BSc in Software Development

Year 3

COMP07030 Software Design Project

*TG4 Cross-Platform News App*

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GitHub Link: https://github.com/Chrissweir/FYP\_TG4\_News\_App

# Introduction

*For my project I chose to do a Cross-Platform news app that was requested by TG4. This app would be required to work on Windows, Android and IOS systems. I decided to use Apache Cordova as my tool to create this app. I aimed to create an app with a similar theme of that of TG4’s website. The app would read an RSS feed and output its content, the user would also be able to request the news in either Irish or English with Irish being the default. From there the user would be able to click on a news topic of their choice to see more about it. They would also be able to share that news via social media services such as Twitter and Facebook. Social media icons would appear in the footer of the app to allow the user to browse TG4’s official social media accounts. I would also create a push notification service to alert the user of new content available on the app when the RSS feed was updated. However, I was unable to get the details view of the news, sharing over social media, and the push notification to work.*

# Architecture of the solution

I am using Apache Cordova to create this project as the client requested that the app must be cross-platform and must be presented in a manner befitting the native devices. Cordova comprises of HTML5, CSS3, and JavaScript for cross-platform development, avoiding each mobile platforms' native development language. Applications execute within wrappers targeted to each platform, and rely on standards-compliant API bindings to access each device's sensors, data, and network status, etc. There are several components to a cordova application. The following diagram shows a high-level view of the cordova application architecture.



I had many other choices of technologies that I could have used such as PhoneGap and Ionic Framework as they are all Hybrid Cross-Platform development frameworks. However, I chose Cordova as I have previously worked with Ionic Framework (which uses Cordova as backend) and I wanted to try something else. Adobe PhoneGap is a distribution of Apache Cordova that additionally provides integration with Adobe’s utilities and services. I had no plans to use Adobe’s services so I decided not to use PhoneGap.

# Class diagram and Data Model

*This section should include a class diagram and data model as well as the reasons why they were designed as they were.*

# Technologies used

*This section should describe technologies you used, for example the programming language(s), database environment, development environment, and other technologies.*

*It should also state why these technologies were used – this could be because you wanted to gain experience using a particular technology, or because it was a client requirement.*

The client requirements stated that this app must be a cross-platform app, therefor I decided to use Apache Cordova as it is an open-source mobile development framework. It allows you to use standard web technologies such as HTML5, CSS3, and JavaScript for cross-platform development, avoiding each mobile platforms' native development language. When deciding upon my project I always had the idea of further developing my skills with HTML, CSS and JavaScript, and for me Apache Cordova fitted in perfectly to help me improve my knowledge of these languages.

Throughout developing my app I had been testing it locally on my Window 10 laptop. Once I created a stable enough version of my app I decided to test it on my Samsung Galaxy S7 Edge running Android 6.0 Marshmallow. As I developed my app further I continued to test it on Android. I would have liked to test it on IOS however I did not have means to do this as I did not have access to an Apple Mac nor IOS device in order to build and deploy my app on it.

# Problems Encountered/Solved

*This section should document any problems you encountered during the development of your project and how you overcame them.*

*Perhaps you spent some time looking at a particular technology/algorithm, but decided it was not appropriate for your project.*

# Conclusions

*This section should discuss what you learned from the process and from the work you did.*

*This is a key reflective portion of the write up.*

# Recommendations

*This section should contain your recommendations. For example, how could your project be further developed? What would you do differently if you were to start again?*