



**Gyalpozhing College of Information Technology**  
*Royal University of Bhutan*



## ITW202 Mobile Application

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# Assignment-II

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SECTION: A

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# 1. Introduction

The purpose of my project would be developing a platform where the users can note down all their list of things that they should do on a particular day. The proposed application will allow the users to manage the work load , manage all your tasks for the day. By logging and monitoring the list the user can be more productive with time. The potential for human error can be reduced, therefore increasing the productivity of the workforce. It will mainly focus on digitalizing the way how the daily chores are being managed efficiently and effectively. It will also give the user a motivation to do something productive if the things are managed properly according to the time.

## *ii. Scope*

### *System Scope*

- 1) Add – The user can add the list of things.
- 2) Edit – The user can edit the list of things.
- 3) Done – The done button will be used to delete the list of things from the dashboard.
- 4) Reminder – It will remind the user of the time at which the things must be done, and the status about being early or late for your task.

### *User Scope*

The project targets the staffs and students of GCIT as the scope is kept very small to study how the app works in it's beta stages for the users with much more accuracy and efficiency. There are times when every individual in the college faces problems like managing of their daily tasks, shopping lists , prioritizing their list of things to do, These problems are dealt manually as of now. Therefore, this app will transform the existing manual way of doing things and will be focusing on doing it effectively with the help of technology.

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## 2. Requirements

### *a. Functional Requirements*

In this functional requirements, we will be discussing the features that will be implemented while developing this project.

- Add items (The user can add items or task that should be performed during the day on a particular time)
- Edit items (Users can also edit the existing items or tasks.)
- Delete( User can also delete the items and tasks)
- Reminder (It will remind the user of the time at which the things must be done, and the status about being early or late for your task.)

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### ***b. Non Functional Requirement***

In non-functional requirements, we will discuss the behaviour of the application which is going to be developed. And it includes following behaviours:

- Security (Users are very much secure because there is no login and other personal details asked while using the app and all the informations are attached with the app, making it secure.)
- Usability ( The app will be having good graphical interface with clear text and information to make it user friendly where the user will be able to use the app with ease.)
- Responsiveness (Matching the graphical interface with the screen size of phone)
- Support-ability (This app can be installed and run on any android smartphones operating on jelly bean 4.1 version. The size of the smartphones will not affect the performance of the application.)
- Reliability (The app will be much reliable because it uses no internet connections, which means there is no risk of unstable network connections as it is totally a offline app.)
- Maintainability (The development team will follow best practices for clean code and software modularity in order to make the application as maintainable as possible.)
- Portability (Users will be able to access this application on or off campus anytime on their mobile device without the need of an internet connection.)

### ***c. Software Requirement***

For Developer

1. Android studio version 4 and above.
2. Java version: Java SE jdk 8 and above.
3. Android SDK-25 and above.
4. Operating System- Window and Ubuntu.
5. Database : Mysql

For user

Android version jelly bean 4.1 and above  
2 GB RAM

### ***d. Hardware Requirement***

For developer

1. RAM 8GB
2. 2.00GHz\*4 processors.

For User

1. Smartphones

## **3. System Design**