

SUSTAINABLE CAPSTONE PROJECTS (SCAP) FALL 2024-2025

SCAP MOBILE APPLICATION

GROUP MEMBERS

- Zineb Rahib 22314238 (Biomedical engineering)
- Sara Mabrouk 22313259 (Computer engineering)
- Lumiere Tunakiese 22118977 (biomedical engineering)

INTRODUCTION

A mobile application is a software designed to run on smartphones, tablets, or other mobile devices.

Mobile apps are distributed through app marketplaces, such as Apple app store for IOS devices and Google play for Android devices. They are developed by using a specialized programming language and frameworks tailored to mobile operating systems, like swift for IOS and java for Android.

SCAP mobile application is designed to serve as a dynamic repository and collaboration tool for SCAP members, the app focuses on streamlining access to the old projects and their associated members details.

FINAL PRODUCT

The SCAP mobile application is a comprehensive platform designed to meet the needs of SCAP members. It features discussion forums for sharing knowledge and engaging in group conversations, a contact system for seamless networking, and an archive of past projects for inspiration and reference. The app's user-friendly design and intuitive interface ensure easy navigation and accessibility. By integrating these features, the final product successfully fosters collaboration, enhances communication, and preserves the group's legacy, providing a valuable tool for both current and future members.

RESULTS AND DISCUSSION

The SCAP mobile application was designed to streamline communication and collaboration among SCAP members, offering features like discussion forums, direct messaging, and access to archived projects. During testing, users found the discussion forums particularly useful for sharing insights and initiating group conversations on ongoing and upcoming activities. The contact feature facilitated seamless networking and improved communication efficiency. Moreover, the inclusion of archived projects provided members with easy access to past work, inspiring new ideas and ensuring knowledge continuity within the group. Feedback highlighted the app's role in enhancing member engagement, simplifying access to resources, and promoting collaboration, ultimately achieving its intended goals.

MATERIALS USED IN CONSTRUCTION

The materials used to develop the mobile application:

- The programming language: React Native
- Android Studio
- Visual Studio code
- Backend and database: Firebase, Node.js

