

Work at Home (Mobile App)

Final Year Project

Session 2016-2020

A project submitted in partial fulfillment of the degree of

BS in Computer Science



Department of Computer Science

Faculty of Computer Science & Information Technology

The Superior College, Lahore

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Plagiarism Free Certificate

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Designation: Lecturer

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Project Report

Work at Home

Change Record

Author(s)	Version	Date	Notes	Supervisor's Signature
	1.0		<Original Draft>	
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APPROVAL

PROJECT SUPERVISOR

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Name: _____

Date: _____ Signature: _____

PROJECT MANAGER

Comments: _____

Date: _____ Signature: _____

HEAD OF THE DEPARTMENT

Comments: _____

Date: _____ Signature: _____

Dedication

This work is dedicated to my

Acknowledgements

I would like to express my deep gratitude to Miss Fiaqa Maqsood, my research supervisors, for their patient guidance, enthusiastic encouragement and useful critiques of this project research work. Her advice and assistance in keeping my progress on schedule. My grateful thanks are also extended to My Group fellows for their help in doing the data analysis about problem and its proposed solution.

Finally, I wish to thank my parents for their support and encouragement throughout my study.

Executive Summary

“Work at Home” as you can understand the concept by the name. It is a freelancing platform Based on the concept of fiverr (the gig system). But our major focus is to give earning source for those how are truly worthy of it like the widows and the women how can't go out to earn due to of enslavement.

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Chapter 1

Introduction

Chapter 1: Introduction

We want to develop an online Platform an android app in which want to give services to housewife's or widows and any who's worthy of it and are facing financial problem in their life's. We wanted to develop a platform for them through which they going to earn for living. It's like fiverr I means it's going to be non-traditional freelancing marketplace. We wanted to make a scam free app. Everybody gets the chance to make money and get the money what she deserves against her talent.

1.1. Background

That freelance word was introduced nearly 19th century which was defined when a person work for their king or rulers and other who work for others whoever paid. Hence freelancer were the free mercenary soldiers who used to sell their skills. Then Freelancing services started but mostly we can see freelancing services provided online on one basic platform that is known as IT services.

There are very rare services are provided by any freelancer that we can provide it basically covers some limited range of area to work on.

There are also some of freelancers who want to earn by any skill they Got so we provide one app for freelancing especially for woman to earn and grow in cruel world independently.

1.2. Motivations and Challenges

As we know it is international platform and most of the people don't get the work. And for this we must have a PayPal account but as we know PayPal don't give his services in Pakistan .Last but not the least it is for everyone but we are especially targeting women and on fiverr the people with their rate get the almost 90% work .On the other, hand young talent don't get any chance. Therefore, our society will take new and different challenges to work on it by this the earnings and poverty ratio will decrease.

1.3. Goals and Objectives

Our Goal for this application is to provide some earning source to skilled and needy people that will make a surely new way to help others and earn money but this will not provide any IT company or services but its only about local skills that commonly a woman has.

Any other people can use it with any restrictions but we especially target Girls or housewives. We want to help people with their earning through their hobby or leisure time pass.

1.4. Literature Review/Existing Solutions

There is only Non-traditional freelancing marketplace on the internet that is: -

Fiverr

This is platform that provide different freelance to earn and deal with different peoples and problems that can make them more reliable about their skills. That is also an existing solution but their skills are related to IT or technology. But we are providing this solution not for IT's services but for real-time tasks that everyone can perform but deliver physically.

1.5. Gap Analysis

Freelancing is very wide field so many can earn but some face difficulties while earning through freelancing so we make an app for some special kind of peoples who can earn from their nearby places which is not dependent on anyone or anything. They can earn about they earn. We are focusing on women and girl mostly because there are so much difficulties for women and girl to work outside or most of them not feel comfortable for working outside from their houses. With these traditions in Pakistan we found a solution of this problem and not to waste talent and skills of these women/ girls. With the help of our application needy people can also get help and skill people can earn from it. In Pakistan there's not available this type of any application. So it's most point for growing.

1.6. Proposed Solution

With this platform people especially, women's can sell their precious talent for living and make economy strong. In this platform those who want to work from home in free time they will just add their specific skills and sample of their work. And buyer come and see, review their work and hire them. With the help of these women can earn easily with their specialized skills.

1.7. Project Plan

Our team is working on this project that is divided according to the development process and these steps and development structures are shown below

1.7.1. Work Breakdown Structure

1.7.2. Roles & Responsibility Matrix

Work Breakdown Structure

Work at Home

Project Start	Fri, Sep 20, 2019
---------------	-------------------

Superior University
[Work Breakdown Structure](#)

Level	Level	Level	Level	Level	Level	Level
1	1	Phase 1				
2	1.1	Task Level 1 Description	Muddasir	Sept,21	sept, 25	Problem Statement+user req
2	1.2	Task Level 2 Description	Zubair	Sept,21	sept, 29	funct-req
3	1.2.1	Task Level 3 Description	Arslan	Sept,27	sept, 30	non-func+usecase 1.0
3	1.2.2	Task Level 3 Description	Zubair	sept,26	oct, 15	usecase 2.0+dfd diagram
4	1.2.2.1	Task Level 4 Description	Muddasir	sept,26	oct, 15	dfd diagram
4	1.2.2.2	Task Level 4 Description	Arslan	sept,26	oct, 15	domain model+class diagram
4	1.2.2.3	Task Level 4 Description	Muddasir	oct,16	nov,1	fully dressed usecase
2	1.3	Task Level 2 Description	Zubair	oct,16	nov,1	fully dressed usecase
1	2	Phase 2				
2	2.1	Task Level 2 Description	Muddasir	oct,16	nov,1	system interaction diagram
3	2.1.1	Task Level 3 Description	Muddasir	nov,2	dec, 1	interaction diagram
3	2.1.2	Task Level 3 Description	Arslan	nov,2	feb, 4	designing
1	3	Phase 3				
2	3.1	Task Level 2 Description	All members	feb, 5	june, 2	Development
3	3.1.1	Task Level 3 Description	All members	june, 2	june, 13	testing

? Add new rows ABOVE this one.

1.7.3. Gantt Chart

[

Quality Tools

Gantt Chart

Description

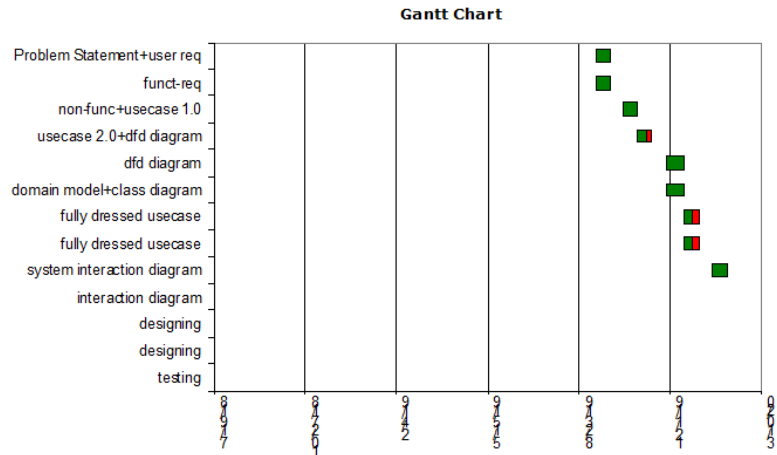
This template illustrates a Gantt Chart, also called a Milestone Chart, Project Bar Chart or Activity Chart. A detailed discussion of Gantt Charts can be found at www.ASQ.org

Instructions

- ? Enter up to 30 tasks in the cells provided
- ? Enter the Start Date for each task and the number of days to complete it.
- ? Enter the Percent Complete for each task.

Learn More

To learn more about other quality tools, visit the ASQ Learn About Quality web site.



Task	Start Date	# Days Required	Percent Complete
Problem Statement+user req	9/11/19	15	100
funct-req	9/11/19	15	100
non-func+usecase 1.0	10/11/19	15	100
usecase 2.0+dfd diagram	10/26/19	15	70
dfd diagram	11/26/19	20	100
domain model+class diagram	11/26/19	20	100
fully dressed usecase	12/16/19	17	50
fully dressed usecase	12/16/19	17	50
system interaction diagram	1/16/20	17	100
interaction diagram	1/2/20	0	100
designing	2/2/20	0	0
designing	3/2/19	0	0
testing	5/2/19	0	0

1.8. Report Outline

[Paragraph Text 12 pt, Calibri, 1.5 Line Spacing, Justified]

Chapter 2

Software Requirement Specifications

Chapter 2: Software Requirement Specifications

2.1. Introduction

2.1.1. Purpose

An SRS minimizes the time and effort required by developers to achieve desired goals and also minimizes the development cost. A good SRS defines how an application will interact with system hardware, other programs and human users in a wide variety of real-world situations.

2.1.2. Document Conventions

Few of standards that I have followed in this SRS that will be highlighted with simply larger text with bullets and bold text.

2.1.3. Intended Audience and Reading Suggestions

Audience will read this only overview can make then understand what this product is about and how it will work. Audience don't need to read the full documentations compulsorily.

2.1.4. Product Scope

This project is creation for some free people especially women to earn at their free time. There will an app for Android based systems only. User interface will be design for different user like buyers and sellers. By this user can upload their skills detail what they get done for buyers and what they can buy. This project contains as minimum as ability to Add, edit and delete their Gigs. Or else manage their skills set. User can also manage orders and payments on this app securely. Each of these users also have an opportunity for search that will help user to find anything they want. This app will be easy to use for any type of user. There will be manual help and basic questions page for user get help online or from app maintainers. By our app most of people especially women can earn by using their housewife's skills. For first time user there will be video tutorial for this app functionalities. At last, Feedback form while closing app occurs to make more efficient and reliable.

2.1.5. References

Fiverr. This website and app refer us but it works is 50% different from fiverr.

2.2. Overall Description

2.2.1. Product Perspective

A freelancing app system database stores the following information:

- **Customer Description:**

It includes the customer code, name, email, contact info. This information may be used for keeping records of customer for any emergency or any kind of information.

- **Work information:**

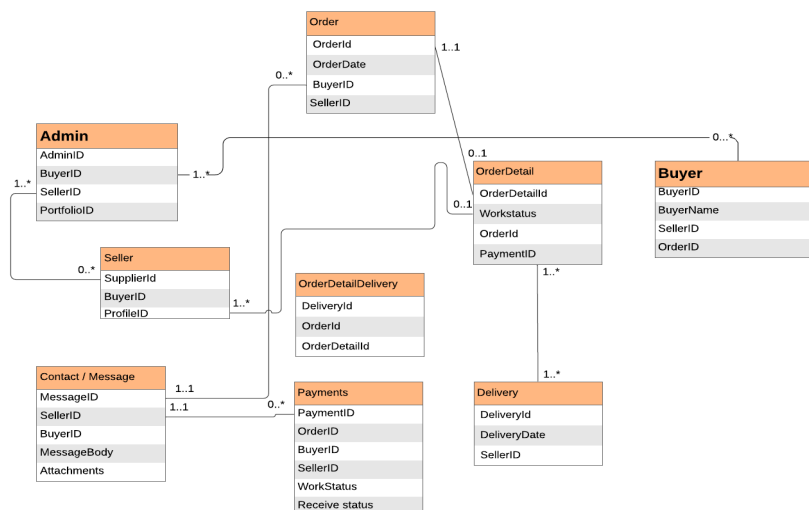
It included the profile embed work information about the work and customer and payment details.

- **Sellers Description**

It includes the seller code, name, email, contact info. This information may be used for keeping records of seller for any emergency or any kind of information.

2.2.2. Product Functions

The main features of Work at Home system shows in ER model which defines the functionality and performance.



2.2.3. User Classes and Characteristics

Users of the system should be able to retrieve the information of others users or about work.

The system will support two type of privileges Buyer and Seller. Buyers have access for both

customer and buyers functions but Buyer can only access their own functions like checking and order from seller and managing their profiles. Some of functions are:
Create gig, Order managing, payment, chat and post request issues.

2.2.4. Operating Environment

Operating Environment for the Work at Home app is listed below:

Hardware platform: Mobile phones / Tablets /or any Android OS supported devices.

Operating System and Version: Android OS

Minimum version: Android Lollipop 5.0

Minimum API level: 19-20

Internet Required: Active Wi-Fi or Cellular Network.

2.2.5. Design and Implementation Constraints

Create account by entering and verifying identity

- In case of network not available
- If not able to exchange data over network, prompt error message "Connection not available"
- In case of not able to access services of mobile hardware
- If eg.camera is not working, prompt error message, "Can't access camera".
- Lock Account
- If user failed to follow policies of whatsapp
- In case of spamming by 10 users.

2.2.6. User Documentation

<User Mannual and Tutorial are available in a Video type on the drive link
<https://drive.google.com/file/d/1NdLgEhS6PU7OMlu1R4puRuiqnw-9FI08/view?usp=sharing>

2.2.7. Assumptions and Dependencies

- Network and data availability
- Power supply
- Better connection for exchanging data over network
- Availability of mobile services

2.3. External Interface Requirements

2.3.1. User Interfaces

This include sample screen images, interactive GUI, screen layout constraints, standard buttons and functions (e.g., help) that will appear on every screen, keyboard shortcuts, error message display standards, and so on.

2.3.2. Hardware Interfaces

The hardware should have following specifications:

- Ability to read gallery
- Ability to exchange data over network
- Touch screen for convenience
- Keypad (in case touchpad not available)
- Continuous power supply
- Ability to connect to network
- Ability to take input from user
- Ability to validate user.

2.3.3. Software Interfaces

The software interfaces are specific to the target other user's software systems.

2.3.4. Communications Interfaces

Not any communication interface required except internet and Messaging within the app with different users.

2.4. System Features

Many system features that we have but some of its important feature are given below.

2.4.1. Authorization

Authorization is required to become a user whether customer or seller. Authorization feature is used to confirm the user identity and beware of difficulties of spams

2.4.1.1. Description and Priority

The Authorization is very important for this to use all its other functions so we provide authorization with different method like google, facebook and email. The priority of this feature is very high and important because a user can't be able to use it without authorization.

2.4.1.2. Stimulus/Response Sequences

When app is start user will see first authorization page on front. And it is easy to authorize securely. The .

2.4.1.3. Functional Requirements

This means user needs authentication to login into the app and without login user won't be able to access our service. So, login required or consists of verified email / phone no. and password.

2.4.2. Messages / Live chat:

The other important feature after authorization is messaging and Live chat because to contact with each other is very important in the app to deal with him/her.

2.4.2.1. Description and Priority

The messaging feature is also important but not so important then authorization of user. So for messaging is required by the user who provide different work which is of any kind but for the deal messaging is required. The priority is second after the authorization feature.

2.4.2.2. Stimulus/Response Sequences

Select the user or Gig you like or you want to work with select the user and click on the chat button to chat with him/her so they can deal easily. The response time of messages is also depends on the speed of internet.

2.4.2.3. Functional Requirements

This is functionality for the contact between user (Customers & sellers\ Normally messaging service will be used and user can also share picture or document in this

2.5. Other Nonfunctional Requirements

2.5.1. Performance Requirements

This application should be highly reliable and it should generate all updated information in correct and proper working order. Reliability reflects the capacity of application to maintain its performance over time. It implies how well system perform in last hour. The robust system that handle system bug without failure. It is how system handle bug because of data handling and surprising conditions and function perform that will be so much reliable. While working on conditions furthermore system imperfections and if system is robust then it is reliable also.

- **Response time:** Activity will load in 2 or 3 seconds.
- **Availability:** This app is available 99% for anyone at any time.
- **Throughput:** Page hit per second.
- **Capacity:** Maximum throughput that can be achieved with acceptable response time.

