

MATURAARBEIT



???

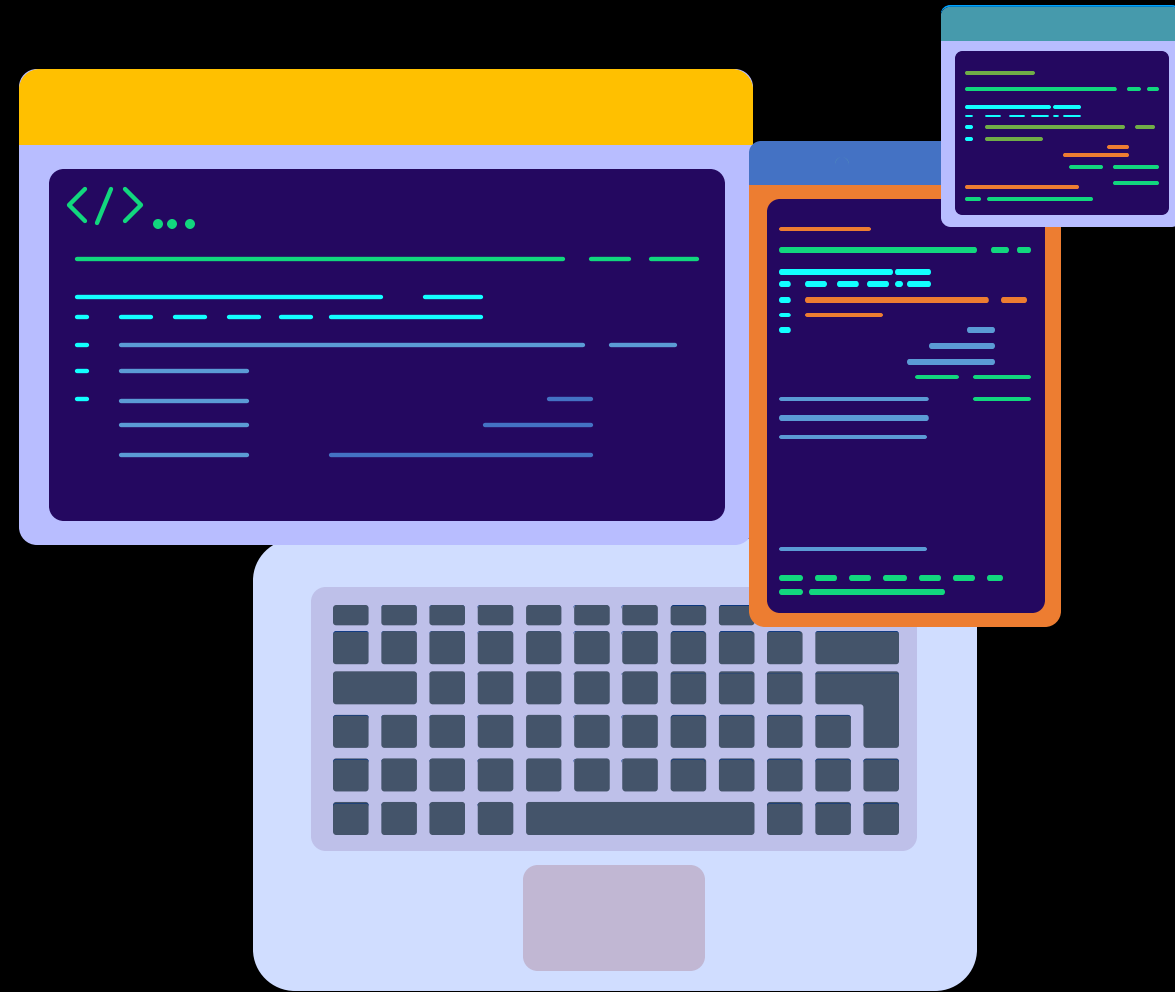
An isometric illustration of a person with blonde hair, wearing an orange long-sleeved shirt and purple pants, sitting in a white chair and working on a large laptop. The laptop screen displays a code editor with a dark background and colorful text. Above the laptop, three large, tilted rectangular screens float in the air, each displaying lines of code in various colors (green, blue, pink). The background is a solid teal color. Scattered around the central scene are various circular icons connected by thin lines, representing different aspects of programming and technology: a lightbulb (idea), a key (solution), a document with a checkmark (completion), a gear (mechanism), a Wi-Fi symbol (connectivity), and a speech bubble (communication). The overall style is modern and digital.

