



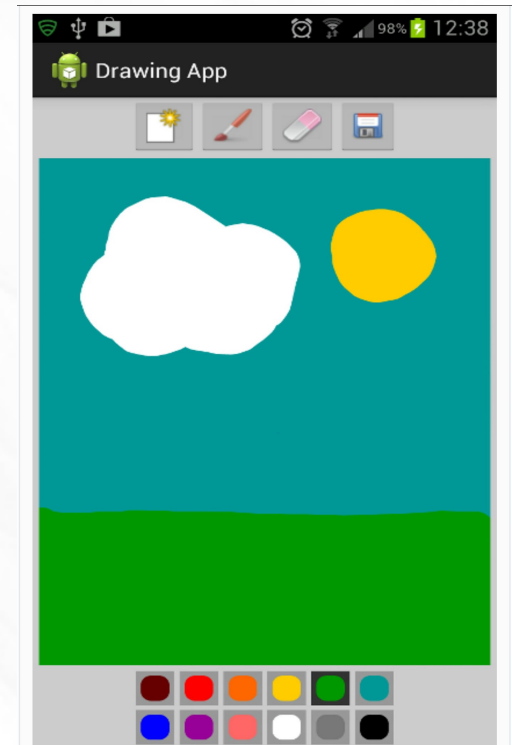
JJDraw

An Android Drawing App
MIT License

Presented by: Dany Madden
8/10/2016

The Basic

- JJDraw (My kids' first initial: **J**ett, **J**asmine.)
- Based on Sue Smith's Drawing App Tutorial
- Copyright (c) 2016 Dany Madden.
- MIT License
- Source code on GitHub
- Email: dany4madden@gmail.com
- Contribution: send a patch or create a pull request