2.5.2. Safety Requirements

The system shall provide regular capability to backup data with in short time interval.

Admin and user’s authentication and operation on data will be secured from unauthorized operation.

Safety disclaimer will be given for buyer and seller both.

If any user has any problem in the app, they will leave us a message through app maintainer email address.

2.5.3. Security Requirements

- This app will be secure from intruders.
- The database must be protected by injection and restriction on accessible of data.
- The Highly efficient authentication tool can be used for authentication protection.
- The users record will be highly protected.
- For security issues only Admin can change or replace password for user.

2.5.4. Software Quality Attributes

- **Usability:** This app will be easy to use and easy to learn how anyone can use.
- **Design:** This application has interactive design.
- **Correctness:** For searches auto suggestions and keyword are also use for better searches.
- **Portability:** This app can run any type of android application device with minimum specified API version 5.0. Such as tablets, phones etc.

2.5.5. Business Rules

Some business rules are defined within the app term and policy section.

2.6. Other Requirements

Not any other Requirement is required.

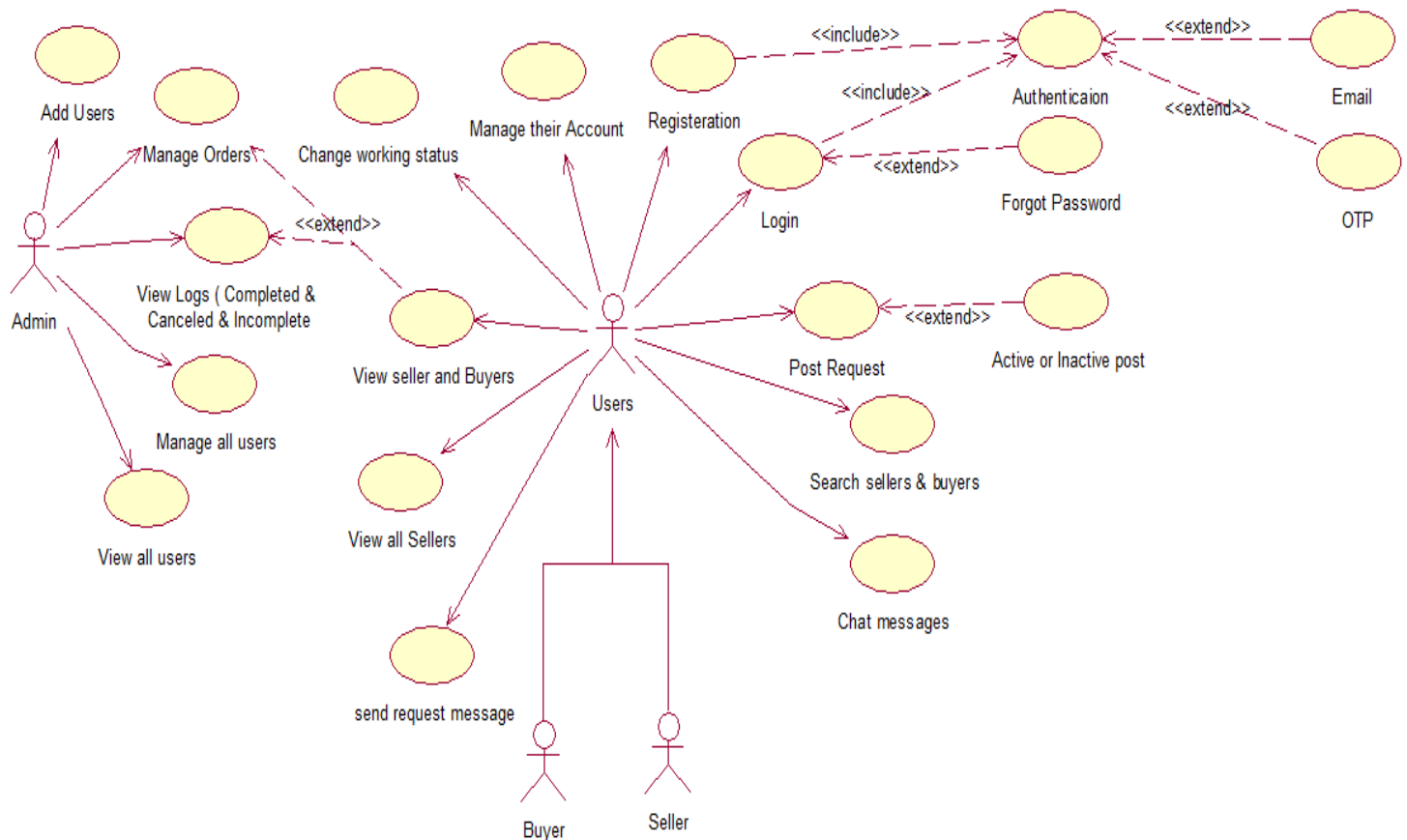
Chapter 3

Use Case Analysis

Chapter 3: System Analysis

Use case analysis is a technique used to identify the requirements of a system (normally associated with software/process design) and the information used to both define processes used and classes (which are a collection of actors and processes) which will be used both in the use case diagram and the overall use case in the development or redesign of a software system or program. The use case analysis is the foundation upon which the system will be built.

3.1. Use Case Model



3.2. Use Case Descriptions

3.2.1. Login / Registration

ID:- 1

Brief Description: - Attempt to Access App & its services like buying or selling both need some specific identity and Login or registration is process of that specific identity. Registration only required for first time usage and login is required every time users access this service.

Primary Actors: - Sellers & Customers

Secondary Actors: - Emergency Contact

Preconditions: -

- ❖ The user phone is running the GSM / HSDPA / LTE / WIFI.

Main Flow: -

- 1) First Splash Logo screen appears.
- 2) Then, See first page with two options **Old User / New User**.
- 3) The user which user referred the login and registration option
- 4) Login or registration screen appears and user can enter detail for login.
- 5) In login, after one wrong attempt, forgot option will be highlighted which can be clickable and move user to new window for authentication & verification.
- 6) If the users authenticate and got response in 2 minutes, return to step 3.
- 7) After that Homepage is it final, page.

Postconditions: -

- ❖ Authentication Done and logged in.

Alternative Flows: -

- ❖ If Not logged in then it will be retrying again after some time.
- ❖ After forgetting the password or id, it will recover through only OTP or email verification code.
- ❖ Before logged in, and after logged in homepage will be changed.

3.2.2. Manage their Accounts:

ID: - 2

Brief Description: - Attempt to manage their accounts settings or detail about what he wants to change like Name, status, Info, Education details, email, phone, password, etc. Use a means that allows for maximum functionality about their account and can easily handle.

Primary Actors:- Admin

Secondary Actors: - Buyers & Sellers

Preconditions:

- ❖ The user with running GSM service or WIFI and Logged in with their specific identity.

Main Flow:

- 1) The system starts from homepage then in navigation bar the all valid option for your account and for some sensitive account changes “**Setting**” tab is available in down in navigation drawer.
- 2) In this every change will affect your account.

Postconditions:

- ❖ Standby changes notified.

3.2.3. View Users:

ID: 3

Brief Description: View Buyers and Sellers Profiles and their publicly showed details

Primary Actors: - Admin

Secondary Actors: Users (Sellers & Buyers)

Preconditions:

- ❖ The user is running the GSM / WIFI and Logged in.

Main Flow:

- 1) User clicks on Profiles that are publicly shown like news feed.
- 2) User clicks on Profile; the system prompts for the following information:
 - i. Name.
 - ii. Skills Specialized.
 - iii. Location (Town & City).
 - iv. Portfolio. (Reviews).
- 3) The user check and Start a chat with that user.

3.2.4. Messaging / Chat:

ID: 4

Brief Description: Users can access contact each other for their work details.

Primary Actors: Users (Seller & Buyer).

Secondary Actors: Admin.

Preconditions:

- ❖ The user is running the GSM / WIFI and Logged in.
- ❖ This user will be on Messaging page.
- ❖ The list of most recently Messages by contacts (though perhaps empty).

Main Flow: -

- 1) The user will select the specific person to chat with.
- 2) The user enters, via keyboard, the new message will be generated.
- 3) The user presses the speak button; the system disables editing.
- 4) The system renders the audio using text---to---speech libraries
- 5) The system attached files, documents, images etc in messages.
- 6) The system re---enables editing of the messages write field and send messages.
- 7) The other person can receive messages easily.

Postconditions: -

- ❖ The message is conveyed to the other person.

Alternative Flows: -

- ❖ User can receive and reply message from notifications bar.

3.2.5. Assign/ Cancel or Manage Orders:

ID: 5

Brief Description: The system can easily assign and cancel order from users with some specific terms & conditions.

Primary Actors: Users (Buyer & Seller)

Secondary Actors: Admin

Preconditions: -

- ❖ The user is running the GSM / WIFI and Logged in and is in the orders menu.
- ❖ The list of most recently orders.

Main Flow: -

- 1) The user will be in the Orders homepage.
- 2) The system uses command from users what user want to do with orders manage, view or extends.
- 3) The system adds the order to the most recently orders list.
- 4) The system returns to the menu.

Postconditions: -

- ❖ The message is conveyed to the assistive person about the order.
- ❖ Only buyer have a right to cancel order.
- ❖ If the assistive person wants anything about order, he can message the assistive person about it.

3.2.6. Manage Portfolio:

ID: 6

Brief Description: The system renders a user to create, view, update or delete portfolio that will help them to earn more work.

Primary Actors: Seller

Secondary Actors: Buyer

Preconditions: -

- ❖ The user is running the GSM/WIFI and is in the Portfolio menu
- ❖ The list of most recently Created portfolio will be displayed.

Main Flow: -

- 1) The user Select what he/she want to do manage existing portfolio or Create new one.
- 2) The system uses uses command and bring user to destination page.
- 3) The system shows categories about in what they want to build portfolio.
- 4) Then user add the new portfolio to database.
- 5) The system returns to the Portfolio menu.

Postconditions: -

- ❖ The message is conveyed to the assistive person about their Command is successful or not.

3.2.7. Searching:

ID: 7

Brief Description: The user can search buyers, or specified skill porfolios.

Primary Actors: User (buyer & sender).

Secondary Actors: Admin.

Preconditions: -

- ❖ The user is running the GSM / WIFI and is in the Homepage.

Main Flow: -

- 1) The user selects the Search bar on homepage upwards and writes keyword what they want to find.
- 2) The system requests the sellers and gigs of that from database.
- 3) The user enters also work skill to find sellers.
- 4) The system validates the search result and display message of result.

Postconditions:

- ❖ A result will be in different sections to find.

3.2.8. Payments

ID: 8

Brief Description: Manage payments of users like withdraw, earnings, pay etc.

Primary Actors: Seller & Buyer.

Secondary Actors: None.

Preconditions: -

- ❖ The user is running the GSM / WIFI and is in the Payment page (under Settings)

Main Flow:

- 1) The user finds and selects the icon in the Payment options; the system brings up an payments dialog
- 2) The system Shows Earned, Spends and Withdrawn amount.
- 3) The user View their payment history in Payment history dialog.
- 4) The system validates the withdrawn payment through third party payment services.
- 5) The system also validate cash received or not.

Postconditions:

- ❖ The system show message about payment is successful or not.

Chapter 4

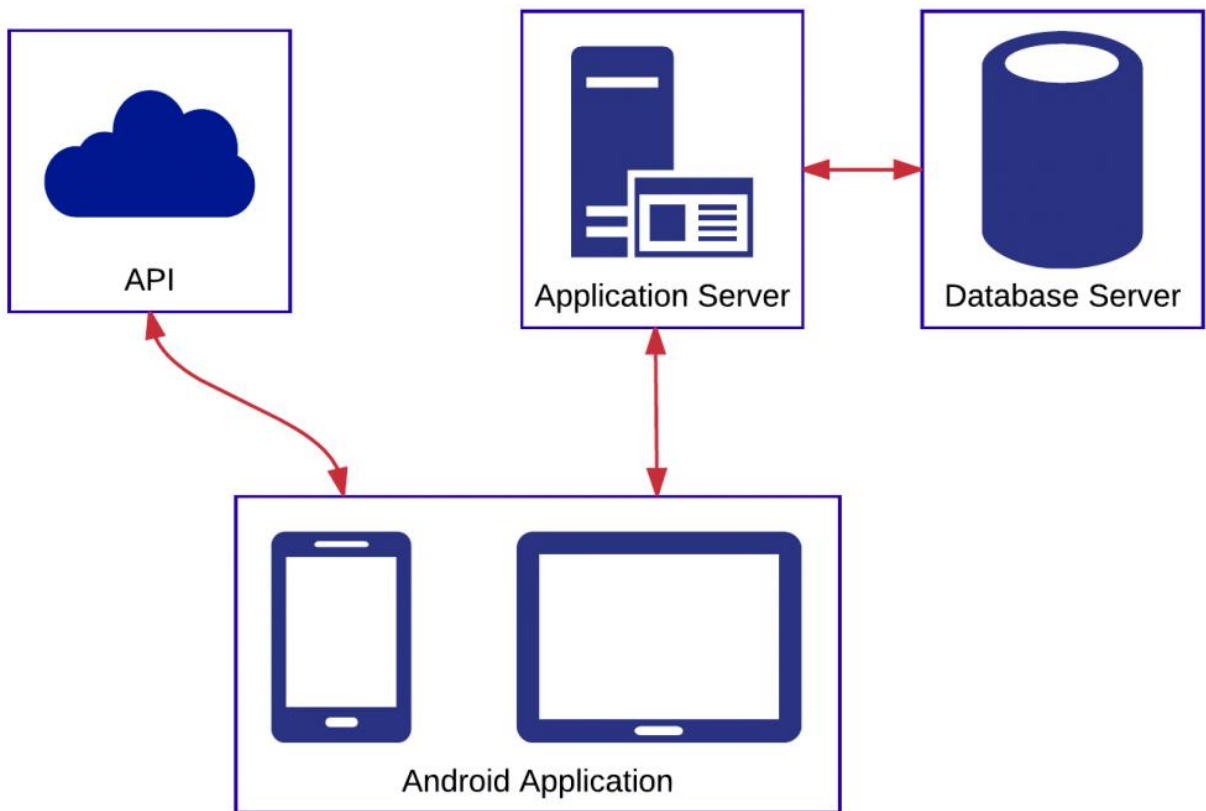
System Design

Chapter 4: System Design

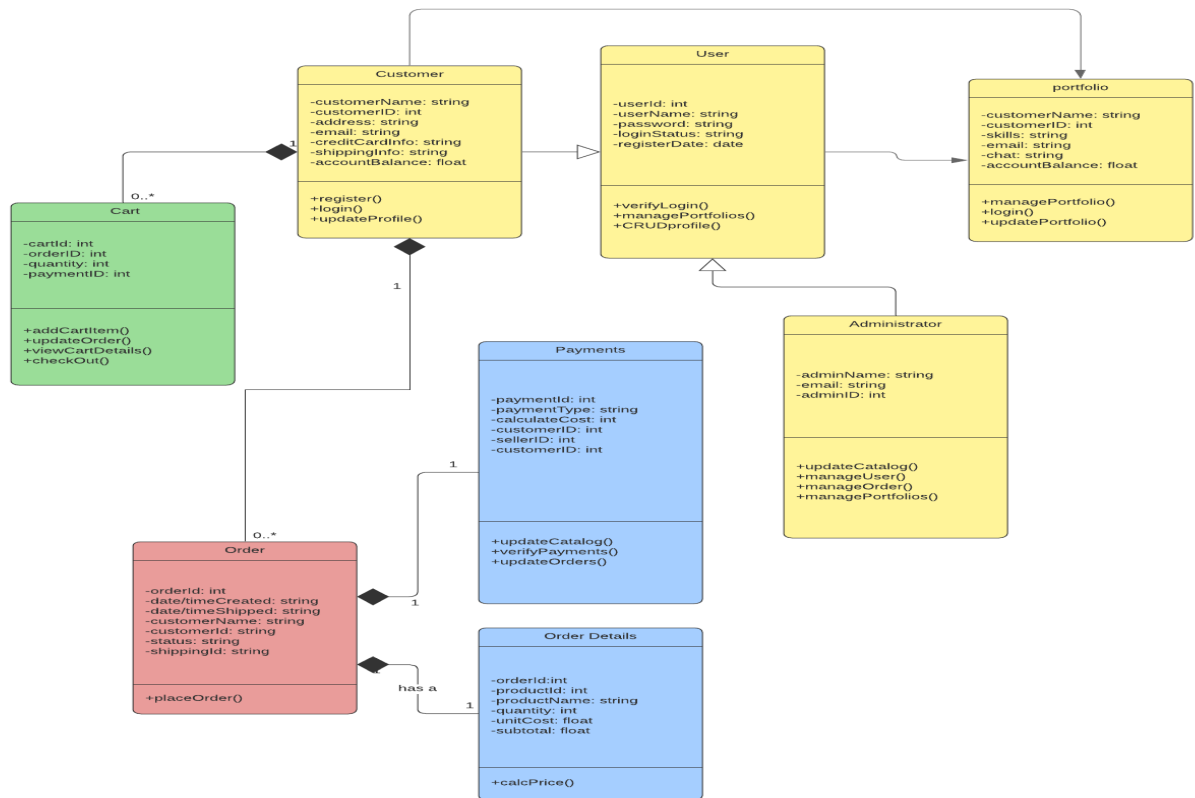
System design is the process of defining the components, modules, interfaces, and data for a system to satisfy specified requirements. System development is the process of creating or altering systems, along with the processes, practices, models, and methodologies used to develop them. System design is divided into two types: Logical Design The logical design of a system pertains to an abstract representation of the data flows, inputs and outputs of the system. This is often conducted via modelling, which involves a simplistic (and sometimes graphical) representation of an actual system.

