INTRODUCTION TO COMPUTING
Assignment 6

Roll No: _____

Mapping CLOs: CLO 3

Activity 07a   Designing a Mobile App for your university/school

A. To practice software engineering, you will work with a partner to design a mobile application. This application should be practical and will be useful the students and/or parents at your school or institution. Spend a few minutes with your partner thinking about some important features that people would want to use, in this app. If your school or institution current has an app, consider what features you could add to in in order to improve the things that students do. Once you have had a discussion, list a few of the features of your app below.

B. The first step of the traditional development phase of the software life cycle (as seen in Section 7.2) is Requirements Analysis. Take your ideas from part A above and write them out more formally. Focus on what your app will provide, who will use the app, and how they will use it. Use formal language, as if you were making a bid for the job of making the app.

C. The second step of the development phase is Design. Take the language from part B above and write out how the code in the app will meet the specifications. Think about any external data your app will connect with, and what other systems your app will need. Will you have a login? What built-in components that are available to developers will you make use of?

D. On the back of this paper, draw out mock screens that show the different appearance of the app. Include arrows to denote menu trees. To keep in mind Human Computer Interaction concepts, think about the best way to make menu options available to the user, and draw out how you will present those menus. Will you have tabs?