

native android/ios

cross platform

version control



ROADMAP TO

MOBILE APP DEVELOPMENT

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Get started

Let's Go





coming up...

outline of the talk

We'll cover a brief information about everything related to mobile app development including the prerequisites, tools, resources and opportunities in this field.

01

introduction

what is mobile app development and what we can do after learning it?

02

where to start

Roadmap and options to look for along with recognising what are the current trends?

03

Resources

hand-curated resources for you to get a good headstart in learning

04

Opportunities

opportunities in mobile app development field along with my interview experience

05

My Projects

Explore some of my projects in Native and Cross platform

Introduction to

mobile app dev.

Mobile applications are a part of our lives now. For ordering a pizza, we use an app; for any kind of online shopping, we have apps; for playing games, there are gaming apps. So mobile application development is much in demand.

Mobile application development is the set of processes and procedures involved in writing software for small, wireless computing devices, such as smartphones and other hand-held devices.

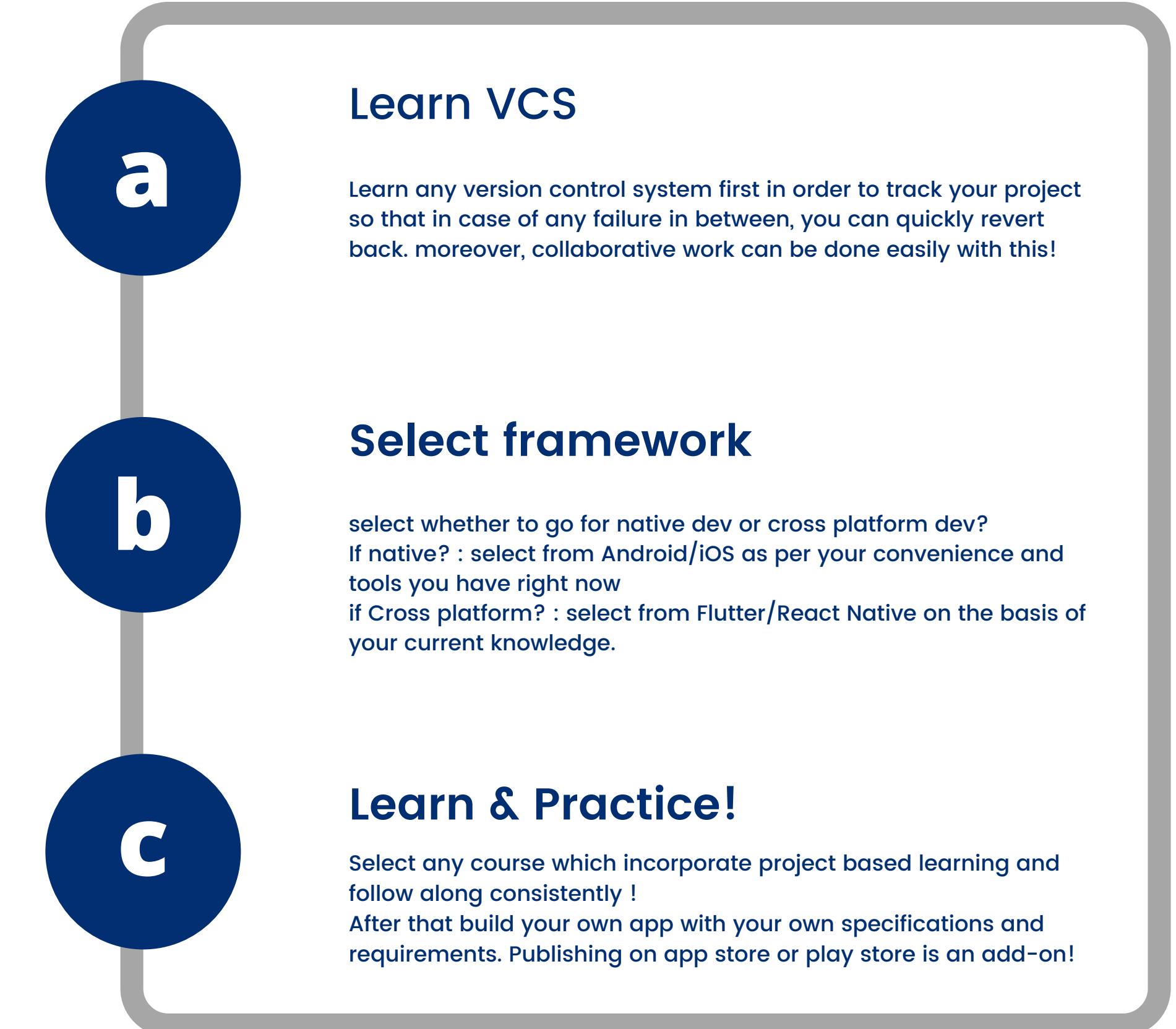


Few steps to follow

RoadMap to Mobile App Dev. Solution

Don't dwell into complex roadmaps and tutorials just give some time to select any specific framework which suits your purpose and take action!

- › Learn
- › Replicate it on your own with your customizations
