

BRIAN WOESTMAN

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# WEATHER ALARM

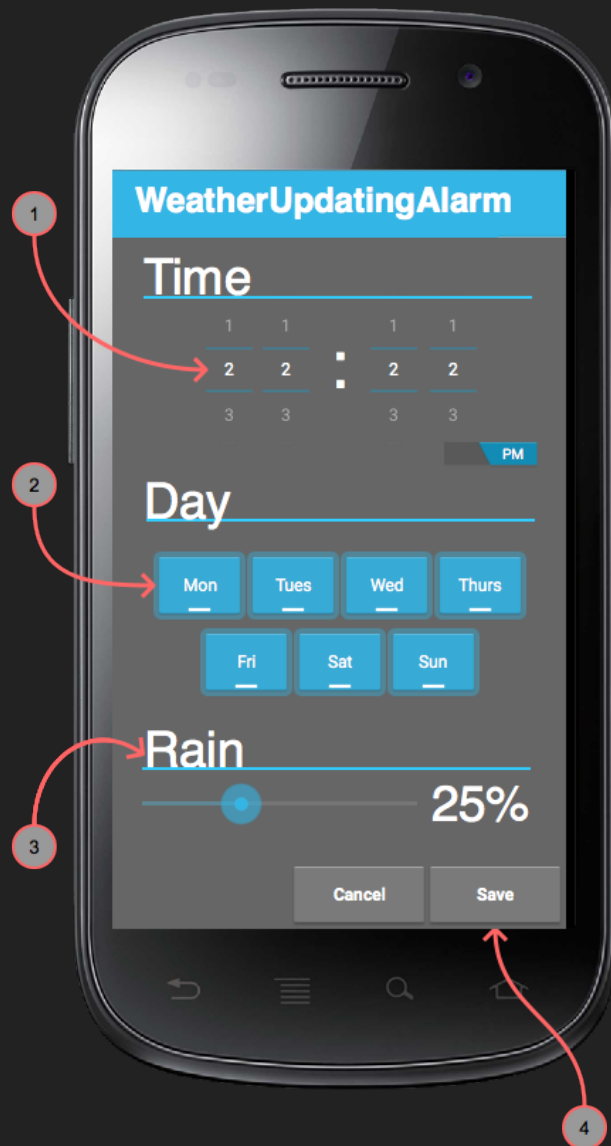
# SECTIONS

- ▶ Planning
- ▶ Development
- ▶ Struggles
- ▶ Release
- ▶ Lessons learned
- ▶ Code Review
- ▶ Google Developer

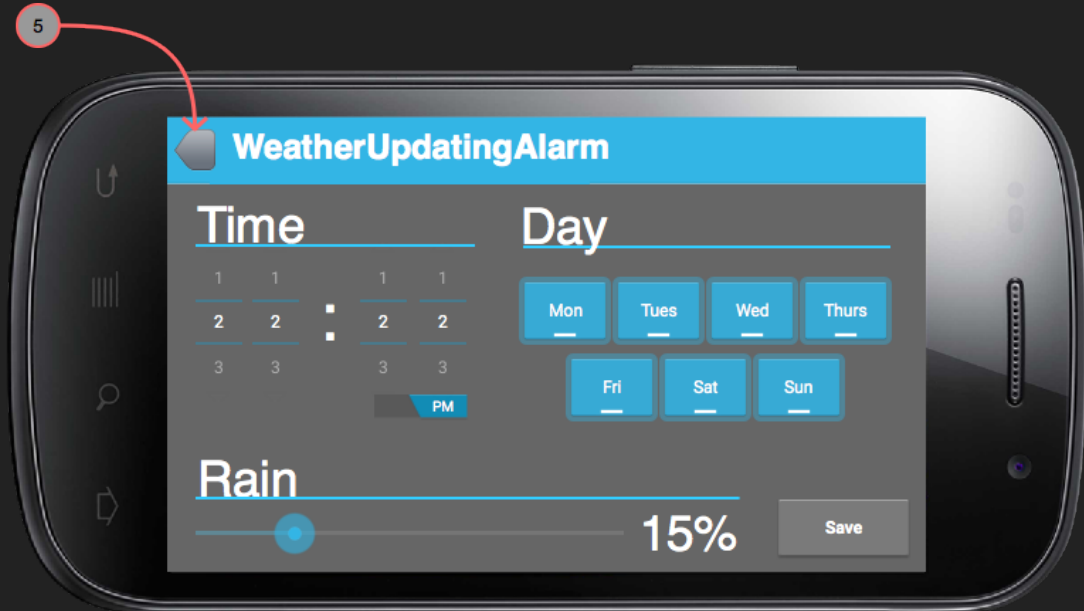
## PLANNING

- ▶ Entity Relationship Diagrams
- ▶ Class Diagrams
- ▶ Logic planning
- ▶ Design ideas