PROGRAMMIEREN

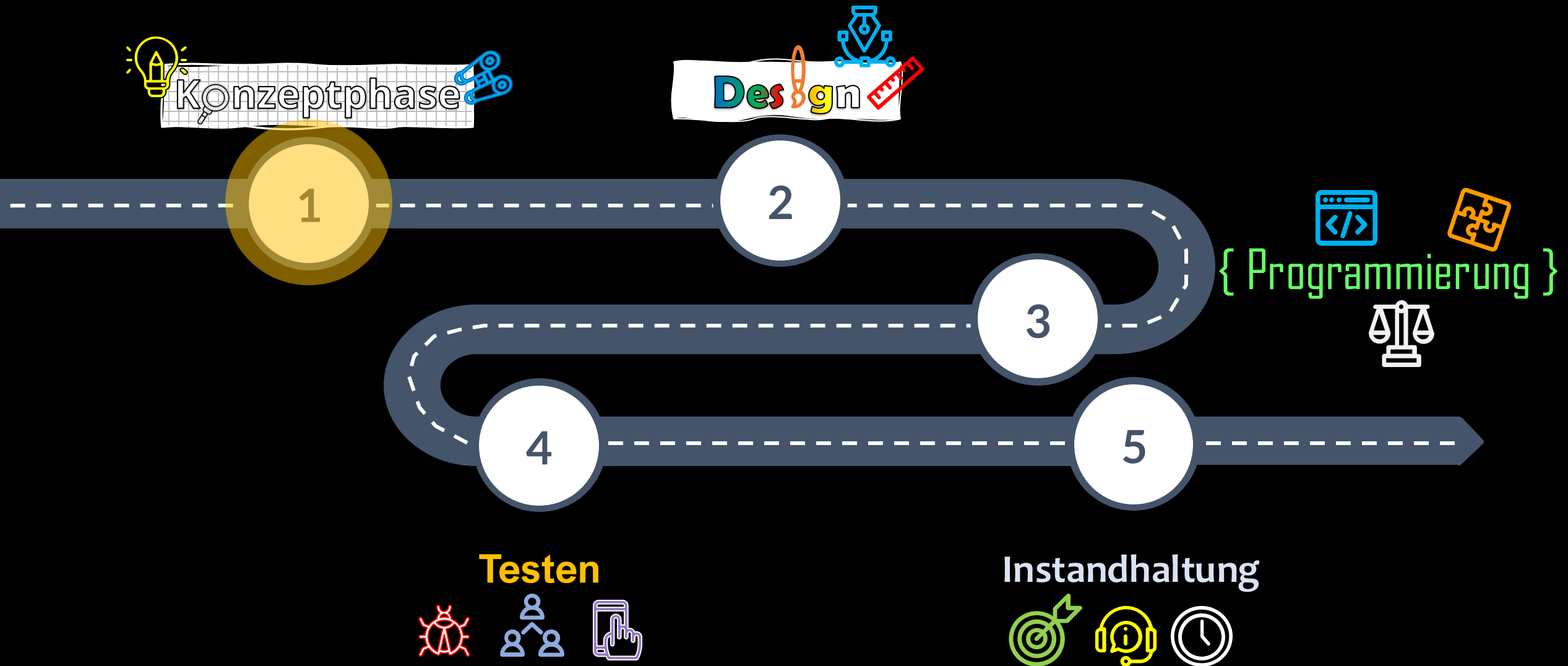
SOFTWARE- ENTWICKLUNG

1 WEBSITE

2 MOBIL APP

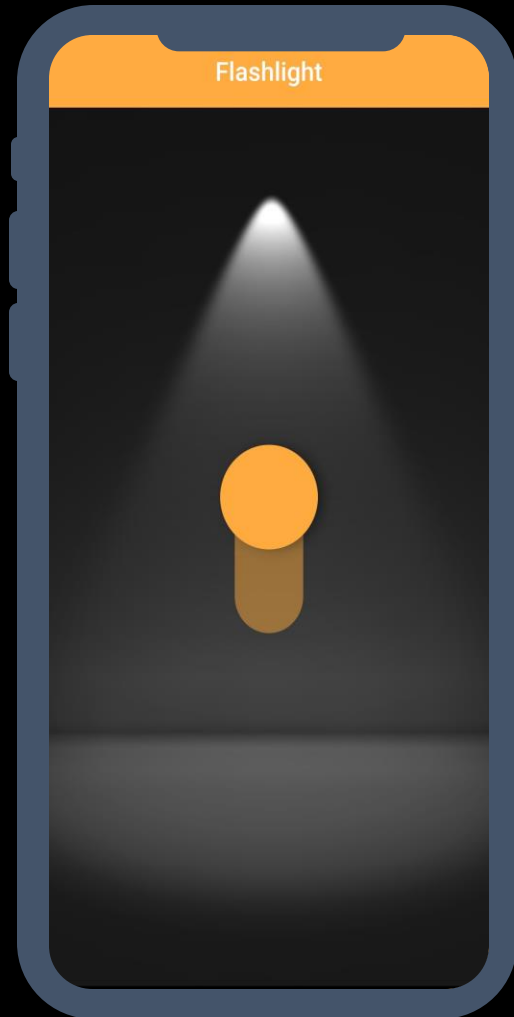


Product Roadmap



Taschenlampen Apps

Cöcu

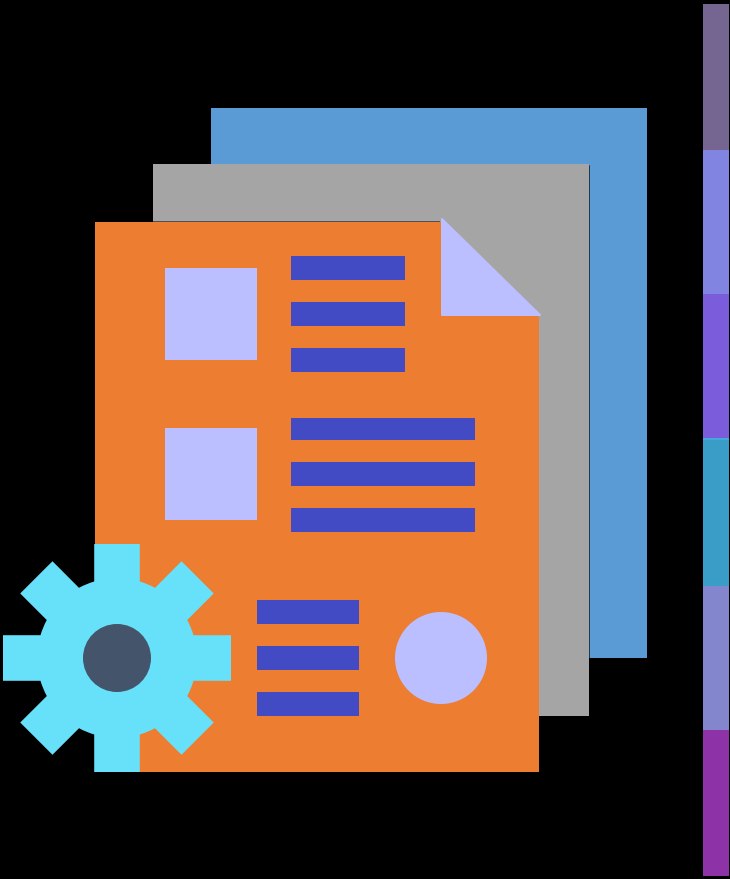


Cöcu 2



Flashlight
On January 10, 1899, British inventor David Misell obtained U.S. Patent No. 617,592, assigned to American Electrical Novelty and Manufacturing Company. This "electric device" designed by Misell was powered by "D" batteries laid front to back in a paper tube with the lightbulb and a rough brass reflector at the end [Wikipedia]





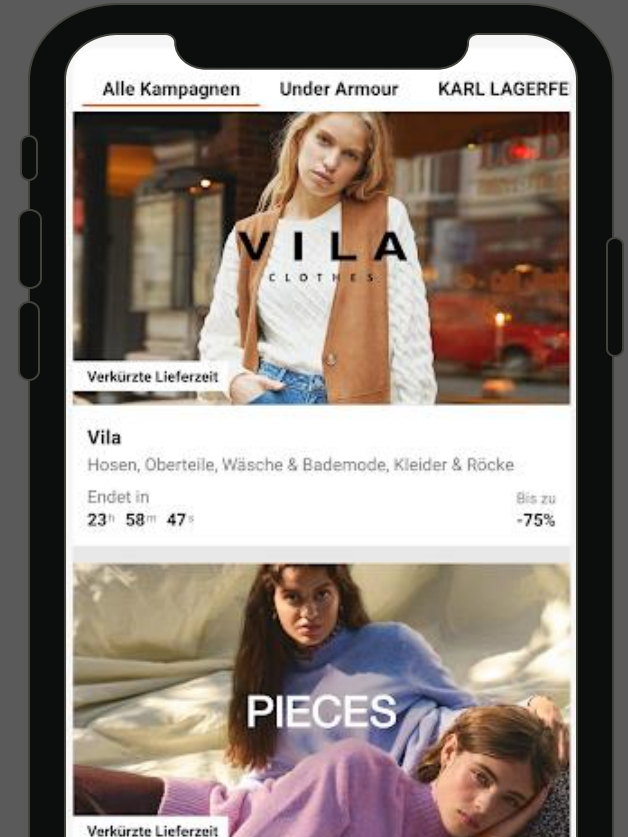
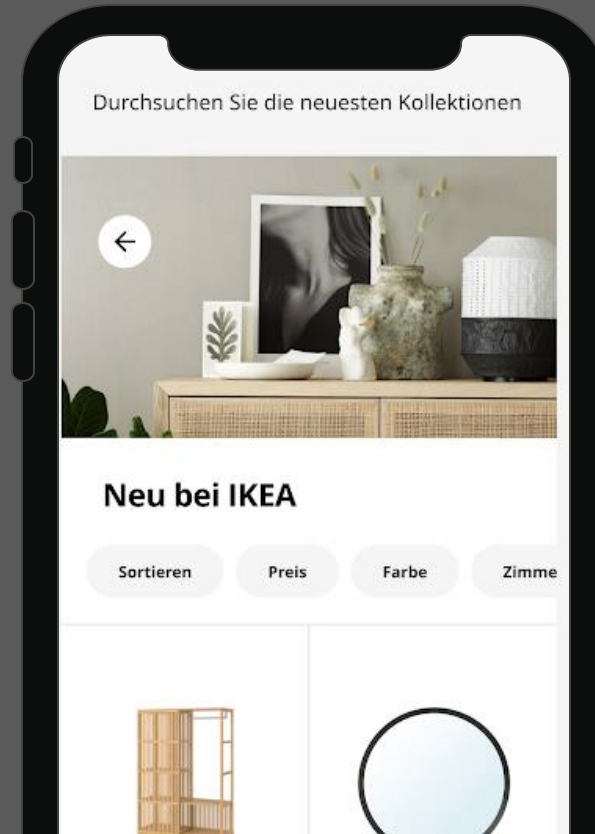
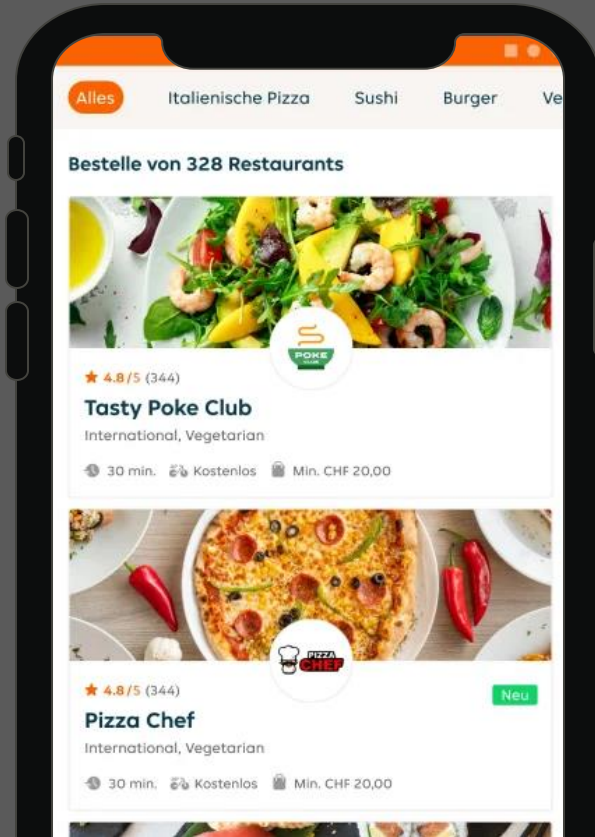
1

