing for registration module would use UI testing in Xcode. Firstly, it would try to register for an existed account to see if the system would give error message. Then it would use a new username. It would try to have inconsistent passwords in password field and confirm password field to see if the system would give error message. Then it would use consistent password to register for a new account. Following codes were testing codes for registration module.

-(void)testRegisterFunction{

XCUIApplication \*app = [[XCUIApplication alloc] init];

[app.buttons[@"Register"] tap];

XCUIElement \*emailAddressTextField = app.textFields[@"Email address"];

[emailAddressTextField tap];

[emailAddressTextField typeText:@"793013053@qq.com"];

XCTAssert(app.staticTexts[@"Sorry, this email had been used!"].exists);

[app.buttons[@"Clear text"] tap];

[emailAddressTextField typeText:@"w793013053@gmail.com"];

XCTAssert(!app.staticTexts[@"Sorry, this email had been used!"].exists);

XCUIElement \*passwordSecureTextField = app.secureTextFields[@"Password"];

[passwordSecureTextField tap];

[passwordSecureTextField typeText:@"123"];

XCUIElement \*confirmPasswordSecureTextField = app.secureTextFields[@"Confirm password"];

[confirmPasswordSecureTextField tap];

[confirmPasswordSecureTextField typeText:@"12"];

XCUIElement \*submitButton = app.buttons[@"Submit"];

[submitButton tap];

XCTAssert(app.alerts[@"Error!"].exists);

[app.alerts[@"Error!"].buttons[@"OK"] tap];

[confirmPasswordSecureTextField tap];

[confirmPasswordSecureTextField typeText:@"123"];

[submitButton tap];

XCTAssert(app.alerts[@"Register Succeed"].exists);

[app.alerts[@"Register Succeed"].buttons[@"OK"] tap];

}

Testing for login module would also use UI testing in Xcode. Firstly, it would try to login with correct username and incorrect password to see if the system would give error message. Then it would incorrect username and correct password to see if the system would give error message. Finally, it would use correct username and password to login.

-(void) testLoginFunction{

XCUIApplication \*app = [[XCUIApplication alloc] init];

XCUIElement \*emailAddressTextField = app.textFields[@"Email address"];

[emailAddressTextField tap];

[emailAddressTextField typeText:@"w793013053@gmail.com"];

XCUIElement \*passwordSecureTextField = app.secureTextFields[@"Password"];

[passwordSecureTextField tap];

[passwordSecureTextField typeText:@"123456"];

XCUIElement \*loginButton = app.buttons[@"Login"];

[loginButton tap];

XCTAssert(app.staticTexts[@"Incorrect username or password"].exists);

[emailAddressTextField tap];

[app.buttons[@"Clear text"] tap];

[passwordSecureTextField tap];

[app.buttons[@"Clear text"] tap];

[loginButton tap];

XCTAssert(app.staticTexts[@"Incorrect username or password"].exists);

[emailAddressTextField tap];

[emailAddressTextField typeText:@"w79301305333@gmail.com"];

[passwordSecureTextField tap];

[passwordSecureTextField typeText:@"123"];

[loginButton tap];

XCTAssert(app.staticTexts[@"Incorrect username or password"].exists);

[emailAddressTextField tap];

[app.buttons[@"Clear text"] tap];

[emailAddressTextField typeText:@"w793013053@gmail.com"];

[passwordSecureTextField tap];

[app.buttons[@"Clear text"] tap];

[passwordSecureTextField typeText:@"123"];

[loginButton tap];

XCTAssert(!emailAddressTextField.exists);

XCTAssert(!passwordSecureTextField.exists);

XCTAssert(!loginButton.exists);

XCTAssert(!app.buttons[@"Register"].exists);

XCTAssert(!app.staticTexts[@"Incorrect username or password"].exists);

}

Testing for resetting password module would also use UI testing in Xcode. Firstly, it would try to enter wrong username to see if the system would give error message. Then it would click reset button without having any username to see if the system would crash. Finally, it would enter correct username and click reset button. The tester should also check the email to ensure new password had been sent. The new password should be same with password value stored in database.

