

1. **Starting with a clear idea about how the UI should look:**  
we have difficulties at the beginning of to project , in making a clear and functional UI for our app, but once that one of our group members made a complete UI design for all of the app screens , it was way easier to work on the project on parallel method.  
So we think it highly important to invest in the start of the project in making a good UI design(even as simple images) so you can implement it in a more efficient way.
2. **Supporting multiply screens:**  
We noticed it is not an easy task, because of the different screen sizes and resolutions,our conclusion of this that it is best to use a minimum amount of constant sizes , and if you have to, then use the “dip” or “dp” types for that.
3. **Its OK to start all over once...:**  
After we have made some significant work on the project, we felt that our code base was not clear and documented enough, and also we felt that we can make it better and more elegant, so we decided to start all over.  
Looking back it was a good decision(although not so easy at that point) , the code base was much better from that point, and we made an effort to keep clear and readable so each one of us can work on it efficiently .
4. **If you can do it on the server, don't do it on the client:**  
We spent a lot of time on the registration process because we try to create the user on the client side. This was wrong and soon as we fix it the application run significantly faster.