S. Dubrovski
(*F. Skaryna GSU, Gomel*)

DESIGNING OF A MOBILE CLIENT
FOR A DISTRIBUTED NETWORK

В работе рассмотрены вопросы проектирования мобильного клиента для распределенной сети.

Nowadays, the way of gaining access to a certain product or service has changed a lot, even over several years. Today it is impossible to conduct a business focused on the distribution of goods or the provision of services without using modern approaches to sales and consumption. Currently, retail stores, manufacturers of goods and services are experiencing serious problems with the expansion of their sales network and consumers inflow. This happens due to several factors. The most significant is the transition from consumption directly when the consumer physically appears in the store to consumption when a product or service is purchased remotely, with the opportunity to get acquainted with the assortment without looking up from the handy gadget and without leaving home. This pattern of consumption has gained particular relevance due to recent restrictions on movement due to the epidemiological situation. In addition to this, people gained an understanding of the convenience of remote shopping and delivery at the time and place they need without having to move around the city on their own in search of the necessary product or service. In this regard, the business is forced to rebuild to the modern realities of the market and develop its own distribution network of goods or acquire such an opportunity on existing platforms.

There is a sufficient number of software products that give the opportunity of orders processing, product distribution and consumer notification in the process of some goods delivery. Some of them are very overloaded and cannot be clear for an end consumer for each type of product. The main goal of this project was to create a better application, excluding an extra functionality overload.

This application is easy-to-use and provides a wide functional range. It does not require the installation of additional catalogues or market apps. Interfaces are created to give the end user a better perception and interaction. All this provides a good impression after interacting with the application and speeds up operations processing. It also gives a better chance that the consumer will come back to make purchases again.

In accordance with the functionality of our application, there are two types of scenarios for its use. These scenarios differ in the type of end-user. In the first case, the user is a consumer who can order some product. In the second case, the user is an administrator, who can operate with products, as well as regulate the users workflow.

The basic workflow can be divided into several parts. First a consumer can login or register in the system. After that, a consumer has the ability to check some available products. If a customer will find any needed product then the order can be created.