

Mobile Applications Development

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1 Introduction

In this report I will be writing about my expected outcome of the Mobile application in which I will be designing and developing. The mobile application in which I have decided to develop is a colourful calculator. The inspiration of this application comes as the usual calculator you see in person, on a smart phone or a tablet are dull and boring.

2 Software Design

The way in which the software design will develop will include me going through the software waterfall, by firstly finding out the requirements to create this application, then after this I will then move onto designing the Mobile application by this I will create wireframes etc, so that I know for myself on how how my end result will look like, after this I will move onto the implementation side of it resulting me to moving onto the verification and validation side, on where I will be validating the application and then moving onto to test the application where I will test the application to see if it is working in the way it should be.

The requirement in which I will need to design and develop this application is listed below

Hardware(non functional)

Computer Desktop Monitor Keyboard Mouse

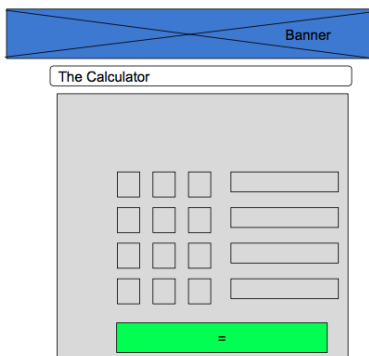
Software(non-functional)

Web browser Andriod Studio Software Wireframes Google Drawing

2.1 Implementation

The implementation was firstly planned by creating an idea of the website, I then went onto create an navigation diagram and a wireframe, in which I have added a screenshot of below, after doing this I then went on to decide on what software I was using and started coding the website in which I have created, after creating the website I went onto testing to make sure everything in each page was working in the way it should be.

The colour scheme in which I have with is Blue, Black, Grey and Green. The reason within why I have went with this colour scheme is due to the fact it looks clean, smart and colourful.



2.2 Critical Evaluation

- A comparison against the requirements set out in this document.

In the comparison against my requirements I feel that I never met all of the requirements in which i requested that I was going to do in the Introduction, as the application isn't as colourful. I also feel that the application could of been of been created better.

- Comparison against other applications/games in the genre, particularly the ones that inspired your choice

I firstly looked at applications/games, I then decided on making on an application. I then chose to do an application, my choosen application is an Calculator. I thought this would be more straight forward and interesting to develop.

- An evaluation of your app against user feedback or as compared with other apps/ games

The user feedback in which I got by back from this application was clear, clean and easy to use.

- Possible improvements to your application

The possible improvements within my application is that I could of made the application a lot better than it was, but with the timescale in which I had, which I will also will be improving on, it was not possible though altogether the application is clean, smart and works.

2.3 Personal Evaluation

In project where I have designed and developed an application which I based it on an Calculator.

Throughout this process I have learned new skills on how to use Andriod Studio, which will comes in useful if I ever need come across it again. I have overcome and faced the chalenges with errors within my application in which i overcome them by taking my time fixing them, instead of rushing and stressing. I feel that on this project that i have peformed satisfactory application.

