

# A DAY IN THE LIFE OF...

## AN APP DEVELOPER



### What is app development?

Application development is the process of creating an app to run on various mobile platforms, such as tablets and smartphones.

As a junior app developer, you will work on improving your programming skills, and on creating code that makes the magic happen. The great thing is that there are amazing resources online to teach you how to code from the ground up!

You will typically take your app through the whole development process: ensuring the app requirements are understood and confirmed, developing the app features one by one and testing each feature as you develop it to ensure that it works well.

As a junior app developer, your entry level salary is likely to start around £20,000 a year, and rise to £34 - 40,000 after 3-5 years in the job. These figures vary depending on your location and industry.

### What are some of the key skills that you'd develop in this job?



#### Problem Solving

You might find that some things don't work out at first try, but you'll stick with them to find a solution.



#### Time Management

You will learn how to prioritise and organise your own workload.



#### Coding/ Programming

You will grow an understanding of the major app programming languages.



#### Communication

Communicating effectively with your users and clients is key to ensure you're creating the right solution.



#### Forward thinking

In coding, one line builds on the other - that's why it's important to think and plan ahead.

### What are the tools of the trade?



#### Code editors

Code editors are the programmes that you use to write the code that will be the foundation of your app.

Many are available online for free.



#### Code version management

As several people are working on an app at the same time, you need to see who has made which changes.

You can also keep track of different versions and access previous ones.



#### Programming languages

These are both a skill and the most important tool for an app developer.

Start with learning Objective-C as well as Swift for Apple apps, and Java as well as the Android SDK for Android apps.



#### Testing software

After you have written your code, you need to test it to ensure it works well.

There are different kinds of tests that your code will undergo, and testing software can help you with that.

## A typical day

### 9am

Your day begins with a stand-up with the rest of the team. 'Stand-ups' are very quick team meetings - so quick that you often literally stay standing up! Everybody talks about their progress, goals for today & blockers or support they need. It's an important meeting because it defines the team's agenda for the day.

Many developers organise their work in small chunks or "sprints" that can be between 1-4 weeks long. You're dividing up the big goal - developing an app - into many small pieces that you address individually in each of these sprints.



### 9:30am

Your morning is focused on completing the last app feature from your to-do list for this sprint: You are finishing a sliding reel for the start page of your app that will show different pictures that link to other parts of the app.

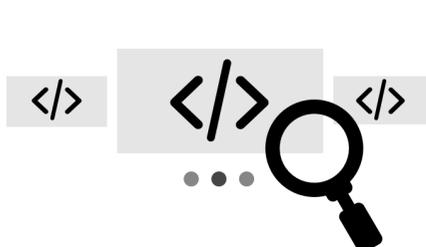
You use your code editor to create the code. Once you're happy with it, you commit it into your code version management tool and let your colleague in the team know so that they can review and approve the code.



### 11:30am

You meet your colleagues to run through the code you've developed, speak through the principles you have used and ensure that everything is correct.

While you're still learning and improving your coding skills, this feedback is great for you to learn, which will help you to progress faster.

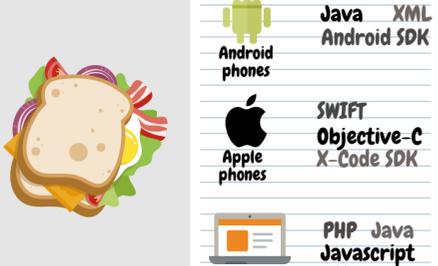


### 12:30pm

It's lunchtime! You might be scanning some news pages to learn about the latest trends. App development is a fast-paced field.

You will probably first specialise in Android, iOS or Web development and learn the relevant programming languages.

Once you've mastered one of them, the others will be a lot easier as many of the principles are similar. Have a look at the notes on the left to see which languages are relevant for which field.



### 1:30pm

It's important that all code goes through internal reviews that all code goes through internal reviews that all code goes through internal reviews. This afternoon, you're spending an hour reviewing the code of a colleague to see if you can spot any errors or inefficiencies.

It is also a great opportunity to see and learn from your colleague's work.

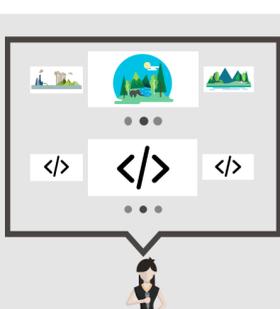


### 2:30pm

At the end of each sprint, you meet with your team to show and discuss what everybody created - and today happens to be the end of such a sprint.

You have 10 minutes to present your sliding reel, as well as any other items you have developed - then all your colleagues do the same.

After you've reviewed the overall progress, you also reflect on general things that didn't go so well and how they could work better next time.

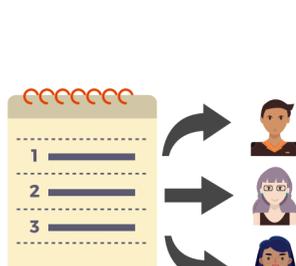


### 4pm

At the end of each sprint, it's also time to plan the next one.

You have a look at your records to see which parts of the app you need to create next as a team.

Together, you decide who will take on which parts, and define what "good" looks like for each of them.



### 5:30pm

It's been a very productive day! Before you go home, you meet with some other developers to go for a catch-up, discuss latest technologies and developments, and to share things you've learned.

There is always a lot going on, but you don't have to learn it all by yourself. The great thing is that the coding community is very active, and there's always somebody online or offline to help when you're stuck.



### Don't get put off by the jargon!

#### App

An app (short for application) is a software program that is designed to perform a specific function above or on top of what is built in on a device. Different apps include web apps (for desktops/laptops) and mobile apps (which can be downloaded onto a mobile device). These enable a user to perform additional tasks on their smartphone or computer.

#### Coding

Coding (also called programming) is the process of writing the source code that actually enables a program or application to function. There are many different coding/programming languages such as Java, C and Python. Browsers, operating systems, apps and websites are all created through coding.

#### Mobility

Mobility refers to the many technologies that allow us to remain in constant contact with each other and the wider world regardless of where we are. These mobile technologies include smart phones, tablets and apps

#### Operating System

A mobile operating system (OS) is the underlying software that enables all applications and features to run on the device. The operating system coordinates all of the communications, apps and settings on the device to make sure the device runs smoothly. For example, iOS is the operating an Apple device uses, and Android is the operating system used with Android compatible phones.