Report

My project is called Rabbit Music. It is an app meant to bring new music to users. It is meant users to view new music that is released that week and then comment what they think about the music and read what others think about the music. There is no such thing to allow users to share their thoughts on music in the same weekend that they are released.

The project was build in Ionic 2, a mobile development framework. Ionic 2 allows developers to create a web app that will run on any mobile platform. Ionic uses html and css for the layout and aesthetic of the app and typescript for the functionality. This was my first time using Ionic so that was a fun learning experience. I have never done any form of mobile development before this semester so I really enjoyed learning how mobile apps are actually developed. Typescript was the biggest learning curve for this project when it comes to programming languages. I have never used a scripting language before but I found that once you start to get the hang of it, it is pretty easy to keep picking up on.

I used Firebase for my database for this project. It is a google hosted database service. I originally started off using an SQL database for this project and I honestly wish I could have stayed with that. I feel that it would have made some of the functions a lot easier and more efficient. I had a very hard time getting SQL to link to Ionic 2 so I did some research and found Firebase. Firebase runs real time which is a big reason that I wanted to go with Firebase. I thought that this would make the pushing and reading of comments much faster. I also found that there is a lot more documentation on Firebase with Ionic 2 so this made it easier to be able to learn and get my backend working.

My project went through a lot of changes throughout the semester. I reworked how I was navigating to each page and displaying them completely. I originally wanted each artist to have their own page but I went with each genre having its own page so that I could list all new music across a wider range more effectively. The html and css part of my project went extremely well though from start to finish. I found html and css to be very easy languages to pick up on. The more I played around with them the better I could get my app to look. In the end I really do love the way that it came out.

If I were to do this project over again I would do it a bit different than I did. I would have started this project off as a website instead of an Ionic 2 mobile app. If I would have done this I would have been able to work with an SQL database which I am much more comfortable working with than Firebase. I don’t use any features or functions on a phone that would require my project to be a mobile app. I do not plan on going that route now though.

Overall I learned more doing this project than any other class I’ve taken while here at Ole Miss. I spent a lot of time doing research and pushing myself by using all new languages with this project. I learned a lot about mobile development and back end to applications. I never realized how much went into them. I had to make a lot of chances in my time management for this project and I feel that I took a lot away from that. After this project I feel much more prepared for taking on a job after graduation. This project showed me that I have the skills to figure stuff out when it comes to computer science and coding. I may not have known anything about mobile development or back end but I learned throughout the semester and am pleased with the outcome.

In the coming months I plan on continuing to work on this project. I am focusing on getting the user profiles to work properly. I need to get the admins working so that I can make sure users can’t add or delete music. I also want to work on getting the comment system working as well. I have it where it overwrites the last comment that was posted so I am looking into fixing this error. I think I have an idea on how to solve this thought. Another thing that I am going to focus on this summer is linking with the Spotify API. I want to allow users to listen to sound clips of songs and then be able to click a link to take them to the page on Spotify for that music. I have a goal to try to launch my app on the Play Store by August. This is going to be my main focus this summer while I take a few weeks off before I move to Raleigh, North Carolina. I look forward to being able to devote much more of my time to this app and see where it goes.