**移动众包手机应用系统设计与实现**

**摘要**

在当前，众包的概念逐渐兴起，众包是一个企业或者机构把由自己员工完成的任务以自愿的形式外包给不特定的群众网络的行为。众包有利于充分发掘广大消费者的潜力和力量来参加企业的各种开发活动，这能够大大降低公司产品上市的风险。而当前的众包发布要么采用网页的形式，运行速度慢，对于高频使用用户低效且难用；要么采用原生开发，开发效率低下，无法适应当前快速发展的互联网时代。

因此本系统决定开发一个众包移动手机应用，并且采用当前谷歌主推的移动UI框架Flutter，能够快速在安卓和ios上构建较高质量的用户原生界面，后端采用当前主流的springboot进行构建。其用户主要是众包任务的参与者，可以进行任务的发布、执行、完成等。本文以众包移动程序需求出发，分析了相应的需求，设计了各个模块，有利于跟踪目前流行的众包应用模式和移动应用开发技术，较为条理的论述众包的分发模式。应用程序的完成，在探究flutter开发可行性和积累相应的flutter开发经验的同时，可以作为成熟应用版本的模板使用，也可应用于小范围内的众包分发场景实际使用。

**关键词：** 众包；Flutter；移动应用；springboot

**Abstract**

At present, the concept of crowdsourcing is on the rise. Crowdsourcing is the voluntary outsourcing of tasks completed by an enterprise or organization to an unspecified mass network.Crowdsourcing is conducive to fully tapping the potential and strength of consumers to participate in various development activities of enterprises, which can greatly reduce the risk of the company's product launch.The current crowdsourcing distribution is either in the form of a web page, running slowly, inefficient and difficult to use for high-frequency users;Or the use of native development, development efficiency is low, unable to adapt to the current rapid development of the Internet era.

Therefore, this system decided to develop a crowdsourced mobile phone application, and adopted the current mobile UI framework promoted by Google, Flutter, which could quickly build a high-quality user's native interface on android and ios, and the back-end was built with the current mainstream springboot.Its users are mainly participants of crowdsourcing tasks, which can be published, executed, completed, etc.Based on the requirements of the crowdsourcing mobile program, this paper analyzes the corresponding requirements and designs each module, which is conducive to tracking the current popular crowdsourcing application mode and mobile application development technology, and systematically discusses the distribution mode of crowdsourcing.The completion of the application, while exploring the feasibility of the development of flutter and accumulating the corresponding development experience of flutter, can be used as a template for mature application versions, and can also be applied to the practical use of crowdsourced distribution scenarios in a small range.

**第1章 绪论**

**1.1研究的背景及意义**

众包产生于欧美企业的创新任务，由J.Howe首次提出，认为众包是一个企业或者机构把由自己员工完成的任务以自愿的形式外包给不特定的群众网络的行为。众包在2007年被引入中国并且快速发展，在2016年政府

研究众包，首先就需要与外包进行区分，伴随着全球化的发展，外包服务逐渐发展并热门，在当今全球化每一个人都可以作为个体参加全球竞争与合作，似乎外包的极致便是众包，其实二者还是有着很大区别的。外包往往是一对一的关系，而众包则为一对多的关系；外包强调的是高度专业化，而众包则相反；外包强调的是高度专业化，而众包则强调群众个人。在作用效果上，外包是把不具有核心竞争力的业务转移出去，而众包却可以加强企业的竞争力。当然，对于使用者来说众包的概念并不受用，他并不关心到底是如何完成的，他只关心完成的质量如何。