-(void)testForgetPasswordFunction{

XCUIApplication \*app = [[XCUIApplication alloc] init];

[app.buttons[@"Help"] tap];

XCUIElement \*emailTextField = app.textFields[@"Email address"];

XCTAssert(emailTextField.exists);

[emailTextField tap];

[emailTextField typeText:@"w7930130533@gmail.com"];

XCUIElement \*resetButton = app.buttons[@"Reset"];

[resetButton tap];

XCTAssert(app.alerts[@"Error!"].exists);

XCUIElement \*okButton = app.alerts[@"Error!"].buttons[@"OK"];

[okButton tap];

XCUIElement \*clearTextButton = app.buttons[@"Clear text"];

[clearTextButton tap];

[resetButton tap];

XCTAssert(app.alerts[@"Error!"].exists);

[okButton tap];

[emailTextField typeText:@"w793013053@gmail.com"];

[resetButton tap];

XCTAssert(!resetButton.exists);

}

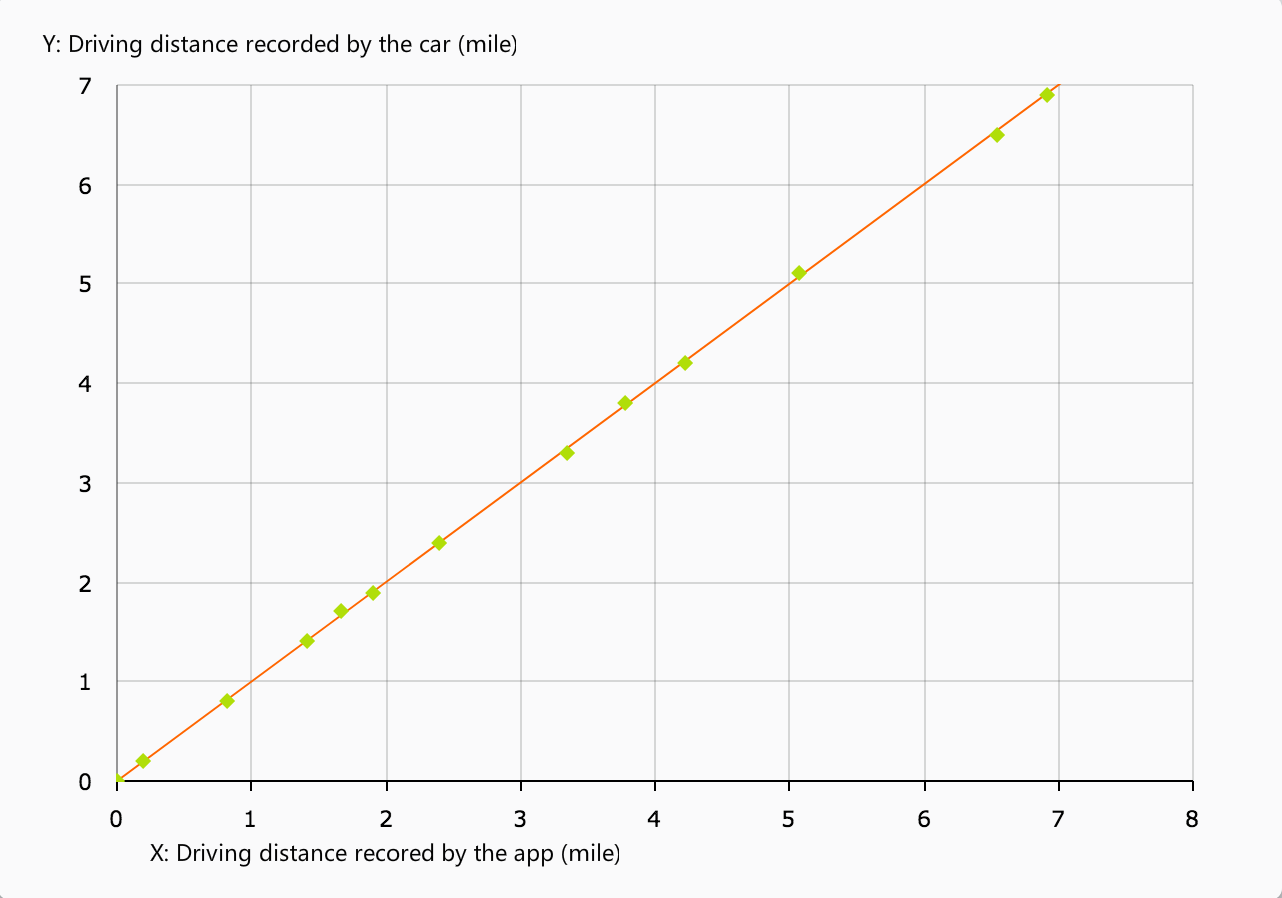
## 6.3 Integration testing

As mentioned above, this application should be used along with an OBD-II W-Fi scanner connected to the OBD-II port on the car. So, integration testing was performed while the tester was driving. As previously mentioned, this application could read real-time data from a car. Reading real-time data was the core part of this project and it would involve most modules of this application. So, integration testing would focus on data comparison between data from the application and data from the car. Table 8 used multiple data and

|  |  |  |
| --- | --- | --- |
| Driving distance recorded by the app (mile) | Driving distance recorded by the car (mile) | Margin of error (%) |
| 0.00 | 0.0 | 0% |
| 0.20 | 0.2 | 0% |
| 0.82 | 0.8 | +2.5% |
| 1.42 | 1.4 | +1.4% |
| 1.67 | 1.7 | -1.7% |
| 1.91 | 1.9 | +0.5% |
| 2.39 | 2.4 | -0.4% |
| 3.34 | 3.3 | +1.2% |
| 3.78 | 3.8 | -0.5% |
| 4.22 | 4.2 | +0.4% |
| 5.07 | 5.1 | -0.5% |
| 6.54 | 6.5 | +0.6% |
| 11.56 | 12.0 | -0.3% |
| 25.44 | 25.5 | -0.2% |
| 28.64 | 28.7 | -0.2% |
| Total: 97.00 | Total: 97.5 | Average: -0.5% |

Table 8. Table of data comparison

Figure showed those data in coordinate system. Green points were consisted of those two kinds of data. X value was data recorded by the app and Y value represented data recorded by the car. The orange line represented Y=X.



## 6.4 System testing

System testing would focus on if the application satisfied users’ requirements. Table 9 showed the specific comparisons

|  |  |  |
| --- | --- | --- |
| A user want to do | Application | Status |
| A user want to have access to a vehicle’ data | The app can build connection between the user and the car | Completed |
