

Florida International University
School of Computing and Information Sciences

Software Engineering Focus

Final Deliverable

Project Title: Apple Watch Weight App

Team Members:

Capstone II: **Ilan Boiangin, Ernesto Alva, Antonella Avogadro Amadei, Daniel Carlson, David Lara-Perez**

Capstone I: **Karla Gonzalez, Nicholas Garcia, Percy Gomez Torres, Edward Briscoe, Gustavo Hurtado, Jonathan Rivero, George Marrero, Jem Alvarez**

Product Owner(s):

Jessica Ramella

Instructor:

Masoud Sadjadi

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Abstract

This document presents the information necessary to gain a good understanding of the Apple watch weight app. Weight app is a Swift based application that allows the user to easily track their weight through a pressure plate system embedded in their shoe. It allows the user to track their weight from an Apple iPhone and Apple Watch device as well as see prior data.

Table of Contents

Introduction	6
Current System	6
Purpose of New System	7
User Stories	
Implemented User Stories	8
Project Plan	
Hardware and Software Resources.....	8
Sprints Plan	9
<i>Sprint 1</i>	10
<i>Sprint 2</i>	11
<i>Sprint 3</i>	12
<i>Sprint 4</i>	13
<i>Sprint 5</i>	14
<i>Sprint 6</i>	15
<i>Sprint 7</i>	16
System Design	
Architectural Patterns	17
System Sequence Diagram	18
System Validation	19
Appendix	21
Appendix A - UML Diagrams	21
<i>Class UML Diagrams</i>	21

Appendix B - User Interface Design	23
Appendix C - Sprint Review Reports	27
Appendix D - User Manuals, Installation/Maintenance Document, Shortcomings/Wishlist Document and other documents	36

Introduction

This product is used to deliver accurate results of ones weight based on their needs. Whether it is for professional use or personal health reasons, This system allows the user to see what their weight is to determine what they would have to do for the remainder of that day to gain, lose, or stay even on the weight they are currently at.

This application also allows the user to have a definite understanding of their weight as the user is able to see multiple views of data regarding their past day, week, month, or even annual view of their data.

Current System

As we are the first to develop this project, Apple watch Weight app is at its start and we were the first to begin this system. Currently the apple watch team has made it possible to see graphical views of previous weight data as well as have the ability to manually check their weight in real time without having to go to the iOS application. For the iPhone users, this team was able to create a graphical view as well with more detail being on a bigger screen as well as have the weight displayed for the user in real time. An authentication process was put in place to determine who the user is and allow the user to customize settings through a settings page located within the graph view. The authentication process uses google firebase while the all implementation was done through swift storyboard and swiftUI.

Purpose of New System

The intended purpose of this system is to be able to connect the weight tracking device to both the user's Apple Watch and smartphone. Although it was initially planned out to only have the smart watch application, the team soon came to the realization that this system would need to have an accompanying iOS app in order for the ecosystem to work well and the settings to be fully configurable. The tracking device will project information to the watchOS and iOS apps, which then the user can see visualized on both endpoints. The iOS implementation will allow the user more features and control that are just not feasible on the watchOS app alone.

The user interface for both platforms was designed using all the native Apple UI components in order to create an elevated experience for the user, promote instant familiarity with the applications from the moment the user first opens them, and seamless integration into the Apple ecosystem. There was no previous work done so the team was tasked with starting the project from scratch. For this initial version the user interface sections that were worked on were the watchOS current weight display, watchOS graph view, iOS login view, settings panel, current weight display, and graph view. The graph views are intended to visualize the user's weight over the course of the previous week/month/year.

Currently the application is displaying hardcoded data. This can easily be modified so that the tracking device feeds accurate, real-time data to the system. Once that data is received by the system, the user can see it in the main view and graph views on both the smartwatch and smartphone.

Project Plan

The plan of this weight app is to build a strong foundation for the future development and create a system that can be easily changed based on any changes the product owner has requested. It was also important to design an authentication process and possibly begin the azure database connection.

Hardware and Software Resources

Component	Minimum Recommended Requirement
CPU	Pentium Dual-Core or newer
RAM	4 GB
Storage	1 GB
OS	Mac OS High Sierra or higher
Software Stack	• Xcode • SwiftUI and Swift Storyboard • Azure • Firebase console

Sprints Planning

SPRINT 1

Sprint Planning Meeting Minutes:

Attendees: Ilan Boiangin, Ernesto Alva, Antonella Avogardo, Daniel Carlson, Lara-Perez David Cuevas, Karla Gonzalez, Nicholas Garcia, Percy Gomez Torres, Briscoe Edward, Gustavo Hurtado, Jonathan Rivero, George Marrero, Jem Alvarez

Start time: 3:00 P.M.

End time: 3:30 P.M.

After discussion, the velocity of the team was estimated to be 13

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

User Story 1:

Set up Git repository for all future code and documentation entries (4)

User Story 2:

Understanding swift UI and its documentation (13)

User Story 3:

Set up environments for the use of Swift UI (Xcode) (13)

User Story 4:

Begin researching tools to help build apple watch UI platform (4)

User Story 5:

Begin researching tools to help build iOS storyboard platform (5)

User Story 6:

Establish a ground for code review and documentation (3)

User Story 7:

Research database use and if it will be necessary for our current goals (2)

User Story 8:

Attempt to find a virtual machine or device to begin working through xcode (4)

The team members indicated their willingness to work on the following user stories.

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- Looking at the videos on reviewing SQL database architecture (2)
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- Attempt to link all code together in one repository (4)

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Sprint Planning Meeting Minutes:

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User Story 5:

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 - Create an environment for all members to participate in and share knowledge they have gained
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SPRINT 3

Sprint Planning Meeting Minutes:

Attendees: Ilan Boiangin, Ernesto Alva, Antonella Avogardo, Daniel Carlson, Lara-Perez David Cuevas, Karla Gonzalez, Nicholas Garcia, Percy Gomez Torres, Briscoe Edward, Gustavo Hurtado, Jonathan Rivero, George Marrero, Jem Alvarez

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SPRINT 4

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SPRINT 5

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Attendees: Ilan Boiangin, Ernesto Alva, Antonella Avogardo, Daniel Carlson, Lara-Perez David Cuevas, Karla Gonzalez, Nicholas Garcia, Percy Gomez Torres, Briscoe Edward, Gustavo Hurtado, Jonathan Rivero, George Marrero, Jem Alvarez

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SPRINT 6

Sprint Planning Meeting Minutes:

Attendees: Ilan Boiangin, Ernesto Alva, Antonella Avogadro, Daniel Carlson, Lara-Perez David Cuevas, Karla Gonzalez, Nicholas Garcia, Percy Gomez Torres, Briscoe Edward, Gustavo Hurtado, Jonathan Rivero, George Marrero, Jem Alvarez

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 - Deploy azure database with code to create and use sample data.
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 - Review documentation on creating graphs within apple watch and iphone application.s
- User Story 3:
 - Continue the progress of the watchOS graph charts and customization
- User Story 4:
 - Continue the progress of the iOS graph charts and customization
- User Story 5:
 - Create an algorithm that will calculate the data from a specific time frame to display to the user.
- User Story 6:
 - Begin the creation of the Azure database to sample data.

