



SOPHISTICATION VALUE OF THE PROJECT

Hybrid Application for Warehouse Management System



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Sophistication Value of the Project

The Product that is developed is Hybrid Application. Hybrid Application on warehouse management system. This application is intended to develop for multiple platforms, so instead of making different native application hybrid approach is chose. Hybrid approach helps to develop different applications under a single code base.

Hybrid Approach

As a walkthrough it seems to be easy but there were many limitations under developing the project under that. Limitations always make your work slower and heavier. One of the major limitations is that any sort server side scripting cannot be used in developing the product. As we cannot use any server side scripting, this makes developing of the product harder. Application is warehouse management, so the data that is to be shown should be dynamic and should be brought from the database. As no server side scripts should be used we need to make some external calls to some script residing in the server again and again where ever we want data to be shown on the content page. Also there is no scope to use things like cookies, sessions as they only support in the server side scripts, but we need some storage for any type of application this is because for storing user details, transaction on session details, and others. Although this made major fuss we can solve by using url encoding or by using local storages. These limitations, problems increase and never going to stop till the end of the development. Finally after making the initial version of the product, there comes the real big thing to encounter. This is because we need to test if the application that is developed is working as per the requirements or not. Testing the products includes many and many dependences, as we need to check the application on the real time devices. As this is a cross platform application we need to test it over android, ios, web platforms. Web platforms can be easily tested by using some standard browser but other two need some real time devices. For android, we need to build the project over android studio which again needs some dependencies to make that work. After building the .apk the we need to try with the virtual devices (recommended) or real time devices. For ios, we need a mac device. If it is available then its fine but if it is not available then we need to build some virtual mac devices and test it on them.

Compatibility Issues

As code reusability helps the development to develop the product at higher level because as the minimal or required code is already built. All we need to do is to develop and use the code. This make developers tends to reuse the code to maximum extend as possible. As code is being reused their dependencies needs to be added to the development environment. This effects on the performance of the application but this also helps in many other ways. As hybrid approach is a different framework compared to others there will be many compatibility issues in make the code reusability actually work. All these dependencies behave in different way in different platforms. One of the major problem that we encountered, we need to generate charts in our application. One of the best approaches is by using canvas tag. We started to make them in those tags. After developing we tried in web platform, android and over looked ios which was a very wrong at a crucial stage. After completing the entire reports generator (charts) we started to test in all platforms. Then it was found that canvas tags and their functions are not going to work in ios platforms. Because of this issue complete code is being changed to make it compatible to all platforms. Adding up to these there were many other compatible issues on cross platforms which made the development lot more slower and heavier.