4.1. Architecture Diagram

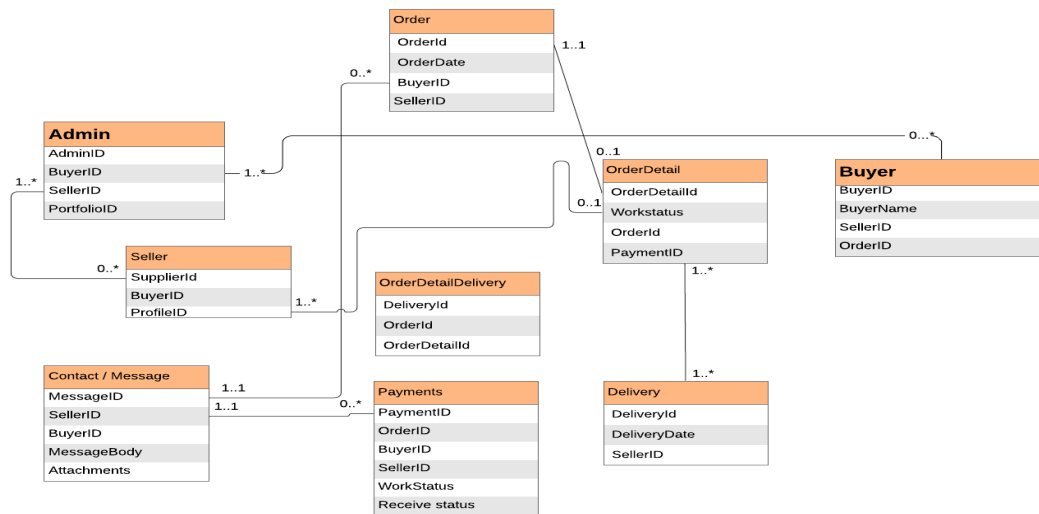
System Architecture Layout



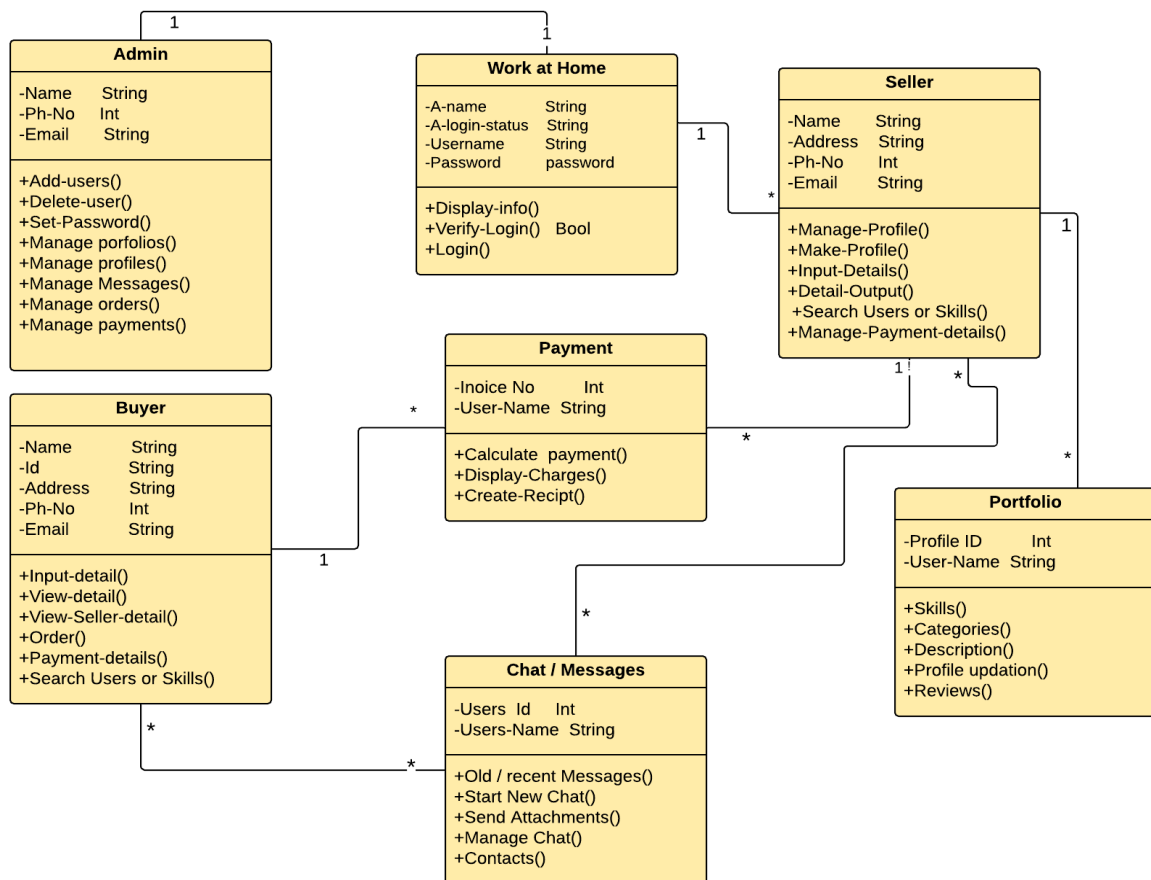
4.2. Domain Model



4.3. Entity Relationship Diagram with data dictionary

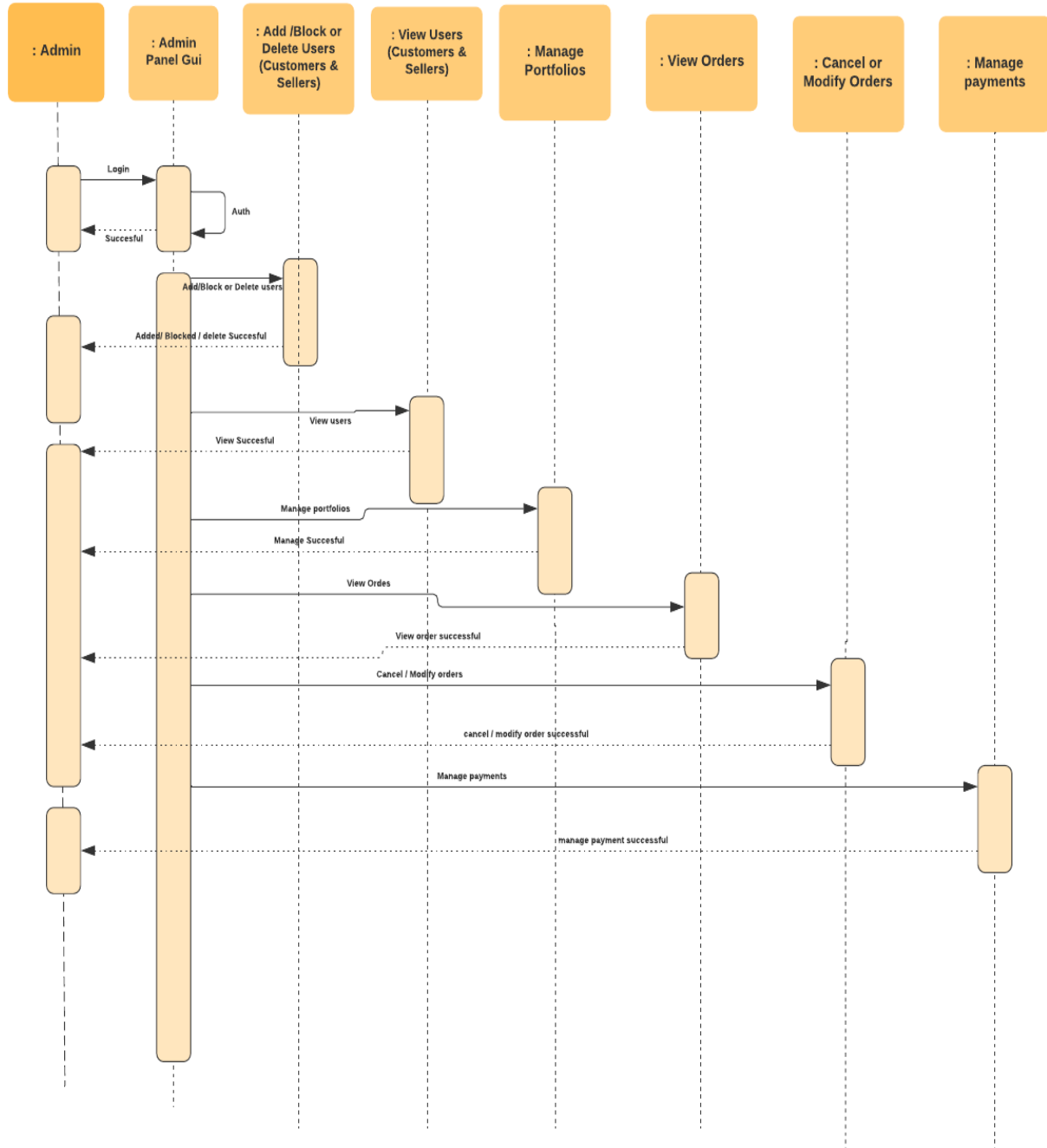


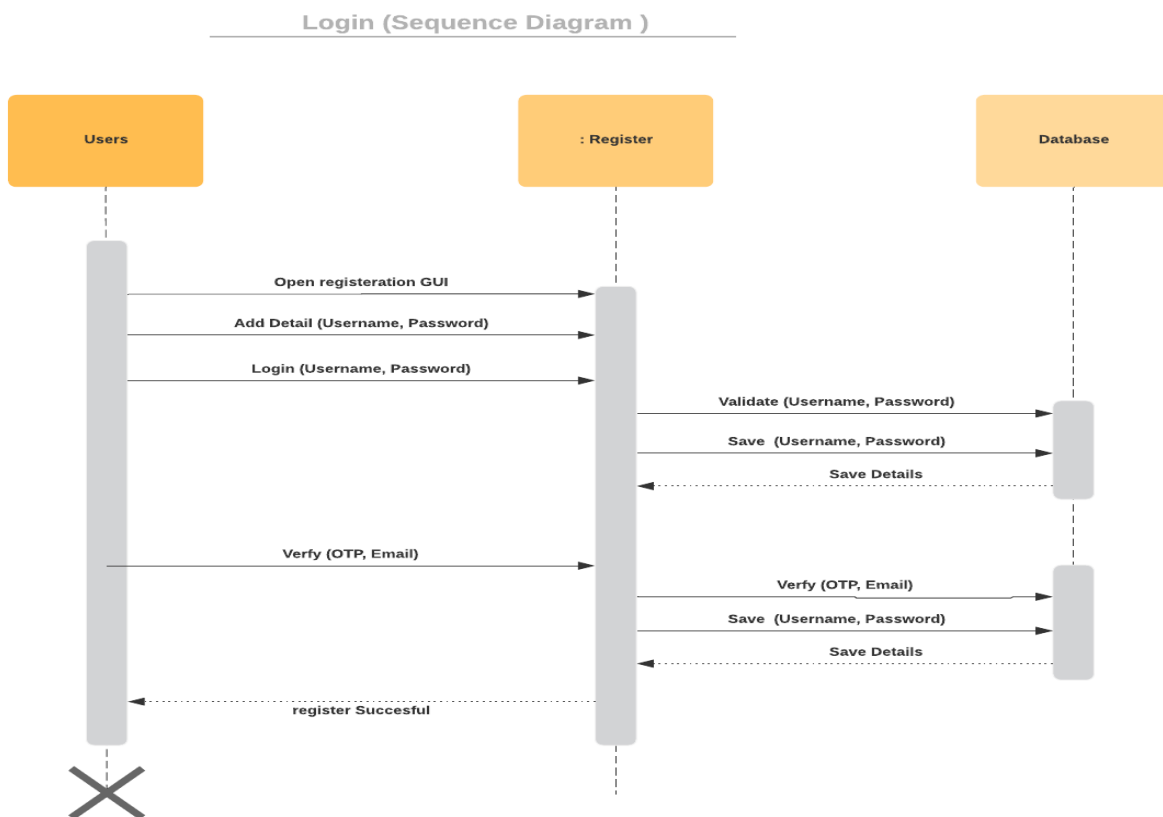
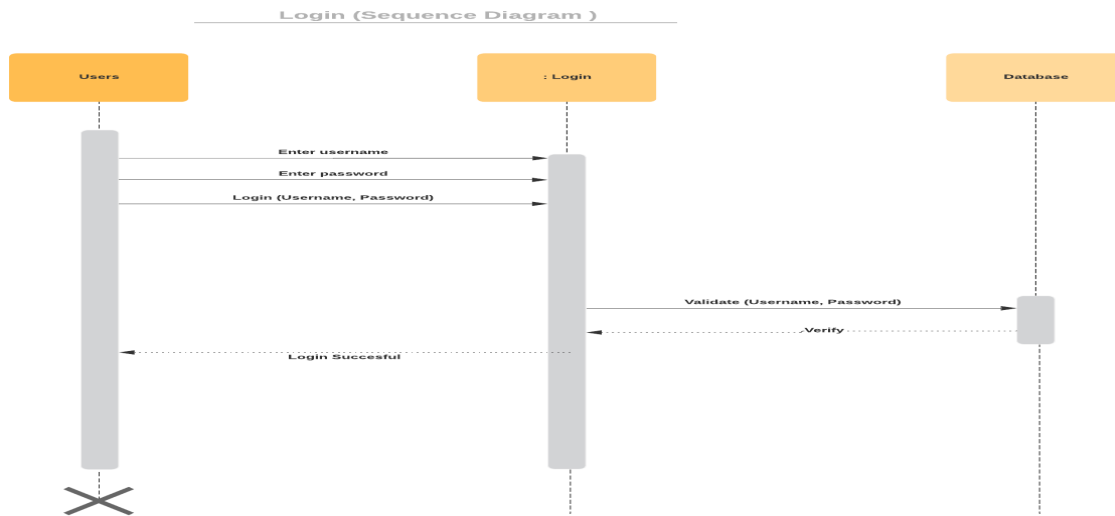
4.4. Class Diagram