- › Show it to your friends and colleagues and ask for feedback to improve your app





things to consider

for good App

1. User Interface (UI)

The user interface (UI) is the point of human-computer interaction and communication in a device. This can include display screens, keyboards, a mouse and the appearance of a desktop. It is also the way through which a user interacts with an application or a website.

2. User Experience (UX)

Mobile app UX is the end-to-end experience and set of interactions users have with an app on handheld devices, including smartphones, tablets, and wearables. Being able to create a product with a careful design that users like and with which it is easy for them to interact is one of the main objectives of companies when developing an app.



UI & UX



Our Company

Opportunities in app dev.

Here are some roles related to mobile application development.

Explore each of them to find your own area of interest!

01 Project Manager (Team Lead)

Leadership, communication, critical thinking, time management, teamwork, creativity, diplomacy, budget

02 UI/UX (Designer)

The main task of the UI/UX designer is to deliver a satisfying user experience by providing a concise, intuitive, interesting, and engaging app design.

03 Native/Cross Platform (App Developer)

Android : knowledge of the Kotlin and Java; Android Studio as IDE
iOS : Mastery of Objective-C and Swift; Xcode as IDE
Cross Platform : React native or Flutter framework

04 QA Engineer tracking and testing

Strong experience using QA testing tools like TestComplete, Robotium, and Appium
Knowledge of feature and bug tracking systems like Jira