Motivation

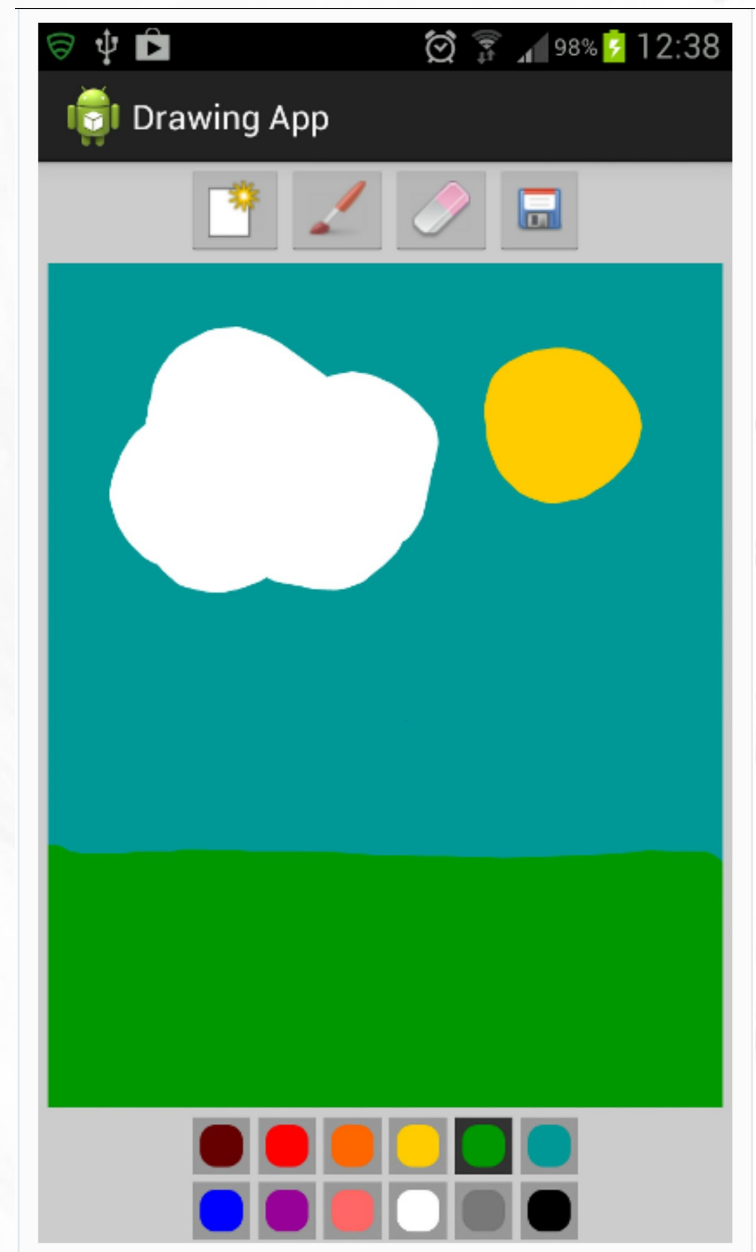
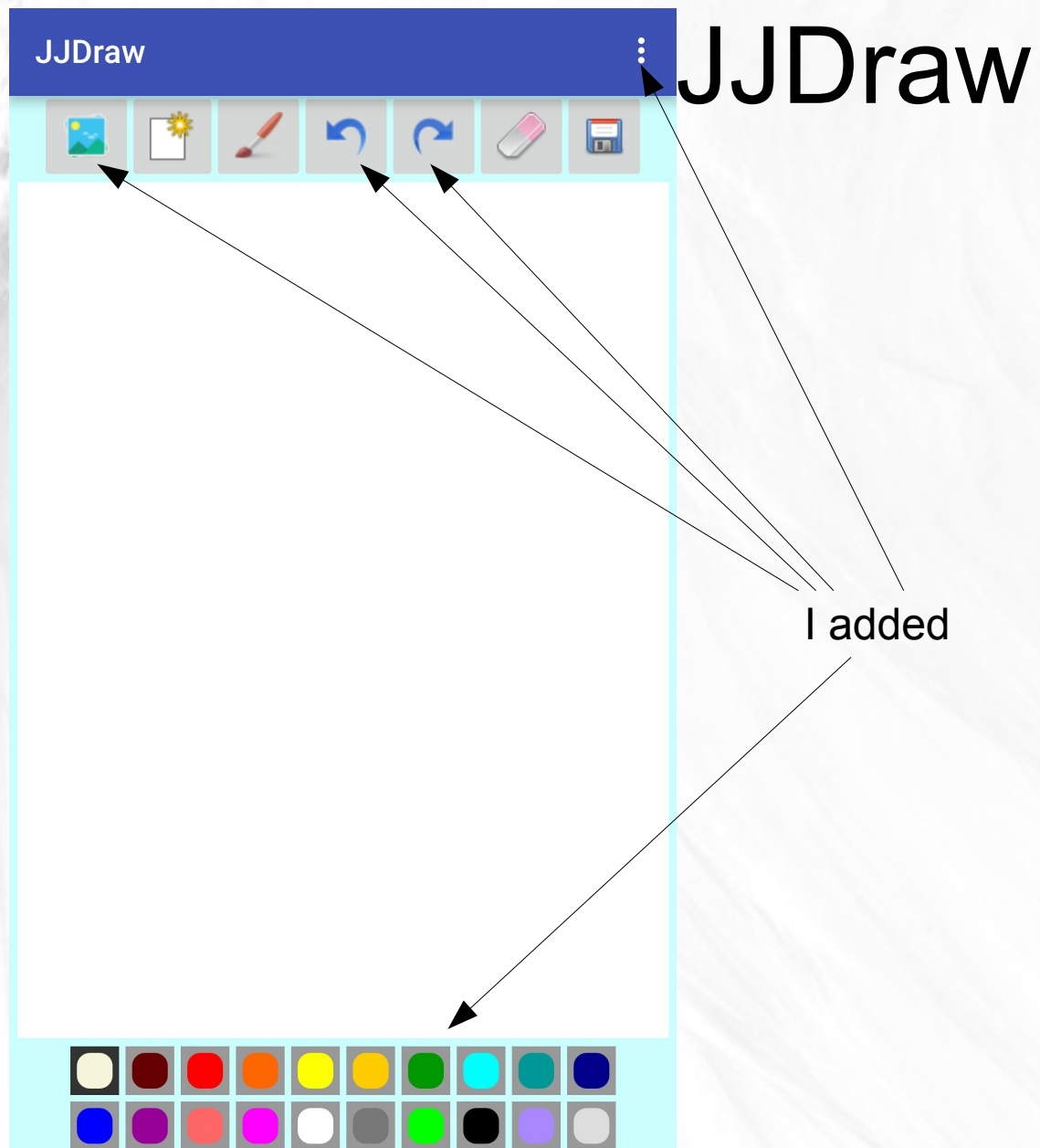
1. Gomoku Android App

