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Project FridgeFix

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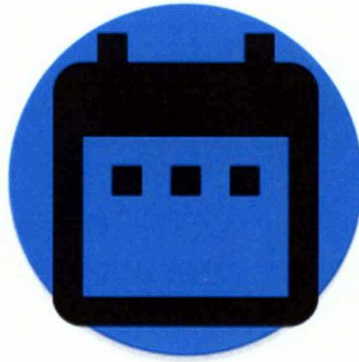


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Project FridgeFix

Final Project Report

December 5, 2016

Andrew D. Inherst

Michelle Parker, Professor

Submitted to:

Michelle Parker, Professor ITC 481 Senior Design II

Department of Computer, Electrical and Information Technology

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Abstract

Background: As a college student living independently, it's difficult to plan meals, go shopping for needed supplies, and then prepare meals in-between studying, homework, and attending class. The biggest issue revolved around not knowing the contents of the refrigerator or age of items inside. Instead of keeping a list of the items on paper, it was thought to be practical to have an application store necessary information that could be accessed at any time assuming the smartphone would be available.

Methods: With a limited background in programming, it was obvious that many materials would be needed. Several Android programming books were obtained and studied to get a basic foundation of how the language and IDE combined together. Many online video and text tutorials were followed and reviewed to piece together concepts and ideas for Project FridgeFix. Careful execution of proposing, planning, researching, and building was possible through the use of Microsoft software packages and on-hand materials.

Results: The final prototype reflects the majority of features and requirements found in the original planned documents. Many unforeseen problems surfaced once the building of FridgeFix began involving time and performance of the application. However, these issues were overcome through persistence and further time management. Thorough documentation is covered concerning project design, research, testing, and project management.

Conclusion: A working prototype has been created to allow users to inventory items going into the refrigerator. Due to time constraints, not all requirements are met, but the application does include necessary features for the user to view, add, edit, delete, and set reminders for items.

Keywords: Application, Software, Integrated Development Environment (IDE), Prototype

Table of Contents

Abstract	3
Keywords:	3
Table of Contents	4
Executive Summary	6
Purpose of Project	6
Project Time Period	6
Final Deliverables	6
Acknowledgement	7
Keywords:	7
Project Introduction	8
Problem Topic	8
Background History	8
Methodology Approach	8
System Requirements	9
Primary Purpose	10
Overview	10
Project Design Overview and Research	11
Feasibility	11
Project Scope	11
Hardware	12
Custom Computer	12
Android Phone	12
Dell Desktop	12
Dell Tablet	12
Software	13
Android Application	13
Software Architecture	13
Programming Language	13
Integrated Development Environment	13
Main Components	13
Activity Diagrams	15
Activity Diagrams (Cont.)	16

Packaged Software	17
Unit Testing and System Integration.....	18
Software Testing and Validation	18
Testing Data.....	18
Validation of Project Requirements	20
Project Management.....	30
Schedule and Time Management.....	30
Resource and Cost Management	32
Budget (Est.)	32
Budget (Actual).....	32
Quality Management	33
Risk Management.....	34
Issue Log.....	35
Lessons Learned	36
Conclusion	37
References.....	38
Appendices	39
Sources	39
Android Service Example.....	39
Android App Debugging	40
Prototype - Application	41
Prototype – Icons	43