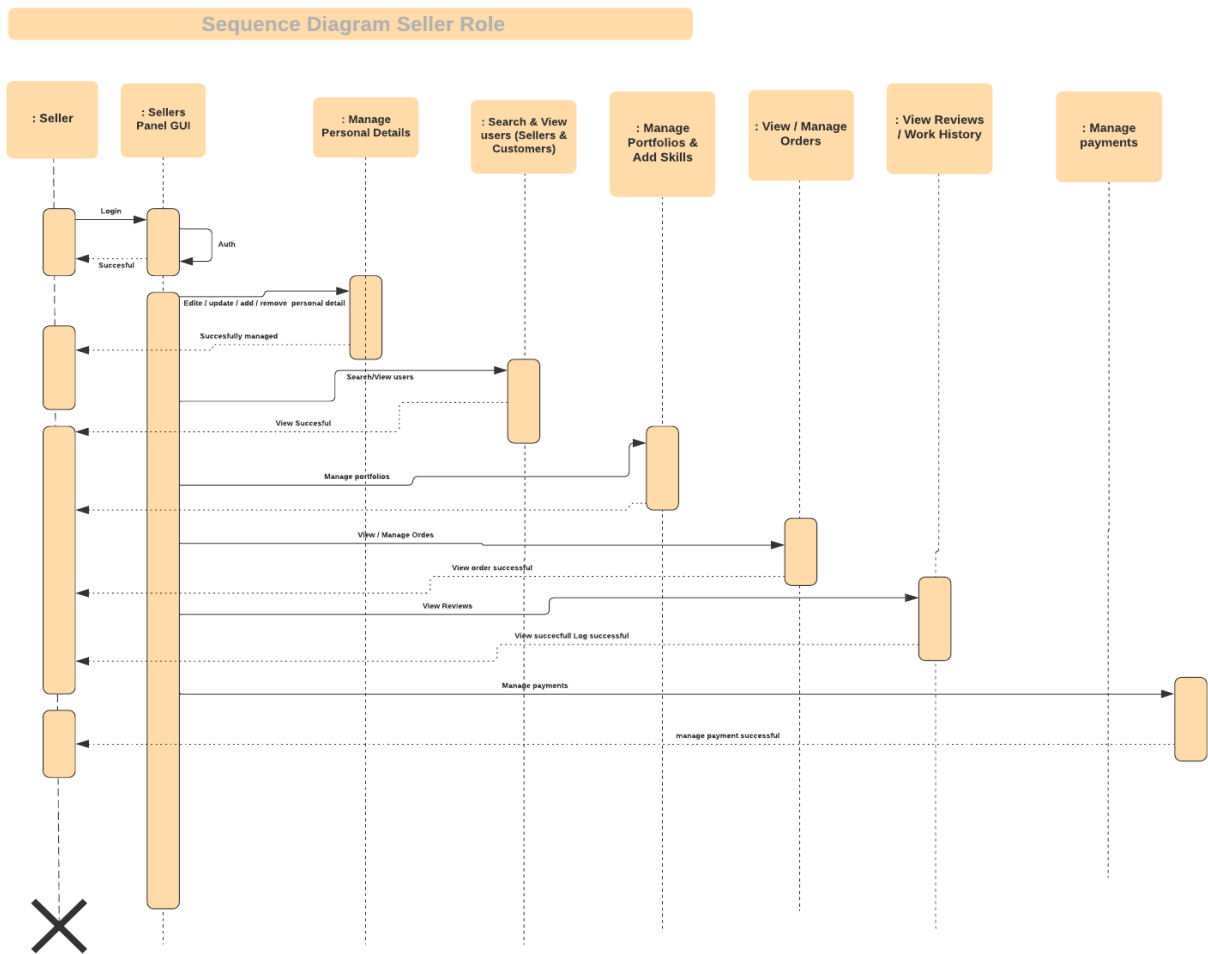


4.5. Sequence / Collaboration Diagram

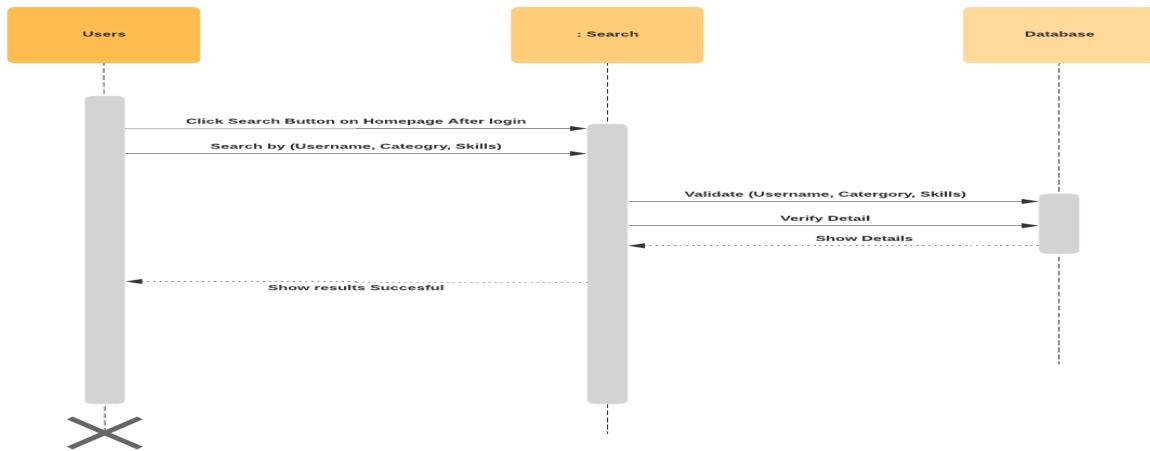
Sequence Diagram Admin Role



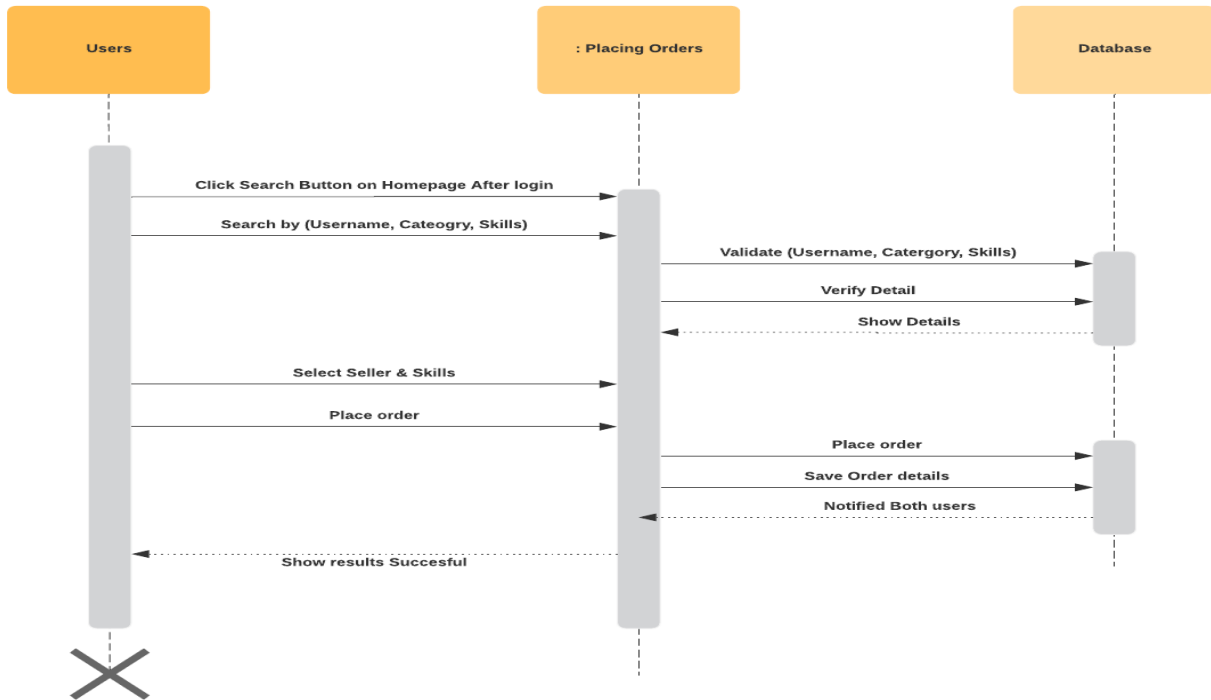




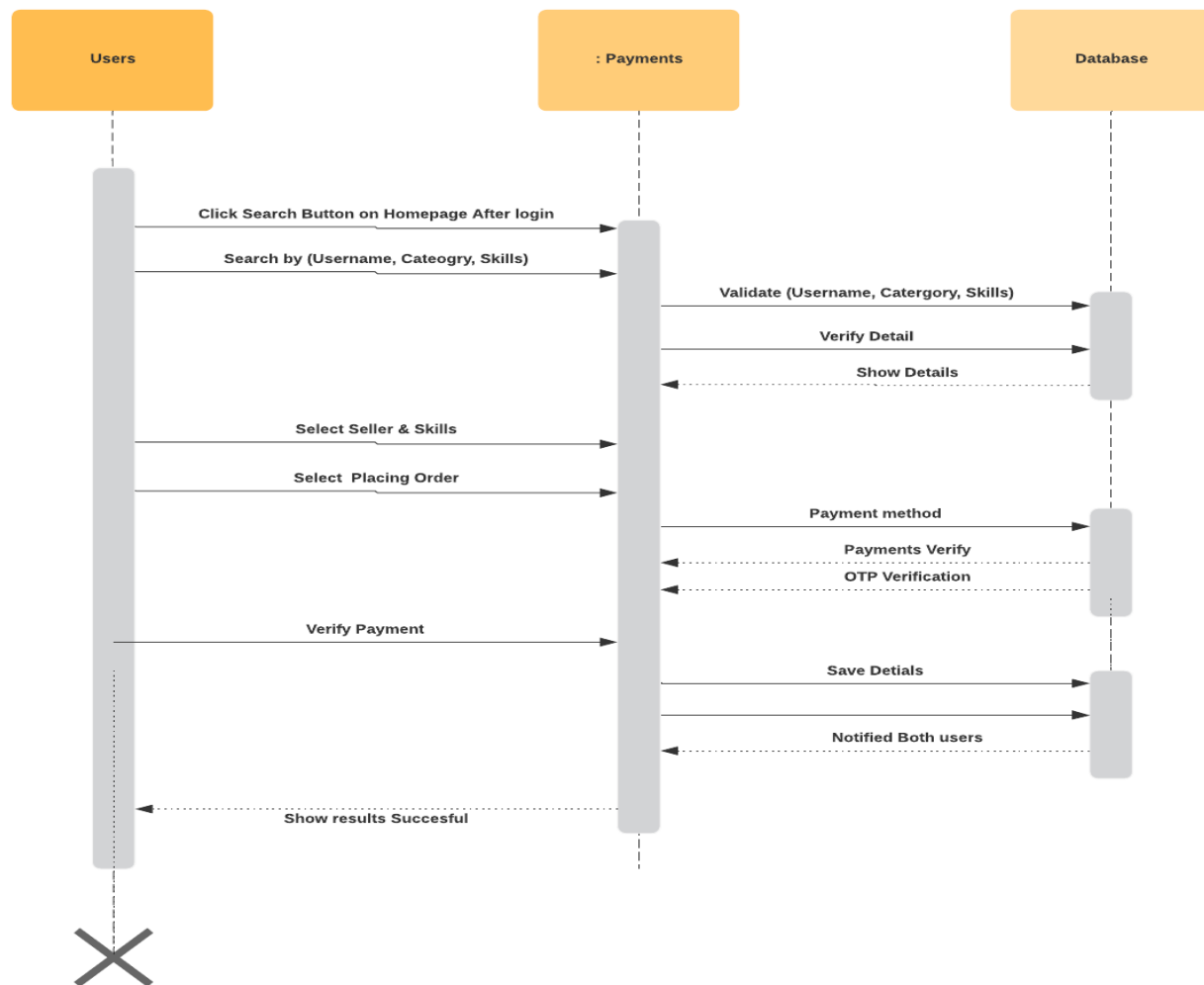
Searching (Sequence Diagram)



Placing Orders (Sequence Diagram)



Payments (Sequence Diagram)