The team members indicated their willingness to work on the following user stories.

During this meeting the product owner agreed to the above stories and is aware of our current progress. We discussed the settings pages and what would need to be continued as well as what our challenges were and the product owner was happy with the information.

SPRINT 7

Sprint Planning Meeting Minutes:

Attendees: Ilan Boiangin, Ernesto Alva, Antonella Avogadro, Daniel Carlson, Lara-Perez David Cuevas, Karla Gonzalez, Nicholas Garcia, Percy Gomez Torres, Briscoe Edward, Gustavo Hurtado, Jonathan Rivero, George Marrero, Jem Alvarez

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Finalize all projects.

User Story 2:

Upload all information to github.

User Story 3:

Complete posters for both capstone 1 and individual capstone 2 posters.

User Story 4:

Finalize all documentation regarding installation, user guide, and all other necessary information.

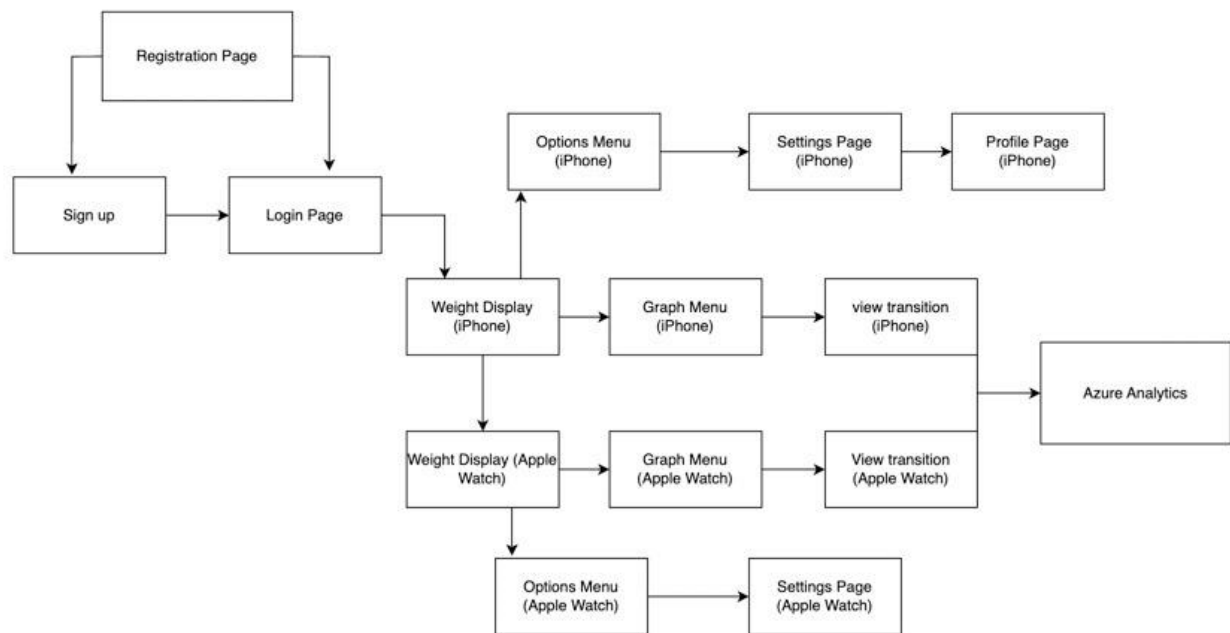
User Story 5:

Finalize any system diagrams.

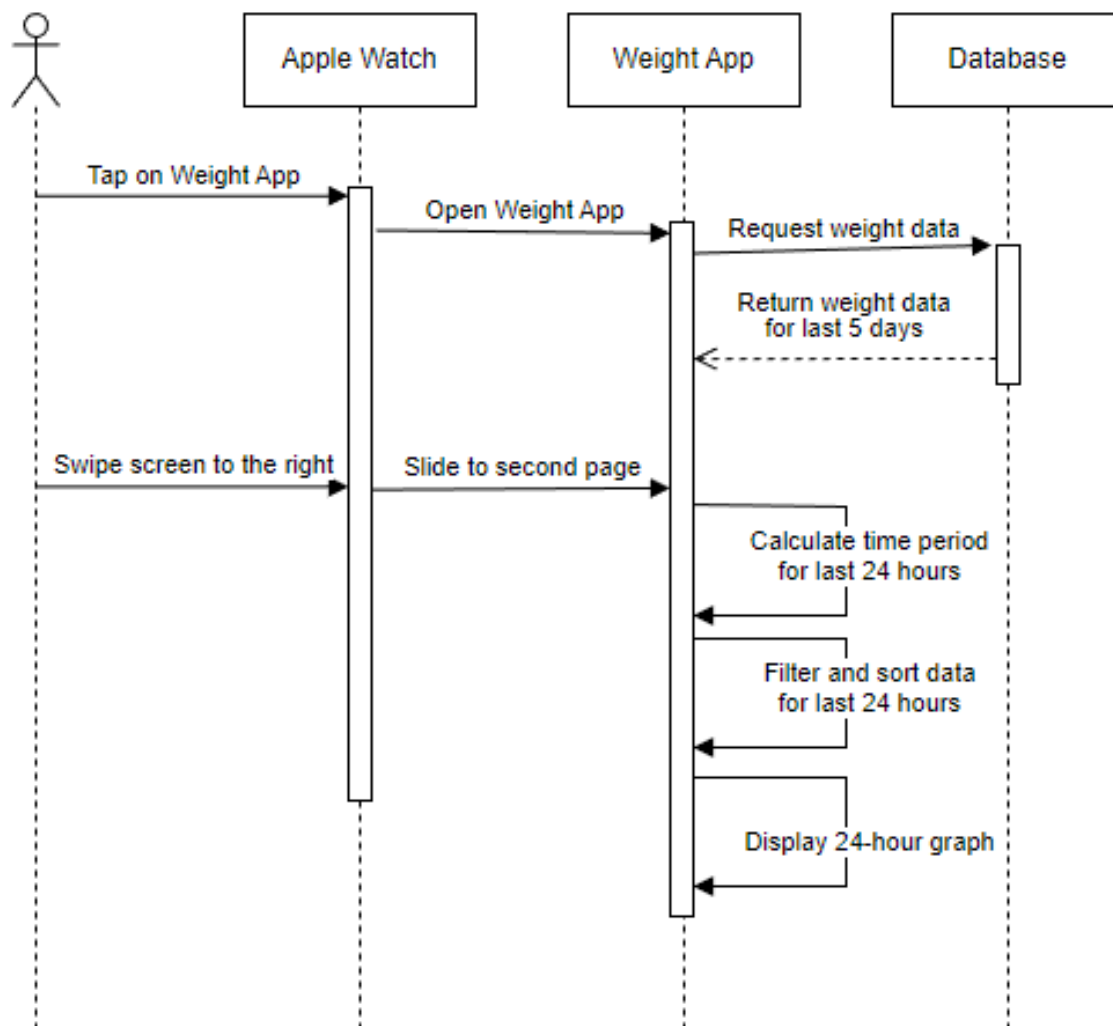
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- Ilan Boiangin
 - Create an environment for all members to participate in and share knowledge they have gained
 -

