7-2 Submit Project Three

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**Option 1 - Warehouse Inventory**

1. **What will be included in your app’s description and what kind of icon will best represent your app once it is made available in the app store?**

What will be included in my app’s description is a warehouse inventory that can help administrate what will be in stock and what needs to be kept in stock when it reaches to a low count in the inventory grid list files. The one icon that will be represent my application is a delivery package which goes from one location to another. Best to be represented as a package box tapped from the top with two arrows that are shaped around the box which are going in a cycle path. Now to be best presented in the app store, I think a viewer or user will be intuitive to download this application to the need of their business requirements to continue to organize and keep records notated when new inventory is available or whether some old inventory items need to be removed. Either way, I believe that the applications content, UI design, and functionality can be self-driven for a new user to work with on their casual business priorities.

1. **Which version(s) of Android will your app successfully run on? Have you included the most current version? Note that with each version of Android, new components are introduced that add considerations and challenges in the development.**

I have used some of the older versions and including one of the versions of Android API level platform which have been introduced to be like a SMS Manager text message; for example, this feature was added in the API level 19. This feature can manage SMS operations such like sending data, text messages, and PDU SMS messages. Some of the new components in which are used in the versions that Android API level have are used to bring a different perspective view to the application for example if you would use a toast instead of a snack bar in an activity from the application. Where the toast has been used in API Level 1 ever since and it has basically been used in an activity to simply show an informative message to the user, but not execute an operation. As for the snack bar, this feature has been added in the API Level 23 and can show inside an activity an informative message but can also handle user input and be swiped to be dismissed. Also, I had included SQLite as an embedded database to store as much information for the mobile application to be efficient in storing new inventory, functionality to read inventory, ability to update new inventory, and have the functionality of deleting any inventory. This CRUD operation has been designed to help assist with any new data that will be relative in the layout from the application to work as prompt.

1. **What permissions will your app ask for? Be sure these are only permissions that are necessary for your app to run. For example, does your manifest ask for permission to record phone audio when your app does not use it?**

The permissions that my mobile application will be using is the send and receive SMS messages. These two permissions are implemented in the AndroidManifest.xml file and they are well known to be used when a user with a phone number would like to receive notifications on new inventory or if they are running low on inventory. As it will help any user this application, then the feature will keep the user in the loop in case there is new or low inventory capacity in the grid from the list of items shown. To enable this feature of SMS message notifications, they must accept the message they receive before going into the inventory directory page.

1. **What is your plan for monetization of the app? Consider whether your app will include ads, require a one-time payment, both or neither.**

My plan for my mobile application to be monetized is to consider making an E-mail listing at first. Reason is due to many users rarely do change their email addresses where any emails used in this mobile application will help us keep track of our consumers that will be in-purchasing any feature. Which makes an [email marketing campaign](https://buildfire.com/email-marketing-examples/) an easy way to make sure users see our app’s program content and prioritize their engagement. Emails also keep my brand application at the forefront of a customer’s mind which also makes them a better target when they are going to consider using my mobile application services. Analytical reports have said that a tweet’s lifespan is just over an hour, while the total life of a Facebook post is only a few hours. For emails, however, it has a lifespan of twelve days. Although, the best way to gather those email addresses is to add an email subscription membership form to this mobile application (Anonymous, 2020). Now with this said, I can continue developing and investing in my application on expanding the functionality features that a user will need when using this app. By doing this we can have a user to do an in-purchase app payment, or I would have to license our app with Google Drive for example and have our customers sign a Google Drive account on a third-party (Google Drive page) when clicking the option in the membership form or at any time in my mobile application. If they require to have more space in the cloud to store more items which it can be an alternative route for those user’s that may be intrigued with the functionality of this mobile application. So, keep in mind by making this application free for any user in the App Store, this advantage is normally used as a strategy to have any user to gain some insight of my mobile app’s functionality. Once they are intrigued with this free app, then I can license my app program with Google Drive advertisement market company to work with me as I advertise their company each time a user needs space, or a new user is subscribing in my mobile app to take advantage of this service.

**Citations**

1. (Anonymous, 2020). *App Monetization Guide: 10 Ways to Effectively Monetize Your Mobile App.* Retrieved From: **https://buildfire.com/ways-monetize-mobile-app/**