Samuel Bailey

Milestone 6

CS-319

Diagram

Description automatically generated

This is a simple outline of what the embedded system would look like on a smart phone screen. Nothing to complicated just an opening screen with two options. The options requested were to view loan payments and then request a loan. IF there is already an existing loan then the request a loan button displays existing loan information. Last week we decided to listen to everything that the user wanted/needed. That being “request loans, and track my loan payback process.” That is exactly what came out of our design. The user on the flip phone has all the data requested. Starting at the top with a request a loan button for the user to start a new loan process. Then going down to the loan payments button displaying how much the user has left to pay and the interest that goes along with it.

The user is going to start the application on the flip phone with the goal of trying to get a new loan. Since the flip phone isn’t capable of giving/donating money this is the only option for the flip phone user. So the order would be to first request a loan then view the loan payments after the loan has been made. Which is why the order of the buttons on the screen is in the order it’s in. Each button will open up to a subscreen showing a little more information. The first button showing a form to fill out for the loan request. The second showing information about the loan and payments.

In the terms and conditions one of the rules is to not misrepresent the data presented. I have done my best to abide by these rules. The data showed on this system will be straight from the data servers without any changes aside from UI display. Rule number six also says to be nice to the API servers and I have abided by that rule as well. Only calling a few different functions of data this doesn’t put much strain on the servers but allows them to function at max capacity while still feeding us data.