|  |  |  |
|  |  |  |

.

# 7. Conclusion and Future Work

## 7.1 Conclusions

The overriding achievement of this thesis is use of software engineering in mobile application design. It had showed the process of analyzing user requirements, designing system architecture, constructing the whole system, implementation and testing final product which will be used by end users.

* Chapter 2 showed how to analyze users’ requirements from different perspective. Functions that could be performed by users were described in detail in functional requirements. Non-functional requirements were related to system qualities.
* Chapter 3 described both goals and constrains of system architecture design. Then it gave an overview of what the application would look like when it was completed. It also pointed out some key issues and its solutions.
* Chapter 4 presented detailed system design including database table design and use of UML diagrams to analyze user scenarios, relationship between classes and interactions between each component in the system.
* Chapter 6 showed implementation of main functions. It used advantages of pseudocode to make logic of each process clear.
* Chapter 7 presented testing strategies and how they were used in testing. It also showed the process of testing and testing data included in each kind of testing.

Although this product had been tested for many times, there were some defects in it. User interfaces don not look very nice and don not have any appropriate message while loading data from server database. The screen did not look very fluent while logging out.

## 7.2 Future Work

As mentioned above, there existed some weakness in the final product. The first thing of future work is to overcome those shortcomings. In addition, user interface can be resigned and colored to give better user experience. More data can be worked out to provide more vehicle information for users. For example, giving limit speed while driving. Because this product only provided universal diagnostic information, some manufacturer-specific codes could not be recognized. The database can gather more information for both universal diagnostic codes and manufacturer-specific codes. It should also classify those codes. Users should have choices to select model type of their vehicles and then database can provide corresponding diagnostic codes. In a word, this application still has lots of work to do to become a real product.

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# Appendices