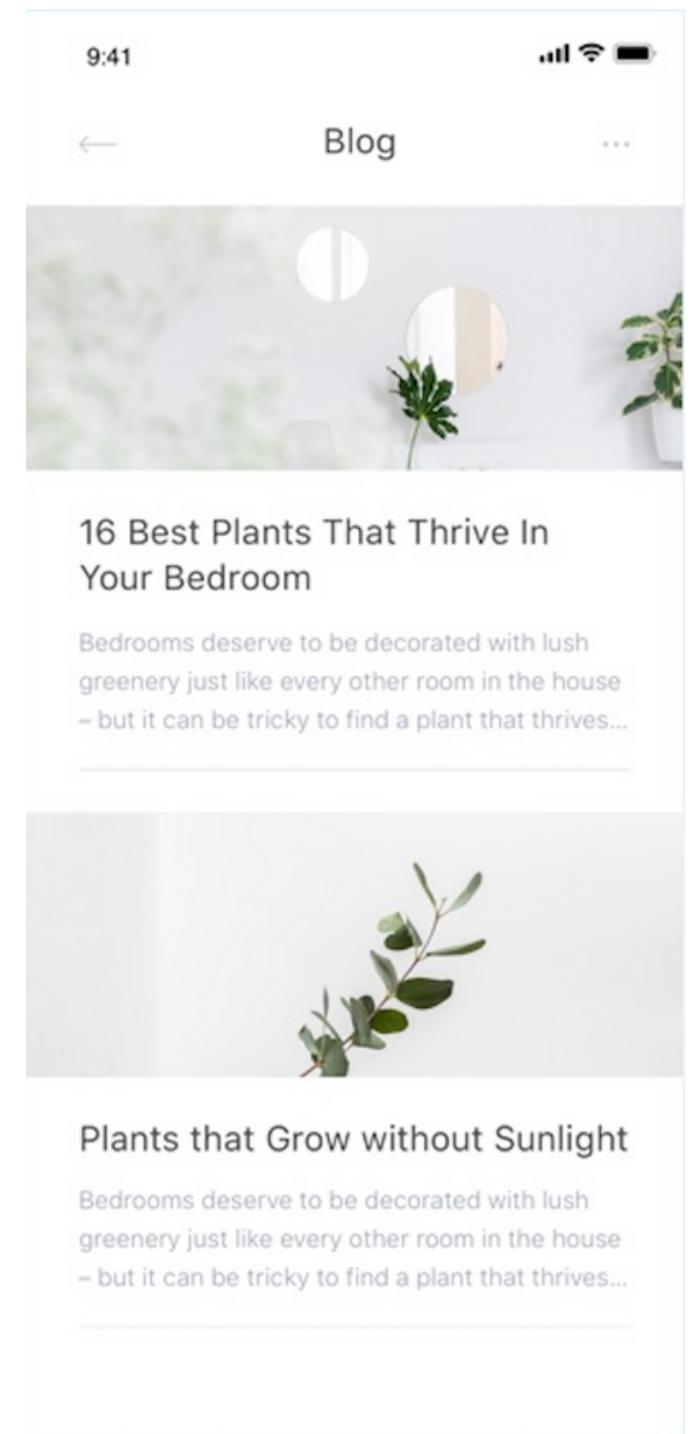
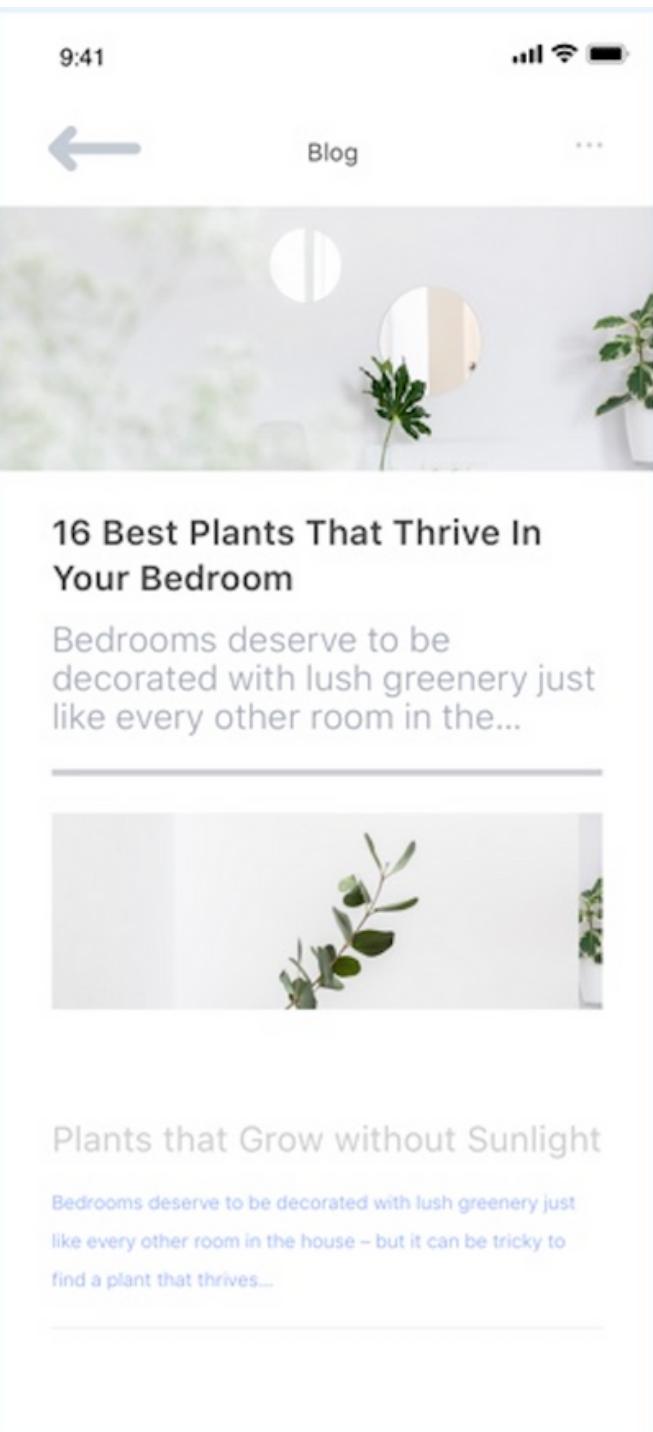
