* Briefly summarize the requirements and goals of the app you developed. What user needs was this app designed to address?

This application was built in leu of a scenario from SNHU. I picked the following one.

**Inventory App**

**A database with at least two tables, one to store the inventory items and one to store user logins and passwords.**

**A screen for logging into the app. Note that this should also be used to create a login if the user has never logged in before.**

**A screen, with a grid, that displays all items in the inventory.**

**A mechanism by which the user can add and remove items from inventory.**

**A mechanism by which the user can increase or decrease the number of a specific item in the inventory.**

**A mechanism by which the application will notify the user when the amount of any item in the inventory has been reduced to 0 (zero).**

**The application was made to these specifications.**

* What screens and features were necessary to support user needs and produce a user-centered UI for the app? How did your UI designs keep users in mind? Why were your designs successful?
* How did you approach the process of coding your app? What techniques or strategies did you use? How could those be applied in the future?
* How did you test to ensure your code was functional? Why is this process important and what did it reveal?
* Considering the full app design and development process, from initial planning to finalization, where did you have to innovate to overcome a challenge?
* In what specific component from your mobile app were you particularly successful in demonstrating your knowledge, skills, and experience?