Konzept



E-Commerce Applikation Vorlage

Vorlage für elektronischer Handel Apps







Konzeptphase



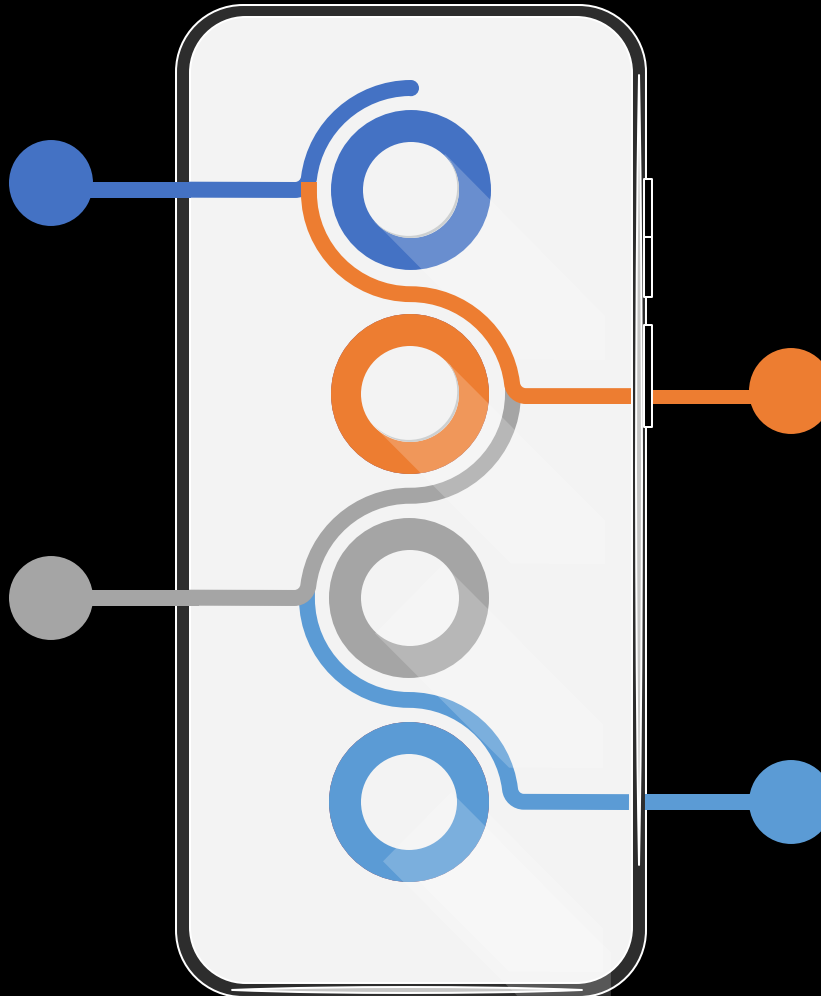
Apptyp

Cross-Plattform

Publikum

Produktanbieter

Jeder mit einer
Idee/einem Produkt
für Onlinehandel



Funktion

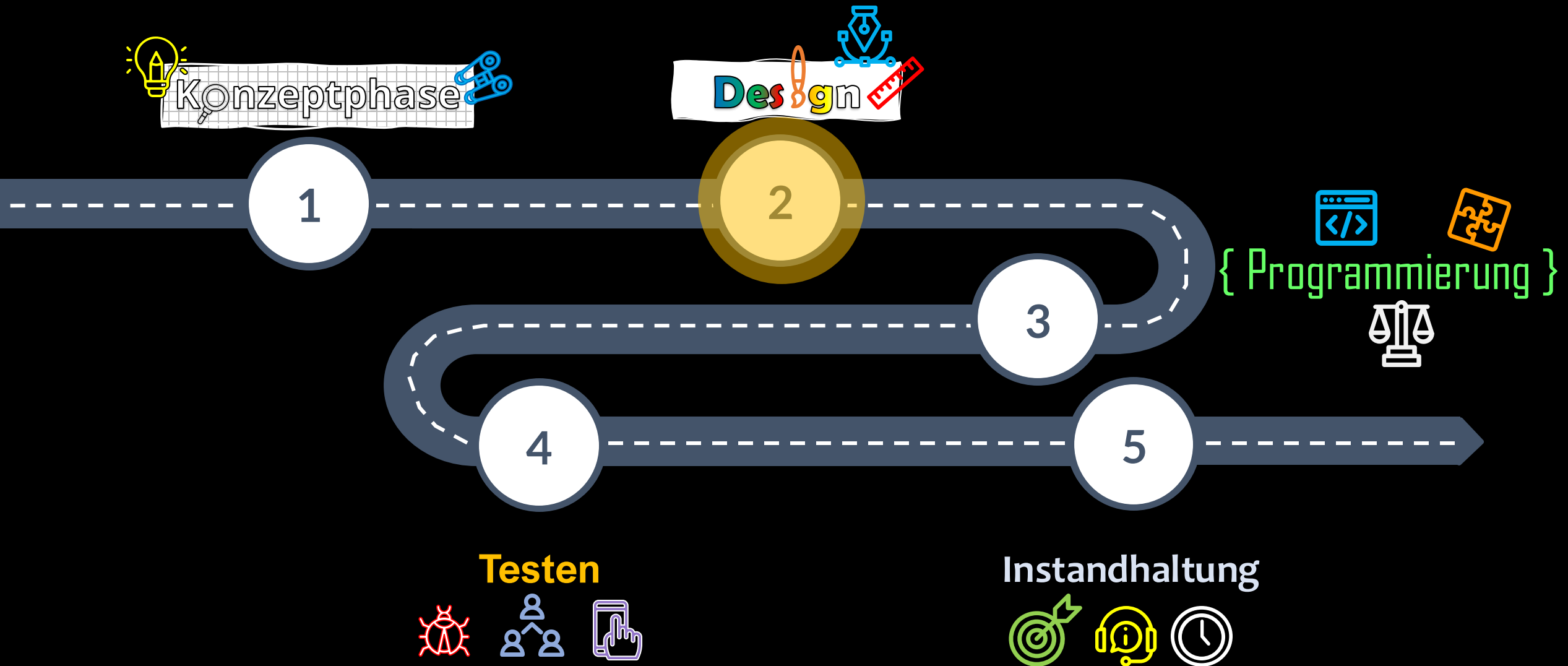
Elementare Bausteine
und Funktionen einer
E-Commerce App