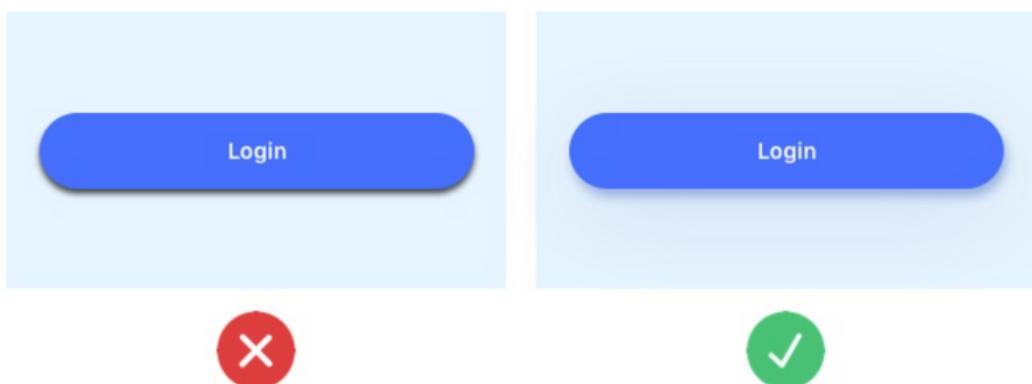


