Hello, my name is Jay Kors and this is my screencast demonstration of my application “Cellit!” in partial fulfillment of CIS280 through Rock Valley College.

App Concept:

The concept for my app came from a previous side business that I used to run. When I went to college for my bachelors degree, I would buy and sell electronics to make money in addition to my regular job. The reason I chose to do this was due to my previous jobs being in the field of electronics repair so I was familiar with it. Once I began doing it, I realized that I needed a way to manage the products I was buying and reselling, especially since I was often times doing repairs on them and needed to log how much I was spending. At the time, my solution was a spreadsheet using Google Sheets and a backend Google App Script that I wrote that allowed me to place buttons in my sheets and perform functions on my data. This proved to be a perfectly functional way to manage the devices that I was buying except that it was difficult to log them from my phone. That is where my idea for Cellit! was born. In a simple definition, Cellit! is a mobile point of sale app geared toward inventory management of electronics.

Target Audience:

Because of the nature and functionality of Cellit!, the target audience for my app is very specific. It is really aimed at people like myself who shop locally through online services like Craigslist, LetGo, Offerup, and Facebook Marketplace to find electronics in certain conditions and for prices that make them worth purchasing to resell at a profit.

App Category:

I would consider Cellit! to be a utility as its sole purpose is to manage data with a specific flow.

Challenges:

I faced a lot of challenges while working on this app, mainly due to my lack of expertise in Swift programming and programming methods with interface builders that allow “drag and drop” and “connection” functionalities to program. Some specific challenges I faced where adapting standard protocols such as: segues, unwind segues, passing data between views, UserDefaults and CoreData, and general Swift syntax to my app design.

Successes:

With the challenges, I found many successes, many of which being the overcoming of each challenge. Unfortunately, personality is one that attempts to continue to try a certain method when in reality, there may be a much more efficient (or at the very least a functional) solution to the problem that I was working on. This resulted in time management issues as I would spend hours attacking (how to perform an unwind segue for example) when maybe I could have gotten away with using standard segues for all of the navigation in my app (although I would think that it is not a best practice). Overall the biggest success to me is that inspite of not having 100% of the features that I had originally planned, in the end what I do have is purposeful and functional.

What to add if I had more time:

All the things that I would add, I plan to add in my free time after completing the course. I would address the features I did not get to implement such as a running database of items that were sold as well as calculations for the revenues and profits of those items. I would also add more configuration to the app overall such as some user adjustable settings that could enhance the user experience