**PART A**

1. Associate a README.TXT with the app outlining technical implementation matters

2. Write HTML help document and associated ? icon covering common user interface elements in the UI

3. Write a Roadmap going forward of the developments to the interface, include in development repository where code is stored

4. Move 3rd party dependencies to CDN repositories, remove 3rd party files from codebase

5. Why is it important to implement the above (1-4?)

6. What other types of documentation may be necessary for this project?

**PART B – Continuous Improvement**

7. What portions of the development went particularly well

- I excelled in the HTML and CSS, so that went pretty smoothly in terms of creating the mock-up design for the site, and further implementing it into the completed version of the app. I was also able to get some of the PHP functions such as my join, login and register functions written and functional before needing help with the base case to get them to function correctly.

8. What was the most difficult to implement

To be honest the functions of

- Honestly the most difficult part of this development was the building the base case (as it was a completely new style of coding for me and it was a steep learning curve to make it work and then another steep learning curve to relearn and reformat it to make it functionally correct) as well as the JS section of the coding (it is my weakest coding language and I still have a long way to go when it comes to being fully competent)

9. If you had the chance to do this again, what would you do differently?

Get started on learning my framework at an earlier time. It has posed a challenge to

10. What parts of the implementation incomplete at this stage of delivery?

11. Write and reflect on “Quality Assurance” how are you practicing this?

12. How much of the prototype UX1 remains in the final project?

13. Where has your project Object-Oriented programming implemented?

**PART C – Presentation**

14. Student to present three measureable criteria from project plan (PROJ1)

15. Present Web App (solution) to class

16. Seek feedback from your peers on level of quality, based on project plan

17. Rectify any failings as a result of this activity

**PART D**

1. Check final application in a Desktop version of Chrome & Firefox + IOS and Android phones

2. Bring UX2, PROJ2 & PROJ3 together in one .zip, write a README describing installation for operations staff

3. Include in the README all the technologies used in the app, places where they were used and versions you recommend

4. Confirm functionality in relation to plan PROJ1 highlight areas that changed, or were not implemented.

**PART E – SECURITY AUDIT**

6. Secure app by resetting/removing admin passwords

7. Remove localhost from referrer security, add hosting domain referrer

8. Remove log data & test data from app

9. Reset rate limits to once every 30 seconds & a maximum of 5000 requests

10. Test with out of bounds data like negative numbers, Inject <script>alert(‘Security Alert’);</script> Update or delete on IDs that don’t exist

11. Screenshot results of 10 above and suggest a remedy