System Design



System Sequence Diagram



System Validation

System Test Case #01	
System Test Case : User identification	
User Story: implementing “login”	
Purpose: Making the program more interactable	
Pre-Conditions:	A user has to be authenticated to move to another page.
Expected Results:	When a button is clicked, it must check if the user is logged in. If not, the user must login or create an account.
Actual Results:	When a button is clicked, the system checks for a logged user. If no user is logged, an option to login or create an account is displayed.
Status:	Pass

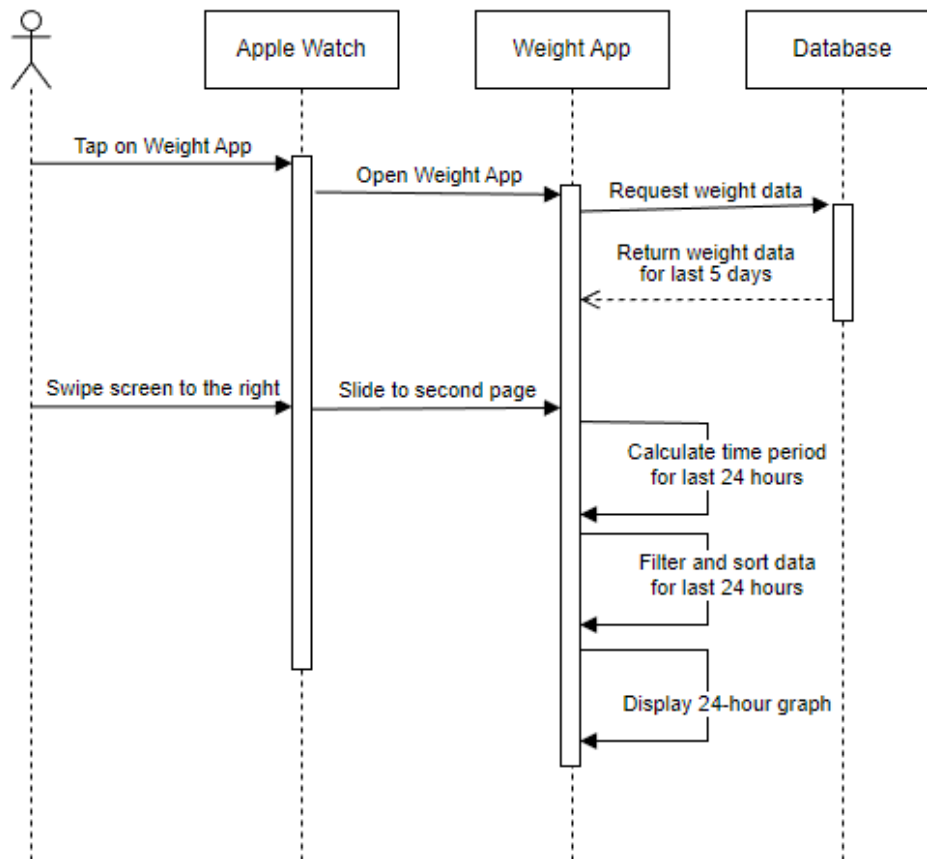
System Test Case #02	
System Test Case: watchOS Graphs	
User Story: 24 Hour Graph	
Purpose: To add a graph to display weight recordings	
Pre-Conditions:	Open the watchOS app and swipe to the right twice
Expected Results:	Swiping to the right displays the weight data recorded in the last 24 hours
Actual Results:	Swiping right displays the 24-hour graph that filters the weight data to display desired weight data
Status:	Pass

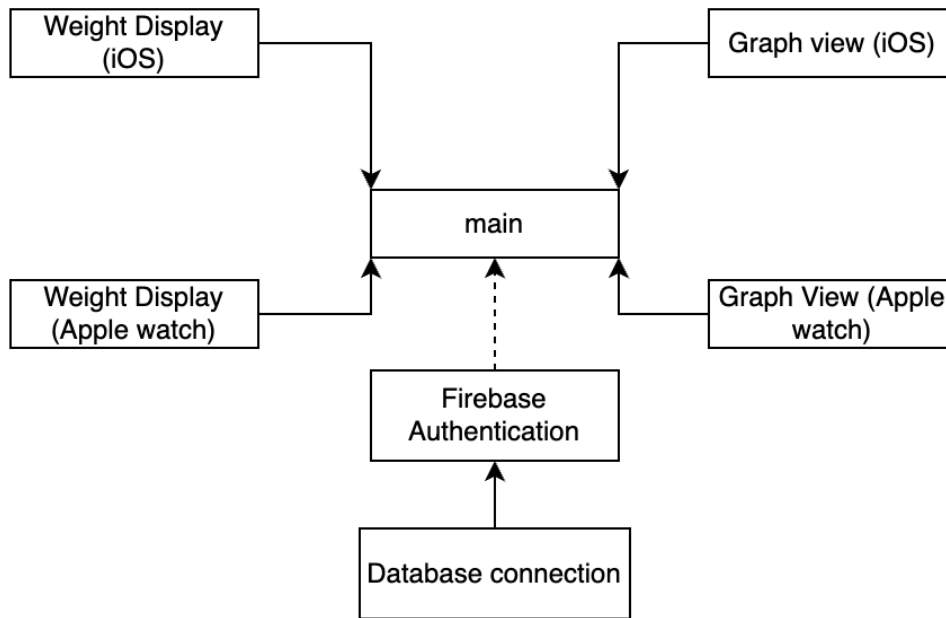
System Test Case #03	
System Test Case : App_Settings	
User Story: Implementing “Settings”	
Purpose: To display the current weight unit and a settings page in general.	
Pre-Conditions:	A user has to be in the Settings Page.
Expected Results:	The current weight unit, language and system version should be displayed.
Actual Results:	When the settings page is displayed, the desired attributes are displayed.
Status:	Pass