which one is a good

User Interface?

To avoid inconsistency, keep an eye on the following elements:

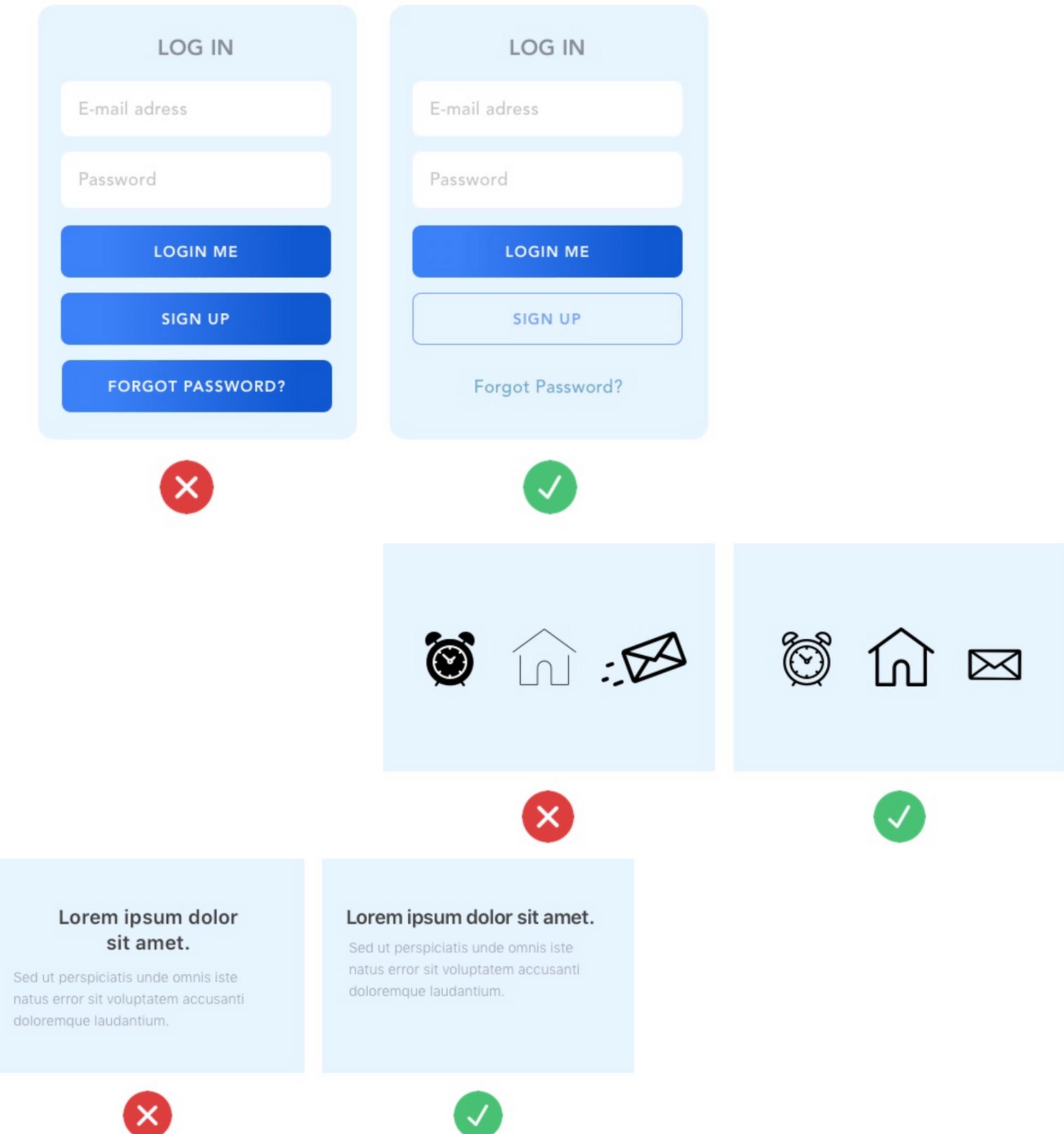
- Consistent use of color palette for elements like buttons, text, links, header, footer, hover states, etc.
- Consistent font styles for titles, paragraphs, links, etc.
- Use either rounded or squared corners for the shapes in your app: Icons, cards, buttons, etc.
- Consistent line thickness: for icons, dividers and any other lines you use.
- Not using default drop-shadow; adjust it; don't use harsh black color



which one is a good

User Interface?

- Use different visual weight for primary and secondary buttons. The button with the strongest visual weight will get more attention.
- So use strong colors, bold text and size to give visual weight to primary buttons. Do the contrary for secondary actions.
- Use vectors / SVG for your icons. It's the easiest way to ensure your icon will look sharp in any device or resolution.
- Use a consistent style: First of all, all of your icons should either be outlined or filled. In addition, ensure a consistent line thickness and corner radius.
- Ensure the message of your icon is clear.
- Don't align related items to different sides. Always try to aligning related elements to the same side because it connects them visually.



