

# U4 Practice PT - Decision Maker App Planning Guide



## Project Description

You will submit

## App Requirements

&&, || !

## Steps

## Investigate

Step 1. Brainstorm App Ideas:

Step 2. Choose One Idea:

### Step 3. Survey Your Classmates:

| Name | What information is needed to make this decision? |
|------|---|
|      |   |
|      |   |

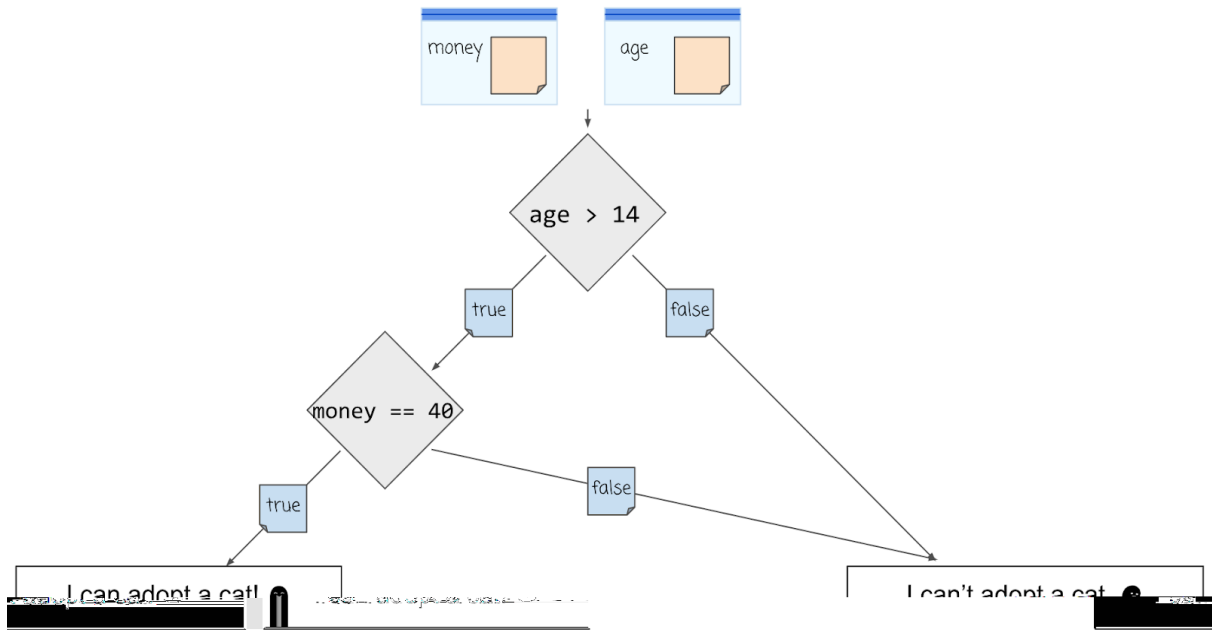
### Step 4: Storing information:

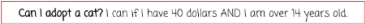

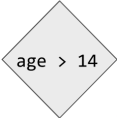
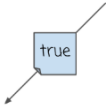


| Name | Information Stored | Variable Type (string, number, Boolean) |
|------|--------------------|---|
|      |                    |   |
|      |                    |   |
|      |                    |   |
|      |                    |   |

```
var hasTimeNow; // bool
var hasTimeLater; // string
var currentGrade; // int
```

### Step 5: Flowchart:

Can I adopt a cat? I can if I have 40 dollars AND I am over 14 years old.



| Component  | Purpose      |
|--|--------------|
|   |              |
|   |              |
|   |              |
|   |              |
|   |              |
|  | simple arrow |
| Flowchart  |              |
|  |              |

| Time Now | Time Later | Are you passing | output    | Are you passing | output |
|----------|------------|-----------------|-----------|-----------------|--------|
| Yes      | Yes        | Yes             | Do Now    | No              | Do Now |
| Yes      | No         | Yes             | Do Now    | No              | Do Now |
| No       | Yes        | Yes             | Do Later  | No              | Do Now |
| No       | No         | Yes             | Up to you | No              | Do Now |

## Design

### Step 6. Design User Interface:

Should you  
do your  
homework?

Do you have time now to do it?

yes

Do you have time later to do it?

yes

What is your current grade in

50%

... Answer ...

## Prototype

Step 7. Start Building Your App:

## Test

Step 8. Testing:

| Name | Things that could be improved based on watching them use the app | Improvements this person recommends |
|------|--|-------------------------------------|
|      |  |                                     |
|      |  |                                     |

Step 9. Pick Improvements:

Step 10: Complete Your App:

## Reflection

Question 1:

## Question 2:

When I showed my app to Evan he told me to change 1 thing, add a percent symbol next to the grade that the user has in their class. After adding a % after the grade that the user had inputted via the slider I did not get any other feedback from my classmates. This change made my app easier to understand improving the functionality of the app since people won't question what the number means. Now they will see that the number is followed by a percent sign meaning that it must be for the current grade in the class.



## Rubric

[illegible]