Appendix

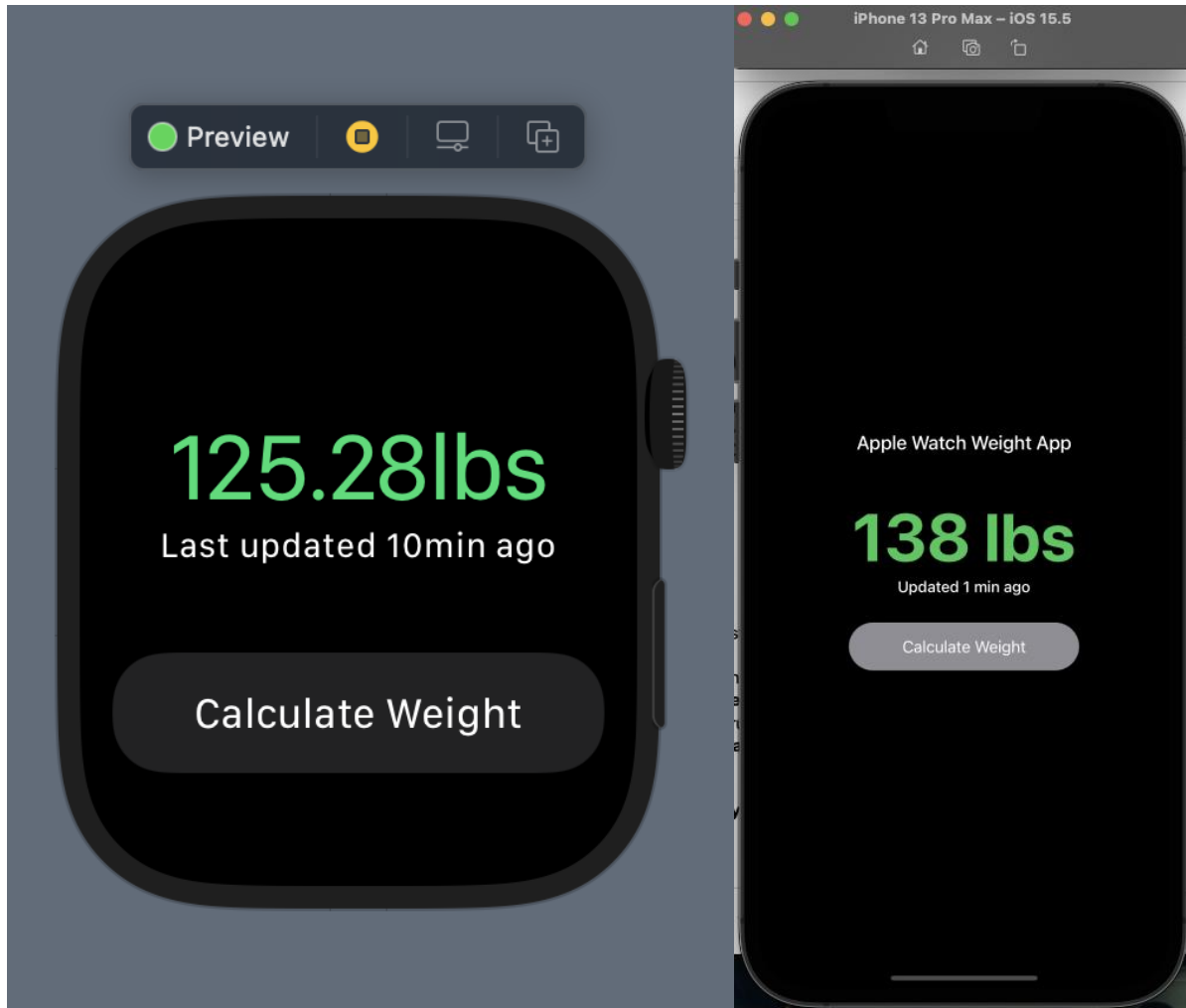
Appendix A - UML Diagrams

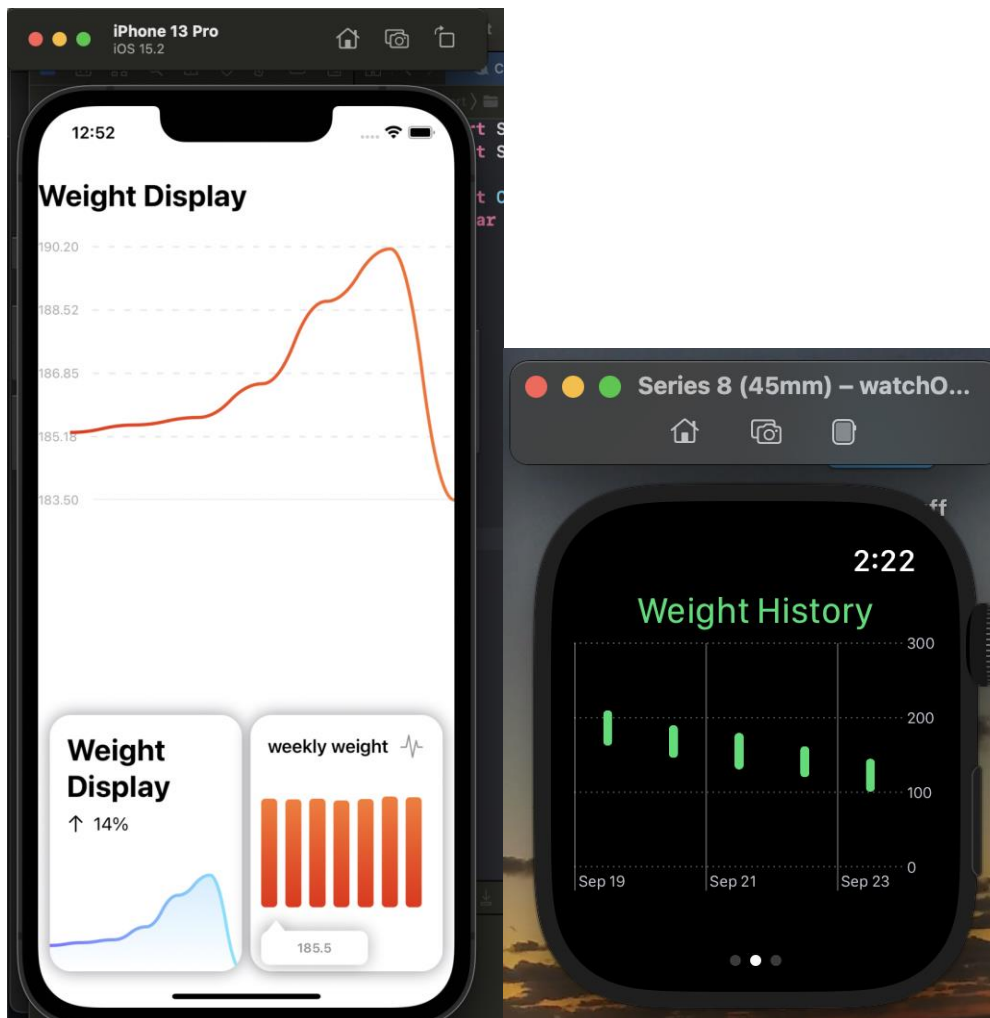
System Sequence Diagram

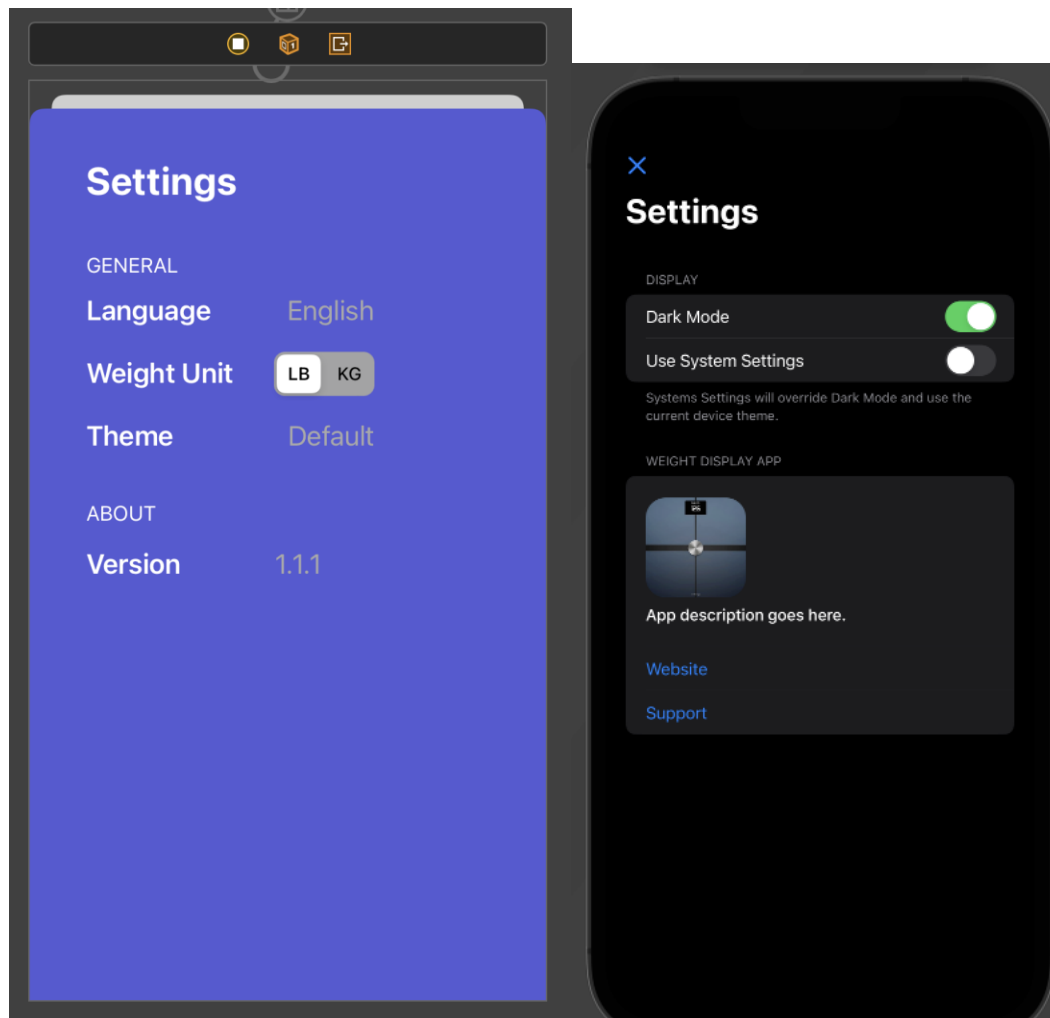


