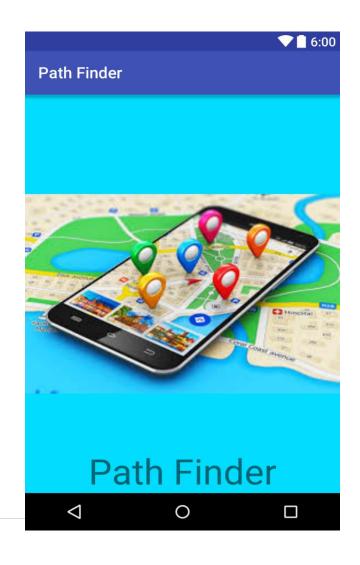
## DEPARTMENT OF PHYSICS, UNIVERSITY OF COLOMBO 2016

# PH 3037 – MOBILE APPLICATION DEVELOPMENT FINAL PROJECT REPORT

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#### **INTRODUCTION**

In our day today life sometimes we want to travel for the places we have never gone. That could be a difficult task for us. But, if we can know the path before we start our journey that would be a good advantage for us. That will save our time, money and we could reach there without any difficulty. "THE PATH FINDER" app is designed to reach those difficulties.

#### **METHODOLOGY**

First a new project was started with a "Google Maps Activity". To launch the map, it was essential to take a google maps API key. Then when we add the API key to the code default it load the location of Sydney as follows.



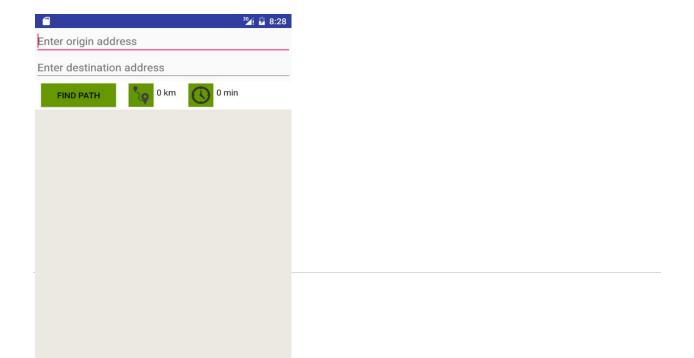
Here I have changed that to the University of Colombo using the following part of the code.

Then GPS was enabled to get the current location.

```
return;
}
mMap.setMyLocationEnabled(true);
}
```

Json passer was used to get the locations according to the data. Also PolyLineOptions was added to draw the path.

Finally with the addition of these features and others, when we enter the starting and destination location it gives the drawn path, time duration and the distance.



#### **DISCUSSION**

When making this app many difficulties were occurred. At this level of the app it can be used to find the path between two places a, the distance and how much time will be consumed to reach that place will be displayed. Furthermore, some additional features can add for this app and they can have developed in the future.

#### **ACKNOWLEDGEMENTS**

First of all, I would like to express my deepest appreciation to Sir Prabord Weerasingha and Sir Rasika Mnjujeewa for guiding us to do the right thing always.

Also I thank my lab partners who did a well job to succeed the practical.

#### **REFERENCES**

ANDROID DEVELOPERS SITE
GOOGLE DEVELOPERS SITE