

Lappeenranta teknillinen yliopisto
School of Business and Management

Software Development Skills: Mobile 23-24

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LEARNING DIARY, Software Development Skills: Mobile 23-24 MODULE

LEARNING DIARY

11.01.2024

Analyzing course idea and what I going to do, main concepts and else.

Luckily, I already had installed AndroidStudio on my PC.

12.01.2024 – 19.01.2024

I watched all 3 videos which was mentioned on Moodle Page and didn't find something new for me.

Unfortunately, I already have enough experience in Java apps from Object-Oriented Programming. Main ideas about xml I also receive from such course as Introduction to the Web Programming.

New information for me was only how to connect my java applications with xml and how actually developer can modify xml data using java.

In this period of time, I did same applications as was showed in first two videos.

20.01.2024

Public my first app on GitHub named "AppOne" from video one.

21.01.2024

Public my second app on GitHub named "AppTwo" from video two.

10.02.2024

I watched third video again from the course and decided to start my project instead of just copy code from videos.

13.02.2024

I start thinking about idea of the my final project.

Project must have components functionality, multiple views and listView.

I surfed the internet and found very interesting list of video on YouTube about food recipes app.

(link to first video of the serial:

<https://www.youtube.com/watch?v=6-891CSz6v0&list=PLVE5czp3KIIzdCIIHLYrPt7zEH1BZ4qNi>

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15.02.2024-17.02.2024

After watching the video again and a couple of attempts to transfer the idea to the course requirements I came to conclusion, that project is unreasonably complicated and exceed the course requirements in complexity.

24.02.2024

I decided to focus on a project dedicated to a smart home, namely the creation of a simple application for working with a refrigerator.

The application should have a list of products in the refrigerator, the ability to add and remove products. The user should also be able to see those products whose expiration date has expired.

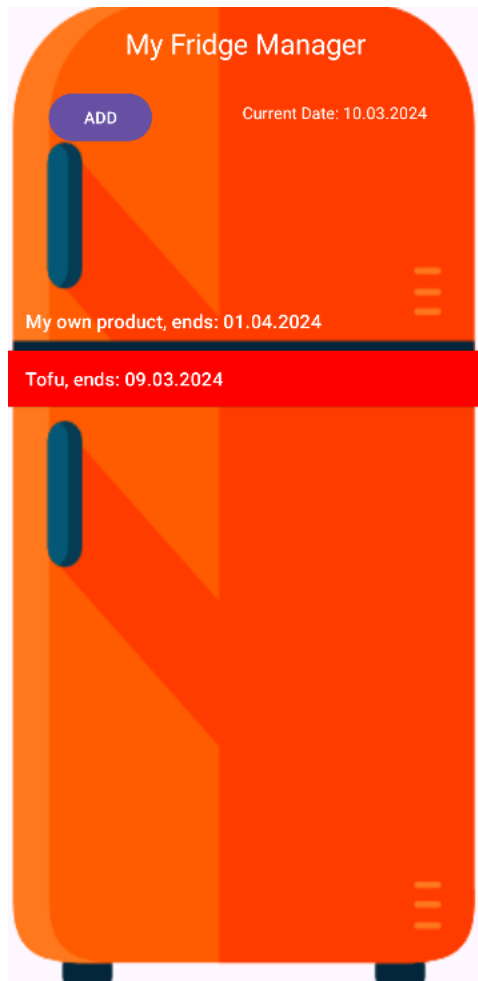
02.02.2024-10.03.2024

In these days I developed app according to requirements and fix it.

During development, I only strengthened my understanding of writing adapters in also event-bound functions, which in my opinion was the least understandable part of the course. Because there are situations when functions are "multilevel", that is, when an event triggers a function that has its own events with its own associated functions and so on, and it is quite difficult to figure this out.

It should also be noted that I encountered an error related to the display of images. Initially, I wanted to make the background image of the refrigerator static and change its position relative to the centers of width and height of the device. However, as soon as the image is placed in the center, the entire device disappears from the design menu in android studio. It is for this reason that the refrigerator image is now the global background for everything for the main page in the application. For this reason, if the user's device is not an obvious rectangle, then the image will be absurdly expanded and inappropriate.

The application meets the necessary requirements and has practical application.



The final app functionality contains adding and removing products, personal input of product data by the user, product layouts (eggs, bread, cheese, etc.) as well as products with expired shelf life are marked in red.

10.03.2024

Public my final project on GitHub named “MyFridgeApp”