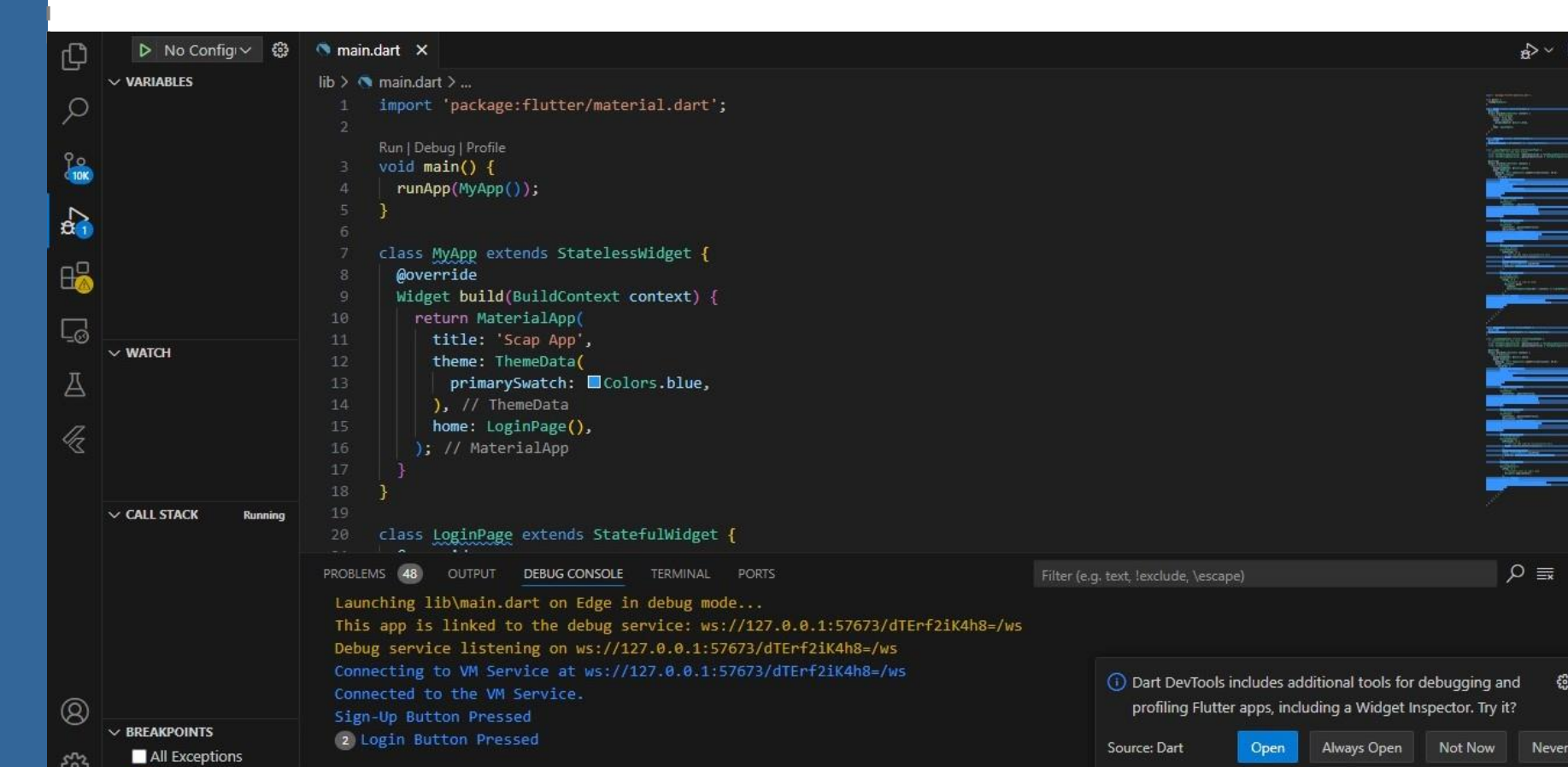


Figure 2. Development.

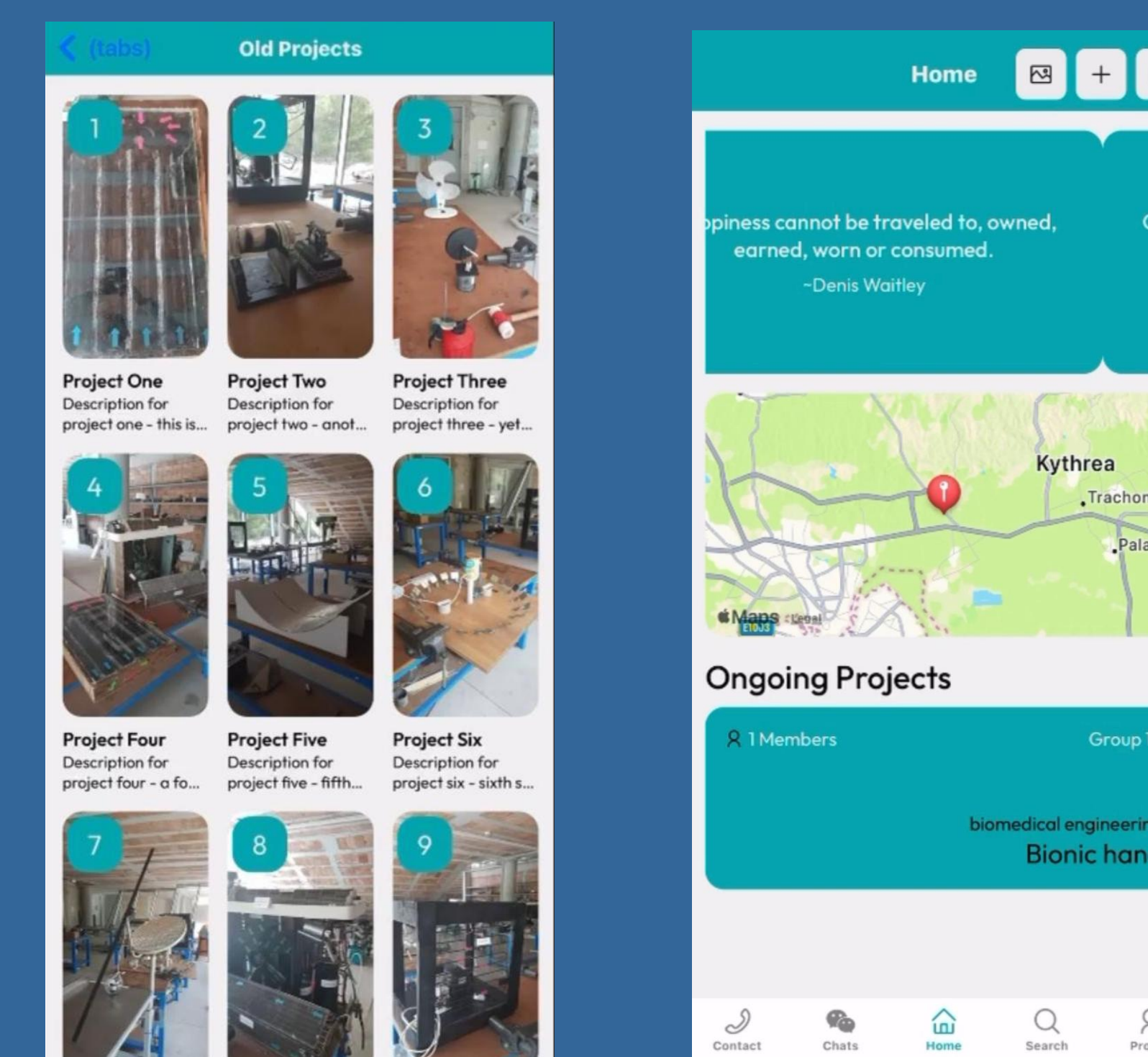


Figure 3. Final Project

CONCLUSIONS

The project was developed successfully. The figure 1 is one page of the mobile application where the Scap members can communicate and help each other and facilitate the collaboration, and they can also access the archived projects. The SCAP mobile application will serve as a valuable tool for engaging members, sharing resources, and strengthening the group's community.

REFERENCES

- FREECODECAMP
- W3SCHOOL.COM
- UDEMY.COM



Figure 1. SCAP logo.