

Reflection on App
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Computing Science
CFT2112 Studio 1

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What parts of your system do you feel worked well and why?

I found the app's design and theme (see Appendix A for the layout) worked particularly well. The app provided continuity throughout the user interface, always following a gold, black and white colour scheme. In addition, the logo fits in nicely with the theme, and the use of animation is relevant to the app.

I was also happy with the use of services in the app. This was because it gave the guest directions to the party event and gave the location of the party. This would come in handy for the user as they can work out how to get to the event. The app also allowed guests to R.S.V.P for the party using E-mail so I would know if the guest is able to attend.

I also felt the bottom navigation bar worked well. This is because the use of the menus makes it easier for the user to navigate through the app.

How would you improve your system given more time?

I would add SMS service to the app. This would allow the guest to confirm their R.S.V.P via text message and gives the guests an alternative to email.

I would also add more validation to the text fields on the R.S.V.P page before the guest tries to send the email (see Appendix B for current checks). These validation checks would insure that the guest wasn't spamming and would also check if the guest had already sent the email.

I would improve on the sound system I have implemented to the system. This is because at the moment the sound doesn't play throughout the app, and doesn't give the guest an option to use the app without music should they want to.

I would also get google maps API working on any computer. The app only works if you install it from my computer (Dell XPS) (Look at appendix C). The only way I found to solve this problem is by using the same KeyStore file from my android folder (Dell XPS computer). (For further details look at appendix D).

Though all the content is displayed on the screen on different devices I'm not happy with all the empty spaces for larger screen (tablets). I would therefore design the app for different screen sizes.

Can you think of any issues (e.g. about data protection etc) which would have to be taken into account if you were to release your app to the public?

Are there any legal, ethical or professional issues (e.g. relating to the law of country(s) in which your app is released) that you feel you would have to take into account if your app was released?

The images, and sound files I used for the app may be subject to copyright. If I was to release this app to public I should take this into account. Maybe consider creating my own sound files and images instead of using the ones from the internet.

Using services apps such as Google maps could cause professional problems in the future. This is because if there is a problem with the services then it will affect the functionality of my app. Google

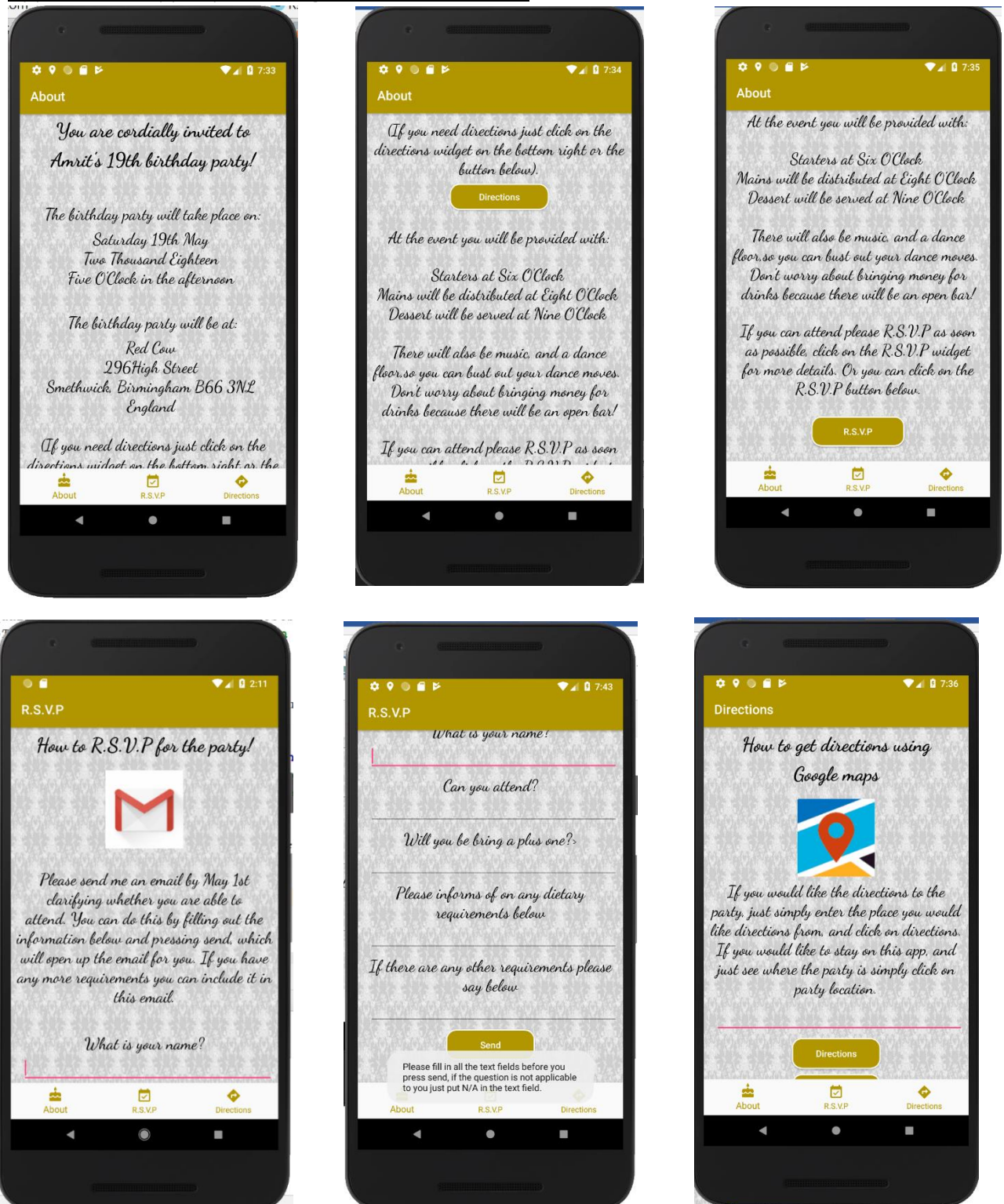
maps could also block their access to APIs and modify their terms of use which would also affect the functionality of the app¹.

