

Design Parser for iOS & Android

Vural Can SISMAN, Mustafa İPEK, Erhan YUMER Assoc. Prof. Dr. Aydin KAYA



Çankaya University, Department of Computer Engineering

Abstract

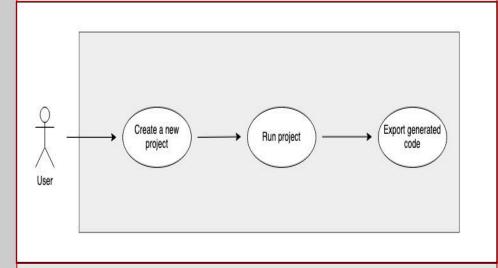
The area of parsing has been a desolate area in the last few decades but still stays an open research problem. The aim of the design parser project will be able to receive and process our very own markup language in Java language. Project aims to develop a kind of React Nativeish framework to help users with decreasing coding time significantly.

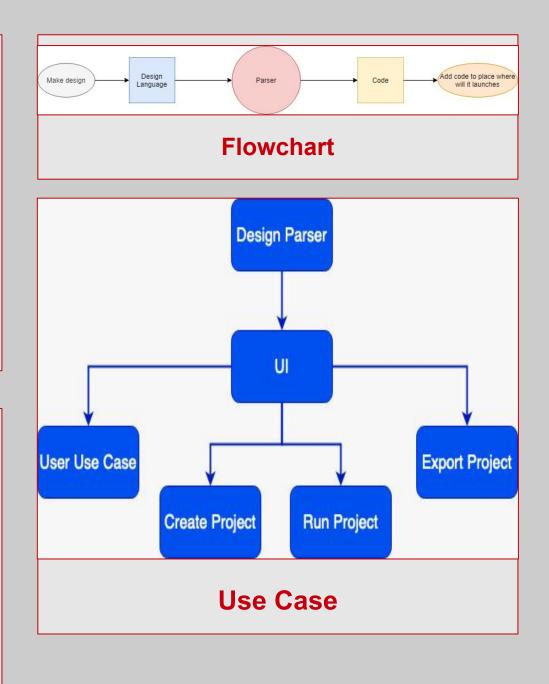
Introduction

Our goal is developing a kind of React Nativeish framework to help users with decreasing coding time significantly. We will make more responsive design which are not readily implemented in current available systems. In this project, we will create our very own markup language and parsing the given text and converting it to Android GUI or IOS GUI design code.

Solution

Project aims to develop a kind of React Nativeish framework to help users with decreasing coding time significantly. We will make more responsive design which are not readily implemented in current available systems. In this project, we will create our very own markup language and parsing the given text and converting it to Android GUI or IOS GUI design code. Then, we will make the markup language suitable for Android or IOS platform. Finally, we can show the design we created at the screen responsively. We are going to build this application on Android Studio, XCode, Visual Studio Code and Java. Also we will use algorithms and techniques belongs to data structures, visual design and code evaluation.





Acknowledgement

We are grateful for the guidance we have received from Assoc. Dr. Aydin KAYA. The help we received from him was a great asset to improve this project and ourselves.

Results & Conclusion

At the end of CENG 407 & CENG 408 courses, the development stages of a software project, literature review and its importance, moreover, writing Software Requirements Specification and Software Design Documents, were mastered on a real-world project. In this process, Literature Review, Software Requirements, Software Design and Test Plan documents were written. Details of the studies can be examined in these reports.

Group Members



Quarantine days meeting due to Covid-19

