

# **Discipline Core**

**Design Project: Mobile Application** 

**CS4201** 

Assignment 2

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#### **❖** Problem Statement:

Design implementation and thereby identifying the requirements of the project such as preconditions, functional requirements, operational requirements, and design limitations.

#### **Precondition:**

- ➤ Software Knowledge ➤ Programming Knowledge
  - 1) Android Studio
  - 2) Axure

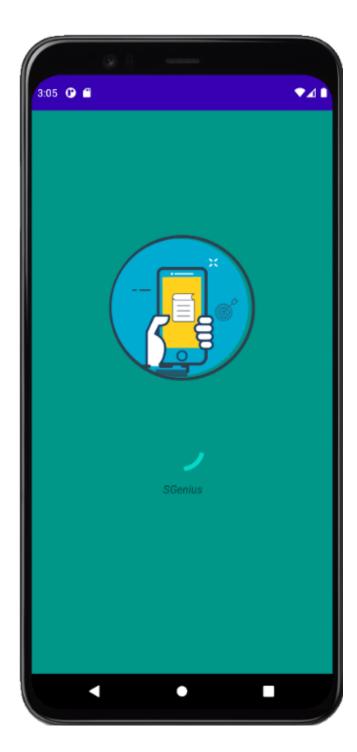
- 1) JAVA
- 2) ANDROID

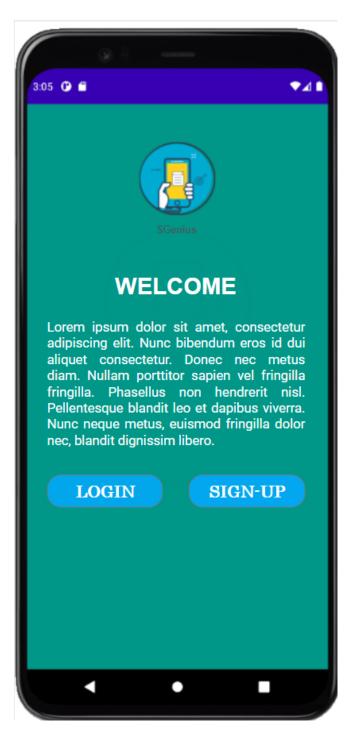
### **Style Guide:**

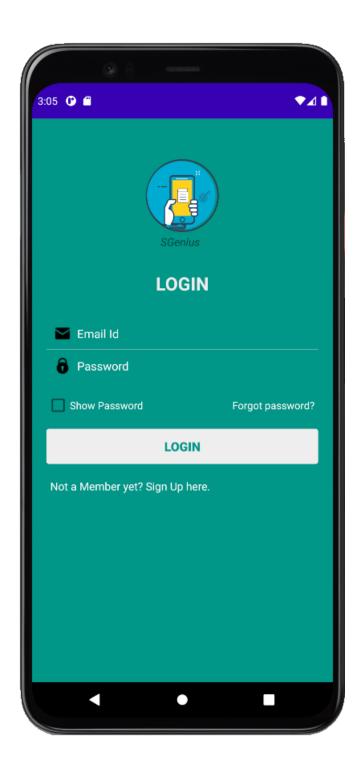


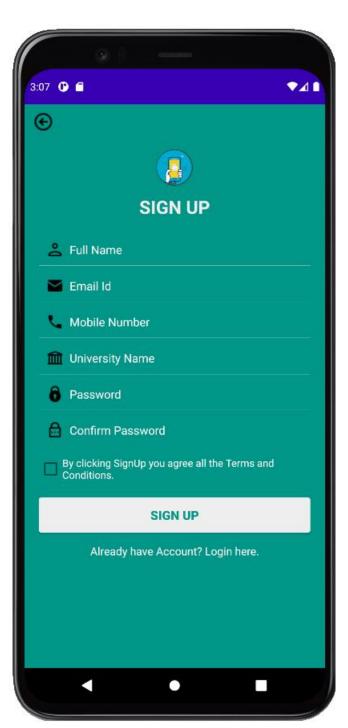


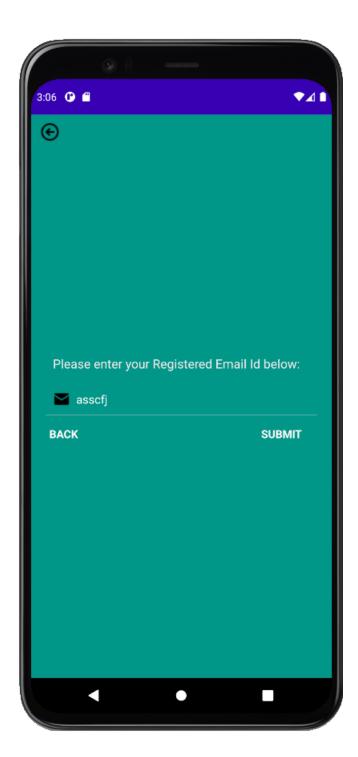
#### **\*** Wireframe:

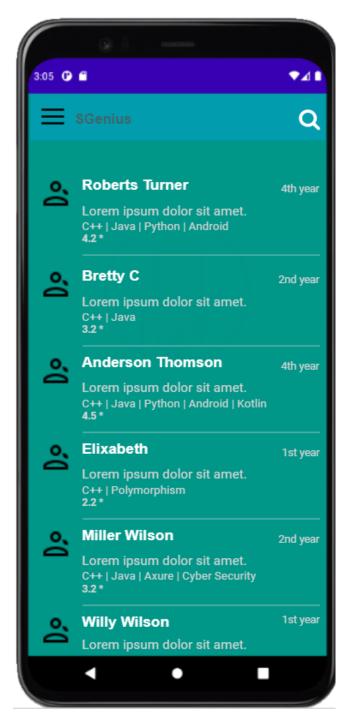


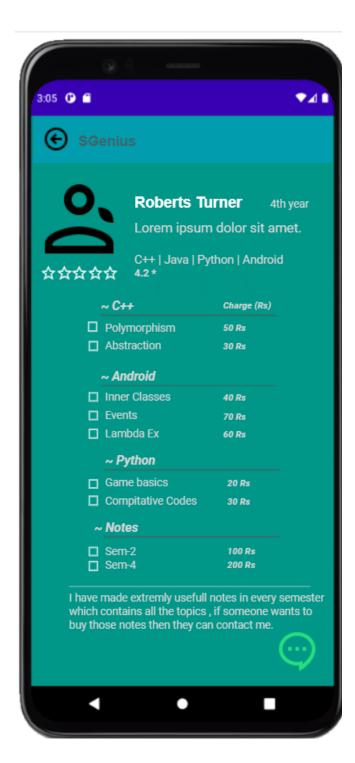


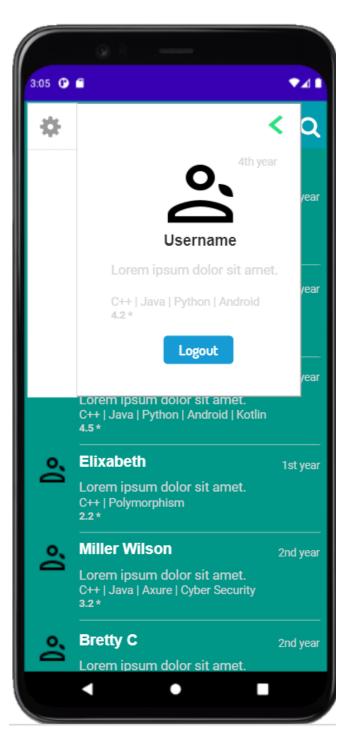


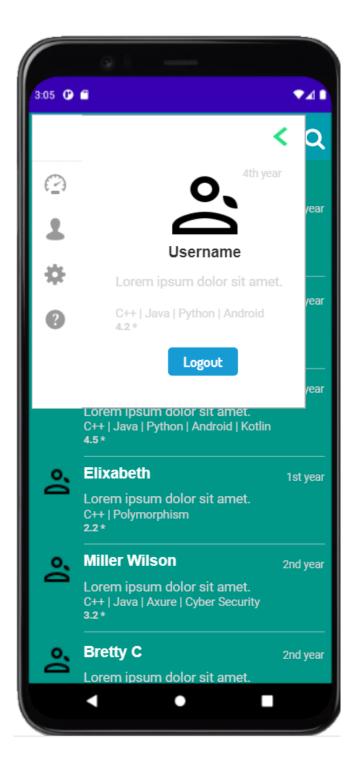


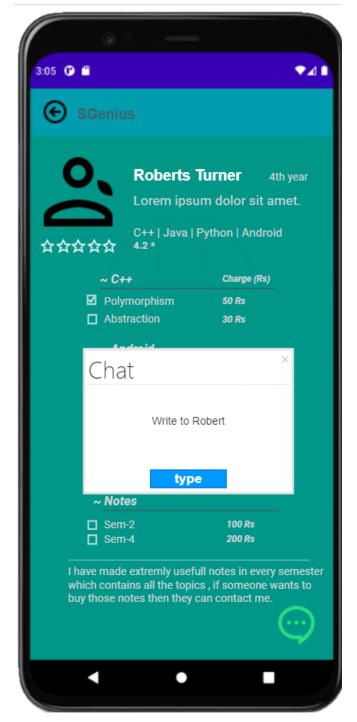




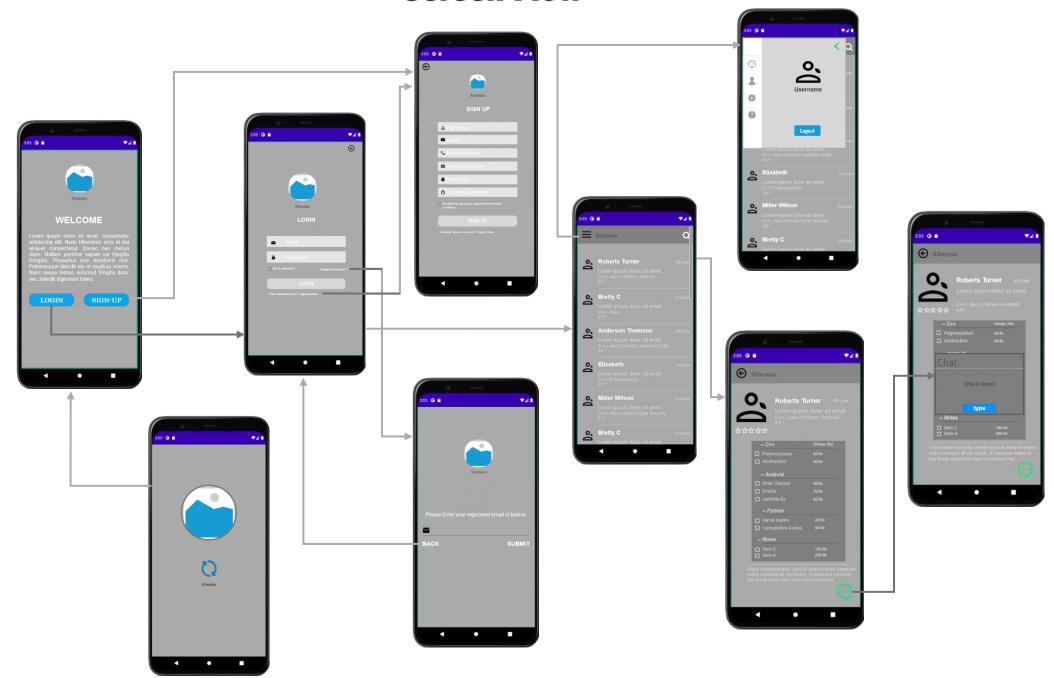








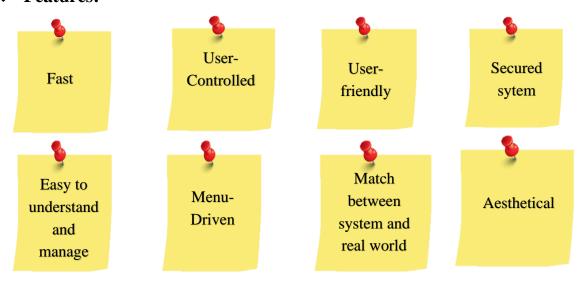
## Screen Flow



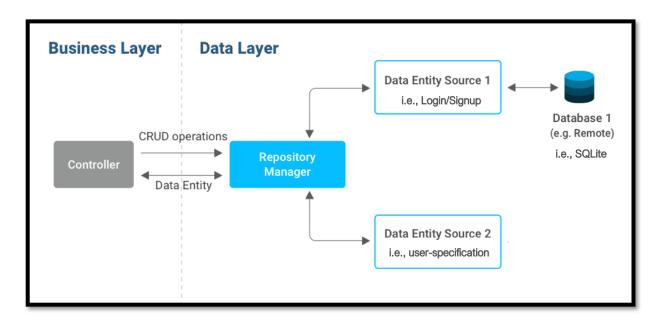
## **\*** Constraints:

S.nos	Constraint
1.	The User has full control over the app i.e., while operating the app, the user is in a controlled state.
2.	Visibility of any update or changes in the system gets displayed on the screen therefore a user knows that what process is going on.