There could also be a problem with using Google maps in different countries and data protection if I was to release this app to the public. News reports between 2013-14 suggested that Google maps for iPhone violates European data protection law as share location is set to default (See appendix E for articles). Though this is for iPhone it is still applicable here because my app still uses Google Maps, and therefore could face the same data protection issues.

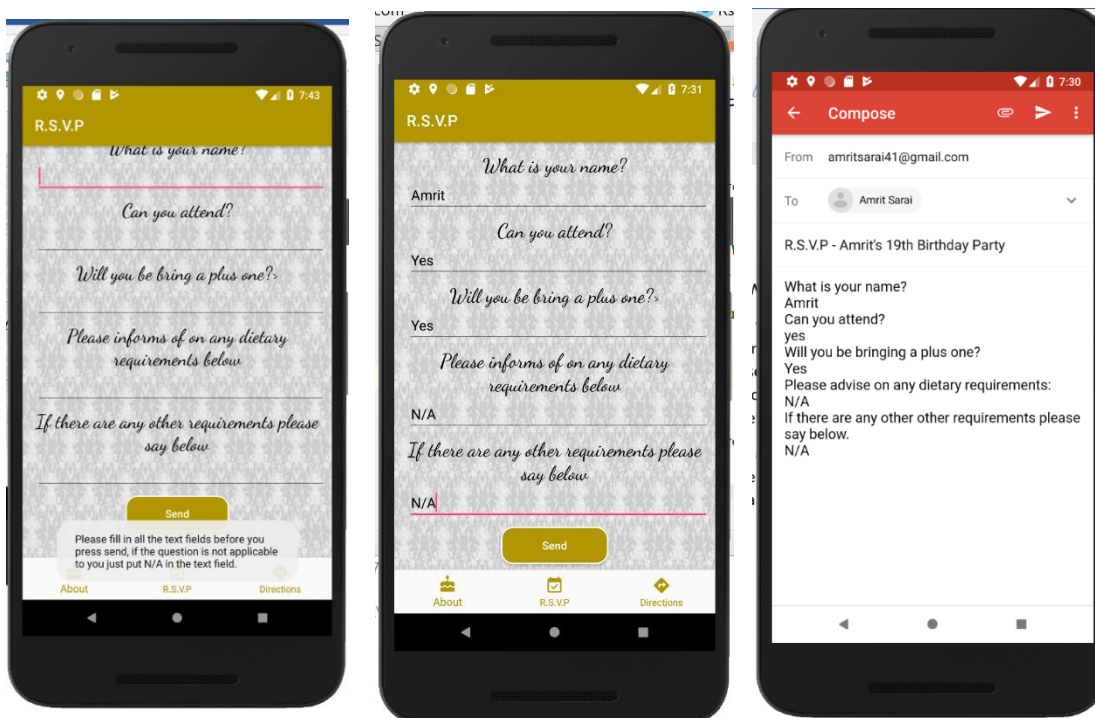
References

LLP, C. (2018). *Legal Issues for App Developers - Cripps*. [online] Cripps. Available at: <https://www.cripps.co.uk/legal-issues-for-app-developers/> [Accessed 9 Apr. 2018].

