

# Polllt Mobile Application

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# Introduction

PollIt is a mobile application designed to quickly and easily create, share and monitor simple polls to collect data of opinions. PollIt is available on a variety of operating systems including Android, iOS, UWP (Universal Windows Platform).

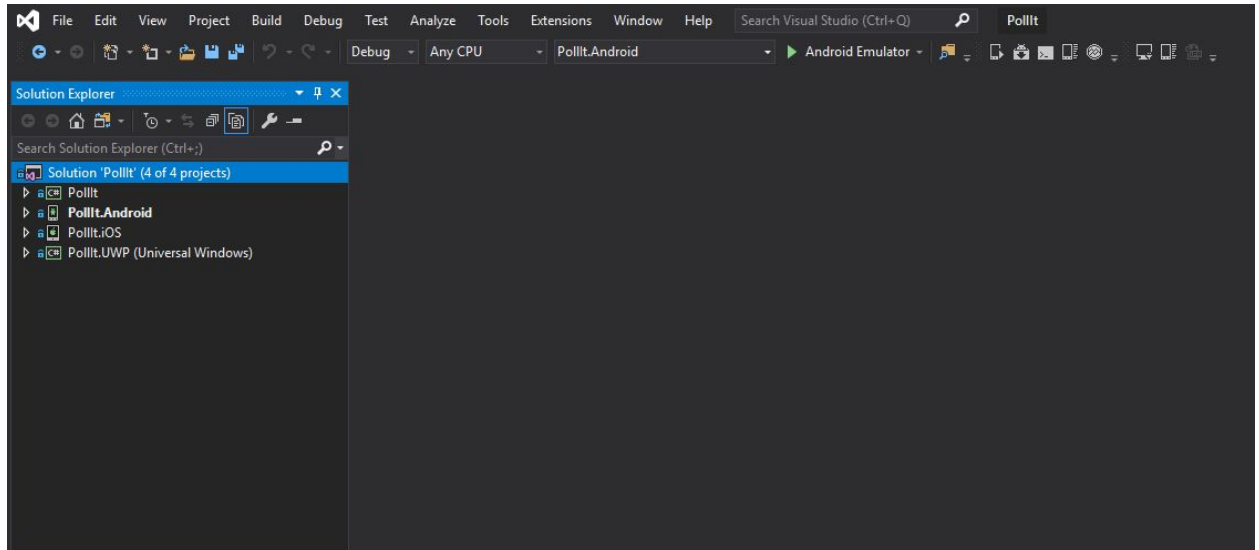
The application was written in C#.NET with the Xamarin framework to enable cross-platform development for Android, iOS and UWP using a shared codebase. This enabled the application to be written with more simplicity and less repeated or unnecessary code.

The PollIt mobile client communicates with the PollIt REST API to create, read, edit and delete polls across many devices linked to a user account. The polls are saved in a Google Firebase NoSQL database and retrieved by the Node.js server. Node.js and Firebase were chosen because of their usability, quick setup and security.

# Deployment

## Android

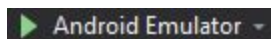
1. Open the Visual Studio solution file (.sln) in Visual Studio



2. Select PollIt.Android with selected Android Emulator on Debug.



3. Select Start Emulator button

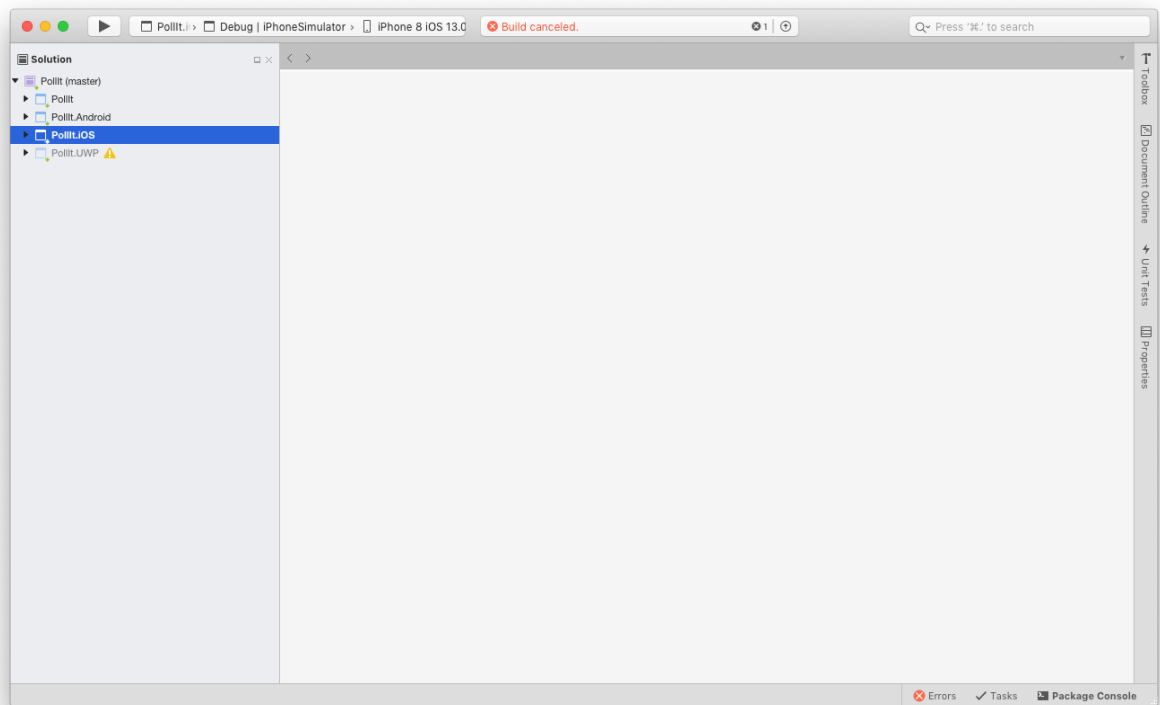


4. Use application



# iOS

1. Open the Visual Studio solution file (.sln) in Visual Studio.

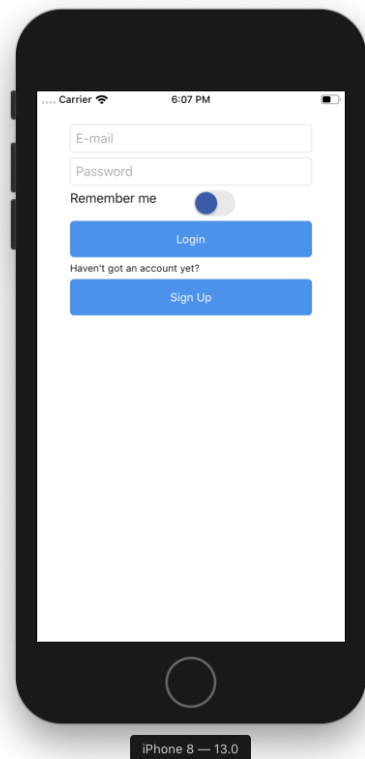


2. Select PollIt.iOS with iPhoneSimulator and an iPhone device.



3. Select the Start button to begin application on selected simulator

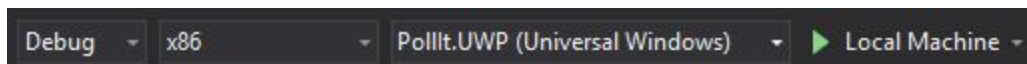




4. Use application

## UWP

1. Open the Visual Studio solution file (.sln) in Visual Studio
2. Select PollIt.UWP on Local Machine on Debug



3. Select Start Local Machine



4. Use application

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