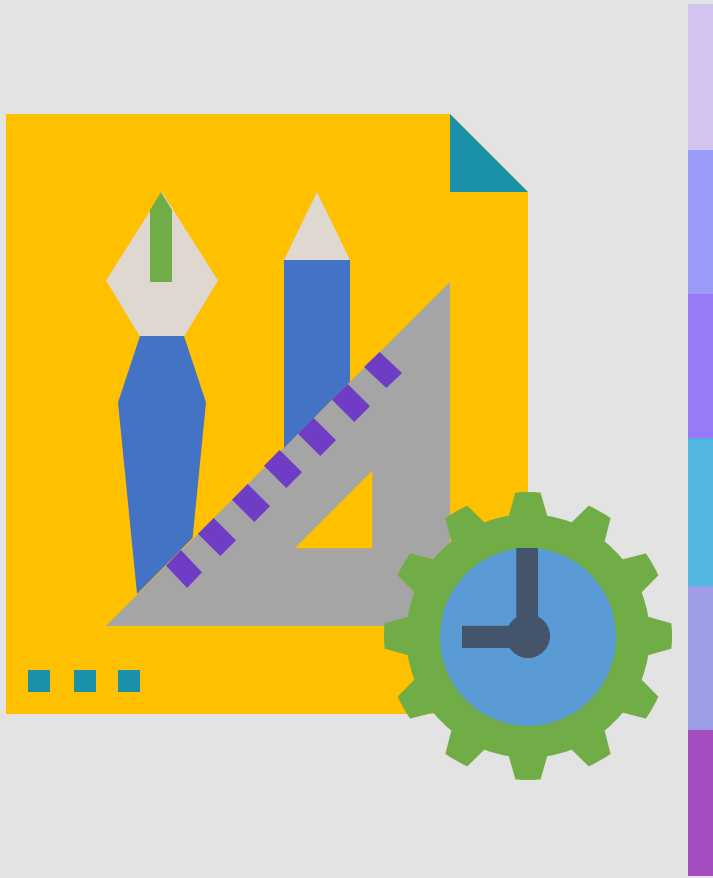
Flexibles Design

Plattform

Android und iOS

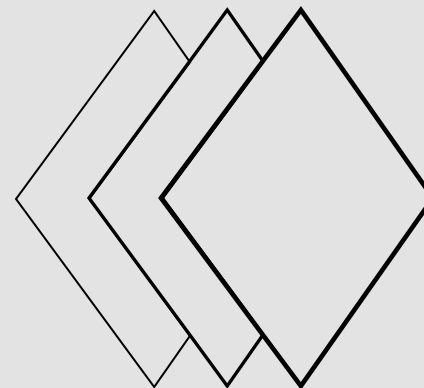
Product Roadmap



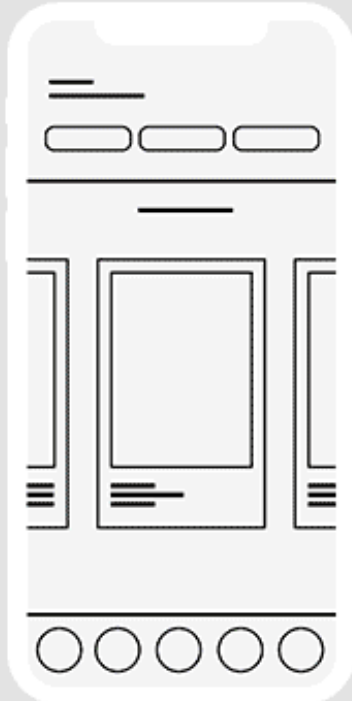


2

Design

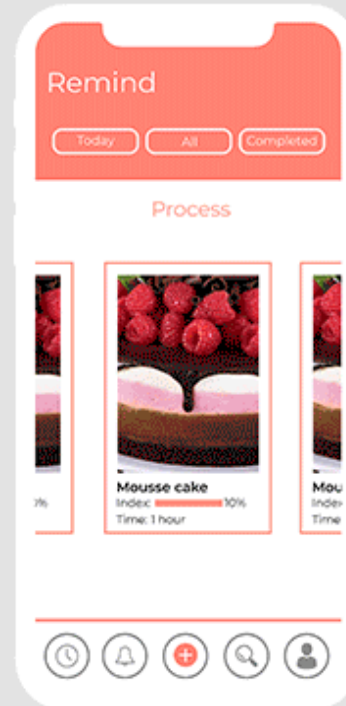


Wireframe



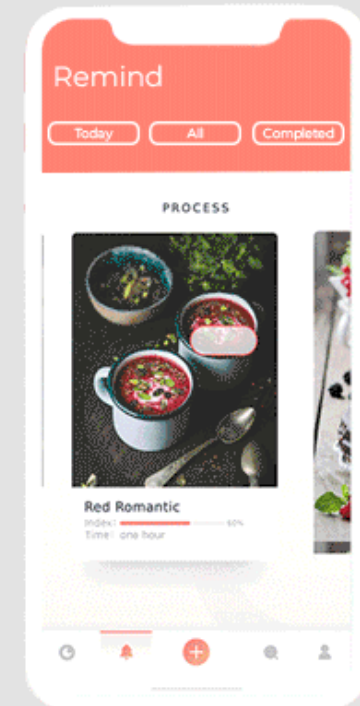
Linien, Skizzen, Schwarzweiss

Mockup



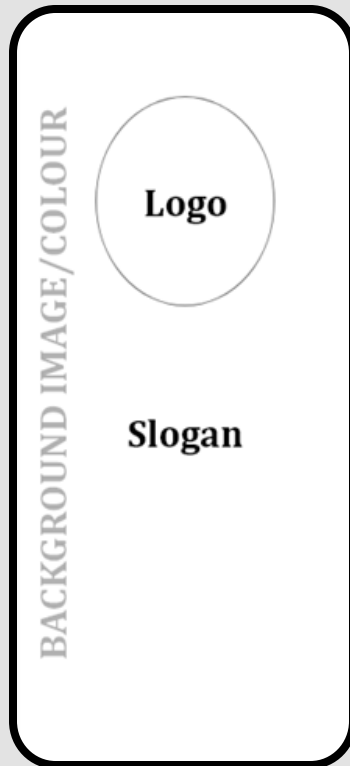
Typographie, Bilder, Farbig

Prototyp

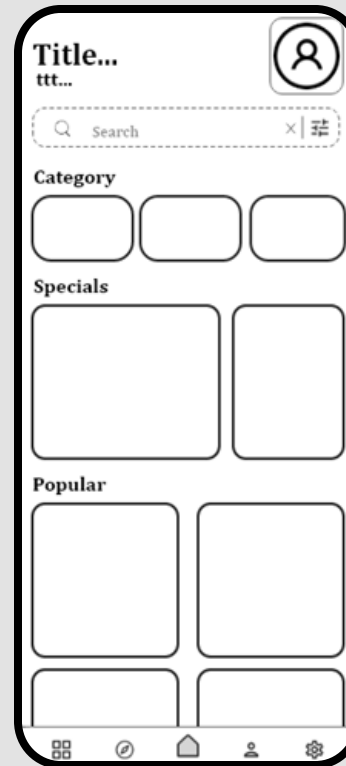


Interaktiv, Animation

WIREFRAME



Ordnung der Informationen
Verteilung der Schnittstellen



Raum
Abstände

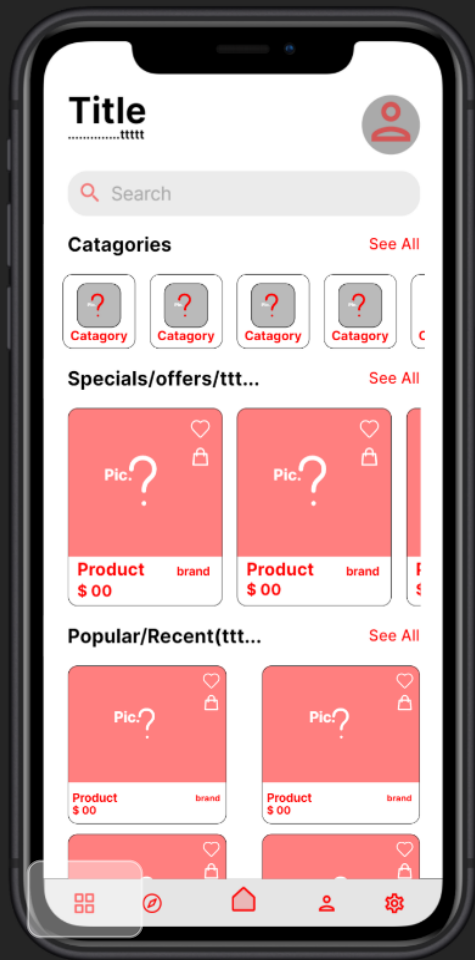


Kompliziert

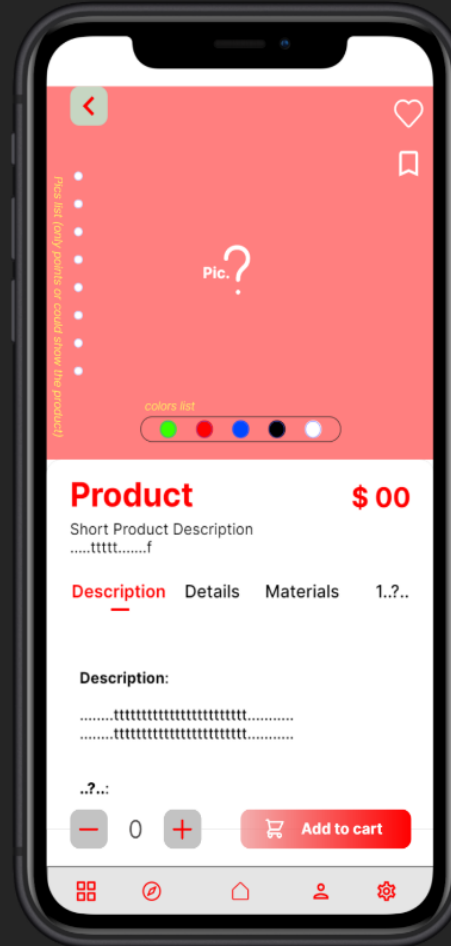
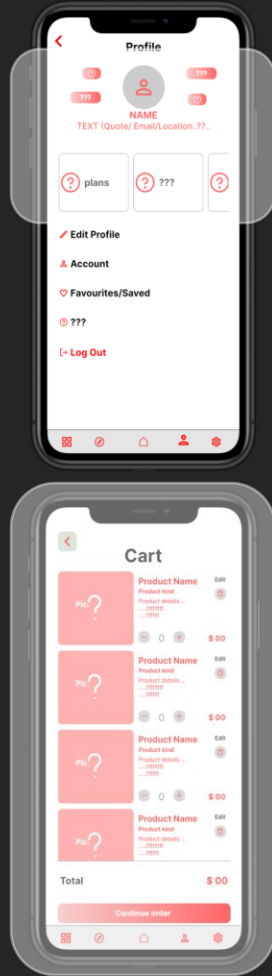
Einfach

MOCKUP

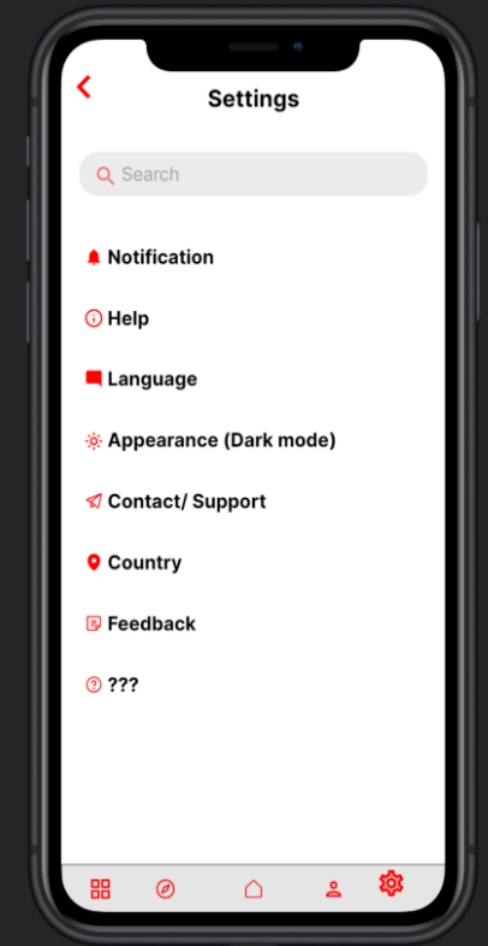
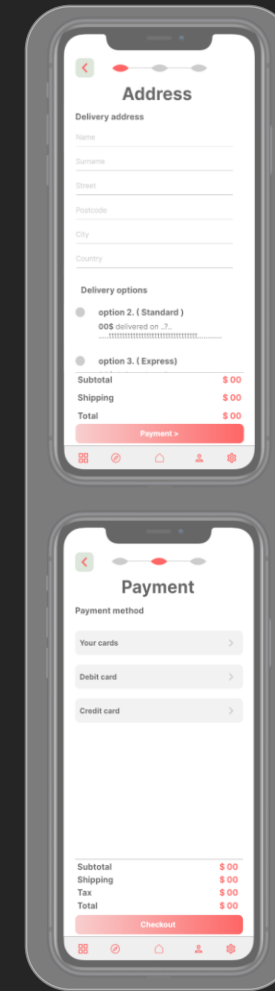
unvollständig



