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BSIT-3B

Activities in Application Development and Emerging Technologies (*)

SY 2024 – 2025 Second Semester

Introduction to Application Development

Activity 1: Exploring Application Types

Here, we will be exploring 3 application types which are: web, mobile, and desktop and provide an example for each as well as discuss its purpose, features, and target audience for each application.

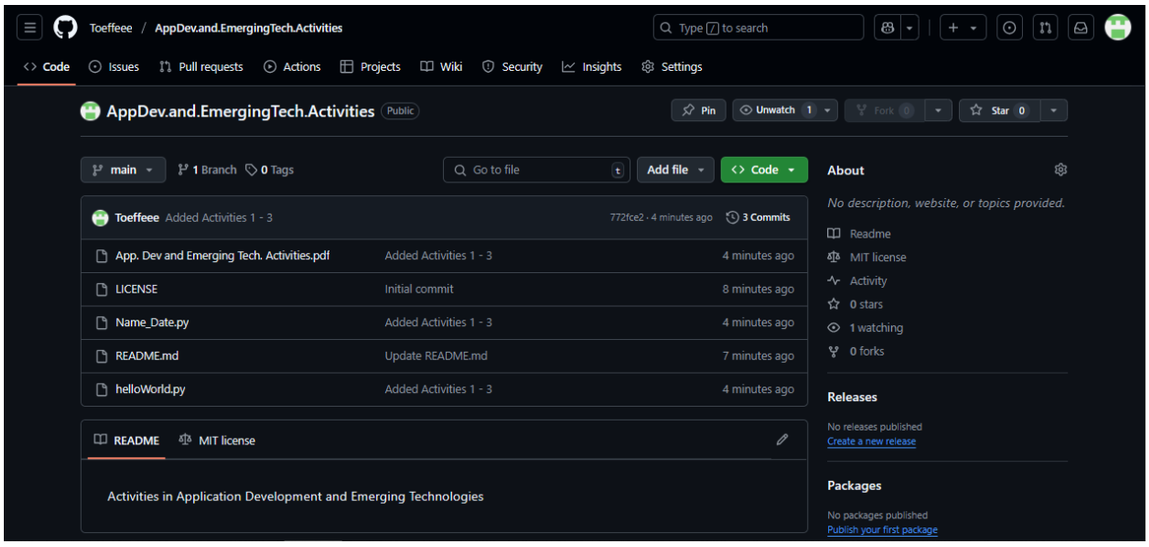
The first application type, web, has various possible examples to be used but let us focus on an application called Figma. Figma is a cloud-based tool that entirely runs in a browser. This is used for collaborative work focusing more on web development such as user interfaces or the overall user experience of a website. Being an application that runs in a web browser, you do not need to install any software to your device to use this and is accessible anywhere and anytime. Let's proceed to discussing its features. It can be accessed in any platform whether you're using a mobile device or a desktop since it runs in a browser, making it cross-platform compatible. Another feature is that one project can be accessed and worked on by multiple users simultaneously making work progression quicker and more coordinated. This is the selling feature of this application as this is the first application to provide real-time collaborative work in an application. Moving on to Figma's target audience, its users are mostly web designers and developers as they are the ones who deal with UI and UX designs.

The next application type that will be discussing is mobile. Mobile applications bring convenience and easy accessibility to users because smartphones are easier and quicker to open compared to a desktop or a laptop. An example of a mobile application is Instagram. Although Instagram has a web version, its UI and UX is catered to mobile devices as its aspect ratio is slimmer on the desktop version. Instagram is a social media application where users share photos and videos to their friends and to the public. Messaging features have later been implemented to it as well and is now possible to communicate to users within the application itself. Its target audience mostly consists of people who likes photography and/or cinematography as media that are shared in that platform are usually aesthetically pleasing to the eyes.

