

Knight Foundation School of Computing and Information Sciences

Summer 2022 Capstone II Project

ComboCounter

Students: Ivan Rosyaykin

Mentor: Michael Buchar

Instructor/Faculty: Dr. Masoud Sadjadi, Florida International University

Problem

ComboCounter is the name for a hardware and software combination that must track punches outputted during a training session. The primary problem of this session was to get a program with a UI that is fully fledged and functional. The software portion was the primary focus here.

Current System

The current system works as a two part design. There is an app that permits for mobile setup of a training session, alongside an application that works directly with the hardware to provide live updates during a training session. The app is a JavaScript application while the live software is a Java application.

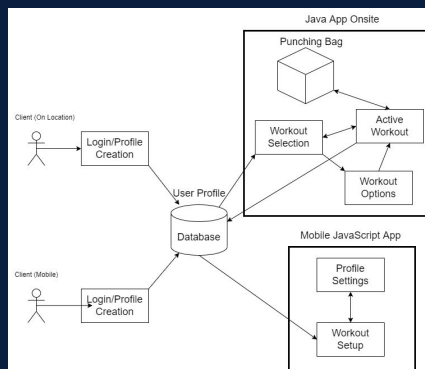
Implementation

- 1) JavaScript
- 2) Java
- 3) Jira
- 4) Google Docs
- 5) Github

Verification

Mobile app was tested using an emulator hosted on a Windows computer while Java app was just run in NetBeans.

System Design



Summary

The team was able to develop a UI for a mobile application and begin the transition from a Java application to a JavaScript application.

Personally, I got a chance to get some proper experience working with Jira and GitHub as a scrum master. I also got a nice introduction to JavaScript itself.

Object Design