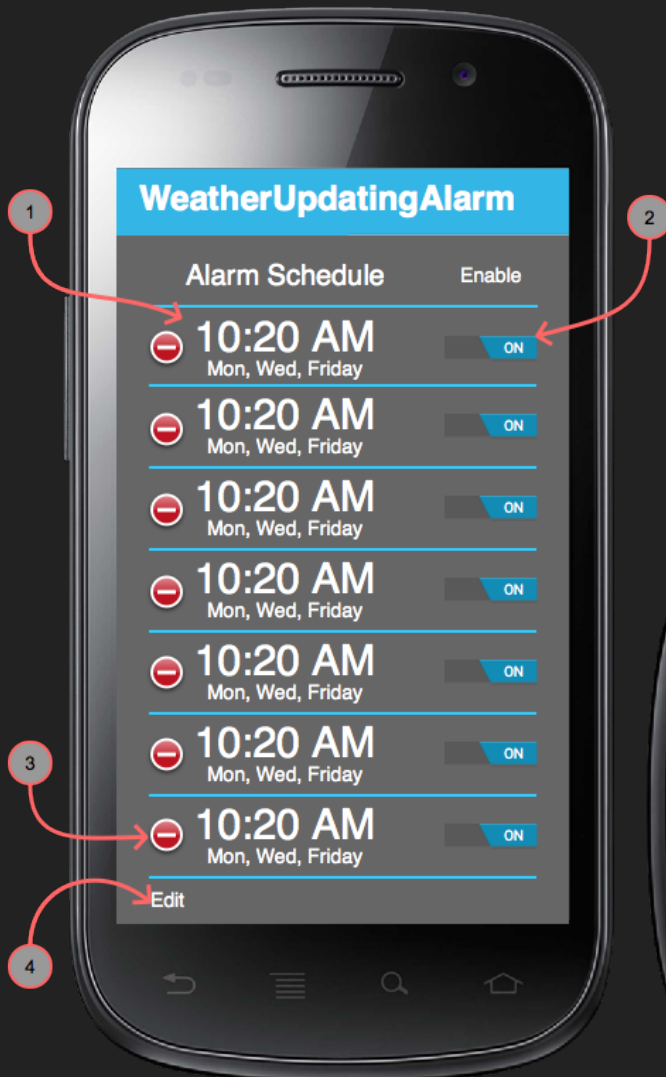
## PHONE EDIT VIEW



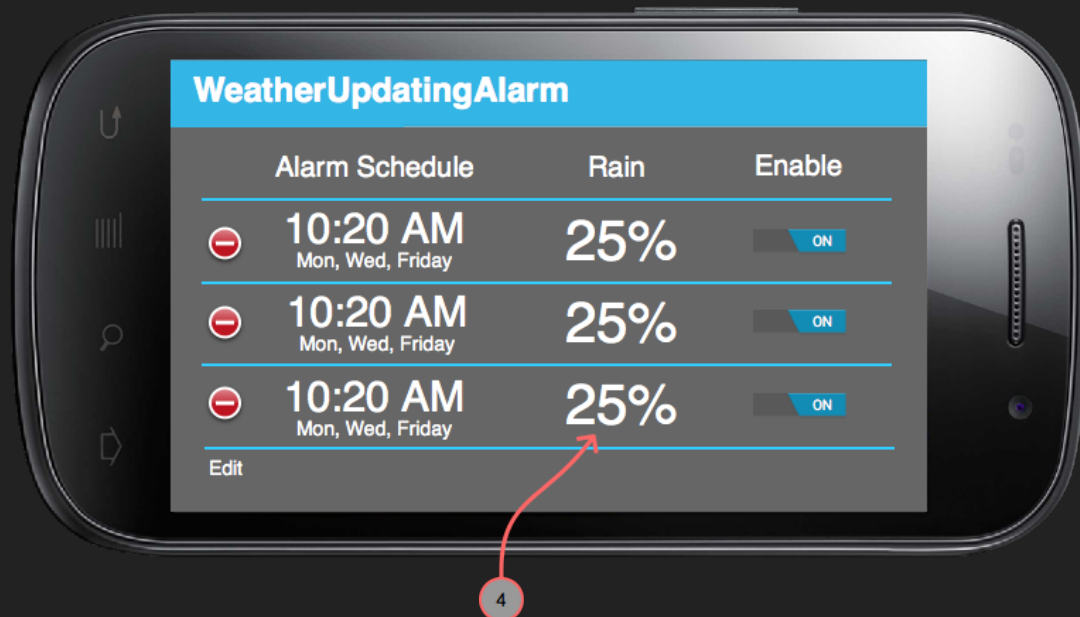
**AlarmEditScreen:** This screen will allow the user to edit and set the time (1), days of the week (2) and the precipitation threshold (3) for changing the alarm time. The save button (4) will keep the changes and the cancel button or home button (5) will return the user to the alarmListScreen.