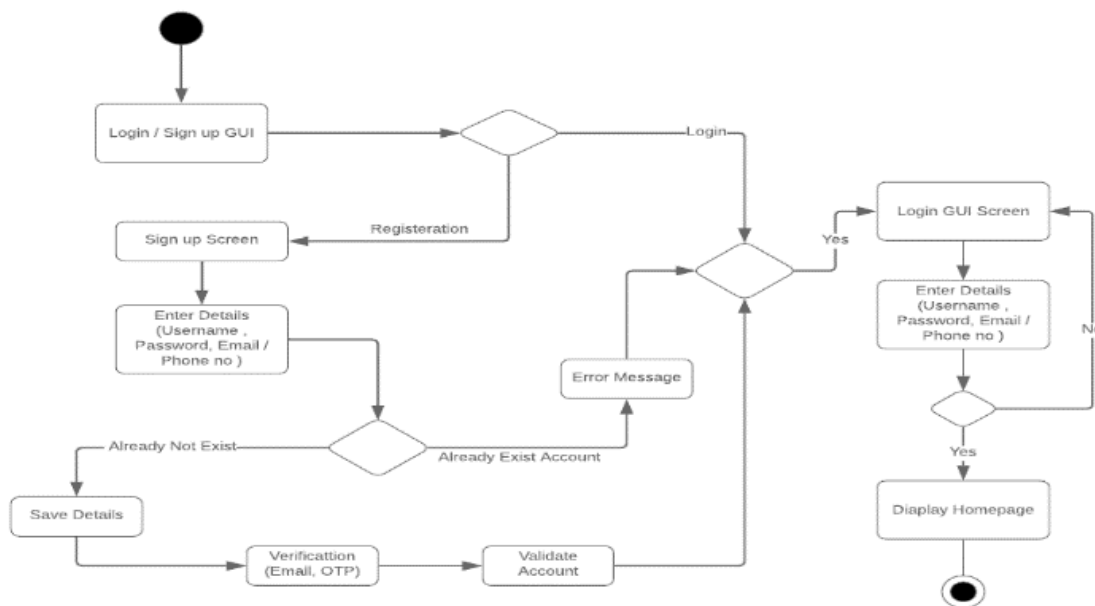


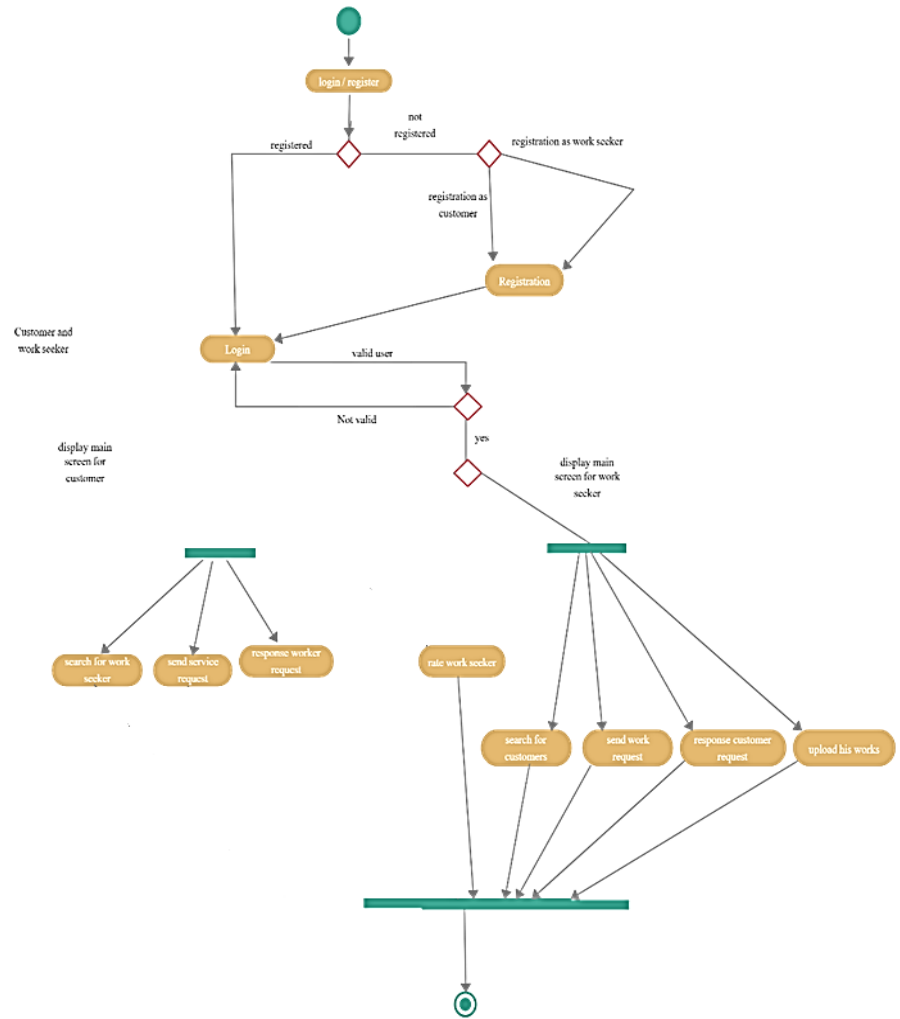
4.6. Operation contracts

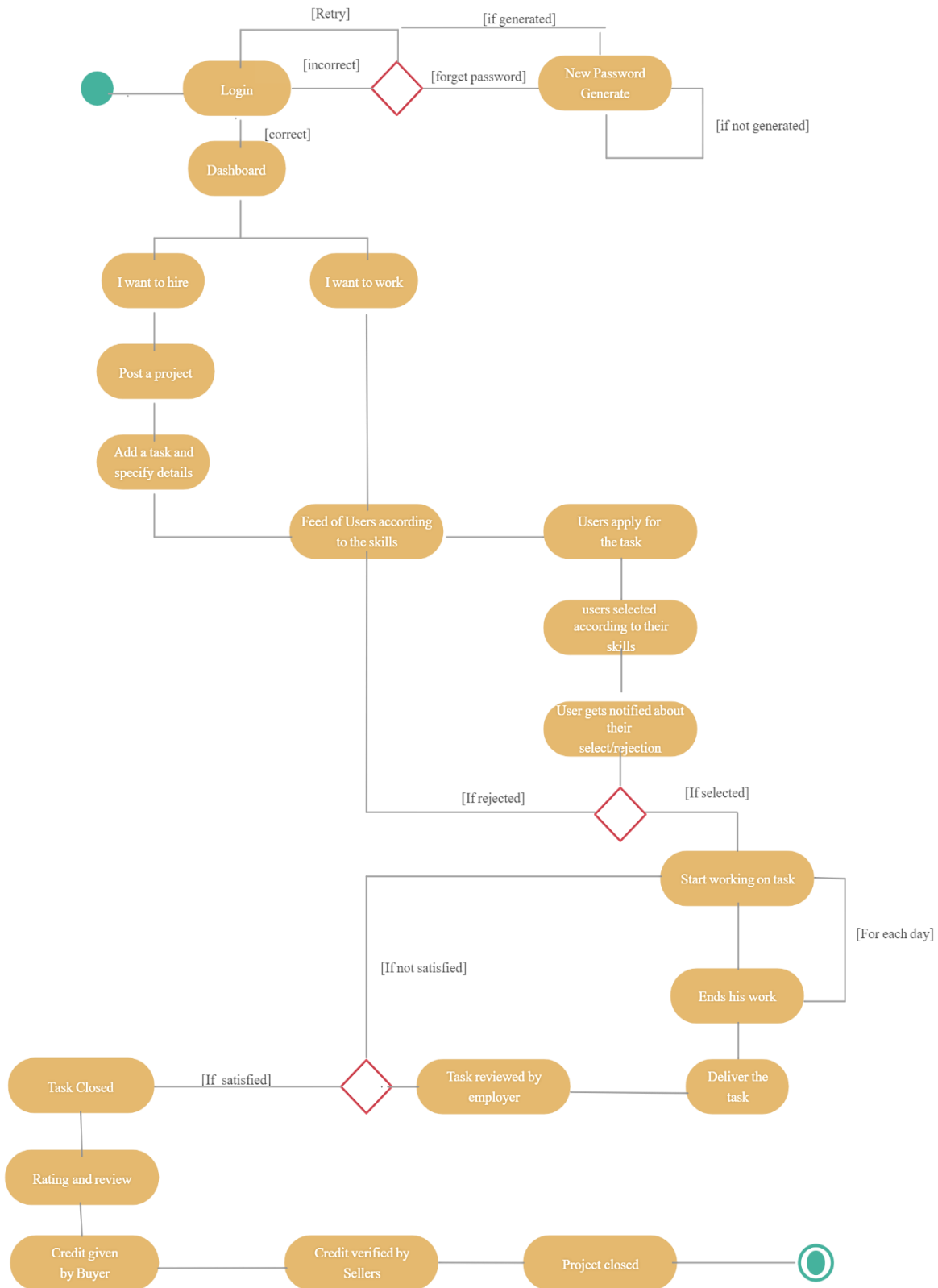
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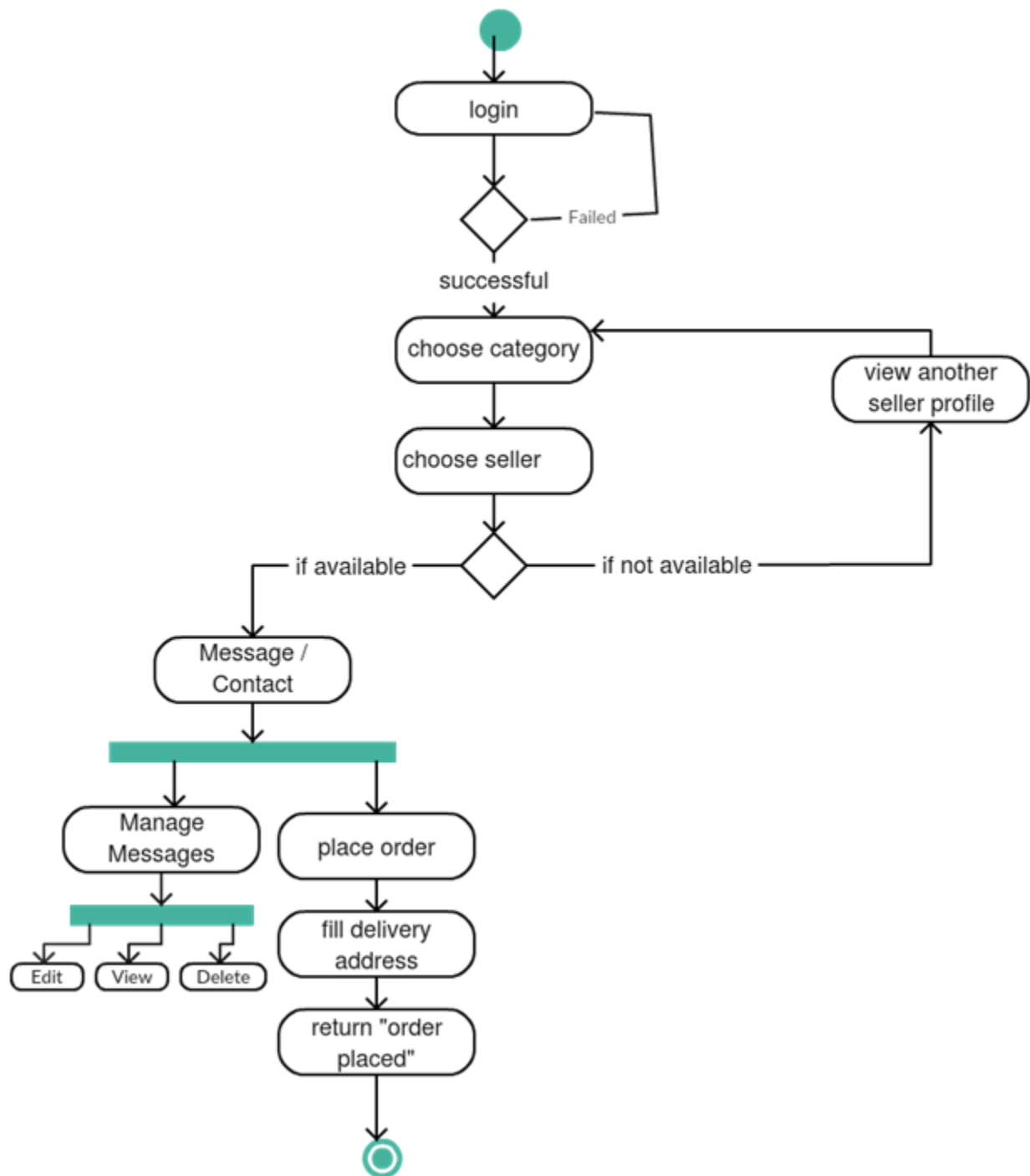
4.7. Activity Diagram

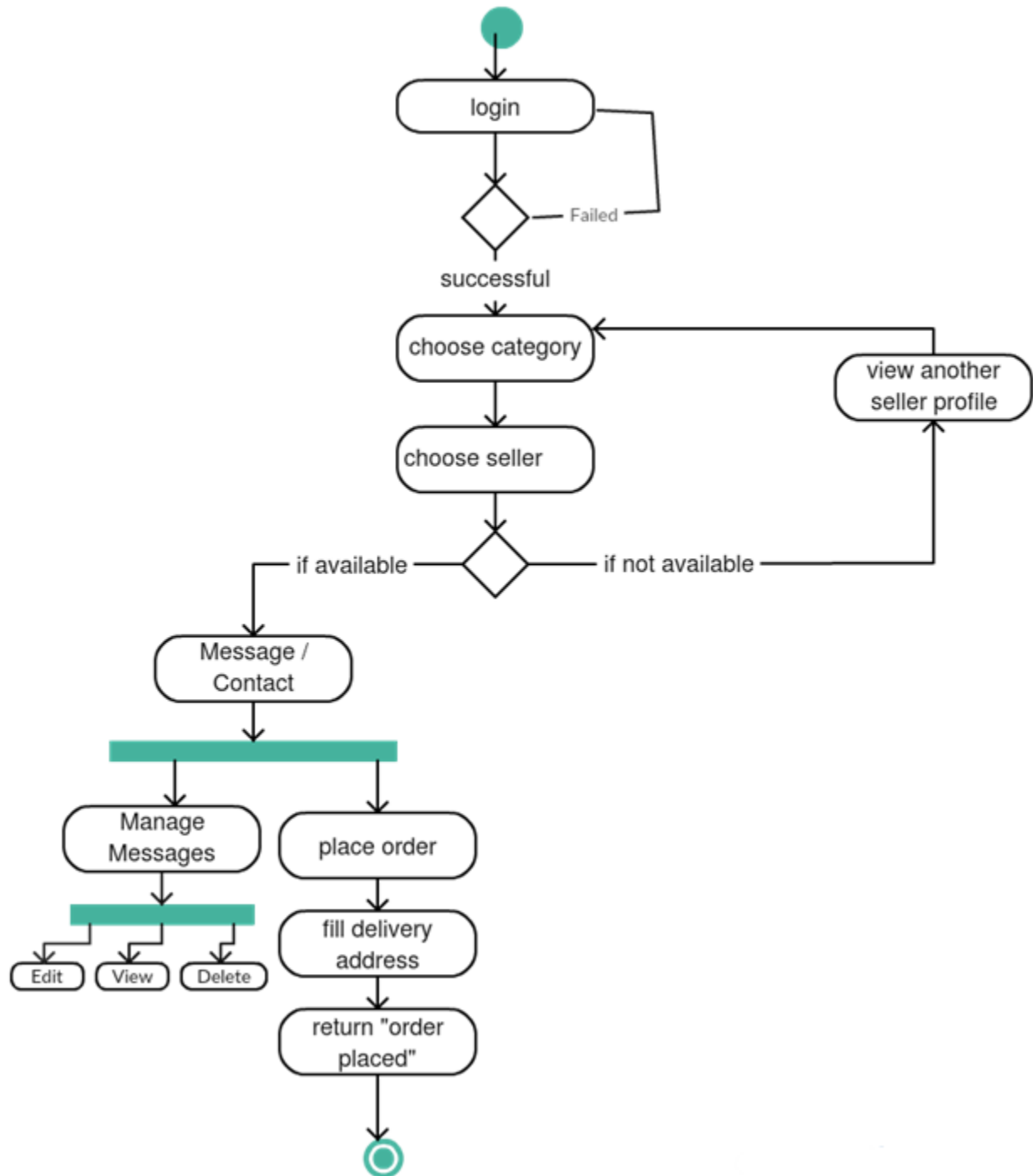
Activity Diagram
(Registration & Login)