Visuelle Hierarchie

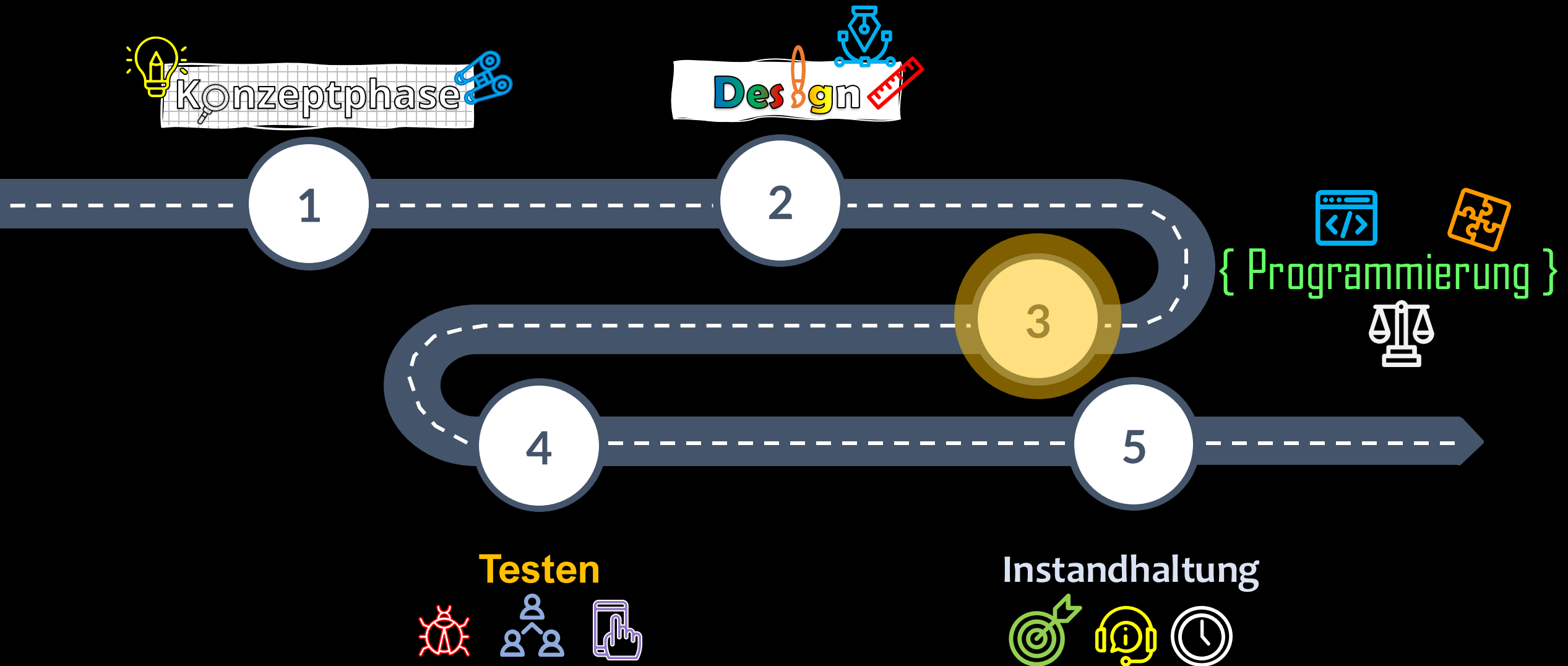


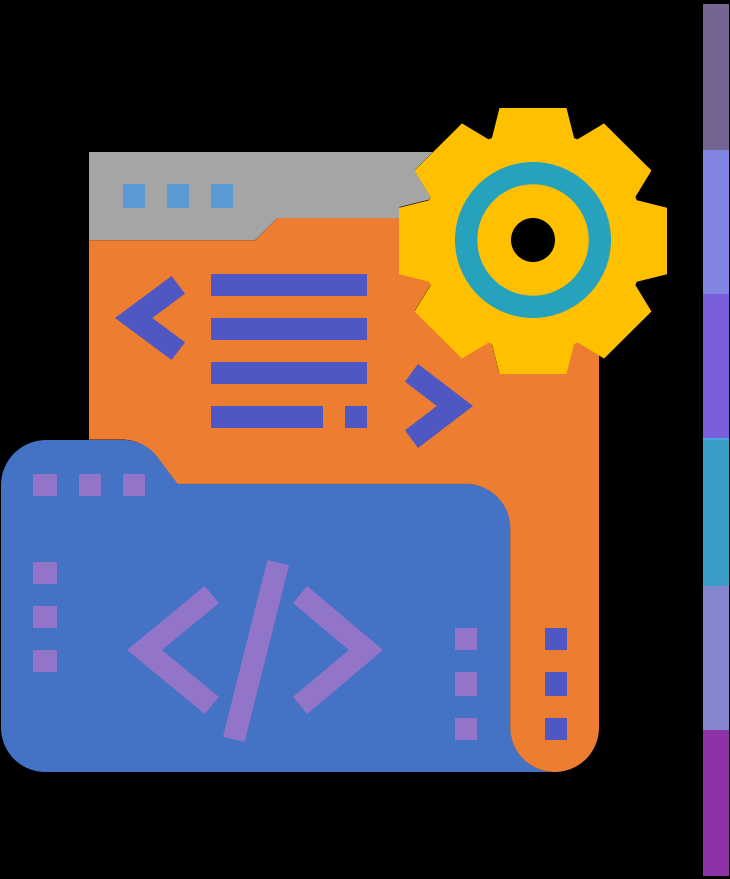
Schlicht und einfach



Wichtigkeit

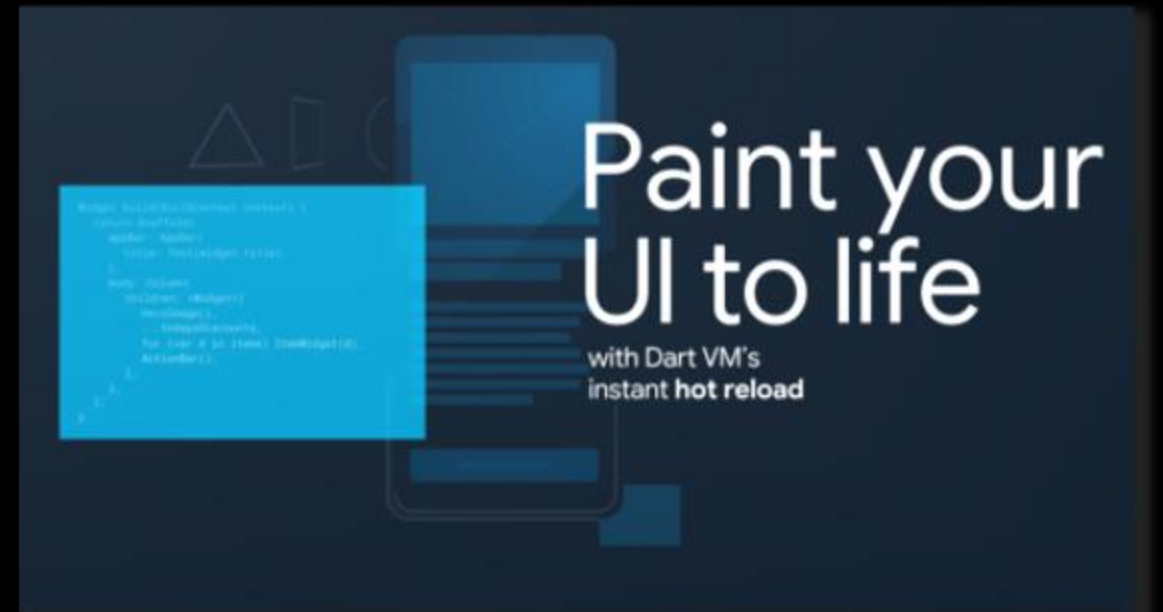
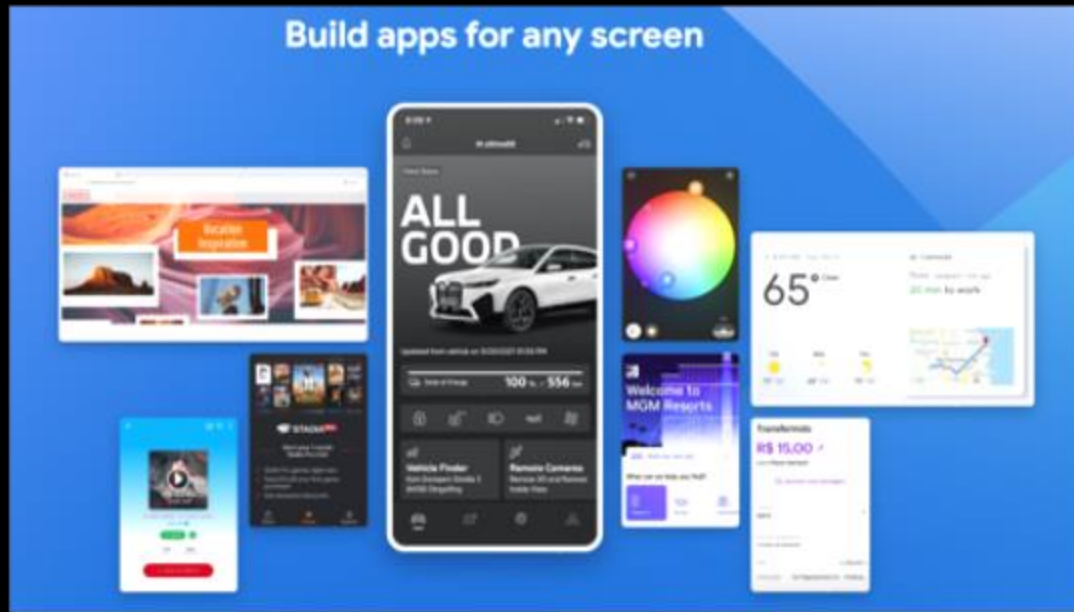
Product Roadmap





