TRIPS SL

I. Summary

The project is to create a Hybrid-mobile-application using any mobile application framework such as Apache Ionic, Angular UI or Phone-Gap to create an Hybrid-app.

Native apps

Native apps are installed on the device and accessed through the app icon on the device itself. They are installed through an app store (Apple's App Store or Google Play). It is specifically developed for one platform and it can take full advantage of all the device's features like camera, contact list, compass and GPS. Native apps can use the device's notification system and work even when there is no internet connection.

Mobile web apps

Web apps are websites that look and behave like native apps. They are run by a browser and typically written in HTML5. Users first access them as they would any other web page. Often, they would be redirected to a special URL and then be prompted to "install" the web app by creating a bookmark to that page.

Web apps are only able to utilize some features of the device, like GPS and tap to call, while native features like notifications remain unavailable.

Hybrid apps

Hybrid apps combine the best of both worlds. Like native apps, they have to be downloaded in an app store and are able to utilize any of the features the device has. As for the web app part, they rely on HTML being rendered in a browser embedded within the app.

So why hybrid?

1: Reduced cost of development across multiple platform

When developed across multiple platforms (iOS, Android, etc.), the same HTML components can be used for different mobile OS. This significantly reduces development costs and effort.

2: Retaining full use of device features while making maintenance easier

Unlike a pure web app, a hybrid app can fully utilize all the features available in the smart device. But while a purely native app can also use all of the features of the device, maintaining it is complicated for both users and developers. Updates have to be rolled out in the form of a new version, which requires users to upload. A hybrid App bypasses that, as maintaining the content is as simple as updating a webpage, and can be done when needed.

3: Combines the best of both worlds

When connected to the web, the hybrid app offers its full variety of features and content, but when offline, it still retains much of its advanced offline capabilities. It has increased visibility because the app can be distributed via app stores or via search engines.

II. UI

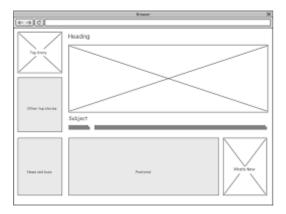
User Interface: Is an interaction between a Human and a computer. The goal between the human and the computer interaction is for the machine to do the human's needs and wants for example programming your microwave and old video recorder.

III. UX

User Experience: Is an interaction between a client and company and manipulation of human behavior. The process applies by manipulation of human behavior and continue updates of usability, example a company web-app that clients use every day needs to be updated for better experience use of the client.

III. WIREFRAME

Wireframe: is a screen blue print of a device or a visual guide that represent the skeletal of an application.



V. Mock-Up

Mock-up: is a scale or full-size model of a design or device.

VI. Target Group

Target audience: is a defined group of people who are interesting as recipients of marketing. A target group can be children - for example, when toys are marketed on TV.

I. Prototype

Prototype: is an early sample, model, or release of a product built to test a concept or process

CSS

Cascading Style Sheets (CSS, in Swedish style template) is a language that describes presentations for a structured document such as fonts, text size and color. The technology is a way to customize the document with regard to computer type, screen resolution, color depth and installed fonts.

HTML

(HyperText Markup Language) is the web's most basic building block. It describes and defines the content of a web page. Other technologies besides HTML make a description and web page appearance (CSS) or functionality (JavaScript). "HyperText" refers to links that link web pages with each other, either within a single website or between different websites. Links are a basic aspect of the web. By uploading content on the internet and linking it to pages created by other people, you become an active participant in the World Wide Web.

Why web app

The web app used to create deluxe packaging the new sections is to reach all car owners in Sweden and the world via the internet and because of web app runs in a browser.

JavaScript

is a prototype-based scripting language that is dynamic, weakly typed and handles functions as first-class objects. JavaScript is mainly used on the client side in web applications, ie executed in a browser's JavaScript engine. When JavaScript is used in web browsers, it works on an interface called Document Object Model (DOM). Usually, JavaScript is embedded in, or included from, HTML pages. Examples of applications include inspection of filled fields before the form is sent to a server, features for displaying or hiding parts of a page, and switching ad images at a certain range. JavaScript can also be used for more advanced features of a browser such as games and image processing.

Cordova

is a mobile application development framework originally created by Nitobi. Adobe Systems purchased Nitobi in 2011, rebranded it as PhoneGap, and later released an open source version of the software called Apache Cordova. Apache Cordova enables software programmers to build applications for mobile devices using CSS3, HTML5, and JavaScript instead of relying on platform-specific APIs like those in Android, iOS, or Windows Phone. [9] It enables wrapping up of CSS, HTML, and JavaScript code depending upon the platform of the device.

II. Trip SL

The Trip-app is an application for transportation. It provides components for searching through the transportation system around the world. It also provides possibility to pin point locations around the world.