- No permission from one person

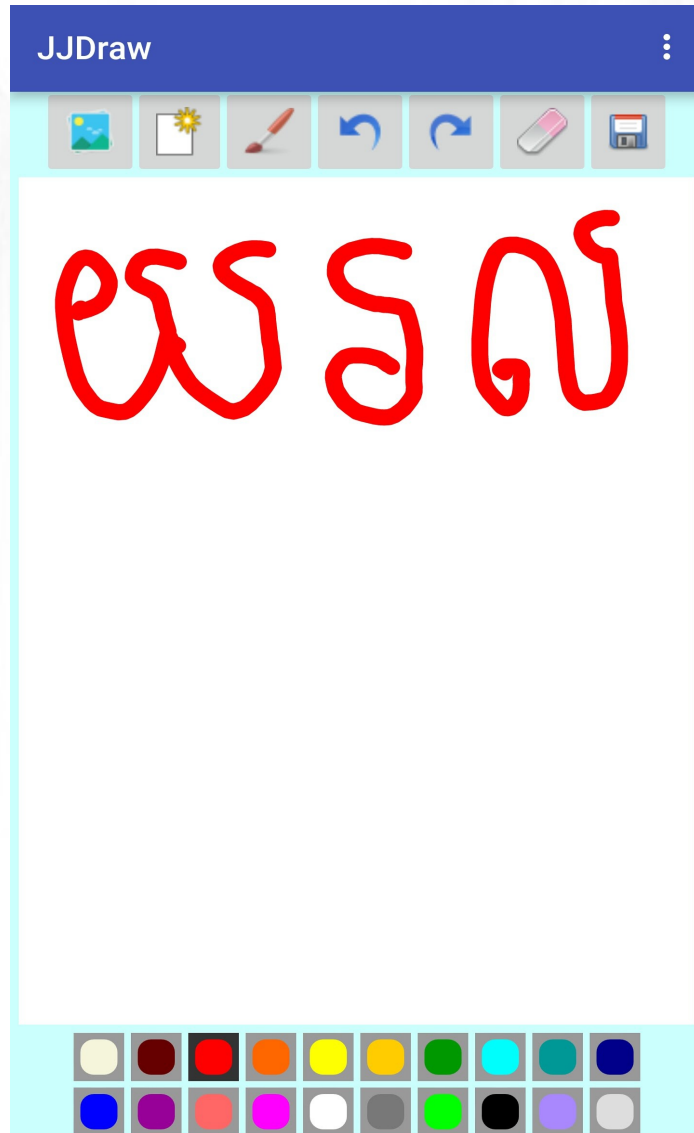
2. Still an Android App...

- A drawing app for my kids.
- Existing apps
 - KidsDoodle has too many features.
 - Randomizing colors... not cool!
- Want a simpler app.