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Programmierung



Beispiel



» Çik leyiztokvan «

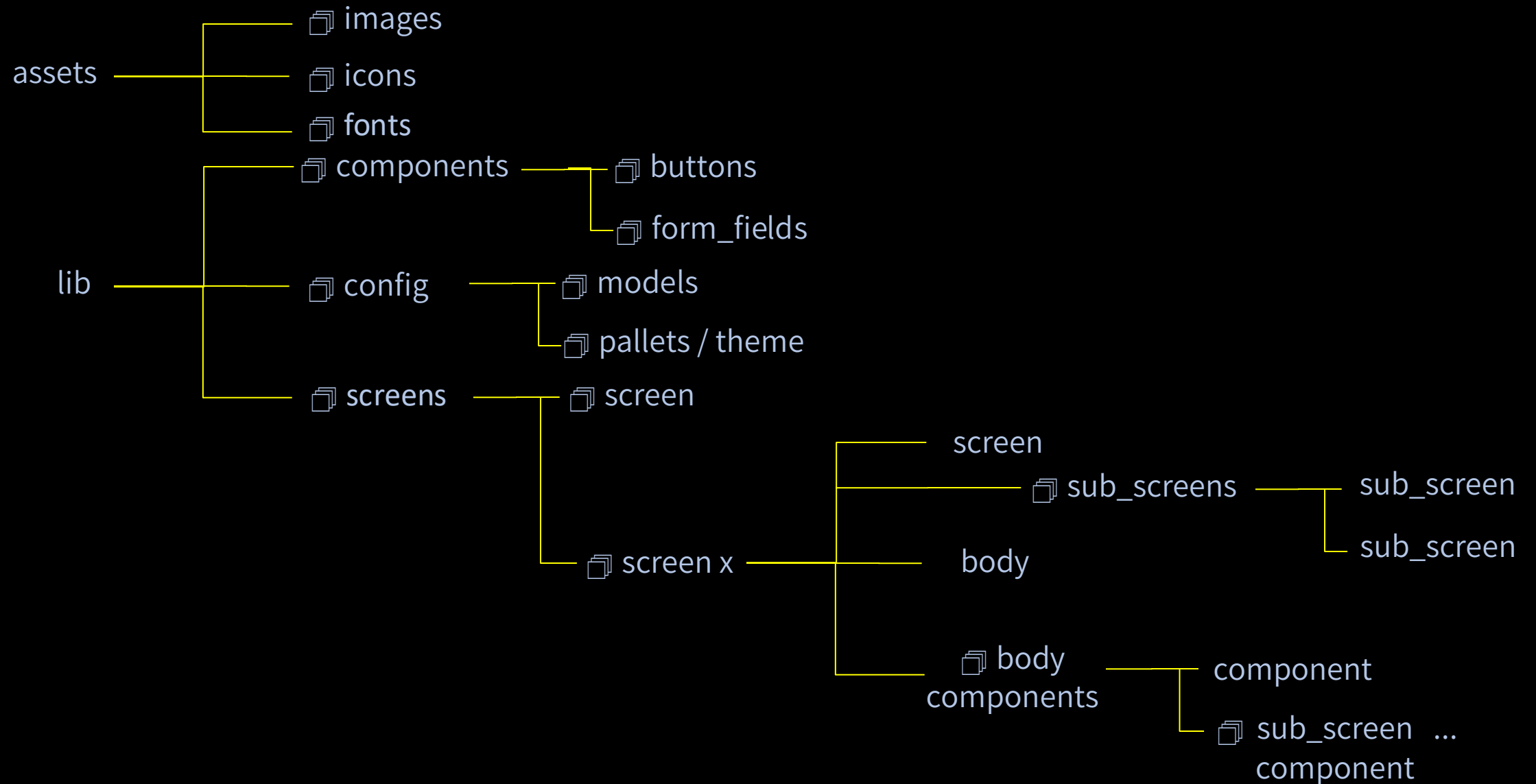


Çik

E-commerce application
template with flexible
design elements



Struktur



Vorteile

Code

- Besser lesbar
- Weniger gestaut
- Weniger Zeilen
- Einfacher bearbeitbar

Design

- Einfacher Austausch von Elementen
- Viele Körper-Screen Kombinationen

Flexibilität

Anpassbare Komponente

leicht bearbeitbar

Eigenschaften leicht zugänglich

Änderungen in wenigen Stellen

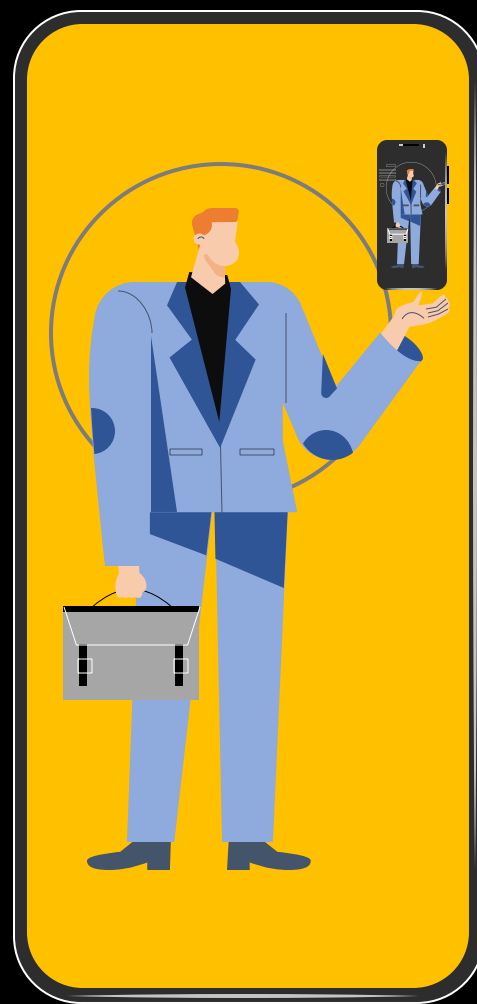
**Eigenschaften
als Parameter**

**Parameter
in Modelle**

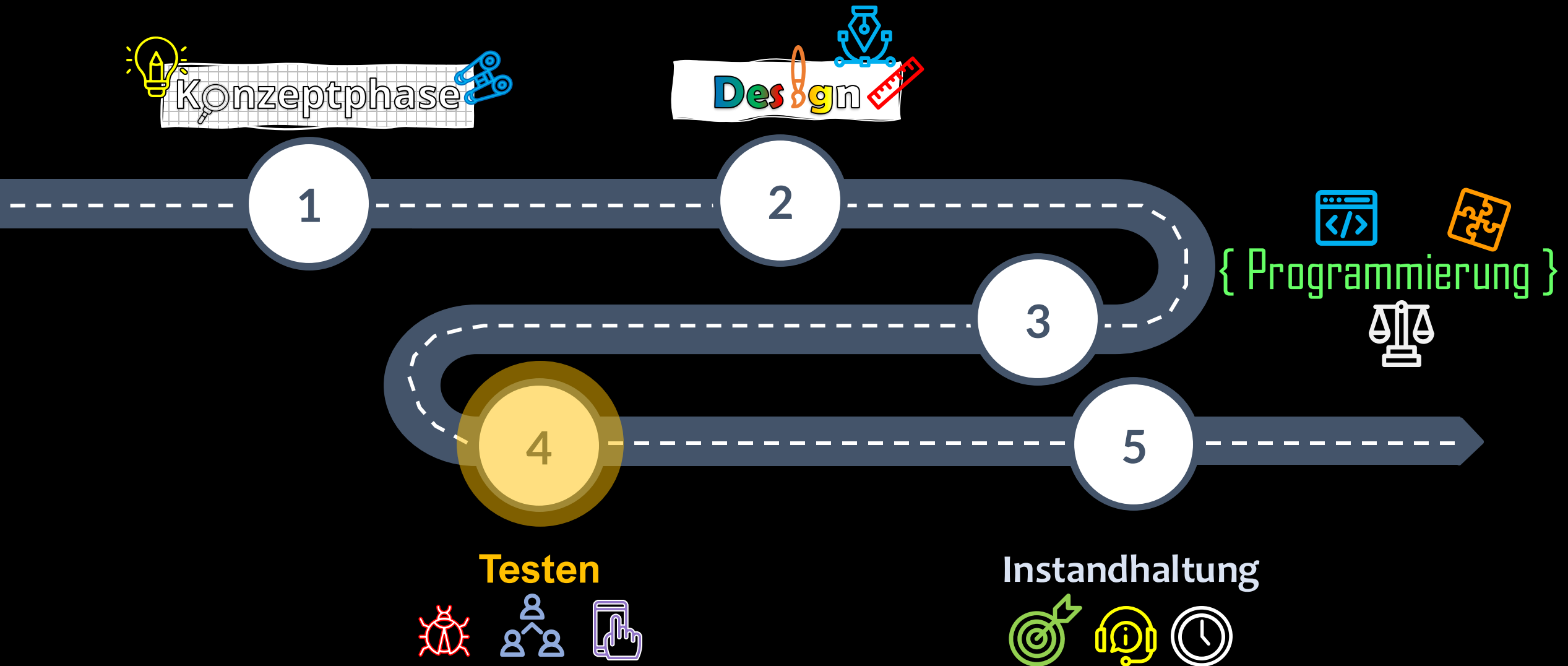
**Farbe
Ränder
Kanten
Elevation**

Flexibilität

Demo

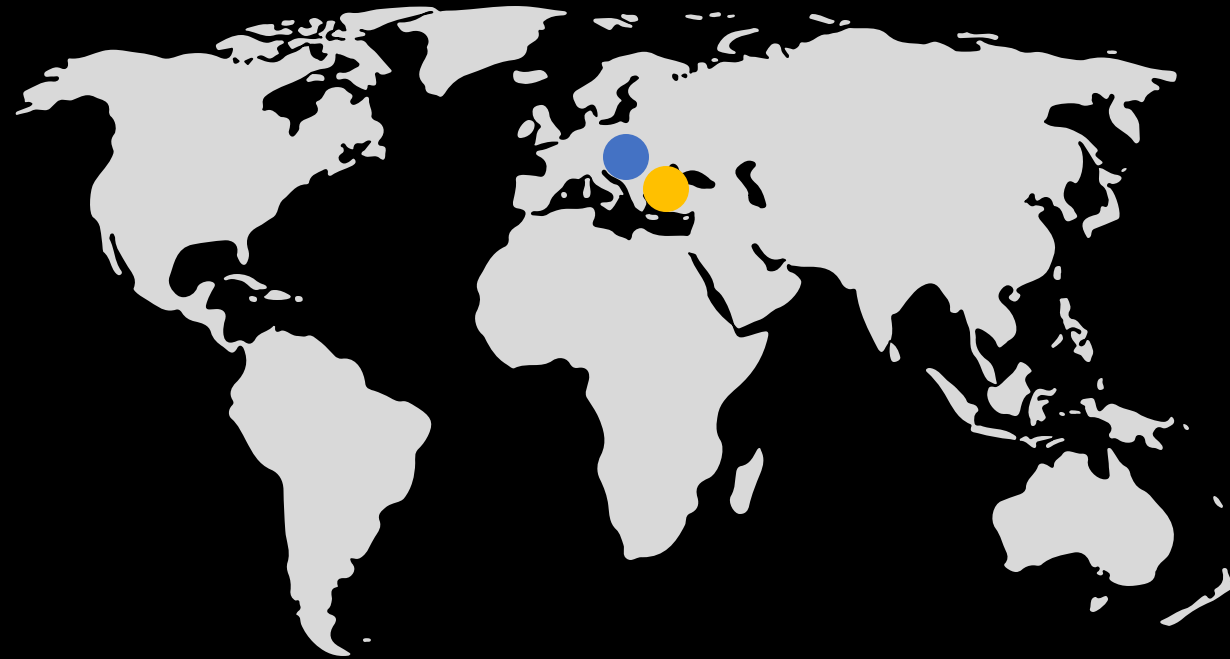


Product Roadmap





Statistik



Tester | innen

● 40%

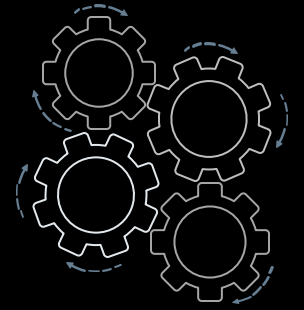


● 60%

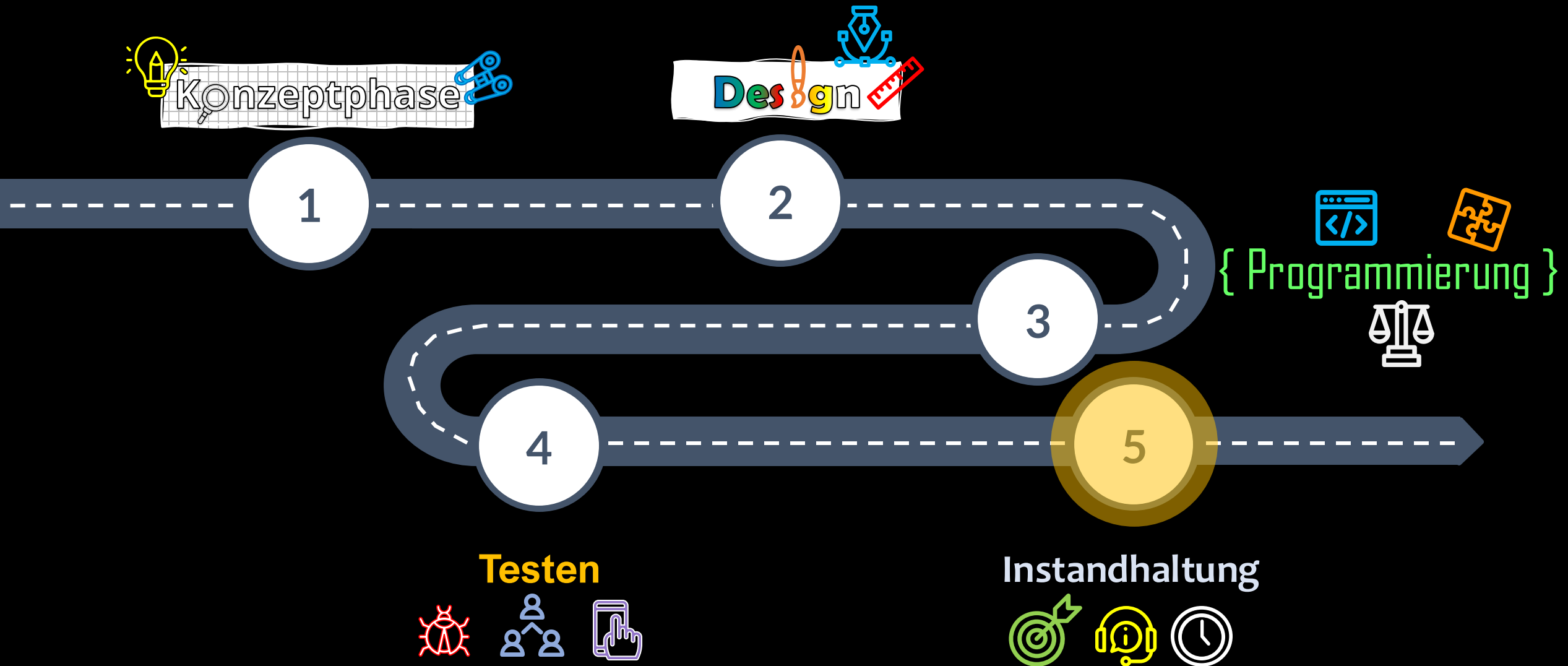


Alter

17 - 50



Product Roadmap

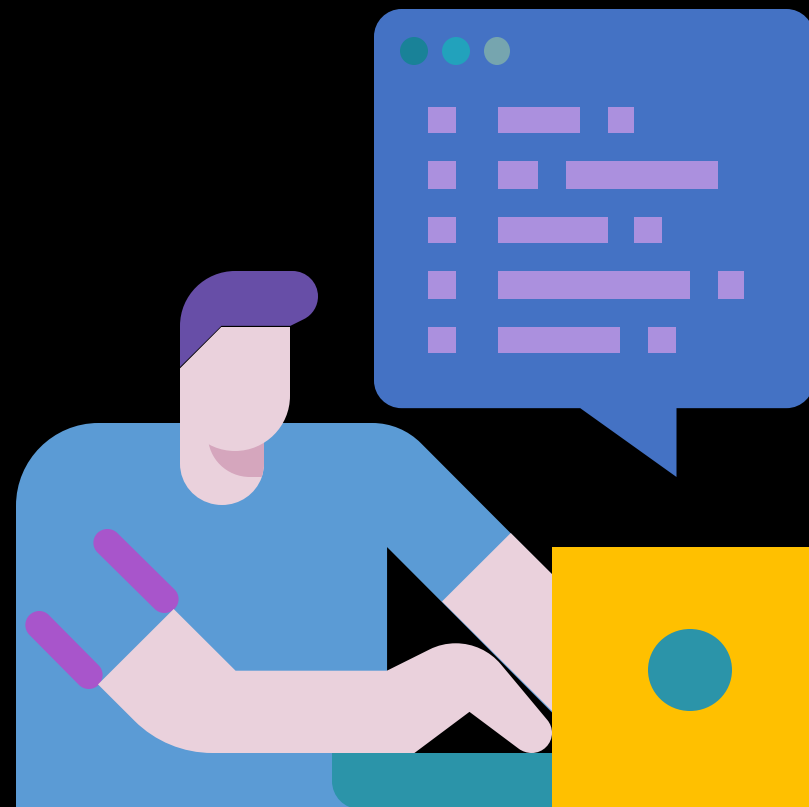




