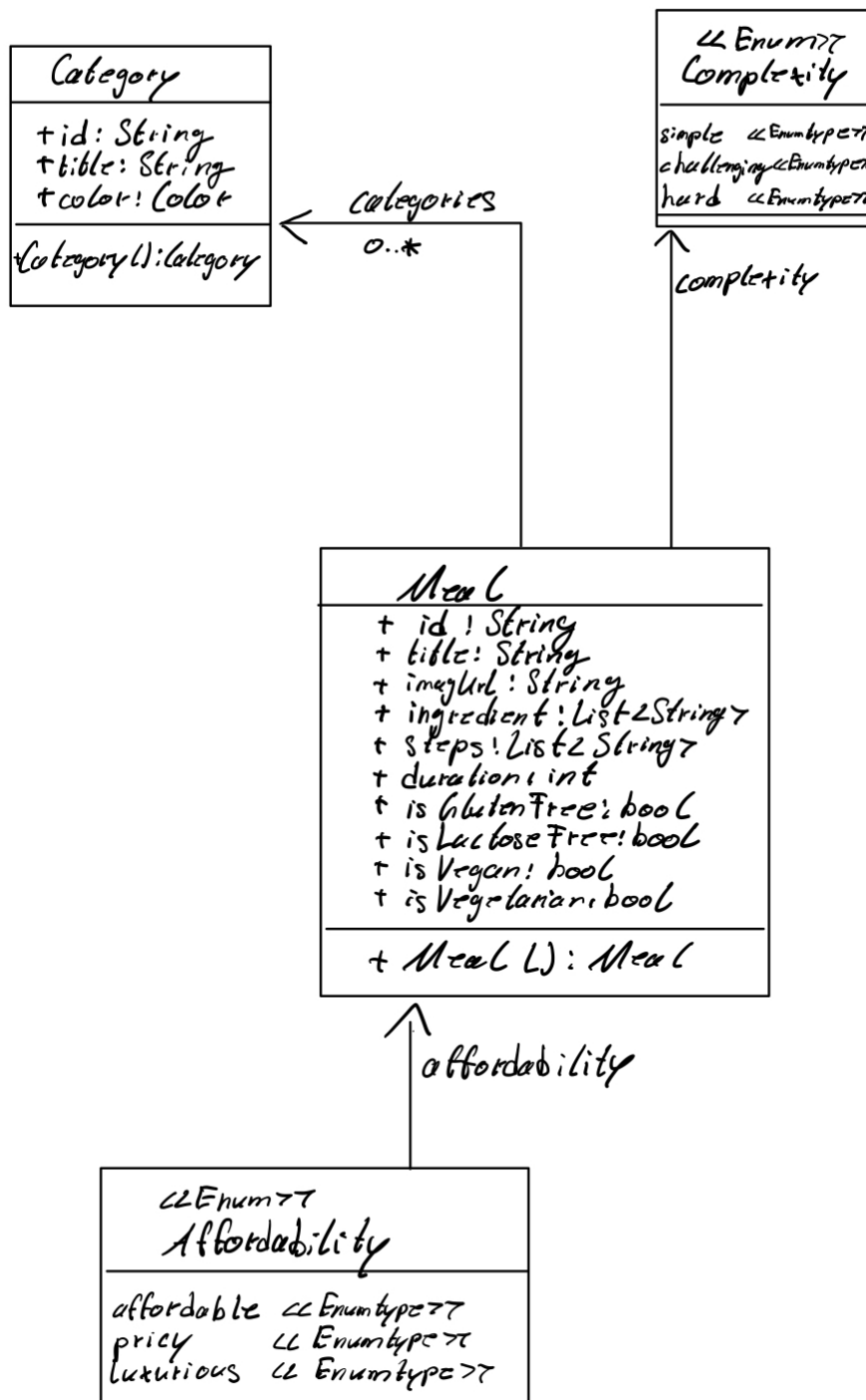


# Assignment 2

## Mobile Applications

### UML-Diagram



## **Learning from the other person related to the assignment and their style of working**

In our mobile application course, Sarah Haunhorst and I constitute a formidable team when it comes to working with Flutter. We maintain a close working relationship grounded in trust and a spirit of collaboration.

One of the ways we bolster each other is by assisting in the resolution of compiler errors. When I encounter challenging errors, I find it advantageous to leverage Sarah's fresh perspective. Given her slightly less intensive involvement in the project, she frequently offers innovative problem-solving approaches.

Our collaboration transcends the realm of error resolution. When either of us confronts uncertainties in coding, we engage in productive discussions to explore a variety of solutions, often resulting in the identification of the most suitable one. We place great importance on each other's secondary viewpoints, which bring valuable insights to our work.

Furthermore, Sarah and I act as sources of motivation for one another. Whenever one of us experiences a dip in motivation, the other steps in with encouragement to ensure that we both remain on course. Our partnership in the course is not only geared towards achieving academic success but also to cultivate a supportive and enriching learning experience.

### **Additional feature**

The user can rename a dish.

#### *User Story*

1. the user selects a meal
2. the user taps on the title of the meal
3. the user changes the title in a text field
4. the user confirms his change