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Question 2

1. **Electronic Alarm App (eLarm App)**

Problem Statement Develop android application to help in our busy life to remember things like schedule of meetings, medicine schedule to do tasks after reaching at location, etc.

1. **Following are the software tools and how they developed**

* Android SDK
* IDE: ECLIPSE
* Database: SQLite
* PhoneGap

1. **Android SDK** A software development kit that enables developers to create applications for the Android platform. The Android SDK includes sample projects with source code, development tools, an emulator, and required libraries to build Android applications. Applications are written using the Java programming language and run on Dalvik, a custom virtual machine designed for embedded use which runs on top of a Linux kernel. This virtual machine is register-based, and it can run classes compiled by a java language compiler that have been transformed into its native format and optimized for mobile devices that was designed and written by Dan Bornstein and other Google engineers.
2. **ECLIPSE** is an open-source community whose projects are focused on providing an extensible development platform and application framework for building software. ECLIPSE provides extensible tools and framework that span the software development lifecycle, including support for modeling language development and performance environment for JAVA, C,C++and other, testing and performance, business intelligence, rich client application and embedded development.
3. **SQLite** in ANDROID SQLite is available on every Android device. Using a SQLite database in Android does not require any database setup or administration. You only have to define the SQLite statement for creating and updating the database. Afterwards the database is automatically managed for you by Android platform. Access to SQLite database involves accessing the filesystem. This can be slow. Therefore, it is recommended to perform database operations asynchronously.
4. **PhoneGap** is a HTML5 application framework that is used to develop native applications through web technologies. This means that developers can develop Smartphone and Tablet applications with their existing knowledge of HTML, CSS, and JavaScript. With PhoneGap, developers don’t have to learn languages like Objective-C for the iPhone. Applications that are developed using PhoneGap are hybrid applications.
5. Following are reasons Why they developed it that way

**FUTURE SCOPE**

* Making it available on the other Smartphone market also.
* Customization.
* Encouraging unique and more opportunistic use
* Apply for small area also

**Modifications (In near future**):

* First, give the limited text entry mechanisms available on mobile phones, a way of associating audio messages or pictures with reminders could offer greater convenience encouraging unique and more opportunistic use.
* Second, it is more appropriate to have reminders based on location and time as well as date. As an added feature, priority can be assigned to the reminders.
* Finally, to naturally support the use of recurring reminders, we propose a change to the user interface, Rather than the application automatically removing a Place Reminder when it is detected and presenting it as an explicit reminder notification, the application would continuously display a list of nearby Place Reminder as to-do item, sorted by proximity to the current location. Alerts could still be provided when location certainty is high.

1. The application will solve the problems in the following ways

**Systematic Data Management and Processing**

Mobile applications have become a huge necessity nowadays for both small and big scale businesses. They provide you a lot of benefits and help in maintaining your system and keeping it well organized. Furthermore, mobile apps bring immense help in managing your data; it’s the best way to include your small business into the market. Also, now you can receive and send information from any place that you are with the help of mobile apps.

**Improved Customer Relationship**

Mobile apps are in vogue today not just because they improve customer relationships, but they also make the customers’ lives very convenient. In fact, mobile phone usage has already surpassed the internet and it has become more of a necessity than a luxury.

**Effective Marketing of New Products**

Effective marketing of new business products is one of the many problems that can be solved by mobile apps. Having surrounded by smart mobile devices the mobile applications’ available on the market is no longer just a convenience but it has become a necessity.

## **Efficient Remote Working**

## One of the other problems that can be solved by mobile apps is remote working. Since, working from home is now a reality for many people and remote working provides a sense of freedom and flexibility.

## When you work from home, you can respond quickly to time-sensitive issues and don’t need to follow the daily office schedule. However, it becomes difficult for businesses to maintain their staff and keep everyone updated with the latest information. To solve this problem, mobile applications are being used by businesses to effectively maintain remote working.

## **Highly Effective Supply Chain Management**

## One of the other major problems that can be solved by mobile apps is supply chain management. Mobile apps in supply chain management is a proven method that is steadily making its mark in the supply chain of organizations worldwide. There are efficiencies and improvements, and better security from mobile apps.

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## **Focus**

## A streamlined focus is the most important element for an app to have. It may sound simple, but it’s easy to overlook if the goals and purpose of the app aren’t carefully strategized. The app must exist to fulfill a clear user need, and every component of its design and functionality should be tailored to meet that need.

## **Onboarding process**

## An onboarding process is an effective way of ensuring that users understand all of the features and benefits of your app. Although the experience of navigating the app should be as intuitive as possible, Users can still benefit from a bit of hand-holding early on when initially installing the app.

## Effectively onboarding users to your app can help them get the maximum benefit, which increases their satisfaction and the frequency of us with the app.

## **Simple navigation**

## The most important function of any app is the user’s ability to navigate it. Tabbed menus centered at the top or bottom of the screen have become a popular option in recent years. Users understand how to use them intuitively, and most menu items are within tapping distance of the thumb at all times.

## Because space is limited in this kind of menu, it’s necessary to practice restraint to avoid overloading them. Restraint equals simplicity, which is a win for users. Card-based layouts are also a great option for representing categories of content in a way that is both visual and intuitive for users to engage with.

## **Personalization**

## Providing the best user experience means providing the most relevant user experience. The more personalized you can make the app experience for each user, the more relevant it’s going to feel for them.

## **Filters and sorting/search**

## Mobile users want everything fast. They have very little patience when searching for information or trying to accomplish a task. Typically, they’re on the go or using an app in between doing other activities, so speed is paramount. The app should be developed with fast load times and should incorporate filtering and sorting options to make the browsing process as seamless as possible.

## **Feedback mechanism**

## Even if you do all the due diligence of creating a thorough [strategy](https://www.bluefountainmedia.com/mobile-app-strategy) and establishing a clear focus for your app, there will inevitably be things you miss and areas you can improve upon. The only way to get better is through feedback, and the best people to provide insightful advice are your actual users.

  