3.	The validation part of the application alerts or helps the user to avoid the errors or mistakes
4.	The system remembers the user and make the task of user easy by remembering user input and recalling them when again required.
5.	The user can easily create his/her account and can also update/delete the information about him/her.
6.	The user can look up about the person and send the message to the person from whom the user wants to study
7.	The user can select the topics which he wants to study and then pay the teacher via the app.

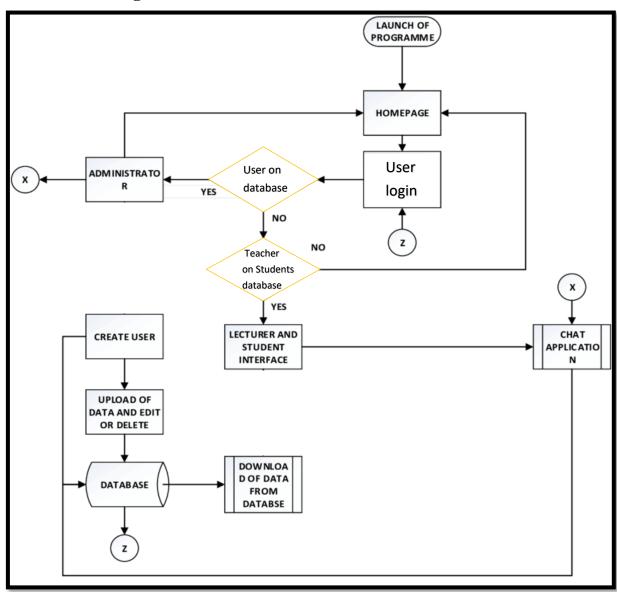
## **\*** Features:



## **\*** App Architecture:



## \* Data-Flow diagram:



### \* Flowchart:

