PROJECT REPORT

Mobile App Development

Experiential Learning Activity

(B.E. – 1st Semester)

Mobile App Development

(Stopwatch app)

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Project Report: Stopwatch Application

Introduction:

A stopwatch is a handheld timepiece designed to measure the amount of time elapsed from a particular time when activated to when the piece is deactivated. Stopwatches are commonly used in sports, science experiments, and cooking, amongst other things. The objective of this project is to create a digital stopwatch application that can be used on a smartphone or other digital devices.

Objectives:

To design and develop a digital stopwatch application.

To provide a user-friendly interface that is easy to use and understand.

To implement features such as start, stop, reset, and lap functionality.

To ensure the accuracy and reliability of the time measurement.

Features:

Start: This feature will start the stopwatch when activated.

Reset: This feature will reset the stopwatch to zero when activated.

Flag: This feature will allow the user to record the time elapsed at a specific point during the stopwatch's operation.

Pause: this feature allows to pause the time and starts from the same time when you resume.
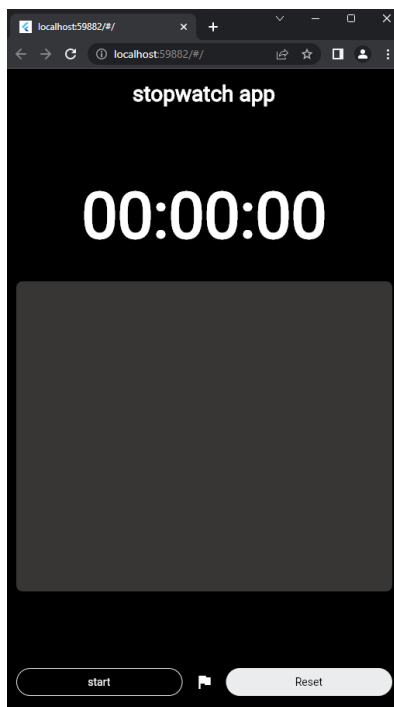
User Interface Design:

The user interface will be designed to be simple and intuitive. It will consist of a digital display that shows the elapsed time and four buttons, labeled Start, Pause, Reset and flag. The buttons will be located below the digital display and will be easily accessible to the user.
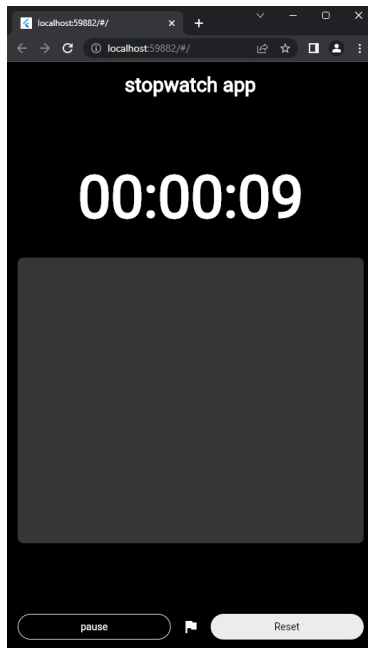
Testing:

The application will be tested thoroughly to ensure its accuracy and reliability. The testing will be performed on a range of different devices to ensure compatibility and will include functional, performance, and stress testing.

Draw the interface:

Step 1: By clicking start the stopwatch will get started.

Step 2: By clicking pause you can pause the timer.

Step 3: Click flag to record the lap timing.

Step 4: Click Start again to start after the pause of time.

Conclusion:

The stopwatch application will provide a convenient and easy-to-use solution for measuring time intervals. Its user-friendly interface and reliable performance make it a valuable tool for a variety of different applications. With the growing popularity of smartphones and other digital devices, the stopwatch application has the potential to become a widely used tool for both personal and professional use.

My Learning:

During this project, I gained experience in what it means to be a mobile app developer, and in the process, I learned the basics of APP development. At first, it was tough to navigate the Vs code and Flutter software, but over the course of the project, I got familiarized with the software.