Responsibilities of UX & UI Designer

UX

Creates an app concept from scratch

Studies and analyzes the behavior of potential users

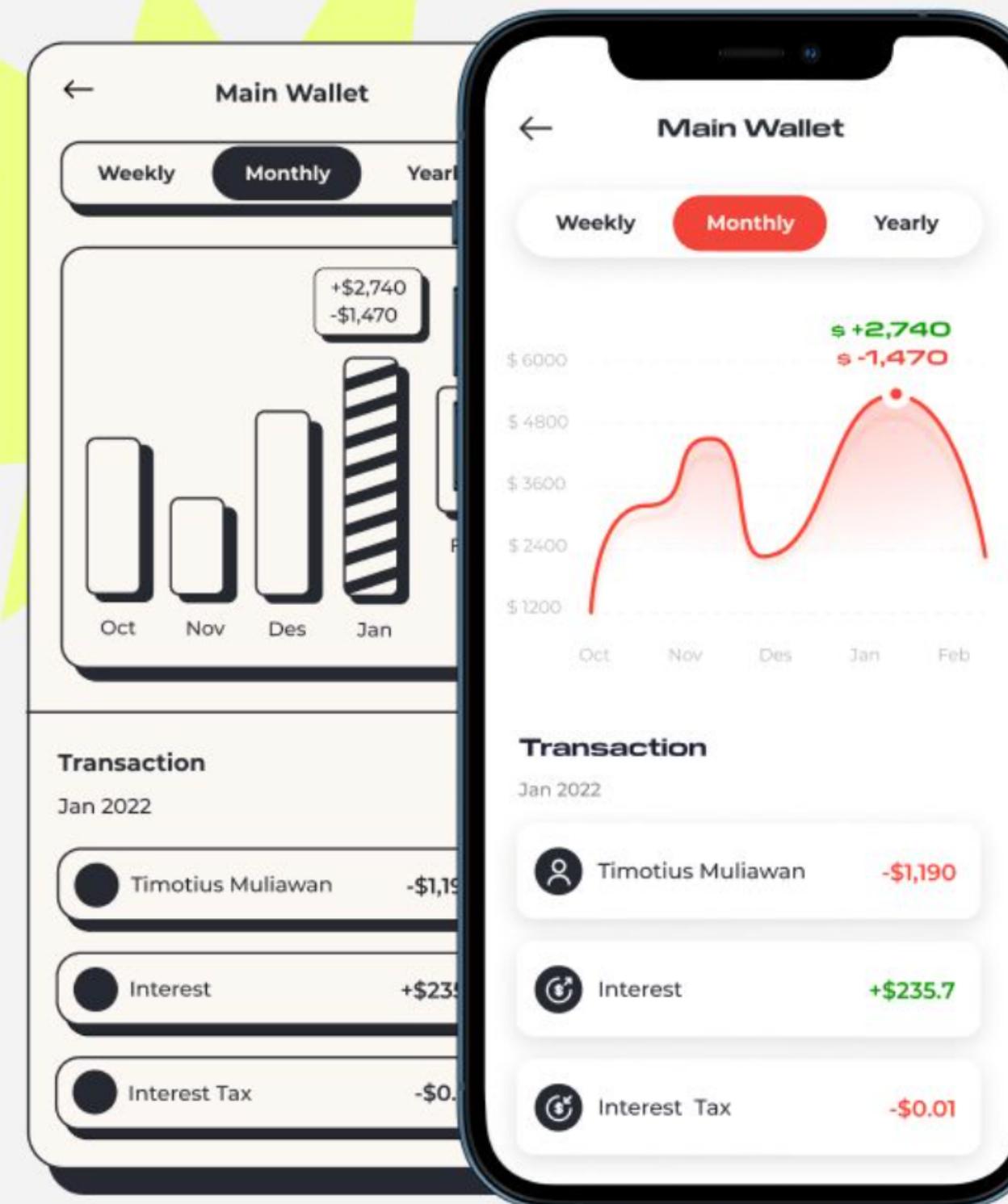
Elaborates scenarios and tasks flows

Does research

Outlines wireframes

Makes prototypes

Follows human-centered design



UI

Works out a visible part of the application

Works according to the requirements provided by a client

Matches colors and typography

Creates layouts

Composes graphics

Builds mockups

Takes care of visual design

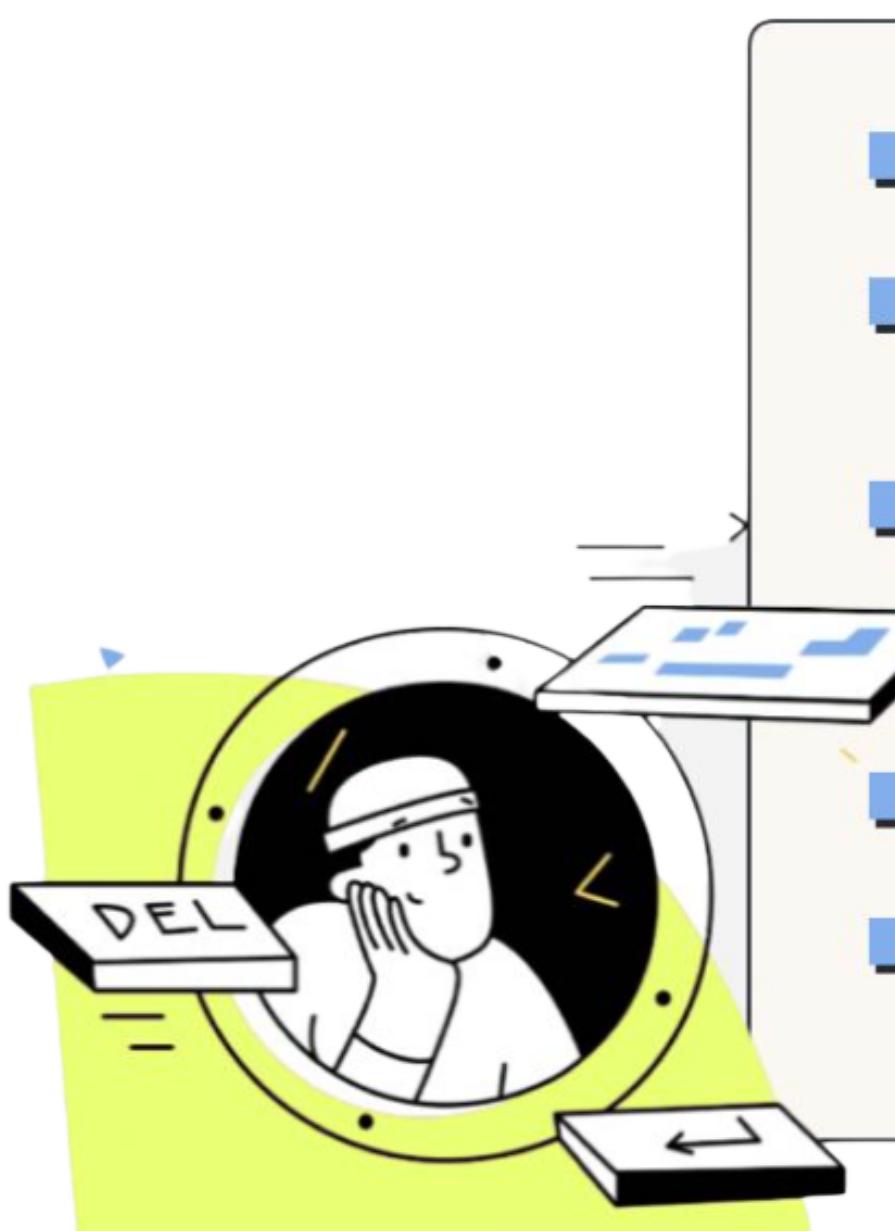
Responsibilities of App developer



- Turning sketches, mockups, and wireframes into high-quality code
- Creating and maintaining reusable, reliable, and high-performance code
- Providing mobile apps with the best quality, performance, and responsiveness
- Correcting app drawbacks and fixing bugs
- Staying up-to-date with new technology trends



Responsibilities of Backend developer



The illustration shows a person sitting at a desk, facing a computer terminal. The terminal has a large, circular, glowing monitor displaying a grid pattern. The person is wearing a white shirt and a headband. On the desk, there is a keyboard and a small device labeled 'DEL'. A blue arrow points from the text 'Building the operating logic across devices' towards the monitor.

