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?

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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	Idea
Analyzed	Identify
Appearance	Included
Architecture	Marketed
Backend	Moving
Being	Must
Browser	Needs
Changing	Phase
Craft	Project
Development	Publicly
Devices	Released
Duties	Scheduling
Evolve	Search
Finally	Specifications
Find	Stage
Formulate	User experience
Framework	User interface
Frontend	Users' experiences
Glitch	Weak area