

APP DEVELOPMENT PHASES

If you want to create a new app,
there are four basic phases you must follow to get it.

Phase 1: Formulate your idea and search for information.
Go to Play Store or App Store in order to find similar projects.
Similar apps **will be being marketed**, for sure!
Once your idea is solid, **you will be moving** to the next phase.

Phase 2: Design and set the specifications of your app.
Craft the look and identify the specific duties
the app **will be accomplishing** in the future.
At this point, the needs of the users **will be being analyzed**.

Phase 3: Plan the app architecture and development.
By this time, you **will be scheduling** each task in the project.
The appearance of the app **will be changing** over time as the architecture evolves.
The user interface (UI), user experience (UX), frontend, and backend
will be being included in the framework.

Phase 4: Test and end your app.
At this stage, you **will be testing** every component in every direction from end to end.
Every weak area or glitch **will be being corrected**.
Your app **will be being tested** on different devices and browsers
to reflect your users' experiences.
Finally, your app **will be being** publicly **released**!

ANSWER THE FOLLOWING QUESTIONS

1. How many basic phases must you follow to build an app?

2. Which is the first phase?

3. What will be being marketed in Play store or App Store?

4. Which is the second phase?

5. During the second phase, what will be being analyzed?

6. Which is the third phase?

7. During the third phase, what will be being included in the framework?

8. During the fourth phase, where will your app be being tested?

VOCABULARY

Repeat the following words

Accomplishing

Analyzed

Appearance

Architecture

Backend

Being

Browser

Changing

Craft

Development

Devices

Duties

Evolve

Finally

Find

Formulate

Framework

Frontend

Glitch

Idea

Identify

Included

Marketed

Moving

Must

Needs

Phase

Project

Publicly

Released

Scheduling

Search

Specifications

Stage

User experience

User interface

Users' experiences

Weak area