1. Explain how your application would be different if it were developed for a tablet rather than a phone, including a discussion of fragments and layouts.
   1. If this application was designed to be on a table, each screen could display the lists and details in the same window.

2.  Identify the minimum and target operating system your application was developed under and is compatible with.

3.  Describe (suggested length of 1–2 paragraphs) the challenges you faced during the development of the mobile application.

4.  Describe (suggested length of 1–2 paragraphs) how you overcame each challenge discussed in part F3.

5.  Discuss (suggested length of 1–2 paragraphs) what you would do differently if you did the project again.

6.  Describe how emulators are used and the pros and cons of using an emulator versus using a development device.