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BSc in Software Development – Year 3  
Professional Practice in IT

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# Abstract

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# Introduction

For the Professional Practice in IT project, a piece of software must be designed, developed and deployed to demonstrate the best practices that the student has learned in the previous semesters of the course. The student or pair of students must deliver a piece of software in a timely and standards driven manner.

The documentation is intended to provide different perspectives on the project. It is intended to provide both user and developer with background information for the system.

These perspectives can be broken down to the following:

1. The **user is interested in what the project does**, how they interact with it and what the system looks like. The requirements form part of this section of documentation and will provide detail on the functional components of the system.
2. The **developer is concerned with how the application is implemented.** This concentrates on the technical aspects of the user interactions rather than what the system looks like. As part of the development process, the documentation allows the development team to scope out the different technologies that are available to provide a solution to different aspects of system implementation. These technologies can be compared, and decisions made on the merits of each as to whether it is appropriate to use in the development of the new system.

## Documentation

For the documentation, the following aims must be met and substantially discussed and documented:

* To provide a functional breakdown of the system to be developed and to showcase the Architectural Overview of the system.
* To identify and compare the possible technologies, justify the choice of technology and to explain how it will be used in the implementation.
* To give a detailed description of any database that will be used with the application.
* To clearly show the screen Layout providing a blueprint for how the application will look to the end user.

# System Requirements

# Technology Used

# Architecture of the Solution

# Architecture of the Solution

# Software Development Life Cycle

# Limitations and Known Bugs

One of the main limitations that was encountered on this project was the use of default functions instead of classes, this led to a lot of problems when looking for solutions during development. Most of the documentation online used some form of classes so we had to adapt them to use in functions.

The current Implementation of updating the screen isn’t very efficient and led to a lot of unexpected outcomes in the output on the screen vs. what was intended. The use of setState allowed updates to the screen but combined with code written before this was implemented made it difficult refresh the screen to show new clips.

## The Clip Data

The clip data is gotten by calling the async function loadClips(). This looks through all of the files in the Clips folder on the firebase and if the username of the current user matches the name in the clip metadata then it adds it to the clip array. Since this takes a few seconds, a loading screen had to be added when you log into the app.

# Testing Plans

# Recommendations for Future Development

# Conclusions