After considering the user requirements of the application the learner will use Rapid Application

Development techniques to build a functioning mobile application that allows the user to perform

various actions, for example:

1. Navigate through the application

2. Add, view, retrieve and update content such as text, images & video.

3. Access appropriate device resources for example contacts, pictures and calendar

Evidence for this assessment may take the form of:

· A project schedule listing activities and timeline available

· An app design document identifying for example the GUI design, code snippets required,

data requirements and platform specific APIs required to build the application

· A functioning build of the application than runs in a simulator or on a device

· Testing report detailing the app functionality and reliability with screen shots

· App review evaluating the effectiveness of the design and also outlining possible future

development.