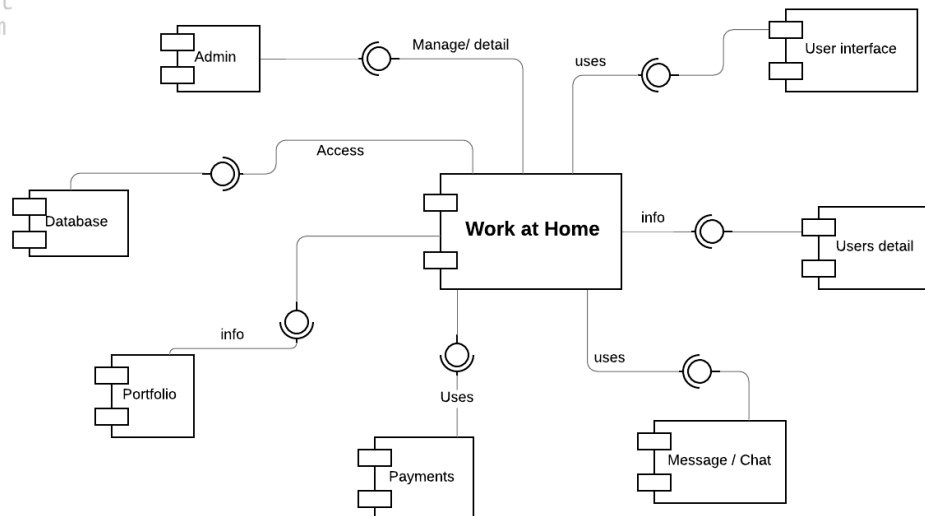






4.8. Component Diagram

Compnent
diagram



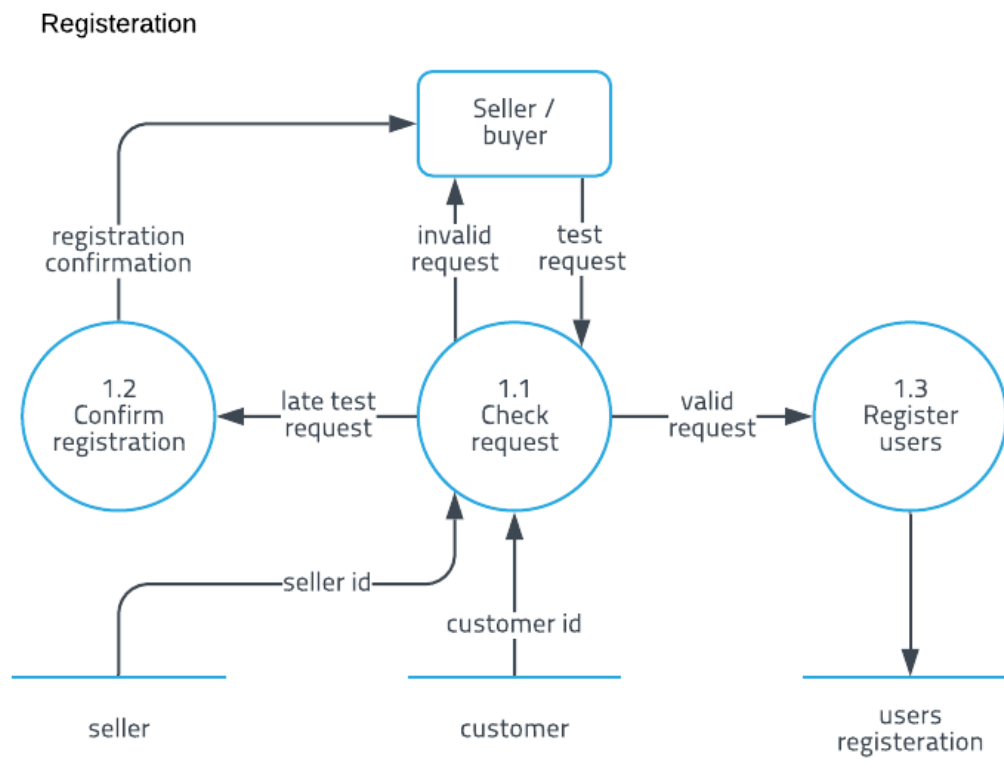
Chapter 5

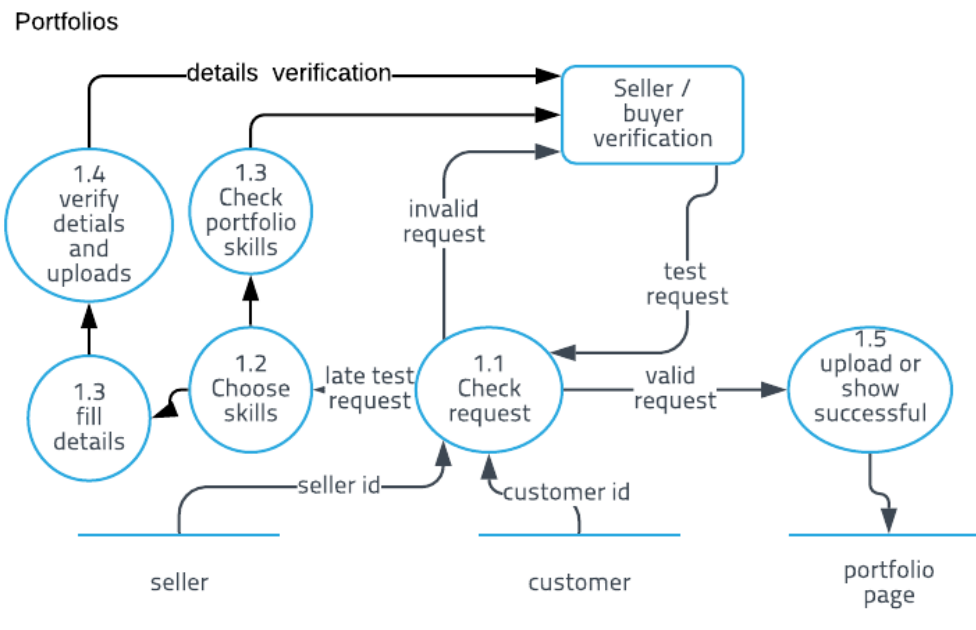
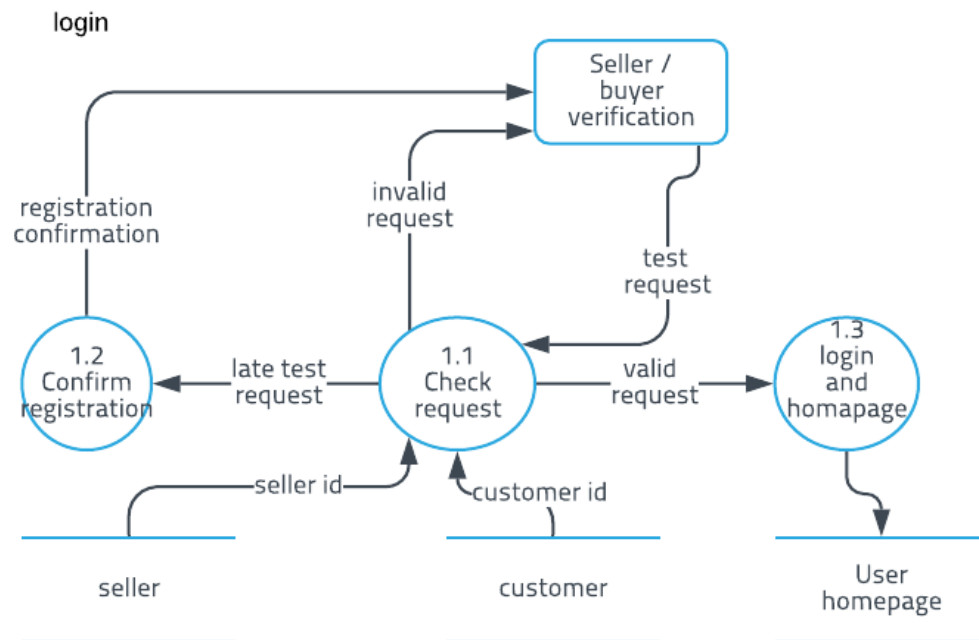
Implementation

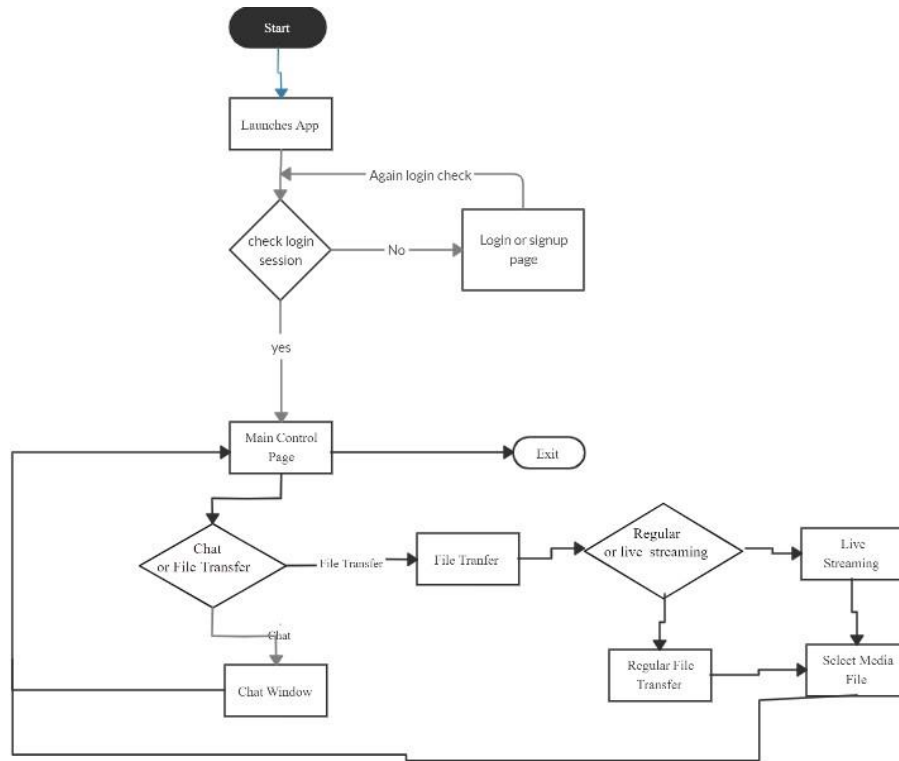
Chapter 5: Implementation

Systems implementation is the process of: defining how the information **system** should be built (i.e., physical **system** design), ensuring that the information **system** is operational and used, ensuring that the information **system** meets quality standard (i.e., quality assurance).

5.1. Important Flow Control/Pseudo codes







5.2. Components, Libraries, Web Services and stubs

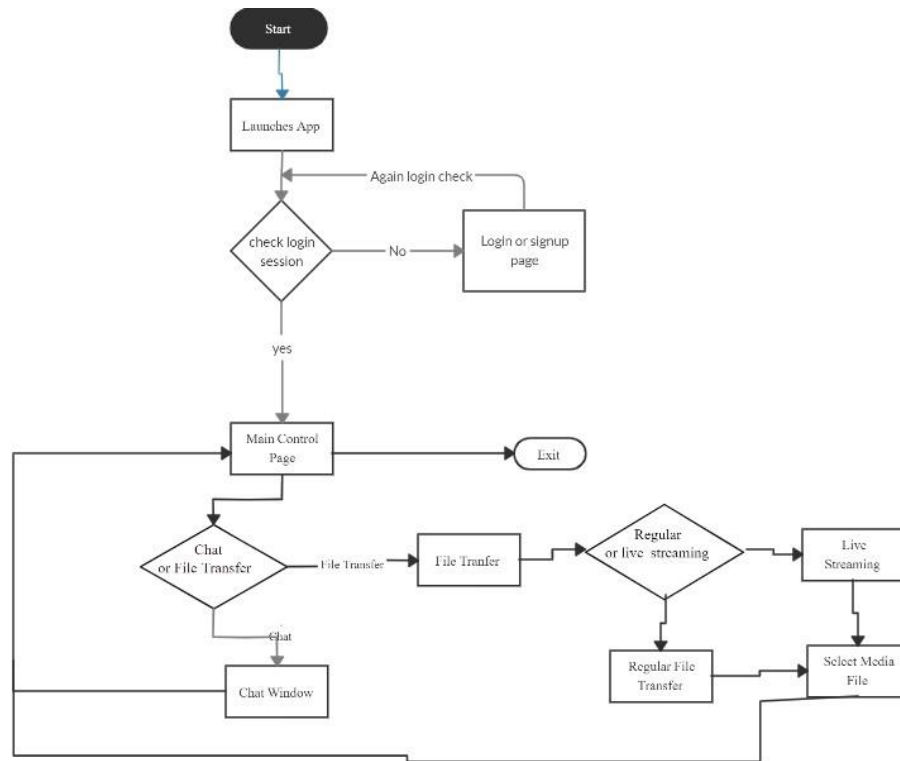
Not any other or third party components, library and web services used.

Web service used as a HTML service.

Third party Payment service.

Some external components used for some front-end design.

5.3. Deployment Environment



5.4. Tools and Techniques

XML+JAVA - Android Studio, Database –Firebase Firestore.

5.5. Best Practices / Coding Standards

Some of the coding standards that we used are given below:

- Limited use of global.
- Standard headers for different modules.
- Naming conventions for local variables, global variables, constants and functions.
- Proper indentation is very important to increase the readability of the code.
- Error return values and exception handling.
- Avoid using a complex coding style.
- Not to use GOTO statement:

5.6. Version Control

Version control is a system that records changes to a file or set of files over time so that you can recall specific **versions** later. But right now there not any version control of our application.

Chapter 6

Testing and Evaluation

Chapter 6: Testing and Evaluation

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[Between 4 to 8 lines describe what is this chapter all about]

6.1. Use Case Testing

ID	Test Case Description	Test Case Procedure	Expected Output	Result
1.SignUp new user				
TC1	adding new user	1: Open the Application 2: click on sign up 3: Enter name 4: Enter Email 5:Click User Type 5:Enter Password	User is Registered Successfully	Pass
2.Login				
TC2	User Login	1: Open the application 2: Enter Email 3: Enter Password 4: Click SignIn	User Logged In successfully	Pass

TC3	User Login with Facebook	1: Open the Application 2: click on sign up 3: Click on login with facebook 4: facebook app will open then click on accept.	User is Login Successfully	Pass
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TC4	User Login with Google.	1: Open the Application 2: click on sign up 3: Click on login with Google. 4: All google accounts on mobile will appear click and select account for login. 4.Enter password of that account and then click ok.	User is Login Successfully	Pass
3.Sign Out				
TC5	User logOut	1: On the Main Screen Click on profile button at the down layout. 2: Then click on the setting button that is on the right top of	user logged out successfully	Pass

		layout. 3.Then logout option will appear click on the logout button.		
4.Check post request				
TC6	Adding new post	1: When Logged in you just click on the category you want to post. 2: Click on the button "post a request" 3: Then fill the field according to their preference. 4: Then Click on the post button	Show Toast Successfully Posted.	Pass
TC7	Checking Existing post request.	1: When Logged in you just click on the category you want to post. 2: Click on the any post or gig you want to see. 3: Then Click on the post button	Show Post activity and related data.	Pass
TC8	Updating post	1: Go to the app last button then click on the manage posts. 2: Select and open post to	Now this Toast will appear that update succesfully.	Pass

		edit and then click on edit option. 3: Add or change data you want to change. 4: Then click on the update button.		
TC9	Deleting post	1: Go to the app last button then click on the manage posts. 2: Select and open post to delete and then click on delete option. 3: dialog will appear for confirmation. 4: Then click on the yes option.	Now this Toast will appear that deleted successfully.	Pass
6.View Users				
TC10	View All Users	1: On the main screen middle button of interest. 2: the slide to user fragment.	Users view successfully in a list.	Pass
7.Chat messages				
TC11	Check message approval	1: Go to the homepage and select the post you like 2: click on the post and then	Message will be sent the tick sign is shown.	Pass

		post will open. 3: when post open click on the message floating button down there. The chatroom will appear and start writing message then click on the send button.		
TC12	Check Existing chat	1: Go to the homescreen and then click on the chat button down there.	Will see the all time of chat messages with users there.	Pass
8.Payment				
TC13	create payment	1: Go to the home screen then click on the post the you want to buy that from. 2 click on the pay option and then select payment options paypal, google pay, credit card. Then enter further details to pay.	Payment successfully.	Pass

6.2. Equivalence partitioning

In this testing, Edit Text widget can handle only 140 character at a time. With every Edit Text widget but we set some restriction on password field that is not more than 20 characters, alphanumeric etc.

Before Authorization:

Valid Equivalence Class partition: 140 inclusive. Contain decimal numbers and alphabets/non-numeric characters.

Non-valid Equivalence Class partitions: less than 1, more than 140, decimal numbers and alphabets/non-numeric characters.

After authorization edit text portioning:

Valid Equivalence Class partition: 200 inclusive. Contain decimal numbers and alphabets/non-numeric characters.

Non-valid Equivalence Class partitions: less than 1, more than 200, decimal numbers and alphabets/non-numeric characters.

6.3. Boundary value analysis

6.4. Data flow testing

We analyses the code not a single variable or function that is declared but not further used or also not any variable or function that is used but not declared. Everything is declare for it usage pupose.

6.5. Unit testing

Every statement is working nothing is unnecessary. Every function is used clearly as they declared but not any statement like **Goto** never used in this project. But for loop is use 2 times in this project and working fine.

6.6. Integration testing

API integration testing is a type of software testing that involves testing application programming interfaces (APIs) directly and as part of integration testing to determine if they meet expectations for functionality, reliability, performance, and security. So we used only one API that is payment API which is not verified right now for working so we already requested about it to its organization for testing.

6.7. Performance testing

According to our app performance of our is mostly dependent on the internet speed that is very important for having Good internet connection.