3. Learn more Java.

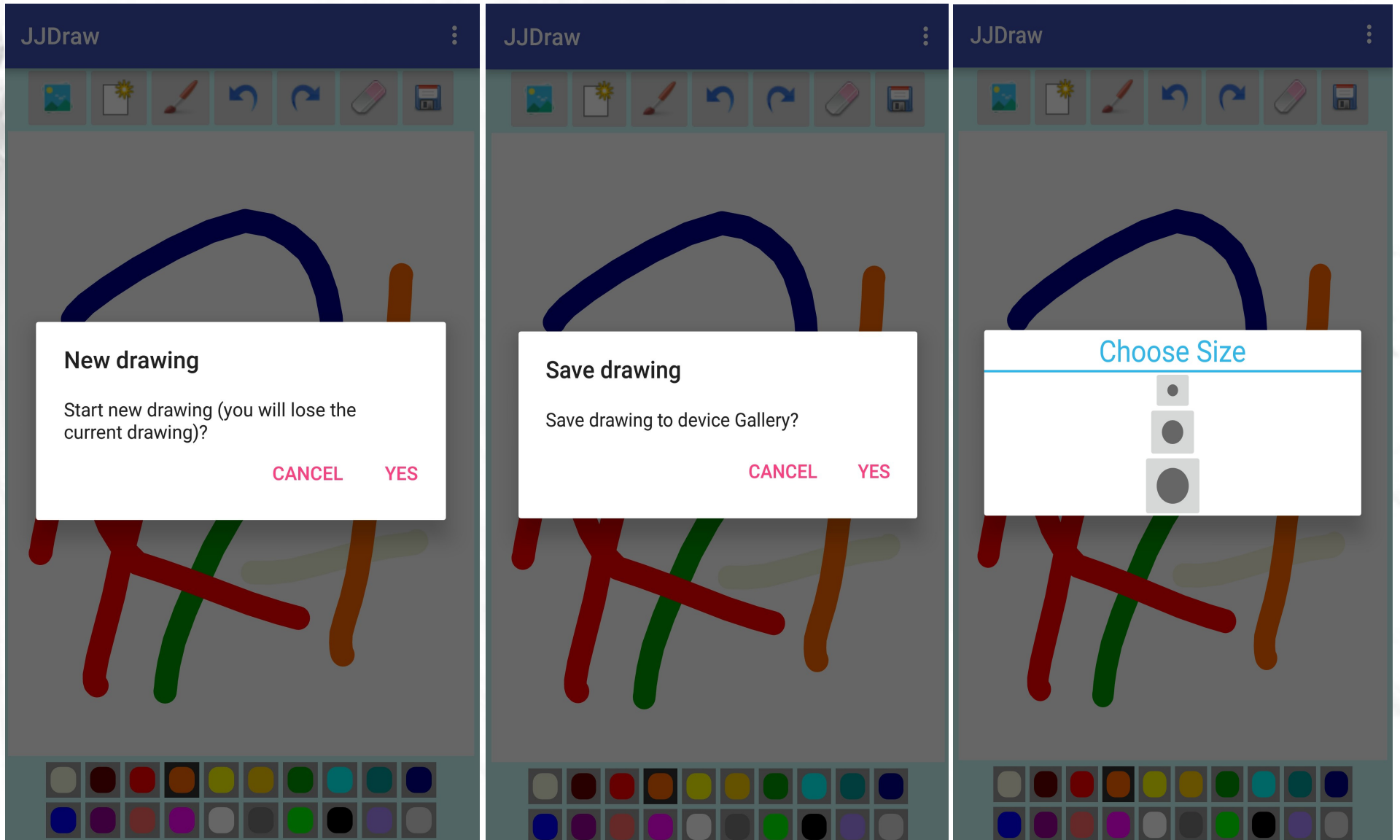


JJDraw



- Loaded an existing drawing

JJDraw



JJDraw



Release 1.0

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Released under the MIT License.

Framework based on Sue Smith's [Tutorial](#).

Sourcecode available on [GitHub](#).

Challenges

- Following the tutorial
 - Different API, many build errors!
 - Eclipse based, not Android Studio
- Saving image requires explicit permission from device
- Ended up creating a Stroke class for undo/redo, then all bugs disappeared!
 - Java class isn't that bad...
- Maybe a performance issue with redrawing the canvas on redo???

Future works

- Move the color pallets off the main view
- Allow finer grain brush sizes
- Make the dialog box consistent
- Fix erase to not erase the (none-white) background
- Fix bug when: draw, draw, erase, undo

Questions