## PHONE LIST VIEW

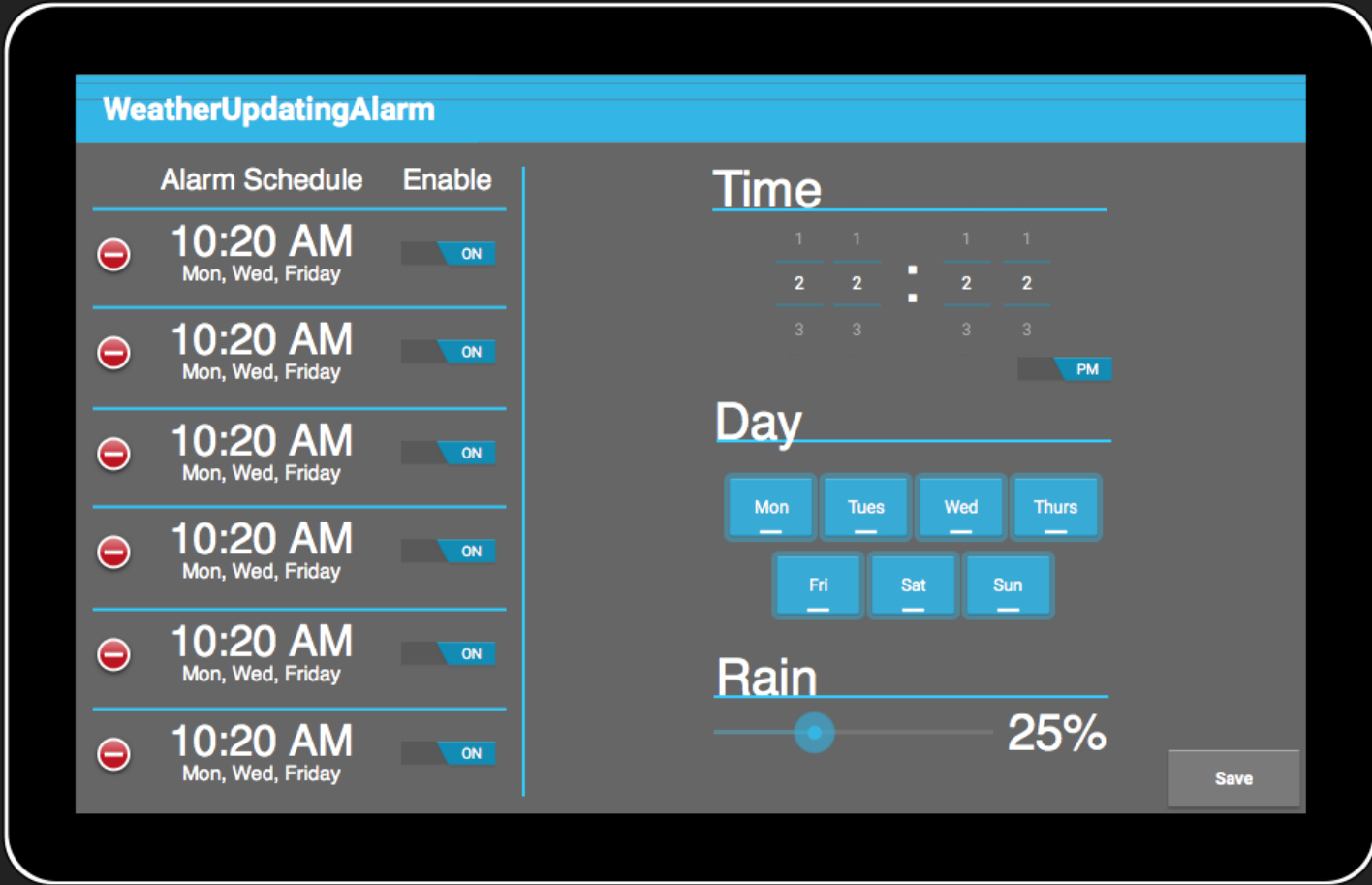


**AlarmListScreen:** This screen will show all the alarms that are set (1) in the app and allow the user to toggle them on & off (2) or delete (3) them. Clicking on any of the alarm times (1) will switch to the alarmEdit screen. The edit button (4) at the bottom will allow for the alarms to be removed. Additionally, in the horizontal view, the app will also display the rain thresholds (5) on the screen.



TABLET VIEW

The horizontal display on the tablet will allow for all the features to be visible at the same time. They will have the same functionality as the other screens.



# DEVELOPMENT

- ▶ Scheduling
- ▶ Creating classes
- ▶ Debugging
- ▶ Testing on different devices

## STRUGGLES

- ▶ Keeping ahead of schedule
- ▶ Unexpected variable types
- ▶ Changing the database
- ▶ Complicated logic
- ▶ Concepts needed ahead of syllabus



## RELEASE

- ▶ Setting up Google Developer Console
  - ▶ Images
  - ▶ Signing my app
- ▶ 1 hour turnaround on release
- ▶ Deciding if app will be free or paid

## LESSONS LEARNED

- ▶ Double check variable types before creating database
- ▶ Research critical parts of app before it's time to build
- ▶ See if there are other similar apps that might offer insight
- ▶ Do not procrastinate
- ▶ Any time spent coding / conceptualizing is time well spent

# CODE REVIEW & GOOGLE DEVELOPER