CS 360

7-2 Project Three: Inventory App Launch

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1. **What will be included in your app’s description and what kind of icon will best represent your app once it is made available in the app store?**

I found a.png clipart of an organizer for an icon, and it is additionally shown on the fundamental login screen. This icon is utilized to address the application, combined with a dim dark background that matches most of the presentations. That was a lot for this task, as I would see it.

For a total arrival of an application, I would undoubtedly make or commission an icon myself. This would make the application's plan seriously engaging and unmistakable. On the off chance that this were a more specific business application, brand mindfulness would be a major component, and the icon would undoubtedly be a business logo.

1. **Which version(s) of Android will your app successfully run on? Have you included the most current version? Note that with each version of Android, new components are introduced that add considerations and challenges in the development.**

My application presently requires API 28, or Android 9.0 (Pie), which is functional with roughly 69 percent of devices. I could not select the most current (API 32) because it had a really low consistency rate of about 1%.

I believe it is critical to strike a balance among what your application demands and what works on the majority of devices. Because my project isn't especially difficult or requires particularly sophisticated capabilities, I decided to relax the criteria slightly.

1. **What permissions will your app ask for? Be sure these are only permissions that are necessary for your app to run. For example, does your manifest ask for permission to record phone audio when your app does not use it?**

For the time being, my app simply wants SMS notification rights. The majority of additional contact with the user is done through toasts at the bottom of the screen, which alert the user of decisions and updates. Permissions, including version selection, should be kept to a bare minimum in order for the app to perform properly.

Many permissions deter users, especially if they are concerned about their privacy. This wouldn't be an issue because this app only has one permission, which isn't even required for operation and is completely optional.

1. **What is your plan for monetization of the app? Consider whether your app will include ads, require a one-time payment, both, or neither.**

Because the architecture of this program is so simple, I don't believe monetization will be a concern in its present condition. If this program continues to add features and capabilities, I could see it becoming a mild version and launching a complete version with such features for a little cost, or possibly with advertising and a one-time buy to remove them.

Monetization must be justified and should be incorporated into the design from the outset. This guarantees that if monetization is implemented in the future, it does not look to be ad-hoc or out of place, as it is with adverts.