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ANALYSIS OF THE MAIN ASPECTS OF THE MOBILE APPLICATION DEVELOPMENT PROCESS

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Annotation: This article provides a detailed analysis of the key aspects of the mobile app development process - programming languages and technologies, user interface and experience (UI/UX), testing, security, and optimization issues. Choosing programming languages and technologies – We looked at the most suitable options: Kotlin for Android, Swift for iOS, and Flutter and React Native for cross-platform development.

Keywords: Mobile application, programming languages, Android, iOS, Flutter, React Native, UI and UX designs, backend, frontend, application testing, mobile application security, optimization, Android Studio, Xcode, Kotlin, Swift, development stages.

Today, the concept of a mobile application has become one of the most important concepts in our daily lives. That is why mobile applications are becoming increasingly important in various areas of life today, from everyday tasks to professional activities.

A mobile application (English: Mobile app) is a program designed to run on smartphones, tablets, and other mobile devices, developed for a specific platform, such as iOS, Android, Windows, iPhone, and so on. Most mobile applications come pre-installed on the device or can be downloaded for free or for a fee from online app stores such as the App Store, Google Play, and others. The process of developing these applications involves programming languages, design, databases, and other important aspects [1].

The Android and iOS platforms play a key role in creating mobile applications. Programming languages such as Kotlin, Java, Swift, and Dart are used to develop applications for these platforms. and uses environments such as Android Studio, Xcode, Flutter, and React Native. For an app to be successful, not only functionality is important, but also the user interface (UI) and user experience (UX).

The features included in a mobile application may include the following [2]:

Interface and design: It is important to ensure that the user interface (UI) and design of a mobile app are easy for users to understand.

Functions and features: The application should have essential functions for the purpose for which it was created.

Platform support: You can create an app for Android, iOS, or other mobile platforms.

Security: Ensuring security for users' data and information is important to the product.

There is a vast literature on the programming languages and technologies used to create mobile applications. For example: "The Big Nerd Ranch Guide to Android Programming" (Bill Phillips, Chris Stewart) is a practical guide to creating Android applications based on the Java and Kotlin

programming languages. This book provides theoretical and practical knowledge for beginners and experts in developing mobile applications.

Based on the literature and analysis presented in the research work, the following results were achieved:

The choice of programming languages and technologies is important when developing mobile applications. The main languages for Android are Kotlin and Java, and for iOS, Swift and Objective-C. The popularity of cross-platform technologies like Flutter and React Native has made it easier to create applications for multiple platforms. Literature on programming languages and environments is useful for beginners in acquiring technical knowledge. User interface and experience are key factors that determine the success of an application. It is important to follow Google's Material Design and Apple's Human Interface Guidelines. Design literature helps make applications user-friendly and intuitive. Testing and optimization ensure stable operation of applications. Automated Testing and Manual Testing methods are considered effective in cleaning applications from errors. Literature such as High Performance Android Apps is important for making applications fast and energy-efficient.

The literature in the field of mobile application development offers a wide range of knowledge sources, covering programming, design, testing, and business strategies. Each of these literatures serves as a guide for programmers and specialists at certain stages.

However, mobile app development is a dynamic field, and new technologies and approaches can emerge quickly. For this reason, programmers and specialists must constantly monitor developments, master new technologies, and gain practical experience.

Mobile application development is one of the fastest growing areas with the advancement of modern technologies and programming languages. This section provides a detailed analysis of the key aspects of mobile application development across three key areas: programming languages and technologies, design and user experience (UI/UX), and testing, security, and optimization.

The stages of creating mobile applications include the following: idea, technical task, budget, team organization, development, testing, publishing, improvement, and support.

The stages of creating a mobile application typically include: analysis; technical task; engineering and design; development; testing and validation; publishing to stores; support and promotion.

You can combine several stages to implement your individual plans faster and cheaper for each project. For others, it is recommended to go through all stages.

Stage 1. Analytics. Every program begins with an idea. You tell us what tasks the future service should solve, and we start collecting analysis. In-depth market research, analysis of existing solutions, study of competitor and customer behavior patterns...

At every stage of the analysis, we keep the end user in mind and consider the customer lifecycle. This helps people understand how to use the new app together and makes it as convenient, understandable, and useful as possible. This service will also benefit your business [3].

Stage 2. Technical assignment. We are preparing a detailed description of the functionality and design of the future program. We identify user characteristics, describe user stories (User Stories), create a user journey map (Customer Journey Map), and formulate technical requirements for the service.

Requirements for the technical assignment. Each development program has its own approach to compiling this document. For a project to be successful, it must reflect the following:

- General information: purpose of the service;
- platform compatibility: will it be an app for iOS, Android, or other platforms;
- Scalability: can the application quickly adapt to sudden changes and peak loads, such as an increase in the number of users or the volume of data transfer;
- Fault tolerance: should the program continue to function if one or more of its components fail?

Functional requirements for the application:

- user roles: what levels of access different users should have, for example, guest and authorized user;
- data formats: how data exchange is implemented in the application;
- integration: the application should work together with other services, such as payment systems and mail servers;
- input interfaces: what information the application exchanges with external services;
- additional functions: can the application do anything else, such as working with files or encryption libraries;
- configuration and management: with what elements does the administrator manage the application;
- system structure: what the mobile application consists of, i.e. screens, push notifications, authentication system, etc.

Non-functional requirements for the application:

- security: program security requirements;
- logging: whether the system should create and store error reports that occur during the operation of the program, and for what types of events;
- performance: requirements for the program to run, such as database speed;
- Requirements for server equipment: list of technical specifications.

Implementing the application functionality:

- loading screen;
- registration and licensing;
- main screen; menu;
- Search;
- …
- Notifications [4].

Design, analysis and technical assignment

Unlike many steps in creating a mobile app, we strongly recommend not skimping on them. On the contrary, you will save in the future by investing in them now. If you haven't yet determined who your potential users are, how the project will be implemented, how much it will cost, and whether you have any competitors, you need a research phase.

The essence of the process is to gather your requirements for the project and translate them into a language that can be used for development . Here's what to look for:

- Who is the target audience of the project, what needs does the project need to meet, what user groups will the product have, why will these people use the service, and what relationship will they have with it?
- What are the goals of the project, what are the users and why do you need a mobile application?
- what can be done with it, what its main functions are, what the screens should be like;
- How should the project be implemented, what technologies, platforms, services, etc. should be used, and how long does it cost to develop such a project?
- What products should the project compete with, what good solutions exist in this area, and what can be improved in them?

The information obtained during the analysis and design process forms the basis of the technical brief.

It describes which platforms the application will run on, which operating system versions it will support, which hardware components of the device it is expected to work with, and what integrations with third-party services and systems it is expected to have. You can order a technical assignment in one studio and move on to another with confidence that your assignment will be understood and evaluated correctly without any problems.

These analyses show that to be successful in creating mobile applications, it is important for developers to continuously learn new technologies and gain practical experience.

Mobile app development is one of the fastest growing and most in-demand industries today. UI and UX design – the application must be user-friendly, visually appealing, and have an intuitive interface. It is recommended to follow Google's Material Design and Apple's Human Interface Guidelines. Testing and Security – To ensure the stability and security of the application, automated and manual testing methods should be used, as well as data encryption. Optimization – The speed and resource consumption of an application directly affect the user experience, so necessary measures should be taken to increase efficiency.

To make the mobile application development process more efficient, it is necessary to establish continuous training programs for developers, organize online courses and webinars, regularly study and apply scientific articles and technical documents in practice, pay special attention to UI/UX design to learn new technologies and programming languages, and ensure that the interface design of applications meets user needs. Proposals are being put forward to conduct tests and incorporate user feedback, support minimalist design approaches, present a simple and understandable interface to users, test applications and strengthen security, introduce testing stages in the development process of each software product, strengthen quality control and increase security measures, and introduce encryption and authentication methods.

These recommendations will help make the mobile app development process more efficient and successful. To create competitive and user-friendly mobile apps, developers need to constantly learn and gain experience.

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