CPE_Group9 CPE106L/B3

Engr. Dionis Padilla April 29, 2024

LABORATORY EXERCISE #6

NoSQL database models

PreLab

[Chapter 9, Section 9.1 to 9.6] Lingras, P. (2016-01-01). Building Cross-Platform Mobile and Web Apps for Engineers and Scientists: An Active Learning Approach. [[VitalSource Bookshelf version]]. Retrieved from vbk://9781305855892

https://www.mongodb.com/docs/manual/introduction/

https://www.sqlitetutorial.net/wp-content/uploads/2018/03/sqlite-sample-database-diagram-color.pdf

Readings, Insights, and Reflection:

- Torres, Nicole Allyson B.
    - Chapter 9 in Lingras' book, "Building Cross-Platform Mobile and Web Apps for Engineers and Scientists: An Active Learning Approach," is a must-read for anyone serious about developing successful apps. The chapter covers critical aspects of app development from Section 9.1 to 9.6, offering insights and strategies that can help take your app to the next level. Starting with user interface (UI) design, Section 9.1 emphasizes the pivotal role of intuitive layouts and interactive elements in engaging users effectively. Lingras encourages engineers and scientists to prioritize functionality while maintaining a user-friendly aesthetic, which is crucial for modern app success. Moving on to navigation patterns and data organization in Section 9.2, Lingras highlights the significance of logical navigation paths and efficient data grouping to ensure smooth user experiences and information retrieval.

      Sections 9.3 and 9.4 delve into input controls and flexibility, guiding readers on implementing diverse input methods and responsive feedback mechanisms. Understanding different input scenarios and validation techniques is critical to creating versatile and user-centric apps. The exploration of multimedia integration in Section 9.5 highlights strategies for seamlessly incorporating

images, videos, and audio elements, enhancing app content and engagement across platforms.Regarding accessibility considerations (Section 9.6), Lingras emphasizes the importance of inclusive design practices. We can learn about creating accessible user interfaces (UIs), including text alternatives, keyboard navigation support, and contrast considerations.

- Pangilinan, Cromuel
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- Gavino, Karl Ignatius G.
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- Alonzo, Xavier
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