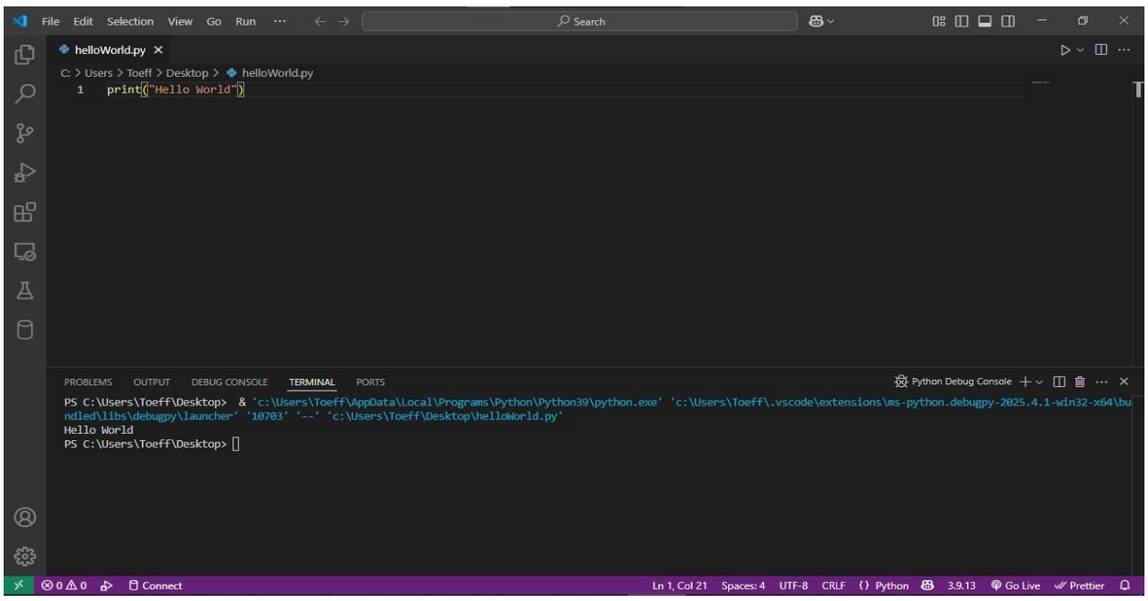
Lastly, desktop applications are programs that are installed on a computer. These applications do not require internet connection to be used unless the application itself is cloud-based or needs to communicate to the application's servers. An example of a desktop application is DaVinci Resolve. It is a free video editing software that is only available on desktop and is commonly used for post-production and even filmmaking. Within this application, it includes tools for visual effects, motion graphics, color correction, and more. This editing software utilizes the graphics processing unit (GPU) to hasten the rendering process. DaVinci Resolve also has a paid version which includes additional features such as AI tools like magic mask and superscale, HDR support, and more. Its target audience usually ranges between users who are enthusiasts in video editing and professional filmmakers.

In conclusion, the three application types, web, mobile, and desktop applications, cater to different types of users. This also depends on what the application does as each application have their own target audience regardless of the platform used. Either way, the convenience of an application having different versions for each platform will vastly improve its accessibility to users, and in turn, makes it easier for users to access said application anytime.

Activity 2: Setting Up a Development Environment



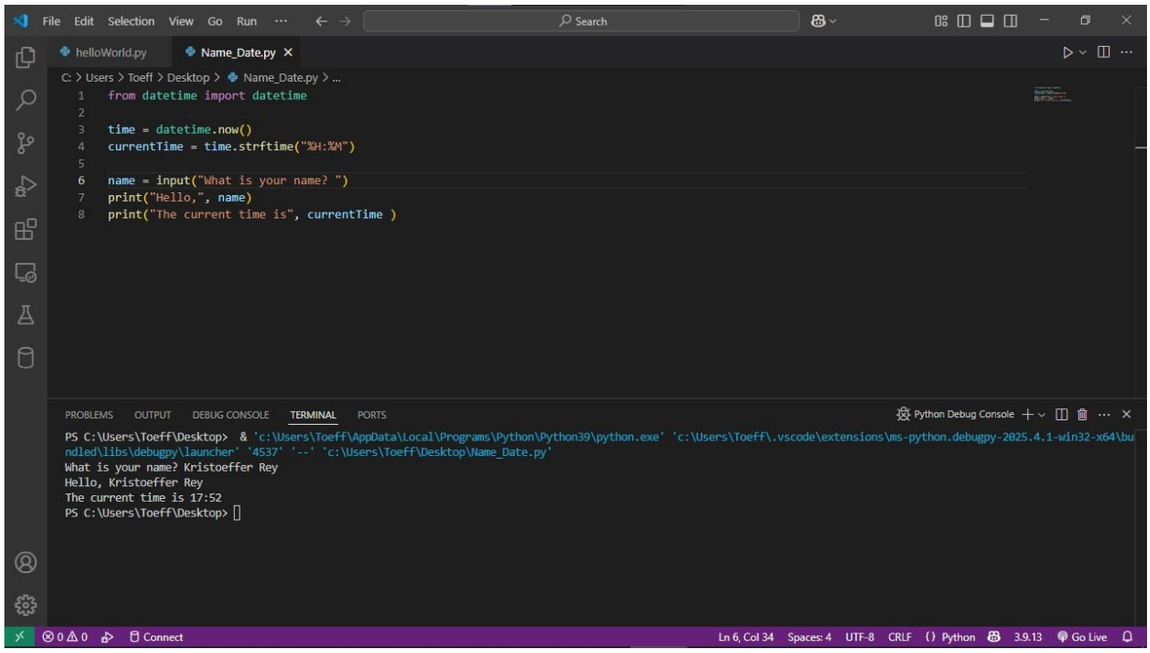
GitHub Repository



GitHub Repository Link: https://github.com/Toeffeee/AppDev.and.EmergingTech.Activities.git

File name: helloWorld.py

Activity 3: Introduction to Programming



GitHub Repository Link: https://github.com/Toeffeee/AppDev.and.EmergingTech.Activities.git

File name: Name_Date.py

Brief Reflection:

With this activity and the previous hands-on activity, I get to revisit how to do simple input and output using a code editor such as Python, as well as pushing code to a GitHub repository. Even if these are basic lines of code and has no existing GUI, it's a good way to practice the syntax on how code is written depending on the programming language that you are using.