

**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.

1. **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.

1. **Dart Language**

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

1. **Visual Studio Code**

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