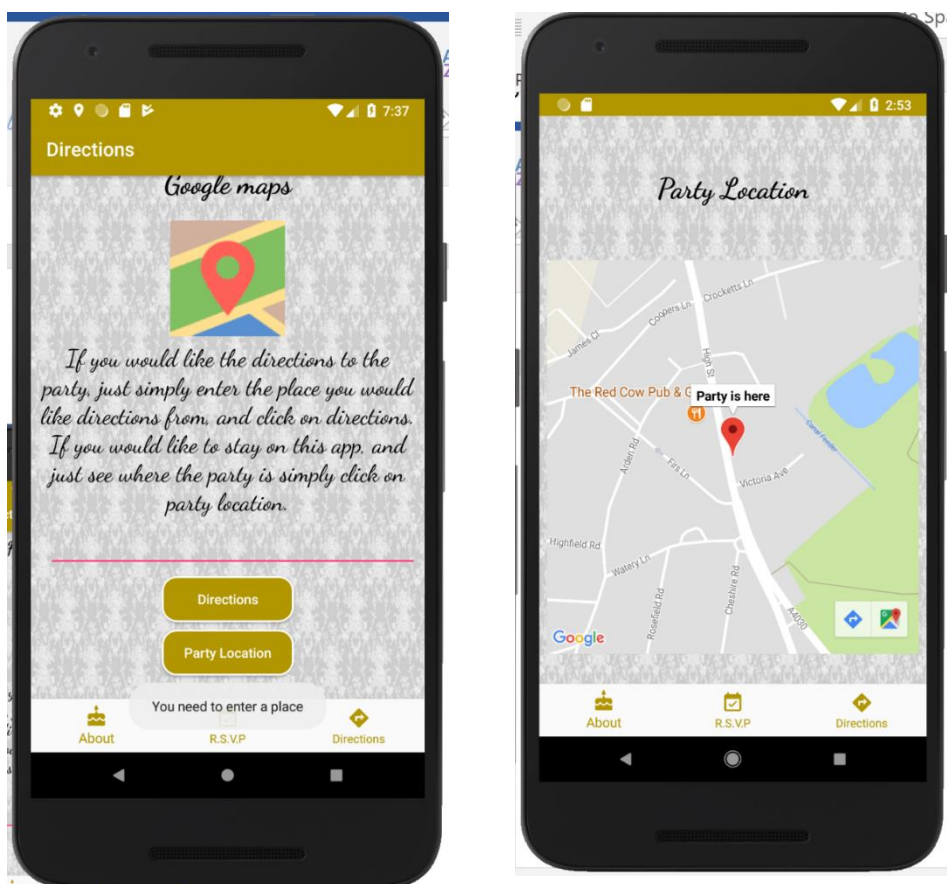
Appendix A – App Layout (Google Nexus 5X – API 27)



Appendix B – Current check for R.S.V.P text fields



Appendix C – Google Maps Working Using API




Appendix D – Instructions on how to get google maps on another computer

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The API key you've generated does not match their keystore. This key is generated with the SHA1 of your keystore. Make sure you all have the same keystore. Each install of Android Studio creates a new debug-keystore. You should make sure you use the same keystore.

answered May 4 '15 at 15:01  **dumazy** 6,039 ● 8 ● 42 ● 87

Could you tell me where can we check the keystore? I don't know where to check for that – **Nmas** May 4 '15 at 15:36

it's located in ~/.android/debug.keystore . Just give the others a copy of yours and let them replace their debug.keystore with yours at that location. – **dumazy** May 4 '15 at 15:39

It works, thank you a lot! – **Nmas** May 4 '15 at 15:50

add a comment

<https://stackoverflow.com/questions/30033295/android-google-maps-not-working-outside-my-computer>

NOTE: my debug.keystore file is located inside Assignment_U1755231_amrit_sarai. To get Google maps API working on your computer you must use this file.

Appendix E – Data Protection Articles (Google Services)

<https://www.computerworld.com/article/2493847/mobile-apps/google-maps-for-iphone-violates-european-data-protection-law--german-watchdog-says.html>

<https://www.forbes.com/sites/timworstall/2012/12/16/google-maps-for-apple-violates-european-union-law/#1700277c5463>

<https://www.theguardian.com/technology/2013/nov/29/dutch-data-privacy-google-breaks-accused>

<https://techcrunch.com/2014/10/01/hamburg-google/>

Appendix F – Getting directions to the party location

