

Name(s) _____ Period _____ Date _____

Activity Guide - Apps with Storage



Key Vocabulary:

Storage - Information that is saved for the computer to use in the future

Sample Apps

Outfit Picker

What information should be **stored**?

Information	Should it be stored ?	Why? Or why not?
Favorite color	yes	Because your favorite color usually is the same every time you use the app
Season	no	The seasons will change
Weather	no	The weather is different every day

Friend Finder

Information	Should it be stored ?	Why? Or why not?
List of friends	yes	It is too much trouble to put it in every time, and it should be the same until you decide to change it
Friend locations	no	Your friends move all the time, and this is the whole point of the app to get the recent information
Friend requests	no	It should always check to see whether you got a new request

Choose a Kids Movie

What information should be **stored**?

Information	Should it be stored ?	Why? Or why not?
Favorite movie	yes	This usually stays the same a long time, and it doesn't make sense to put it in every time
What are you in the mood for?	no	Moods are supposed to change every time
Do you want an animated movie?	no	Maybe you feel like animated one time, and maybe you don't a different time.
Recommendation	no	It should give a different recommendation each time based on your different answers

Guidelines

Now that we've seen some examples of input that should and should not be stored, brainstorm at least two guidelines about what types of information should and should not be stored. Your guidelines should follow this format:

"If the information _____, then that information (should / should not) be stored because _____. For example, _____ (should / should not) be stored."

1. If the information changes a lot, it should not be stored
because the app will need the most recent information to
run the right way each time
2. If the information doesn't change a lot, it should be
stored because the user doesn't want to waste time to
put in the exact same information each time