- Verify response time is not more than 4 secs when 1000 users access the website simultaneously.
- Verify response time of the Application Under Load is within an acceptable range when the network connectivity is slow.
- Check the maximum number of users that the application can handle before it crashes.
- Check database execution time when 500 records are read/written simultaneously.

- Check CPU and memory usage of the application and the database server under peak load conditions
- Verify response time of the application under low, normal, moderate and heavy load conditions.

6.8. Stress Testing

This app can't handle stress testing max user failure in server connections. And some are the failure on android devices results crashes application with max load.

Chapter 7

Summary, Conclusion and Future Enhancements

Chapter 7: Summary, Conclusion & Future Enhancements

7.1. Project Summary

“Work at Home” as you can understand the concept by the name. It is a freelancing platform Based on the concept of fiverr (the gig system). But our major focus is to give earning source for those how are truly worthy of it like the widows and the women how can't go out to earn due to of enslavement.

7.2. Achievements and Improvements

Our achievements is today we successfully launch our application in free of cost and our application is according to the user requirements. As this is the era of innovation and competition; there may be loops for improvements in our system. We highly appreciate customer's feedback and with the passage of time we will make our products and services more efficient and reliable.

7.3. Critical Review

More and more users are using mobile apps to achieve changes in their lives related to their health. Given the complex task of accomplishing long-term behavioural change, developers have started to incorporate game elements into their apps as motivational tools and to increase user engagement. However, with increasing number of health-related apps available on mobile platforms every day, several issues have started to arise. And Earning is most important factor mostly of these users so App of freelancing can make then to earn their living easily without

going to market or searching from anywhere the buyer will come toward seller automatically according to their needs.

7.4. Lessons Learnt

We have learnt so much about practical work in our life, we think this app taught us so much so that we can make a anything related to this field and our grip on mobile application is so much better than ever. And other thing we learnt is that this app can help so many people who are seller and buyer according to their need.

7.5. Future Enhancements/Recommendations

Our future enhancements on the apps can make this app more secure and easy to use mean we need less effort for it. We need to improve reliability and security of this app and also about their users to prevent from any scam.

Appendices

Appendix A: User Manual

Part 1: Getting Started

Downloading the app

To use the Work At Home mobile app, you have to first download it from the Google Play Store.

1. Open the Play Store and search for “Work at Home”.
2. Download and install the Work at Home mobile app on your device.
3. Open the Find My Tutor mobile app.

You are ready to go!

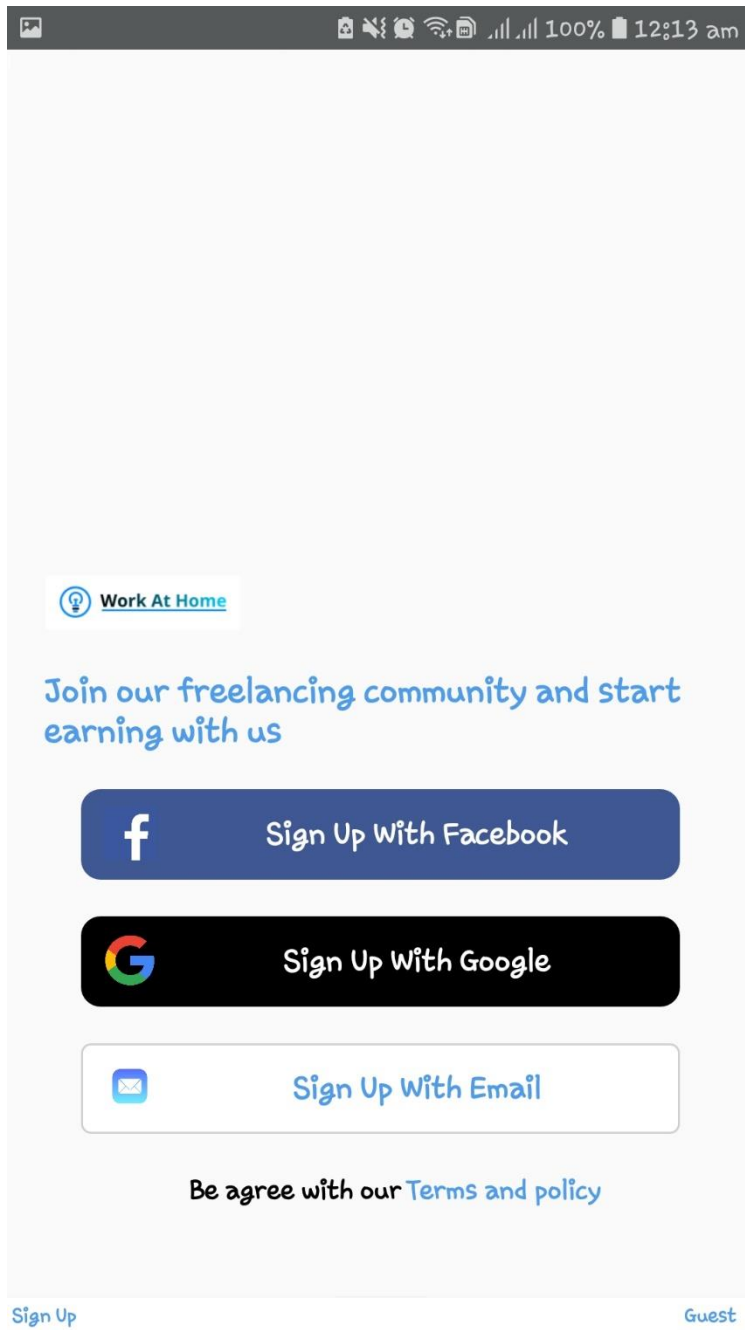
Part 2: Splash Screen

After successfully install open the app and you will see a splash screen of 3 seconds which represent our application. Splash screen will be look like this as show in fig below:



Part 3: Registration

1. There are 4 method to Sign in to the app by typing in your name, email address and password in the allocated fields.
2. Choose the type of user are you? Are you a using with sign In or as a Guest?
3. Press the “Sign In”/”Guest” button at the bottom to complete the process.



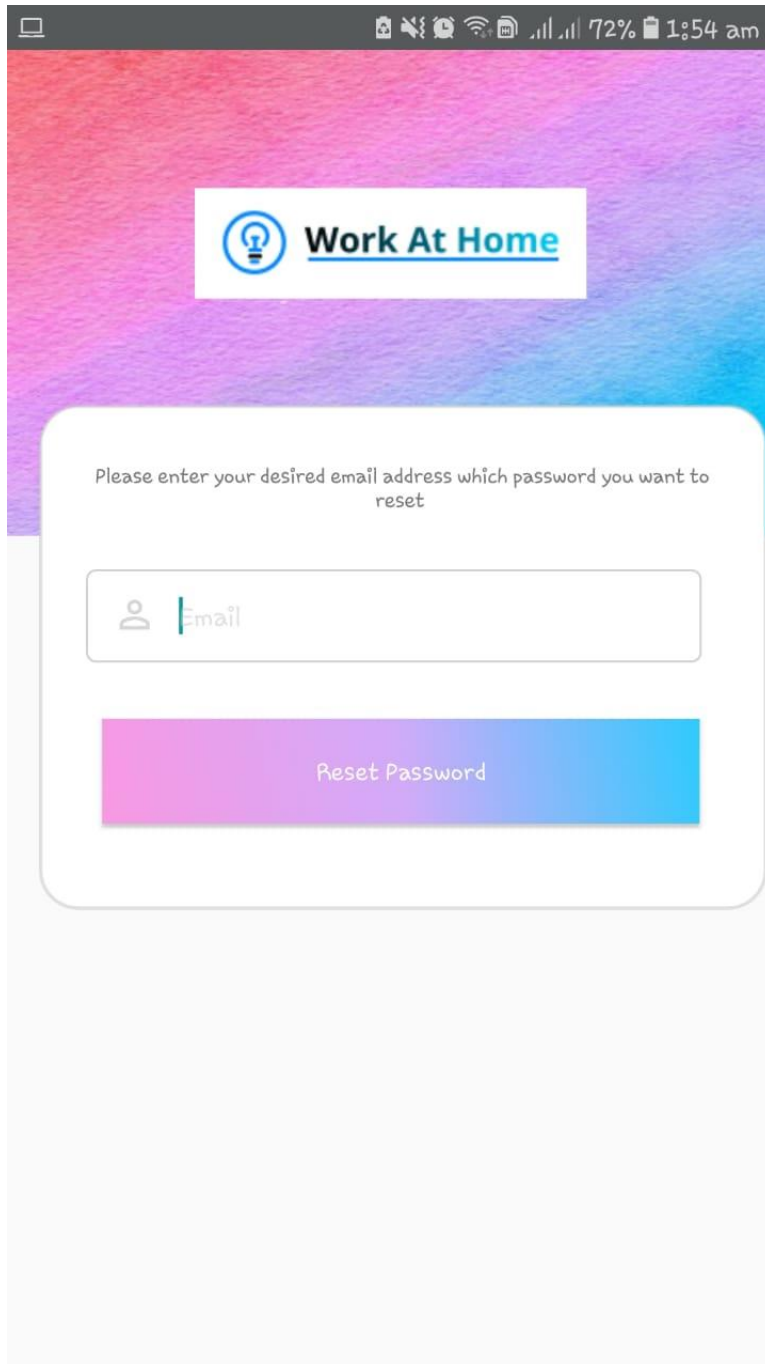
Part 4: Login

Login to the app by typing in your email address and password in the allocated fields or by some third party help like with Google, Facebook, Phone it will automatically take you to dashboard. Once you login the app will maintain your record until you cannot logout so no need to be login every time it just for once.



Part 5: Forget Password

If you forget your password simply click on forget password enter your email address and click on reset if your email is valid a reset link sent on your mail that's why you should enter a valid email in the time of sign up so in the case of forget password you will be easily recover your password.



Please enter your desired email address which password you want to reset

Email

Reset Password

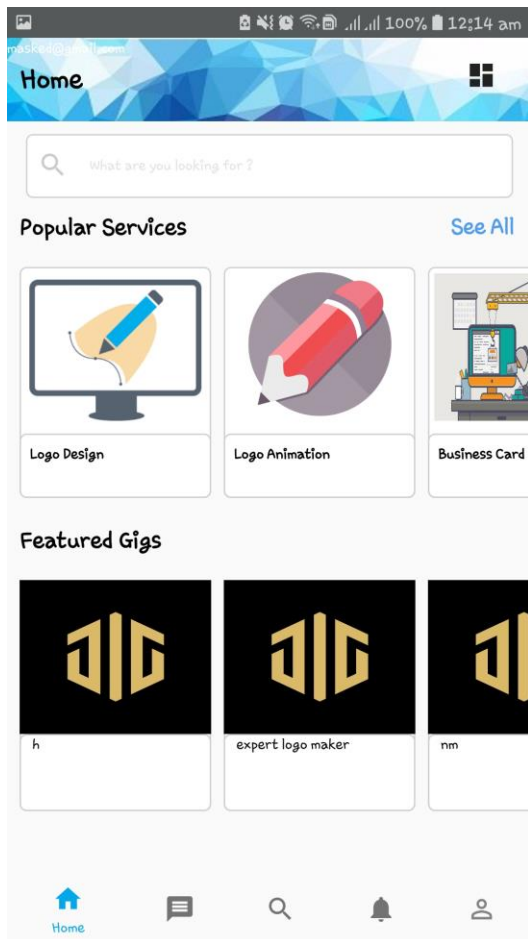
Part 6: Home Dashboard

Two type of Home Dashboard we will see first is with authentication and second without authentication or as a Guest.

Guest Account have many restrictions but they can see gigs users but can't access further without login with specific ID.

Authenticated account will use all functionalities within the app to perform anything. So Home Dashboard will confirm user and show everything like gigs, users, searching of user and categories, messages, payment services etc.

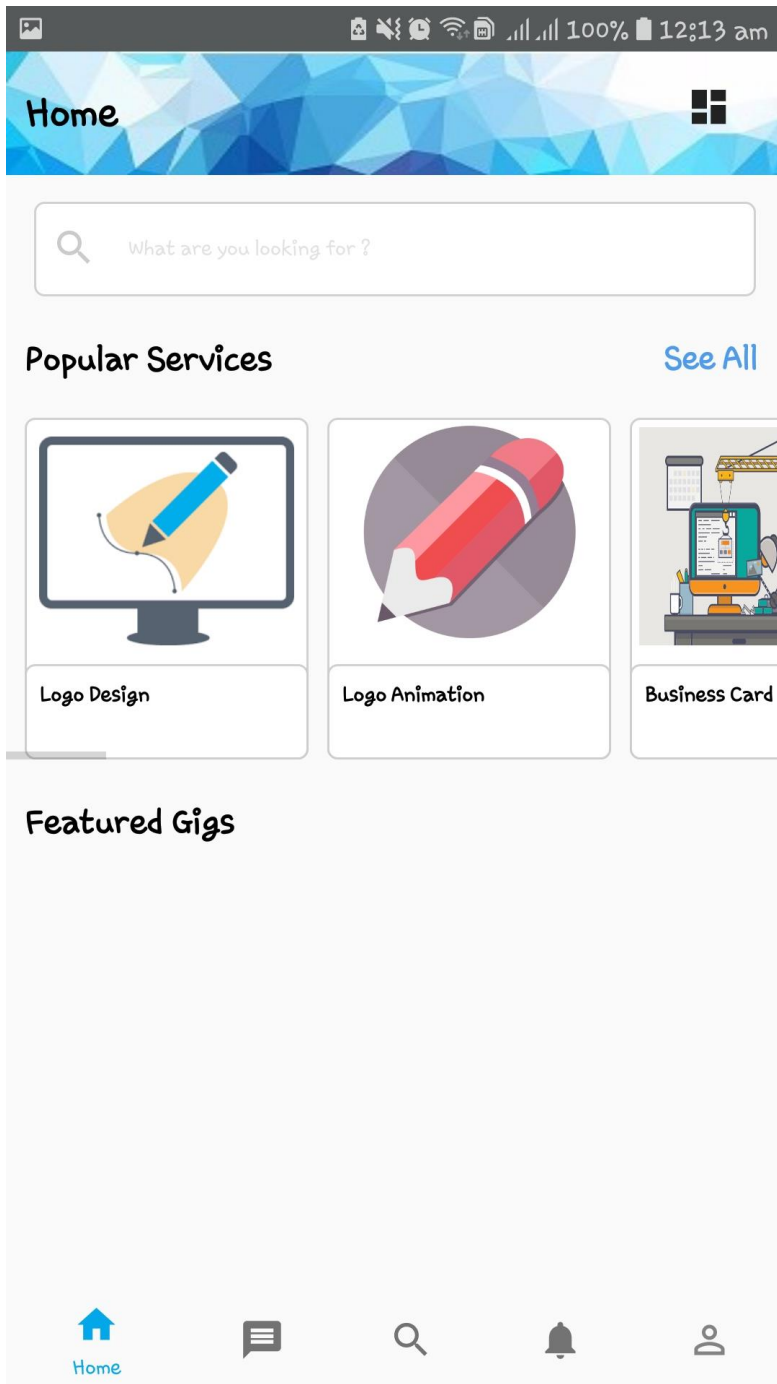
Home screen have a bottom navigation drawer that have button with connected fragment and access anything



Part 7: Fragment

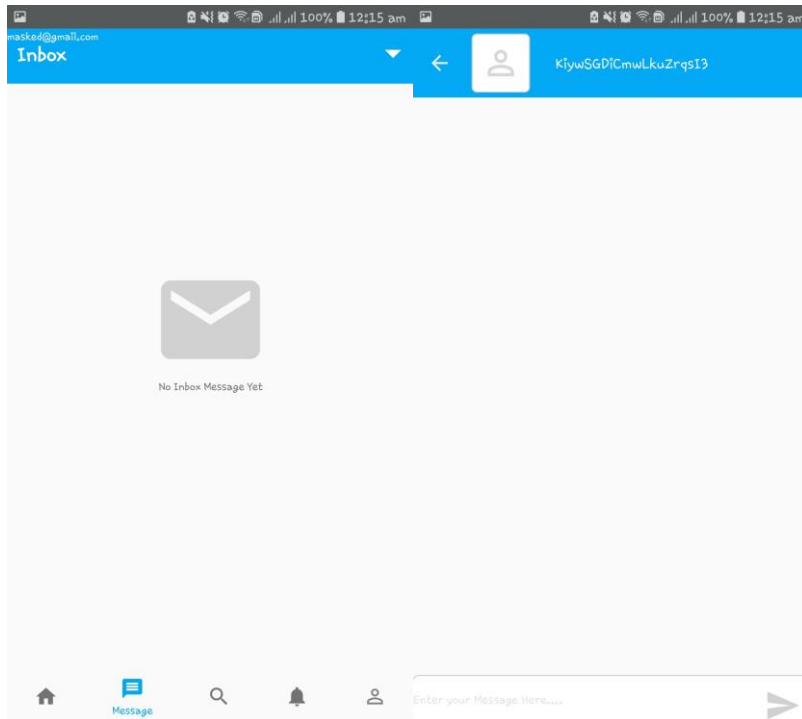
Home Fragment

Home Fragments Consists of Basic home screen that will define gig and some of their recent interests. This fragment will just like News Feed work and shows recently added gigs also.