- Storing data, securing it, and displaying it to the right user
- Managing payment systems that can access and securely store data to enable users in-app make purchases
- Using application programming interfaces (APIs) across devices

Building the operating logic across devices

- Building frameworks and the app architecture
- Working with databases, integrated development environments (IDEs), and collaboration services

Responsibilities of QA Engineer



- Perform automated and manual testing
- Record test progress and document test cases
- Track bugs throughout testing
- Identify potential challenges users might face
- Develop strict testing standards to define app quality and release readiness



Want to see ?

My Projects

More available at...

Github/@Shah-Aayush





Version Control System

Git and Github

Version control, also known as source control, is the practice of tracking and managing changes to software code. Version control systems are software tools that help software teams manage changes to source code over time.

- Git is a DevOps tool used for source code management. It is a free and open-source version control system used to handle small to very large projects efficiently.
- GitHub is a code hosting platform for version control and collaboration. It lets you and others work together on projects from anywhere.

Want to have a practical look?



My Interview Experience

for Toddle

Round 1

Resume shortlisting

- › Include your best apps in project section
- › Open Sourcing

Round 2

App Assignment

- › Given requirements, build app in proposed time period
- › Don't ignore UI part

Round 3

Technical Round

- › Brush up your fundamentals for app dev.

Round 4

HR Round

- › Just be yourself!



Roadmap

Simplified

Let's recapitulate,
rather than watching random YT videos
or roadmaps just take some action by
selecting your choice of framework

Approximate time to learn app dev.
basics :

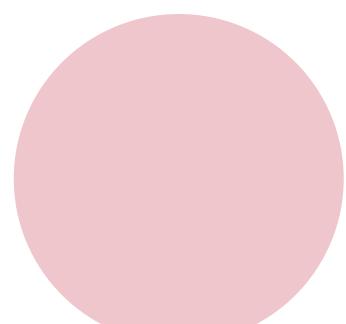
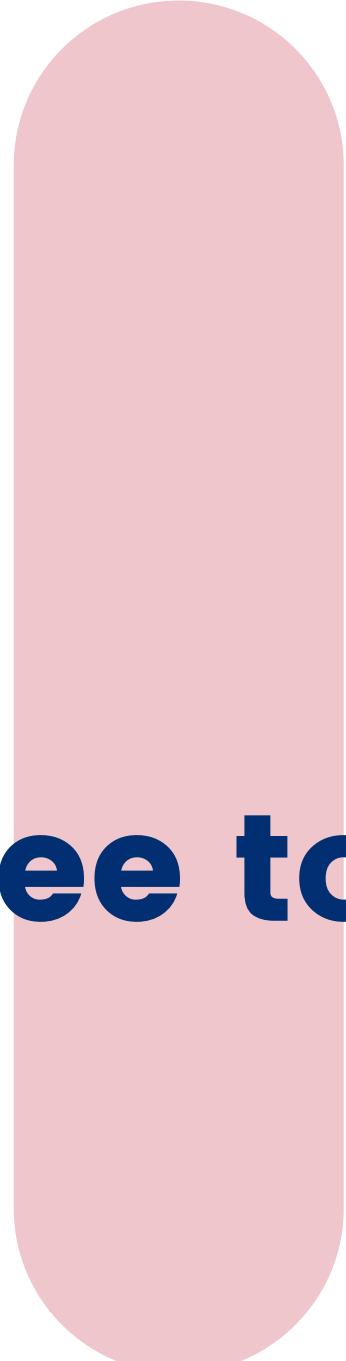
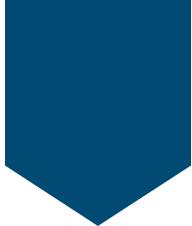
~ 2-3 Months

That's it!





**Any
Questions?**



Feel Free to ask!

finally....

Thank You!

Let's keep in touch ...

Also, thanks to ACES for this wonderful opportunity



@Shah-Aayush

GitHub

Find my projects here...
Contributions are most welcome :)



Aayush Shah

LinkedIn

Simple professional profile which includes almost nothing ;)

okay bye