# APPLICATION UNICASH

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**Abstract**

The present work is one of the results of the UniCash mobile application development. The application aims to earn rewards for tasks and modules completed in the Virtual Learning Environment. The Software Engineering course offered by Universidade Evangélica de Goiás, proposed, through the integrative discipline Programming for Mobile Devices, a study on the construction of a mobile application, named "UniCa\$sh", whose main objective is to stimulate students regarding their academic tasks, such as the delivery of work and activities in the virtual learning environment, the application will reward the student who fulfills their duties through points that can be used to obtain discounts on products or services from some commercial pointswithin the university. Among the most diverse features of UniCa\$h, one of them is the so-called"Points Transfer" which, as the name itself says, would be a way for the student to be able to send his conquered points to another person, similar to PIX, the new system of Brazilian payments launched by BACEN in October 2020. The methodology was designed to encourage and encourage students to solve the activities proposed during their academic journey. For the present project described and for the development of the mobile application, the Python language was used for development. The language used was selected because it is extremely volatile and high-level, the language workswith big data and proved to be effective. During the process of surveying and developing the application, groups were assigned to work on prototyping, front-end and back-end development.In the back-end we used python and in the front-end the react native framework. Regarding thecontents taught in the last periods of the course, the group was able to develop an entirely clean, easy and safe mobile application. After several meetings, we were able to complete the parts broken down within the group and compact them into a single project. The developed application makes the connection with the Virtual Learning Environment - Moodle, in order to search for relevant data to categorize and consult the student's points. After an activity carried out, within the Virtual Learning Environment, the platform will issue a kind of coupon to be exchanged at the cafeteria, whether snacks or coffees. The interest of the student public was high, thus generating a high level of acceptance to the university public. It is expected that with the UniCa\$happlication development project, it will bring an incentive tothe university public to carry out activities that are proposed to them during the academic journey. Thus bringing a higher approval rate and generating results that can and will be aggregated for the university itself.

**Keywords:** Mobile; Punctuation; University.

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