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

I developed a user signup and login function. I developed a database shell that displayed information in a grid on the user’s screen. You can add, delete, update, and read from the database. I created an SMS messaging notification to prompt the user for permission and respond to the user’s response.

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?

I kept the user needs a priority in my design by focusing on what their need was, but my success was less than stellar in creating the application. I need to play around and experiment with the code as I work. This helps me fine tune and understand how it functions better.

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?

The signup and login features were important for security from accidental errors to the inventory. The database information organization and the add, delete, read, and update functionality were the backbone of the application, so therefore vital to the user. Every part of the application was for the user as it was very basic.

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?

I approach coding by thinking/planning how I want the app to work and then making or finding prices that when put together will do what I want. I believe that is how I approach most things. I determine what my goal is followed by checking it against ways to make it work.

How did you test to ensure your code was functional? Why is this process important and what did it reveal?

I ensured the code worked by using the emulator. I sometimes did it in separate pieces/components to confirm things work before I attempt to try to bring it together. It was important so I could see how the user would experience the application. It also showed me how it looked so I could make or attempt to make the app look and work the way I wanted.

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?

I was proud when I figured out how to add a background from the internet. But I had many errors, I don’t believe any specific component was better or worse, but that all my efforts were time limited. I am busy and have very structured times I can do schoolwork. As this class went on, I noticed I improved in using those times before the weekend. This is because I am learning my new job better. I am not sure I would want to be judged on my knowledge, skills, and experience in this class because it was during a transitional period of my life and not an example of what I consider my best effort.

* 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?