

Mobile app report

XingLiu

1. App description:

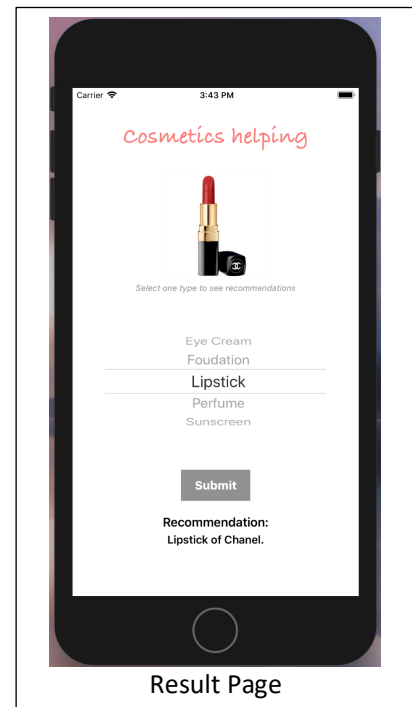
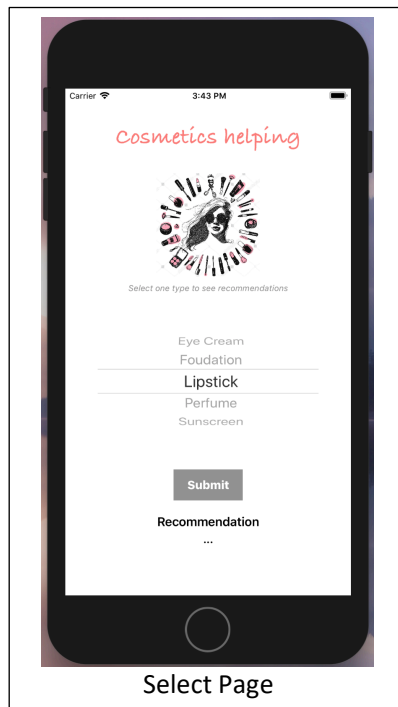
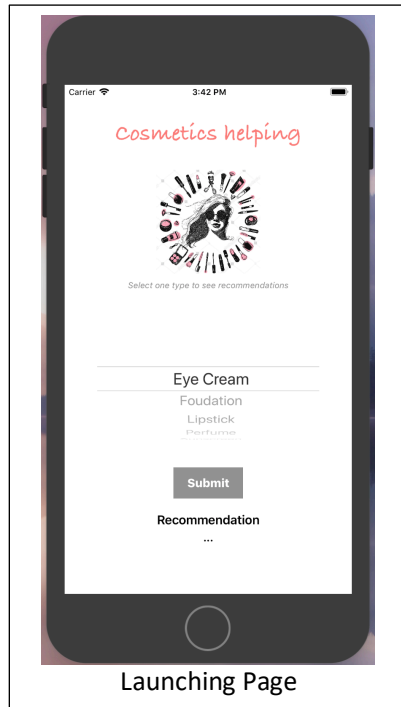
This app is to help people choose cosmetics.

2. Human interface guidelines:

According to the human interface guideline, I follow these rules:

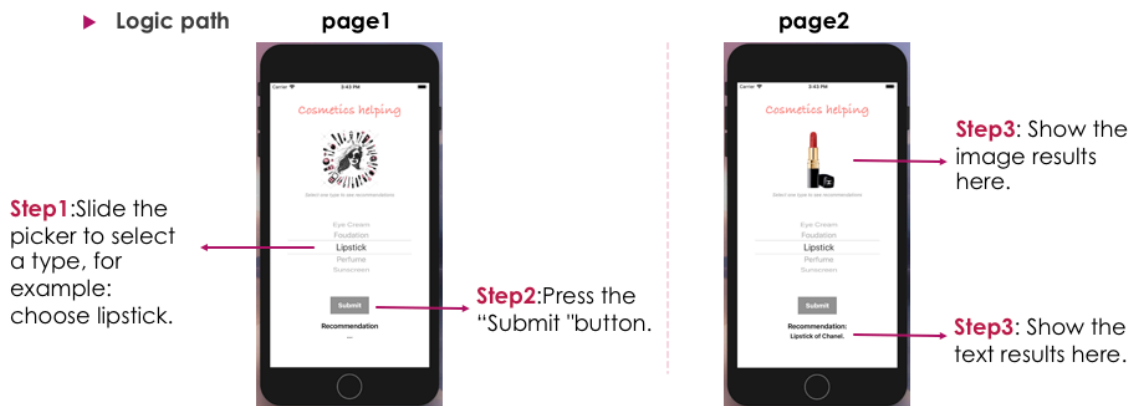
- a. Visual design:
 - i. Layout: this app has auto layout to Adapt to different screen sizes.
 - ii. Margin: this app has adequate margins and spacing around content and has readability margins when displaying text on larger devices. I set 50px in minimum on both left and right sides.
 - iii. Button icon(submit): The size of the submit Button for tap is 100*45, which is more than 44*44(which is the Minimum requirements).
 - iv. Color: using the different color for interactive and noninteractive elements. I only use grey background under button. And different color for different kinds of text.
 - v. Typography: use default-system fonts to the whole app, except the title: cosmetic helping, in order to be legible. I also give font weight, size, and color to highlight the most important information in your app.
- b. Views:
 - i. Image views: all in the app are consistently sized.
- c. Icon & image:
 - i. Use 3x for 8 plus
- d. Controls:
 - i. Picker: Arrange the types of cosmetic in alphabetical order, which is eye cream, foundation, lipstick, perfume, sunscreen.
 - ii. There are no switching screens to show a picker.

3. Screen shots:



4. Logic flow/storyboard:

- Once the users open this app, they are required to select one type of the cosmetics.
- After that, they have to press the "submit" button.
- Finally, the recommendation of brand for that particular type will show up at the bottom of the screen (randomly generate a brand from database). At the same time, the image for that cosmetic will show up in the above middle of the screen (see the image attached below).



5. Features:

In class, we only learnt how to random number. However, in this app, I random the brands of cosmetics with displaying the corresponding picture of the product.

6. Implementation issues:

Issue1: Randomize the brands.

Solution:

1. Use index number (var:indexb) to present the number of brand.
2. Use "indexB = Int(arc4random_uniform(3))" to have the random brand

Issue2: Associate pictures with corresponding cosmetics.

Solution:

1. Use index number (var:indexP) to present the name of the picture.
2. And then, use index number (var:indexT, var: indexB) to present the sequence for the two arrays (types and brands) .
3. After that, write an equation ($\text{indexP} = 3 * \text{indexT} + \text{indexB}$) for the calculation in order to connect the number of cosmetic with the corresponding picture.