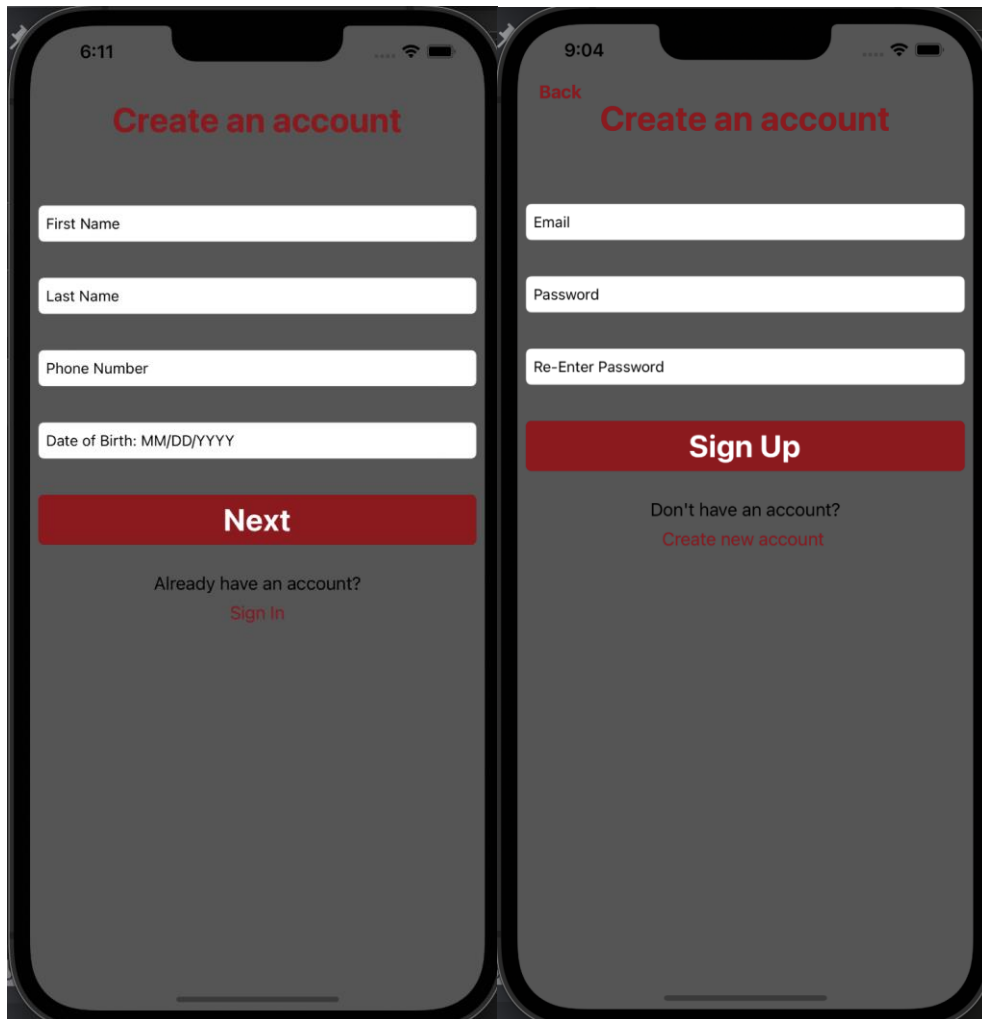


Appendix B - User Interface Design









Appendix C - Sprint Review Reports

Sprints Planning

SPRINT 1

Sprint Planning Meeting Minutes:

