

App Deconstruct

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CASE STUDY

SECTION 01

DECONSTRUCTION OF A CHILDREN'S READING APP

This assignment gives an example of a children's reading app skin that is used to present new books and activities for these books. The app stays the same for each book but through in app purchase users can upgrade the app with new books. Listed is a deconstruction of this app detailing its function through the classes methods and variables.

The user opens the reading app and is shown the start screen, from there they have the four basic buttons/choices of: Read, Activities, Game and Buy. Selection of the Read button calls the `openBook()` from the `ReadBooks` class which brings up a list of chapters. Users would then scroll through the chapters and upon selecting one, the `openChapter()` would be called displaying the text in the content window. The activities and games buttons have similar functions where a quiz question selection based on the story is called via the `openQuizesQuestions()` from the `ActivatiesButton` class. The user selects the quiz questions to answer which are tabulated and graded upon completion of all question via the `quizResult()`. Image descriptions are displayed in the list view called by `openPaintNumbersList()` from the `GameButton` class when the Game button is pressed. Selection of an individual image is handled in the same method where the functions for coloring the image are called from the `colorImage()`. For the Buy button after the user has made this selection the `selectBook()` from the `BuyBooks` class calls the book titles into the listing view of the app along with a preview image for that book from the online database. Opting to buy that book the `buyBook()` calls a link to the app store where the user can make their purchase.

DECONSTRUCTION

SECTION 02

CLASSES, METHODS AND VARIABLES

```
class ReadBooks
```

```
Main()
```

```
openBook() // method call opens book from [] Title
```

```
openChapter() // method call opens chapter from [] Chapter
```

```
// Array for book titles and chapters
```

```
string[] title = new string[], string[] chapter = new string[]
```

```
class ActivatesButton
```

```
Main()
```

```
openQuizesQuestions() // method calls quiz questions list from [] quiz and answers from []  
answers
```

```
quizResult() // method calculates quiz results
```

```
// Array for quiz questions and answers
```

```
string[] quiz = new string[], string[] answers = new string[]
```

DECONSTRUCTION

SECTION 03

CLASSES, METHODS AND VARIABLES (CONT.)

```
class GameButton
```

```
    Main()
```

```
    openPaintNumbersList() // method calls list of images and individual from [] image
```

```
    colorImage() // method calls allows color to be applied to sections of image from [] colorSample
```

```
    // Array for image location and colors samples
```

```
    varchar[] image = new varchar[], varchar[] colorSample = new varchar[]
```

```
class BuyBooks
```

```
    Main()
```

```
    selectBook() // method calls link from [] bookLink and preview images
```

```
    buyBook() // method calls function to buy book from online database
```

```
    // Array for book links from online database
```

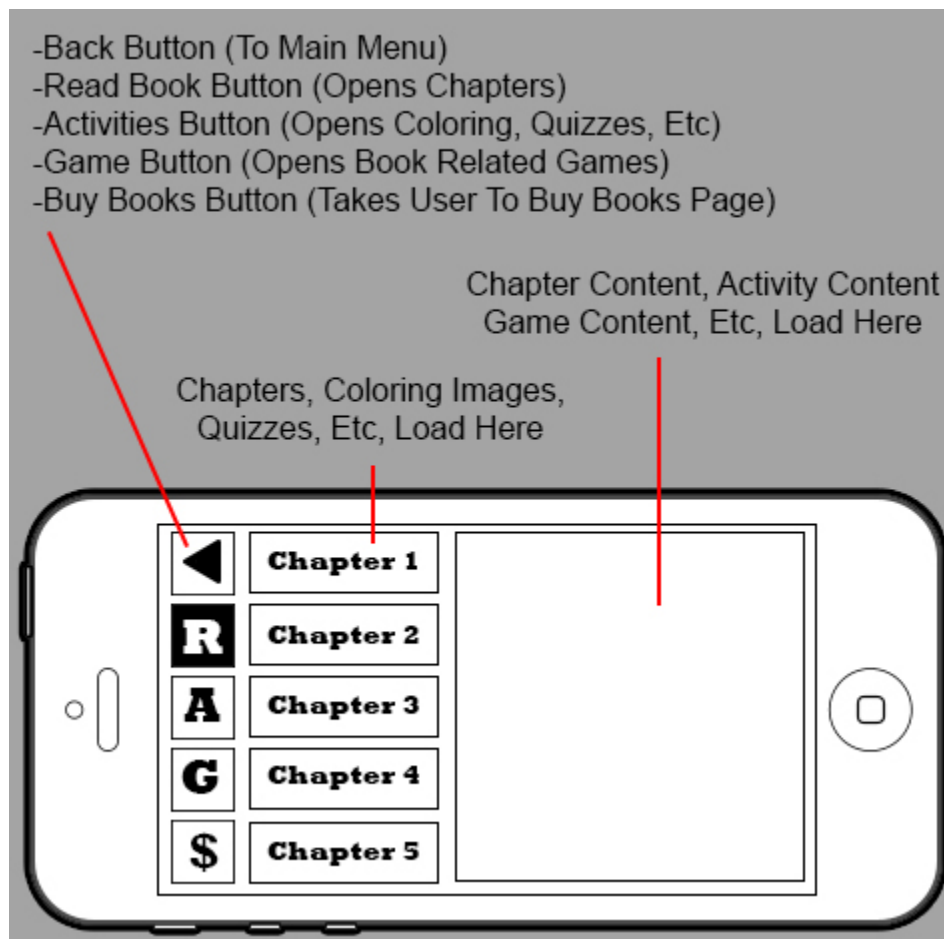
```
    string[] bookLink = new string[]
```

```
    string[] bookImages = new string[]
```

REFERENCES

SECTION 04

- Methods (C# Programming Guide). (n.d.). Retrieved May 16, 2016, from <https://msdn.microsoft.com/en-us/library/ms173114.aspx>
- Single-Dimensional Arrays (C# Programming Guide). (n.d.). Retrieved May 17, 2016, from <https://msdn.microsoft.com/en-us/library/0a7fscd0.aspx>



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