

DEVELOPING ONTEGO SDK UI LIBRARY

By

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STATEMENT BY THE AUTHOR

I hereby declare that this submission is my own work and to the best of my knowledge, it contains no material previously published or written by another person, nor material which to a substantial extent has been accepted for the award of any other degree or diploma at any educational institution, except where due acknowledgement is made in the thesis.

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ABSTRACT

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The rise of ERP system usage in companies has led the Information Technology industries to create products implementing the ERP with customizations according to the client. The product created includes a client app, which requires components which can be used multiple times on the app, hence the need for a library of templates. Although in the past, Commsult developers used an application made out of Eclipse extension, the process is time-consuming and inefficient. As such, the Ontego SDK was created to replace the outdated Ontego Designer. Ontego SDK is a library package with standardized components, such as; UI components, packages, and common features. The goal of Ontego SDK is to create applications using these components to decrease code lines, use atomic principle on the components, maintain a standard design, and ease customization. The resulting product is a Flutter private package with UI components, packages, and common features where developers can import to create cross-platform applications with applications rendering and hot reload feature. This research greatly increases the effectiveness and efficiency of cross-platform application development.

Keywords: Flutter, Dart, SDK, UI Library, Private Package.



DEDICATION

I dedicate this work for the future of Commsult, and the possibilities it has to achieve.



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