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 - Create an environment for all members to participate in and share knowledge they have gained
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SPRINT 3

Sprint Planning Meeting Minutes:

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SPRINT 4

Sprint Planning Meeting Minutes:

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SPRINT 6

Sprint Planning Meeting Minutes:

Attendees: Ilan Boiangin, Ernesto Alva, Antonella Avogadro, Daniel Carlson, Lara-Perez David Cuevas, Karla Gonzalez, Nicholas Garcia, Percy Gomez Torres, Briscoe Edward, Gustavo Hurtado, Jonathan Rivero, George Marrero, Jem Alvarez

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The team members indicated their willingness to work on the following user stories.

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SPRINT 7

Sprint Planning Meeting Minutes:

Attendees: Ilan Boiangin, Ernesto Alva, Antonella Avogadro, Daniel Carlson, Lara-Perez David Cuevas, Karla Gonzalez, Nicholas Garcia, Percy Gomez Torres, Briscoe Edward, Gustavo Hurtado, Jonathan Rivero, George Marrero, Jem Alvarez

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User Story 4:

Finalize all documentation regarding installation, user guide, and all other necessary information.

User Story 5:

Finalize any system diagrams.

The team members indicated their willingness to work on the following user stories.

- Ilan Boiangin
 - Create an environment for all members to participate in and share knowledge they have gained
 -

Sprint Review Meeting Minutes

Attendees: Todd Foreman, Jorge Segredo, Alexander Artigas, Narmeen Kibria, Jasmine Tran, Jose Rodriguez, Jose Milanes, David Lara, Ilan Boiangin, Oscar Molina

Start time: 7:30 PM

End time: 8:00 PM

After a show and tell presentation, the implementation of the following user stories were accepted by the product owners:

- User Story 1:
 - Finalize miscellaneous changes to the program (5).
- User Story 2:
 - Complete the final deliverable (5).

There are no additional user stories, as this is the last sprint.

Appendix D - User Manuals, Installation/Maintenance Document, Shortcomings/Wishlist Document and other documents

Installation Guide

Apple Watch Weight Display

Requirements

- Mac computer
- Latest version of MacOS
- Latest version of Xcode
- Github account **or** source code

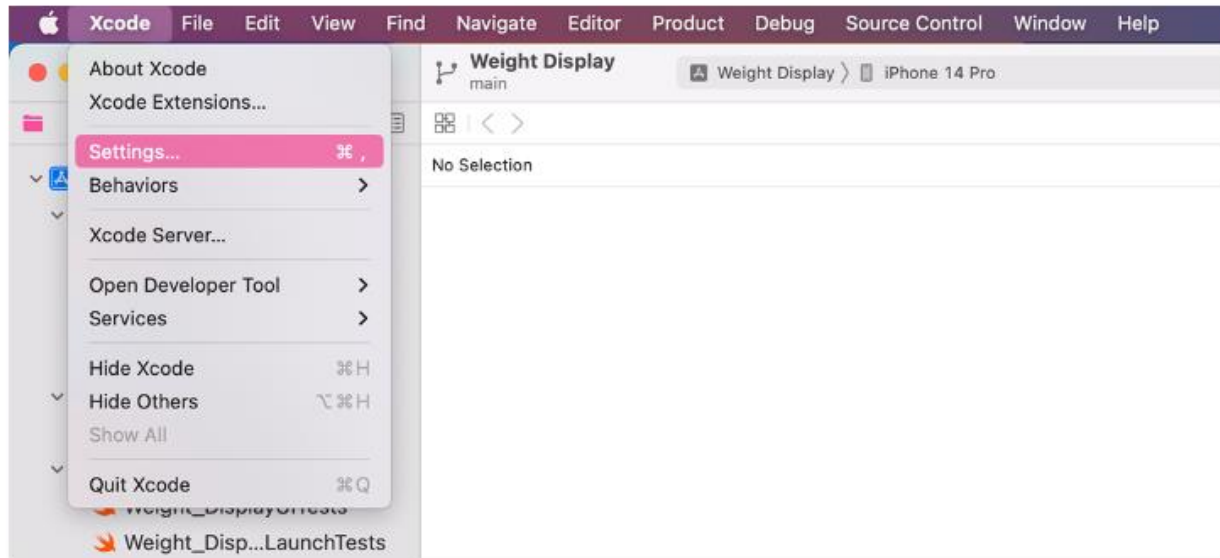
Installation

If you are starting with source code, have one person upload it to Github as a repository. This will be the main branch. Then, all members of the team may follow these steps.

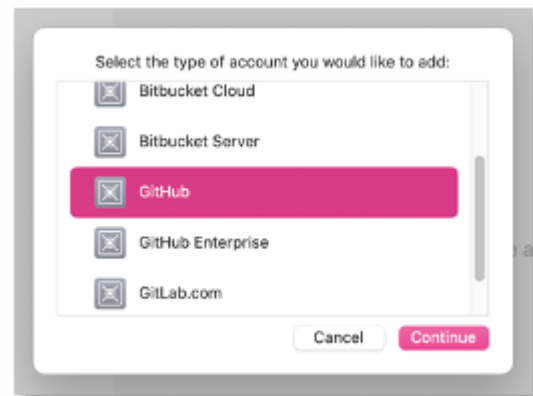
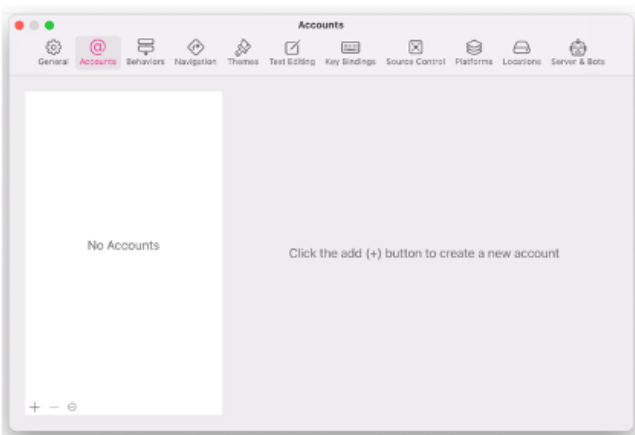
The following steps are partially based on this article: <http://irenebosque.com/how-to-xcode-and-github/>

1. Link your Github account to Xcode.
 - a. Configure Github on your Mac by copying and pasting the following lines into your terminal app.

```
git config --global user.name "username"
git config --global user.email "email@blahblah.com"
```
 - b. Add your Github account to Xcode.
 - i. Open Xcode and navigate to *Settings*.

