

**Presentation app**

Project Documentation   
Mobile Informationssysteme



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**App Description**:

The app has two primary rules, allowing the user to choose between being a presenter or an audience member. A presenter can initiate a presentation of their choice using the application's functions, while a user can participate as an audience member by joining an ongoing presentation through the app's functionality.



**App Screen Overview**

**Home Page:**



The user has two options to choose from, whether to join as a presenter or as an audience member. By clicking on "Join as Presenter" or "Join as Audience," the user will be redirected to the respective page.

**Presenter Page:**



After the user has joined as a presenter, they will be directed to the presenter page. On this screen, there are two buttons and a text area to display the selected file. The first button, labelled "Choose a File," allows the presenter to select a presentation from their device storage. The second button, labelled "Start Presentation," initiates the selected presentation and redirects the user to the presenting page.

**Presentation Page:**



This screen includes a display area and control buttons to assist the presenter in navigating through the slides and potentially halting the presentation.

**Audience Page:**



Once the user has joined as an audience member, they will be directed to the audience page. On this page, the ongoing presentation will be displayed, and it will also feature control buttons for navigating between slides or exiting the presentation.

**Non-functional requirements**

**Performance:**

Response Time: The application should have low-latency responses for actions like selecting a presentation, advancing slides, and updating the audience's screens to ensure a seamless and real-time presentation experience.

Load Time: The app should load quickly, especially when fetching the list of ongoing presentations, to provide a smooth user experience.

**Reliability:**

Fault Tolerance: The app should gracefully handle errors or failures, such as network interruptions or crashes, without data loss or disruption of ongoing presentations.

**Usability:**

User Interface (UI): Design an intuitive and user-friendly UI for both presenters and audience members, ensuring clear navigation and controls.

**Compatibility:**

Ensure the app works smoothly on a range of devices (smartphones, tablets) and orientations (portrait and landscape) to provide a consistent user experience.

Scalability: Design the app to handle a potentially large number of audience members, without performance degradation.

**Documentation and Testing:**

Documentation: Maintain well-documented code and provide clear user documentation or guides to help users understand how to use the app effectively.

**Findings and Improvements**

* Implement strong user authentication for presenters and audience members to ensure that only authorized users can initiate presentations and join as audience members.

* Implement a backup and recovery mechanism to ensure that presentation data is not lost in case of unexpected failures.
* Identify an alternative mechanism to enhance synchronization with the database and prevent potential failures.
* Include emojis for reactions and a text area on the audience page to enable users to provide feedback about the presentation.