

^{2.3} Implementation & testing

2.3.1 Task.

I selected Agile as Software development methodology. Since this is an Android based Mobile application it is easy to develop the system sprint wise. Because of each sprint is having ~~a~~ testing part it will help to ~~achieve~~ achieve final Product ~~with~~ as expected.

2.3.2. Issues.

a. The main problem I have faced is time management. It is hard to develop Proposed System while doing a job.

b. ~~Concluded~~ The The tool which I used to build the Gantt chart was Microsoft Project. ~~It was new to~~ completely new to me. ~~due~~

Since I am new to the tool the initial Gantt chart was ~~even~~ build according to incorrect date plan.

c. Had to work stressly due to the first sprint must be finised and tested before the final ~~Product~~ release

2.3.3

- a. By creating the Gantt chart, I was helped me to keep the Project on the track.
- b. Re made the gantt chart untile Satisfied.
- c. Consulted a Mobile application ~~expert~~ develop expert to help me ~~in development~~ with the bug fix.