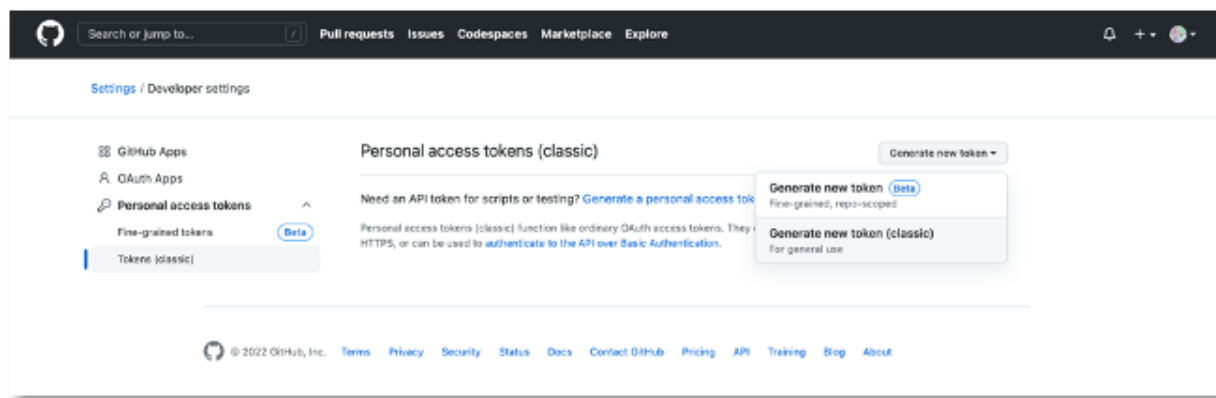
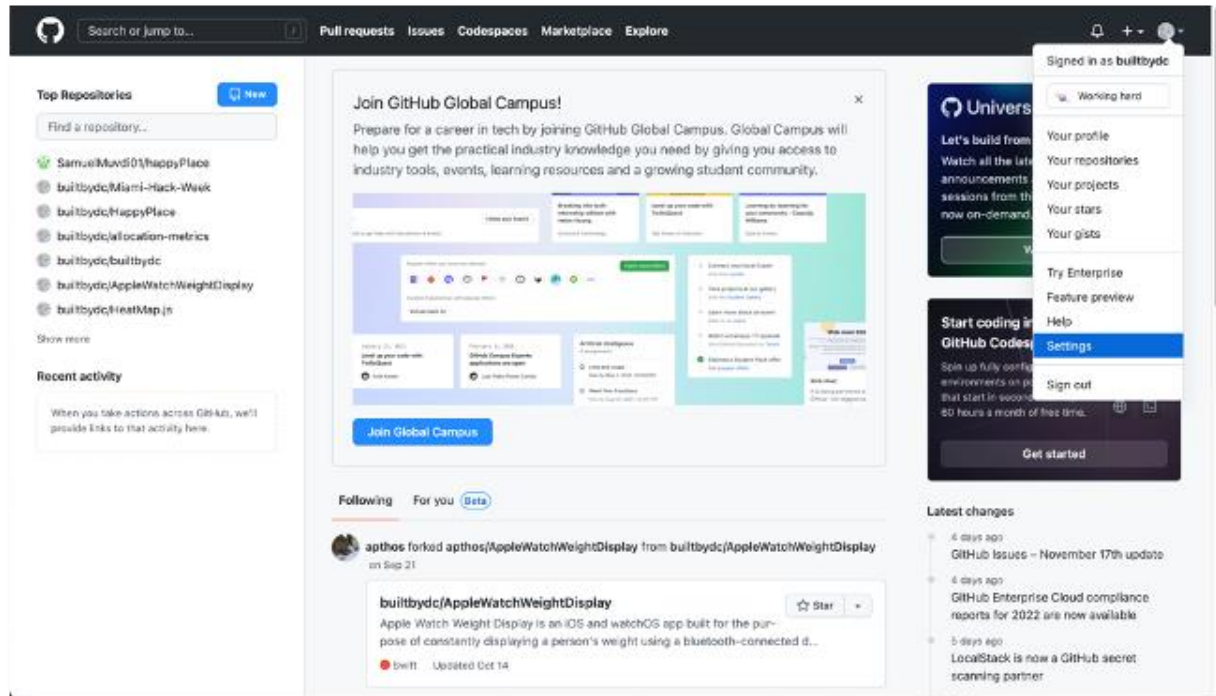


- i. Navigate to *Accounts*, then click the + at the bottom of the window and select *Github*.



- ii. You will need your username and a personal access token.

1. To create a token, go to Github in a web browser.
2. Go to *Settings > Developer settings > Personal access tokens > Generate new token*



3. Name your token "Xcode" and select *repo*, *admin:public_key*, *notifications*, *user*, and *delete_repo*.

Settings / Developer settings

GitHub Apps
OAuth Apps
Personal access tokens
Fine-grained tokens (Beta)
Tokens (classic)

New personal access token (classic)

Personal access tokens (classic) function like ordinary OAuth access tokens. They can be used instead of a password for Git over HTTPS, or can be used to [authenticate to the API over Basic Authentication](#).

Note
Xcode

What's this token for?