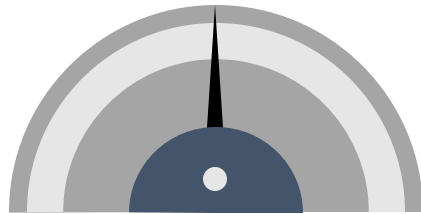
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5

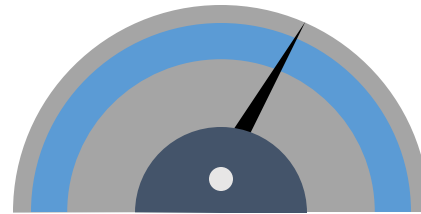
Instandhaltung



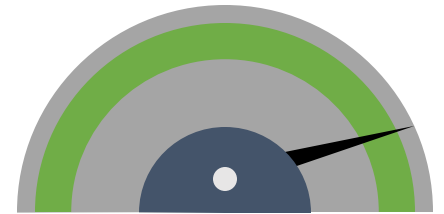
Hürden und Schwierigkeiten



Project

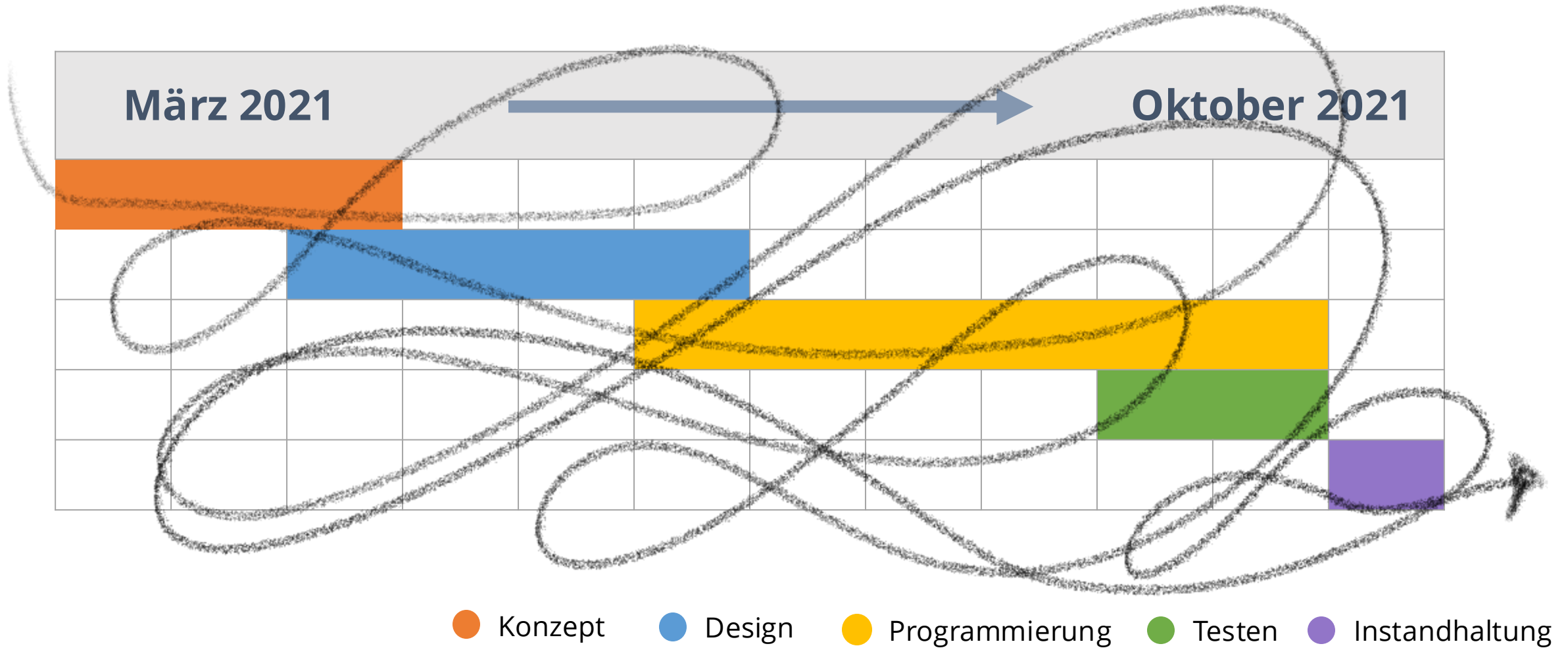


Priority



Status

Planung



Fragen & Entscheidungen



< Code >

Error on line 75, column 4: Expected a key while parsing a block mapping.

Error on line 75, column 4: Expected a key while parsing a block mapping.

WAS MACH ICH HIER?

Error on line 75,

Error on line 75,
+ CategoryInfo
+ FullyQualifiedEn

Please c
â••

+ CategoryInfo
+ FullyQualifiedEn
+ CategoryInfo
+ FullyQualifiedEn

+ CategoryInfo
B exited with exit code 1
g Streamed Install

ed to install C:\src\FlutterApp\io_app\build\app\outputs\flutter-apk\app.apk. Failure [INSTALL_FAILED_INSUFFICIENT_STORAGE]

Error on line 69, column 4 of pubspec.yaml: Expected a key while parsing a block mapping. Error on line 75, column 4: Expected a key while parsing

â••

69 â”



