



Software Engineering

Project:

WEATHER APP

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Goal:

To develop a cross-platform weather app using flutter and dark language by applying the principles and best practices taught to us in the Software Engineering course.

System Users:

There will be 1 main user of this mobile app:

1) Client:

The client will use the app for gathering information about live weather.

2) Admin

Admin/Developer will code the app, and will be responsible for maintaining the app and adding new features over the lifetime of the app.

List of Features:

This app will be built using:

- Hybrid app that will work on both android and ios
- Live web data using multiple APIs
- Networking using http package
- Json parsing
- State Management
- Stateless and Stateful widgets

Tools and Techniques used:

1) Flutter

In order to develop a cross-platform app that works on both Android and iOS we will be using the Flutter framework.

2) Dart Language

The flutter framework is based upon Dart programming language which will be the main programming language in this course.

3) Visual Studio Code

The IDE used in this project will be visual studio code.