

## Criterion A: Planning

### **A program that lets students to create study material on eBook**

#### Identifying the Problem

**Adviser:** Mr. xx

After taking an interview<sup>i</sup>, with xx, and marking the notes of a task, I understood that the problem was the lack of online school/college applications/websites. In more detail, xx faced a problem that was about having no online source where he could save the marks, upload the tasks and find video/list sources for study catch-up. The main problem with this is that there are limited services when we talk about public schools, especially in our country. Students (In most cases) do not have a school website where they can see homework, marks, and sources. Because of these issues, I am willing to create an application for xx, on Java bases, which will include: 3 sections of subject choice, video tutorials/lessons for a certain subject, and a grading section.

#### **Unlimited sections of subject choice**

xx will be able to select a subject section (Max list of desired number), in which he/she will be able to view all Notes, Grades and Sources

xx will be able to view and save video tutorials and other sources of information after choosing a certain subject section. Video tutorials will direct the user (With a link) to a certain website which he/she will save.

## **Grading Section**

xx will be able to save the grades on a certain subject section. The system will allow the user to calculate the average mark and create perspective for what he/she needs to improve.

**Word Count:** 245

## Rationale

I decided to create an application that will help xx to save grades, calculate average, see helpful video sources, and save notes/tasks. The application will be based on Java programming language and it will be made in Android Studio. The most important tool that I will have to use will be the database and Library. Since the application is half dependent on the user's information and its saving, the main and the most crucial tool must be the database that will store and save a piece of certain information taken from the user.

I chose Java programming language to create this application because I have good communication and use of Android Studio and generally "Android" based development. In Java, I have enough experience to create simple applications, especially the ones which require databases. I have been working on databases for a long time, so it will not provide any barriers for me or for xx.

**Word Count:** 155

## Success Criteria

to list all the features (one by one) that the app must have to consider it successful, e.g.

- Affective design of UI and UX which will not distract user
- Application has a simple structure
- User is able to add desired amount of subjects
- Application saves the number of scores and outputs average
- There are video source pages provided for each subject's topics where user can save information and links
- App-Lock is available for privacy purposes (Sign-in; Sign-up)
- Erasing function works which empties all the information for all sections.
- User is able to edit the saved note by tapping on it
- User can reset password on authorization page by clicking "Forgot Password"

---

<sup>i</sup> Gogoladze, Luka. First Interview with a client. Personal.