AUD

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EECE 457: Mobile Applications
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Dr. Hicham Elzabadani

**Final Project: My Bucket List
Report**

Kailash Soni
1508027853

Introduction

The aim of this project is to develop a simple Bucket List application. In this application, users will be able to open this app and add items to their bucket list of things that they want to do before and after graduation. Each item will have a bucket list item name, description, location (latitude and longitude using google maps), date, and a way to record whether it has been completed or not. The app will be made up of four activity screens – a login screen, a list of item screen, a add new item screen, and an item information screen where you can edit your information.

Special Information to Run the Application

➢ Before starting the application, please go to the google play store and update google play services. This will allow you to run google maps in the application, after it is updated.

➢ Once you start the application, you will receive a pop up to allow application to access the device location. Please allow it to do so, as you will be able to use google maps for the longitude and the latitude. So you will need to have an WIFI connection or you can also use data on your phone.

➢ When you are on the login page, please enter the following details to run the app with the pre-populated list:

   ○ **User name:** *user@hotmail.com*
   ○ **Password:** *user123456*

Basic Instructions on Usage

1) Please enter the following email and password in the fields (see special information) in the login page (for the pre-populated list) and click Login.

2) Otherwise, please sign up with your account by filling in the fields provided to you. Please fill all the fields, and then click signup.

3) Once you have logged in (to the pre-populated list), you will be see the bucket list items.

4) The bucket list is arranged in order from soonest due date to latest.

5) There should also be a floating action button in the lower right corner with an icon that will allow you to add new item.

6) The Add New Item activity has all appropriate fields, that include item name, description, date, and the location.

7) For the add item activity, click on the appropriate box that you would like to fill. Choose the Date, for when you want to complete the bucket list item.

8) For the google maps in the add item activity and edit item activity, click on 'Location', to open up Google Maps.

9) In Google Maps, you can choose to zoom out or zoom in from the pre-loaded map (The maps opens in Deira, Dubai). Once you have selected your location, tap and hold on the location that you would like to drop the pin. The latitude and the longitude will now be updated. Next click, submit to save in in the bucket list.

10) If you tap on the checkbox next to an item on the list, you will be able to see if it is done or not. If it is checked it is done, if it is not checked it is not done.

11) If it is on done status, it registers the item as complete and it moves to the bottom of the list, where it is still sorted according to the date.

12) If you tap on the name of any item it will open the Edit Item activity. The Edit Item activity is pre-populated with all appropriate data. Also any changes you make here will be changed on the list.

13) There are also back arrows in the upper left corner that allow you to go back to the main list page for both the Add New Item activity and Edit Item activity.

14) In the main bucket list page, click on the dashboard icon on the top left hand corner, to logout from the app if you wish to do so.

Lessons Learned

The most important lessons I learned from this project was the understanding I gained of how to create a simple Android application that can be launched on the Google Play Store. From this project, I was able to create simple login and sign up pages for any user for the application. I even learned of how to build a bucket list, which would sort itself whether it was checked or not and according to the due date, if it was sooner or later. I learned how to also create pages for the list which would update accordingly to the information entered into the application. For this application, I was even able to make a google maps page which would allow the user to drop the pin for the bucket list item, which was challenging, but then learned throughout the development. I also learned about making toolbars and dashboards for the application, as it is easy for the navigation of the application to implement.

I was able to tackle the project, by grasping knowledge learned in the classroom by doing different examples based on the PowerPoint presentations and by looking at tutorials online. The internet is a key resource to figure out how to do anything new, as it helped me whenever I got stuck or didn't know how to implement something in my bucket list application. So much of doing app development is about finding the correct syntax to implement the desired functionality for the application. I learnt from Android programming it is important to comment the code properly and to define the variables accordingly as it will keep the code organized and will allow me to navigate through the code and implement any functions that I need to for the application. This also helped to search for bugs when the app kept crashing or did not implement the desired functionality that it was supposed to do.