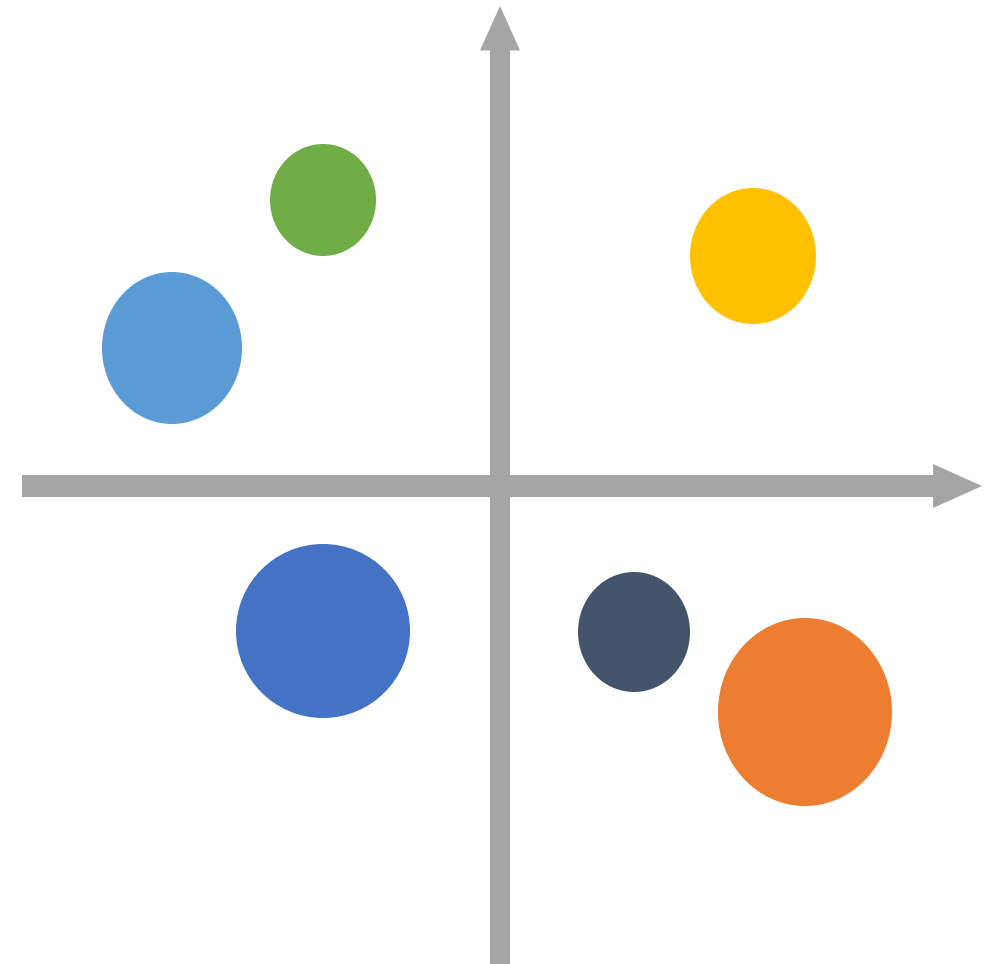
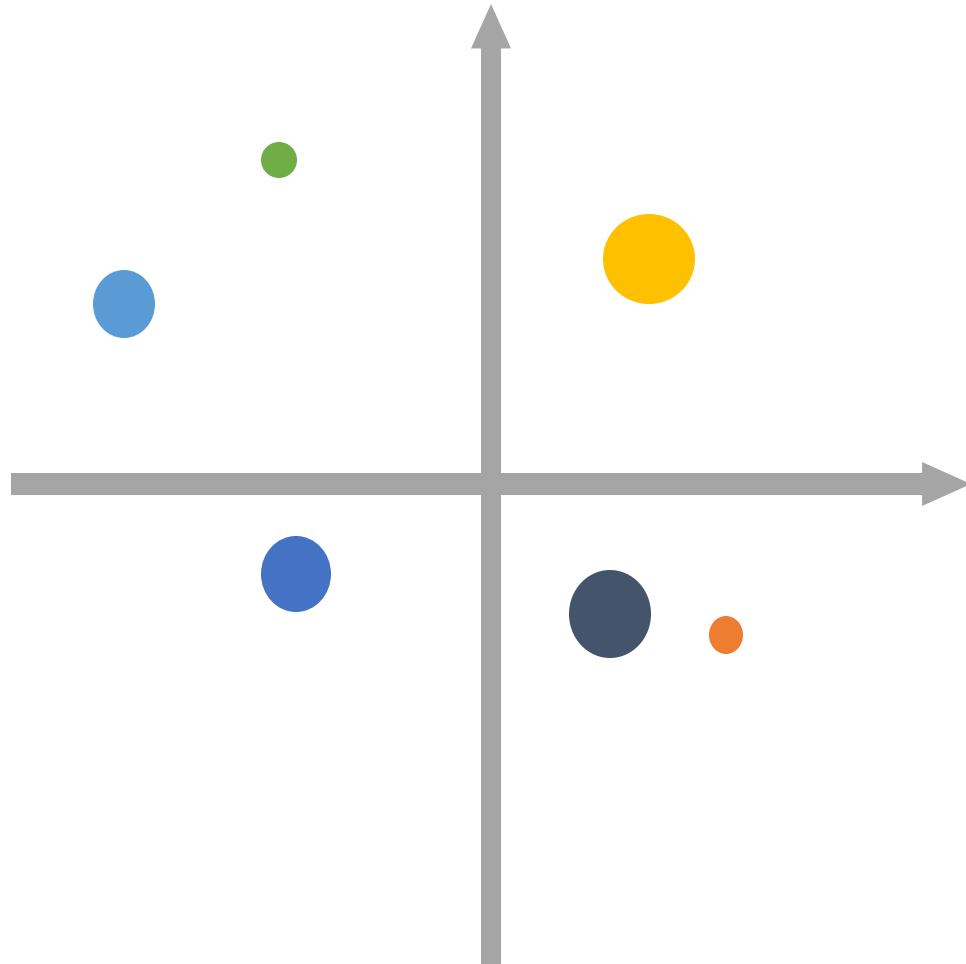
Design

Vorher

Programmierung

Nachher

Planung

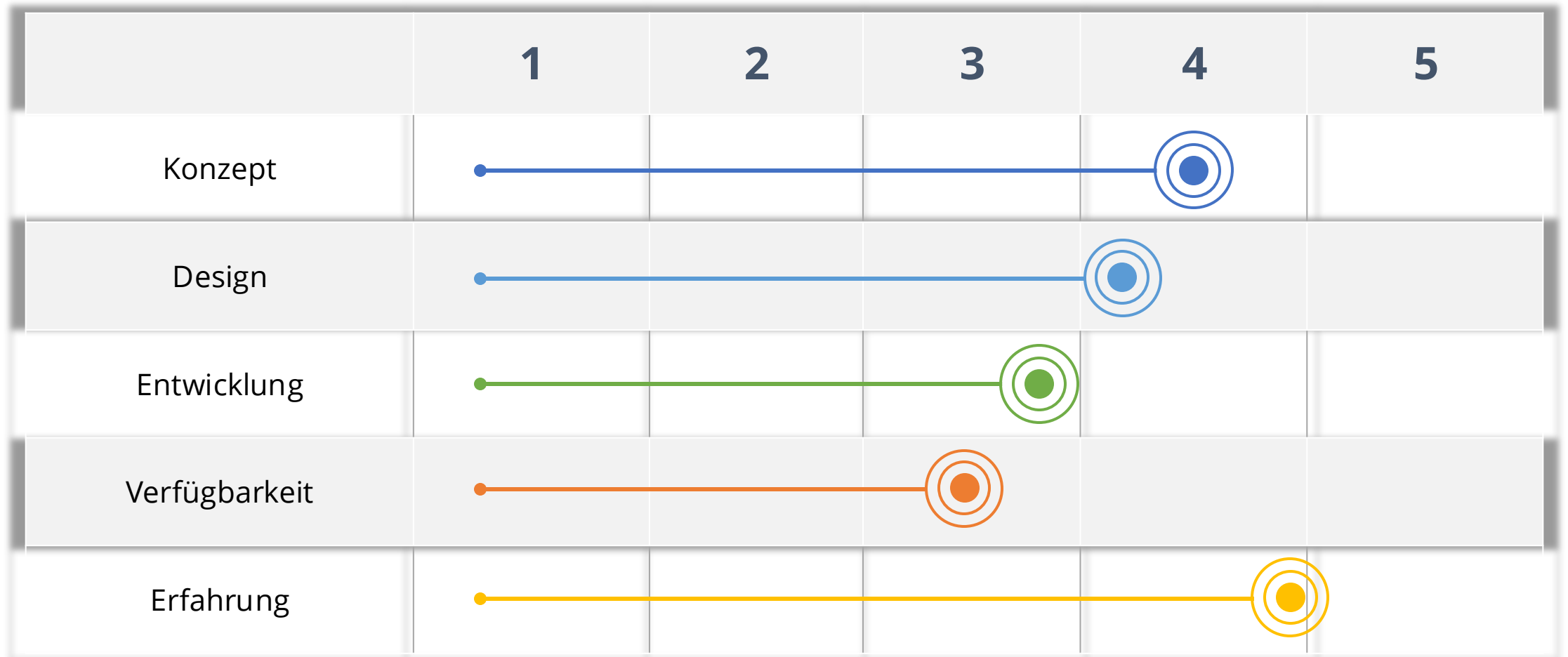


Problemlösung

Informationsbeschaffung

Entwicklung

Fazit



App-Entwicklung in Unternehmen



App-Entwicklung





_Access_Denied

_Decoding...1001

Authorization

Quellen

Folie 1: <https://www.aha.io/roadmapping/guide/product-management/wireframe-mockup-prototype>

Folie 2: <https://dart.dev/samples>

Folie 4: https://dartpad.dev/?null_safety=true&id=c0f7c578204d61e08ec0fbc4d63456cd

Folie 6: <https://flutter.dev/docs/development/ui/layout>

Folie 9: <https://flutter.dev/docs/development/ui/layout>

Folie 10: <https://t3n.de/news/7-goldene-regeln-ui-design-582053/>

Folie 12: <https://www.framer.com/fp/>

Folie 13: <https://dribbble.com/>

Folie 15: <https://docs.flutter.dev/get-started/learn-more#flutter-basics>

Folie 18: <https://www.youtube.com/playlist?list=PL4cUxeGkcC9jLYyp2Aoh6hcWuxFDX6PBJ>

Folie 20: <https://flutter.dev/docs/development/ui/layout>

Folie 22: <https://www.youtube.com/playlist?list=PLIYzsTnFhywySa9HZYC8wJvpV3c-Fu-Zs>

Folie 25: <https://flutter.dev/docs/get-started/install/windows>

Folie 26: <https://www.adobe.com/products/xd/learn/design/productivity/how-to-wireframe-xd.html>

Folie 30: <https://material.io/components?platform=flutter>

Folie 34: <https://github.com/GeekyBharat99/FlashLight-App-in-Flutter>

Folie 35: <https://github.com/GeekyBharat99/FlashLight-App-in-Flutter>

Folie 39: <https://design.google/library/>