Expiration *
30 days + - The token will expire on Wed, Dec 21 2022

Select scopes
Scopes define the access for personal tokens. [Read more about OAuth scopes.](#)

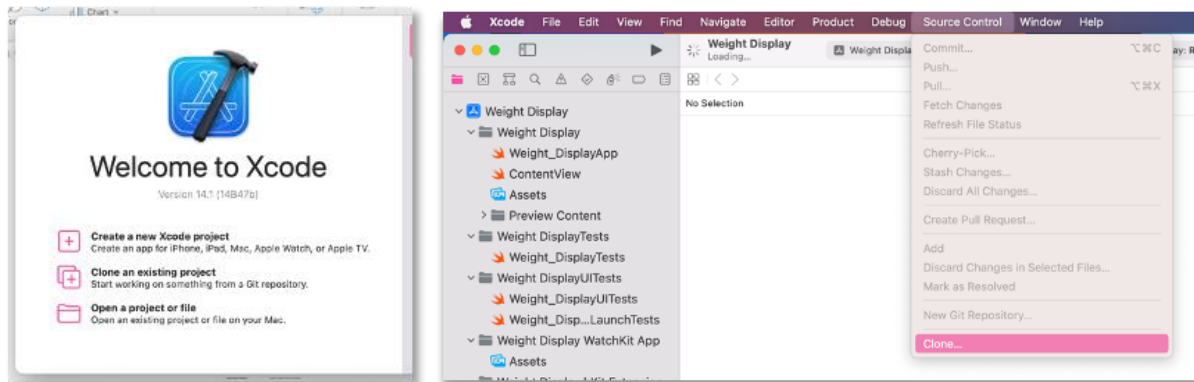
☒ repo	Full control of private repositories
☒ repo:status	Access commit status
☒ repo:deployment	Access deployment status
☒ public_repo	Access public repositories
☒ repo:invite	Access repository invitations
☒ security_events	Read and write security events
☐ workflow	Update GitHub Action workflows
☐ write_packages	Upload packages to GitHub Package Registry
☐ read_packages	Download packages from GitHub Package Registry
☐ delete_packages	Delete packages from GitHub Package Registry
☐ admin:org	Full control of orgs and teams, read and write org projects
☐ write:org	Read and write org and team membership, read and write org projects
☐ read:org	Read org and team membership, read org projects
☐ manage_runners:org	Manage org runners and runner groups
☒ admin:public_key	Full control of user public keys
☒ write:public_key	Write user public keys
☒ read:public_key	Read user public keys
☐ admin:repo_hook	Full control of repository hooks
☐ write:repo_hook	Write repository hooks
☐ read:repo_hook	Read repository hooks
☐ admin:org_hook	Full control of organization hooks
☐ gist	Create gists
☒ notifications	Access notifications
☒ user	Update ALL user data
☒ read:user	Read ALL user profile data
☒ user:email	Access user email addresses (read-only)
☒ user:follow	Follow and unfollow users
☒ delete_repo	Delete repositories
☐ write:discussion	Read and write team discussions
☐ read:discussion	Read team discussions
☐ admin:enterprise	Full control of enterprises
☐ manage_runners:enterprise	Manage enterprise runners and runner groups
☐ manage_billing:enterprise	Read and write enterprise billing data
☐ read:enterprise	Read enterprise profile data
☐ codespace	Full control of codespaces

4. Copy the token.

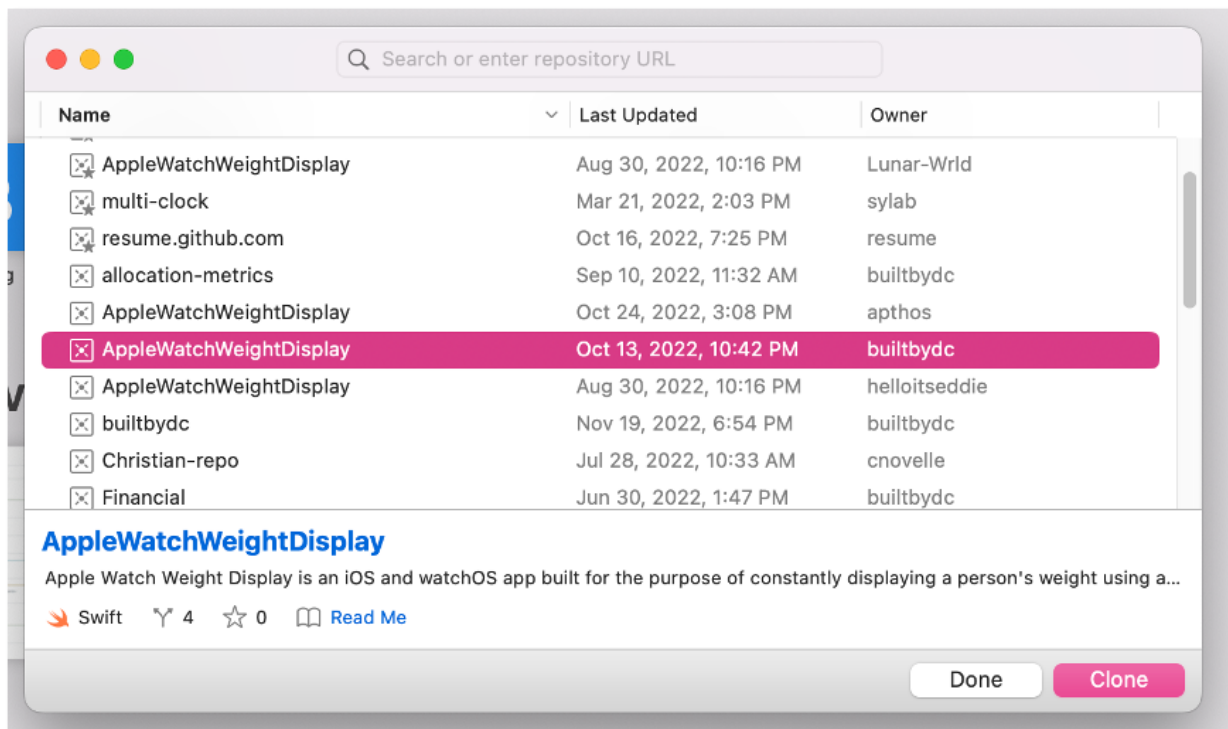
- iii. In Xcode, write your username and paste in the token. Click *Sign In*.

2. In Github, fork the main repository.

3. Open Xcode. You should see a screen that says *Welcome to Xcode*. (If not, go to the *Source Control* menu at the top of your screen and select *Clone*.)



4. Click on *Clone an existing project*. Select your fork from the list (the one where **you** are the owner). Decide where you want the files to live on your system, and you are ready to begin development.



WatchOS

1. Open **Weight Display** on an **Apple Watch**
2. If calculating your weight with the watch is desired, press the **Calculate Weight** button on the first page of the app.
3. If viewing your weight over the last 24 hours is desired, swipe to the **right** so you reach the second page of the app, which contains the 24-hour graph displaying the previously recorded weights.
4. If viewing your weight over the last 5 days is desired, swipe to the **right** so you reach the third page of the app, which contains the 5-day graph.
5. If changing your settings for the watchOS app is desired, swipe to the **right** so you reach the fourth page of the app, and press on the **Settings** button.
6. If you wish to go back to any previous pages, swipe to the **left**.
7. To shut down the Weight Display app, press the **Digital Crown** on the side of the Apple Watch.

Wishlist

- Being able to directly connect authentication with other portions of the ui
- Unable to currently launch the firebase authentication system leading to constant configuration errors
- Current system is not completely synced but only uploaded to the git repository,
- Current system backgrounds and displays need to be more uniform.
- Current system is not being connected to an Azure database.