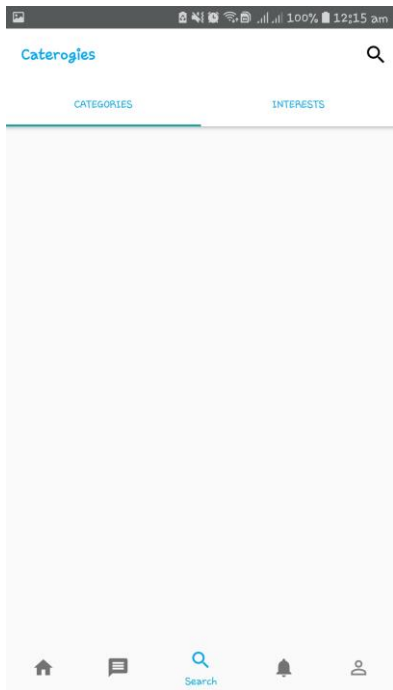
Message Fragment

Message Fragments Consists of Messages and users Activities to handle that show recent chat or create new chat Activity by some specific user.



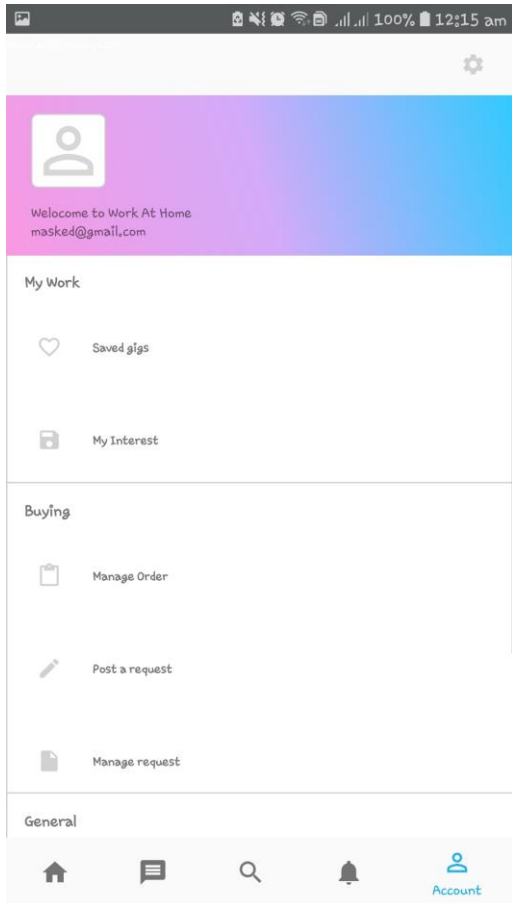
Search Fragment

Search Fragment will use for searching gig about users interests or some categories.



About Fragment

About fragment consists of user profile view which user is Logged-in so that it will show user and some other option related to posting a request for work or about profile handling, about App, or about organization.



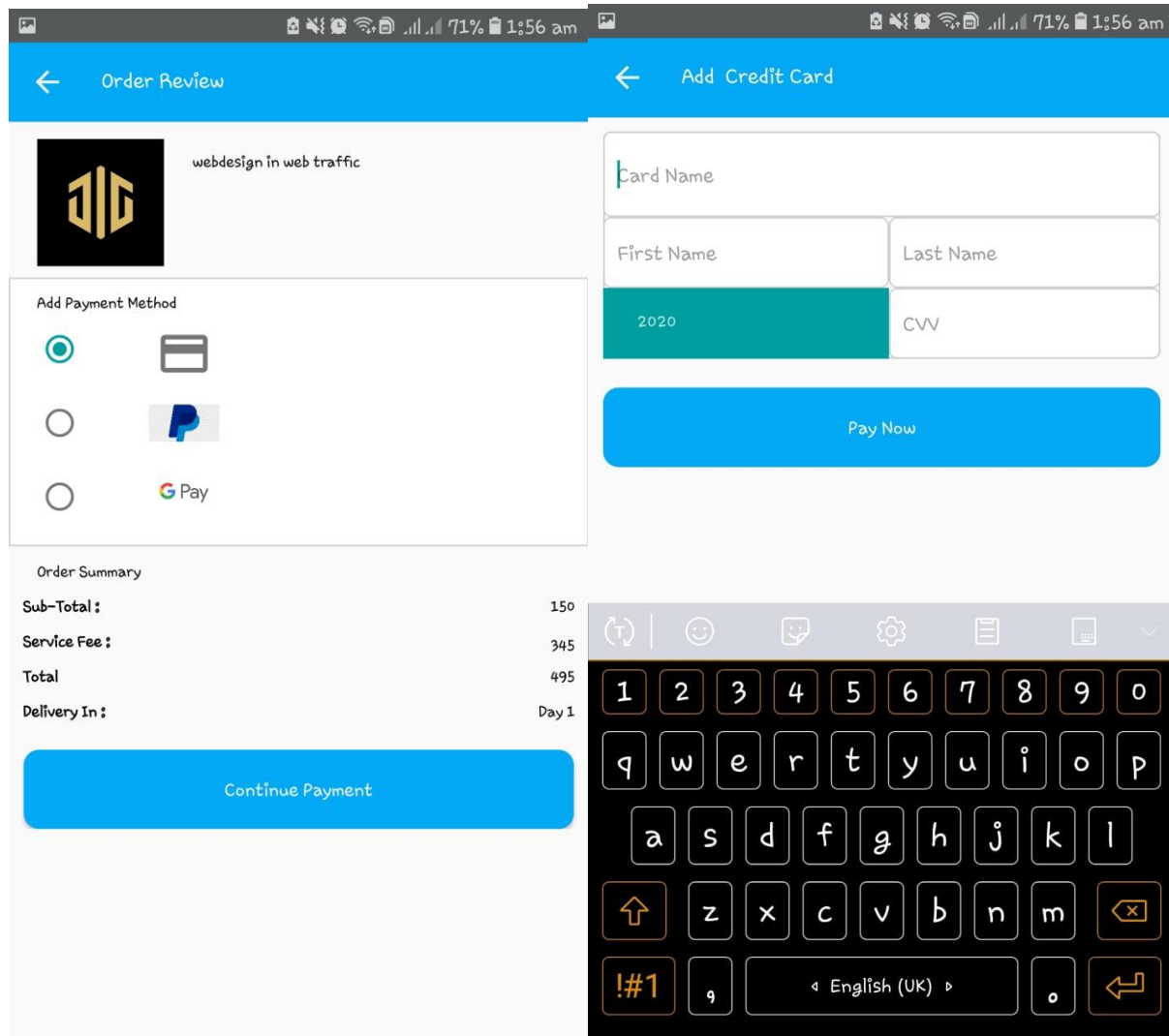
Part 7: For chat

By clicking on chat from your dashboard you will go to chat their two tabs 1st is chat and other for all the user using this app you can send your SMS to the users.

In chat tab you can view the user you send the message and here you will also check that the message is seen by user or not. If you will receive any new message a notification form chat will be appear on your mobile screen and how many messages are unread shown on your chat tab.

Part 7: For Payment

For payment Services We will user two types of Payments right now first is Google pay and second is cash on Delivery for some types of work categories that is available according their requirements.



Appendix A: Appendix Title

Appendix [no.]: Questionnaire

Question:

- 1) I want access earning application through mobile devices such as smartphone and tablet.

Agree

Neutral

Disagree

- 2) I think finding suitable work in my nearby housing area are difficult.

Agree

Neutral

Disagree

- 3) I think that work searching application better free of charge, without any hidden fee for me.

Agree

Neutral

Disagree

- 4) I will earn/sell on any time with some suitable prices and experienced workers in online market.

Agree

Neutral

Disagree

- 5) I think earning within nearby can easy for everyone to who is in need like work or get something done nearby with suitable price.

Agree

Neutral

Disagree

- 6) I want to earn when I’m free.

Agree

Neutral

Disagree

- 7) I want to work or earn from application through mobile devices such as smartphone and tablet.

Agree

Neutral

Disagree

Appendix B: Administrator Manual

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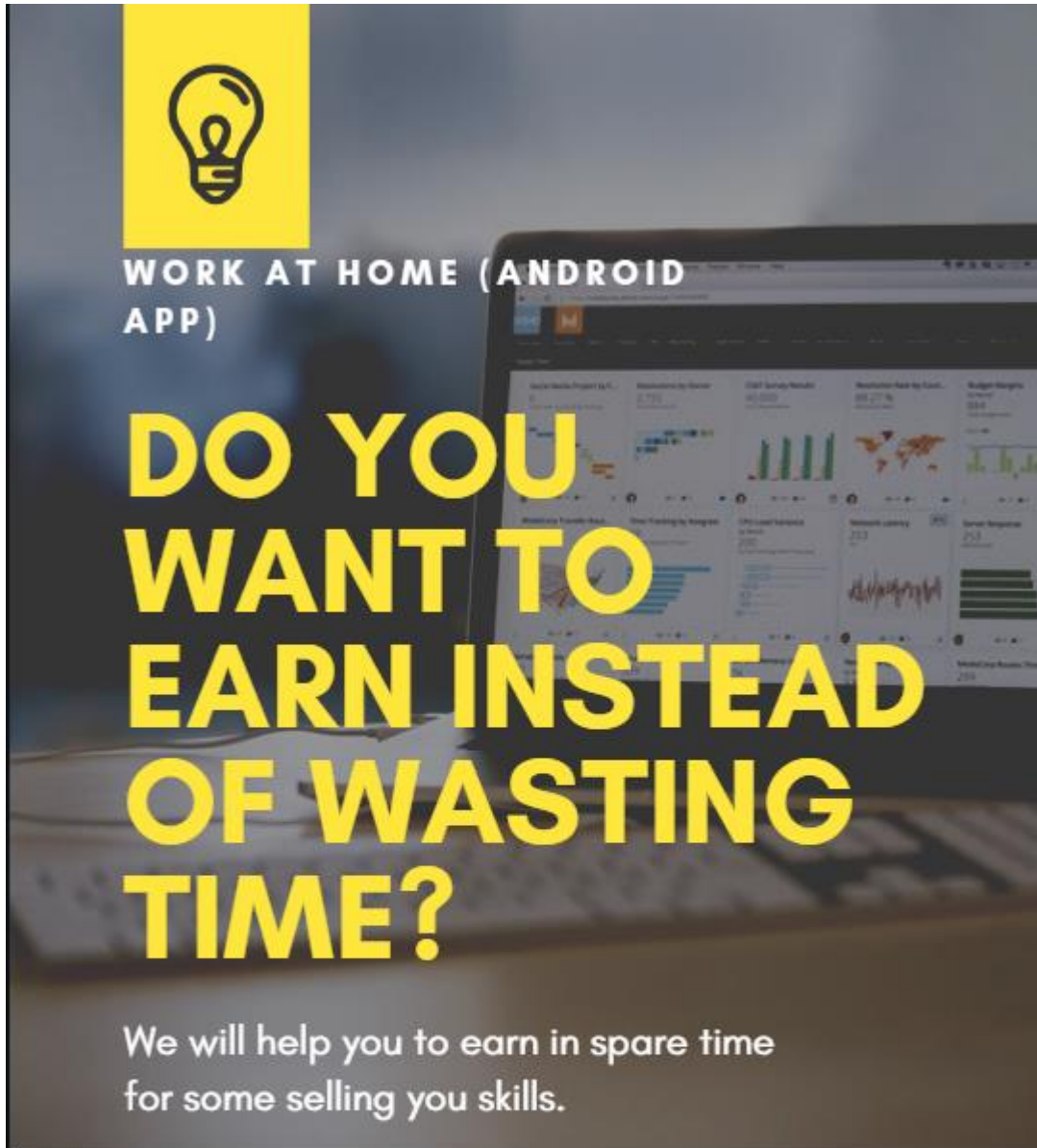
Appendix C: Information / Promotional Material

Social Media platforms are our promotional platforms such as facebook, Google, Instagram and Text messages ads etc.

C.1. Broacher

On International or Local platform and most of the people build strong base of expertise, strategic partnerships and other services, they deliver globally to give needy people to fulfil their need with their knowledge and skills.	CONTACT +92 301 704 4464 workathomeinfo@gmail.com	Work at Home  www.workathome.info
ABOUT An online Platform, an android app in which anyone want to give or get services from/to users. Most of our targeted audience consists of housewife's or widows and any who's worthy of it and are facing financial problem in their life's. We wanted to develop a platform for them through which they going to earn for living.	MISSION "Our mission is to change how the world works together," and we started simple idea to fulfil this. An freelancing services, for the first time in world economy need working people and in our home town mostly women/ girls are free most of time so for earning the need to one platform which we will provide and and the benefit of this platform is needy people can easily get help from the suitable skill seller and seller can also be able to earn on the free time. We help our customers to discover, plan, design, create fulfill, enhance and manage their IT technology solutions. As someone said "Something is better than nothing."	WHY US  Customer Security and Commitment  Skills Services  Financially helpful

C.2. Flyer



WORK AT HOME (ANDROID APP)

DO YOU WANT TO EARN INSTEAD OF WASTING TIME?

We will help you to earn in spare time for some selling you skills.

**WORK AT HOME (+92 301 704 4464
WORKATHOMEINFO@GMAIL.COM)**

On International or Local platform and most of the people build strong base of expertise, strategic partnerships and other services, they deliver globally to give needy people to fulfil their need with their knowledge and skills.

C.3. Standee

C.4. Banner

C.5. First Level heading [16 pt, Calibri, Bold, Left aligned]

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C.1.1. Second level heading [14 pt, Calibri, Bold, Left aligned]

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C.1.1.1. Third level heading [12 pt, Calibri, Bold, Left aligned]

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Appendix [no.]: Appendix Title

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[Between 4 to 8 lines describe what is this chapter all about]

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C.1.1.2. Third level heading [12 pt, Calibri, Bold, Left aligned]

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Reference and Bibliography

Reference and Bibliography

- [1] Masood, Faiza & Naseem, Adnan & Shamim, Azra & Khan, Aasma & Qureshi, Muhammad Ahsan. (2018). A Systematic Literature Review And Case Study On Influencing Factor And Consequences Of Freelancing In Pakistan.
- [2] Supertasker.pk (Website, app and documentation Review).
- [3] Fiverr.com (Website, app and documentation Review).

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[A]

[B]

[C]