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7-2 Project Three

Well, the day is finally here: the day I release the Inventory Manager app to the world! This app’s development process has been a journey, with many twists and turns and a lot of learning along the way. Though this app is simple and deserves to be further fleshed out at a later date, I’m very proud of the work that went into its development and feel good about releasing this introductory version. This project has been as challenging as it has been rewarding and I’m so excited to showcase the fruits of my labor!

Staying true to the vision I laid out in the original draft documents, this app is intended for warehouse and storeroom workers. Its description on Github will speak to this, describing how these types of workers can easily keep track of the items their organization has in storage. It will explain how users can add, edit, and delete items. It will also describe the SMS alerts system, which lets users know, via text message, when an item from the inventory is out-of-stock. Further, the app icon I’ve chosen, the Material warehouse icon, is also symbolic of the app’s mission and intended audience.

Because of the Android platform version we selected at the beginning of the project, this app will currently only work on devices running Android U. According to Google’s documentation, this presently accounts for about 13% of all Android devices. However, because this app is so simple and because it only optionally requires hardware for sending SMS messages, it can theoretically run on any device within that 13%. It’s also worth noting that, due to its simplicity, this app could easily be ported to an older Android SDK, which would open it up to a much wider range of devices.

The app keeps with its minimal theme by only asking for three permissions: SEND\_SMS, READ\_PHONE\_STATE, and READ\_PHONE\_NUMBERS. These three permissions are optional and the app—minus the notification service—will operate fine without them. The SEND\_SMS permission is pretty self-explanatory: it allows the app to send text messages. The READ\_PHONE\_STATE and READ\_PHONE\_NUMBERS permissions, however, are slightly less obvious in purpose, but are necessary to poll the device’s phone number for use in the notification service.

All required permissions are laid out in the app’s Manifest.xml file. This is done to keep things as transparent as possible, as users have a right to privacy and permissions should only be requested with informed consent. Besides, based on my understanding, Android apps are only allowed to request those permissions that they’ve explicitly declared in the manifest. Trying to request for a permission that isn’t declared results in the request automatically being denied.

Lastly, while I’m planning on releasing this app to Github, I don’t think I’m ready to release it to the Google Play Store. As such, the app will not be monetized at this time. However, if I were to monetize a later version of this app, the monetization method that makes the most sense to me is a one-time purchase. I really despise the anything-and-everything-as-a-service/subscription model that many apps have and I feel that including ads, while it could be easily done, degrades the user experience.