App Deconstruction

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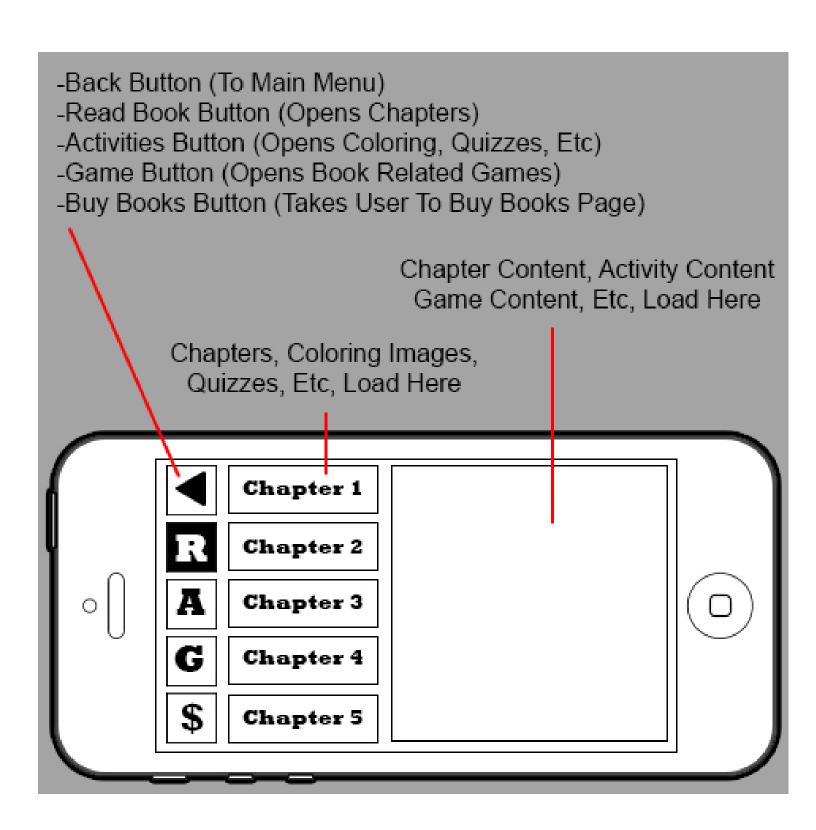
BookApp

DECONSTRUCTING

SECTION

In this Book Reading App, the program most likely has 4 classes, a main "Program" class, a "Book" class, an "Activity" class, and a "Game" class. In the Program class, there are probably private voids that include a menu, a void content, a void BackButton, a void BuyBook and a void TableOfContents. All of these functions in the main allow for the program to cleanly call the functions assigned without making too many items public. There is probably a string content, a varisble to hold the Book, and a Dictionary<string, Book> for the content. In the Book class there are probably voids for creating the book, a void for building a chapter, and a book for building a page. The construction of the book for this class probably creates pages first, then adds them to a list of each chapter, then a list of chapters is created from each list. After that all the chapters are put into a dicitonary for the book. The class activities probably hasdifferent voids to pull up the coloring book, the quiczzes and any other games. The class games would have all the functionality for the different games.

The database involved in creating an app such as this book app was most likely a relational database like MySQL, relational databases which are vertical databases are important in apps like these to hold the data needed. Each sentence is in a page table, page tables are referenced in a chapter table which are referenced in a table of contents table. That allows the app to guery the database when needed for a table of contents and really just a search feature to allow the user to pick up on where they left off. Databases are important when creating mobile applications in todays society. Most apps cannot even funciton without the use of some type of database to work with. That is why remote data is so important.



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SECTION

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