Lappeenrannan teknillinen yliopisto

School of Business and Management

Sofware Development Skills

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LEARNING DIARY, Software Development Skills: Mobile 2020-21

**Learning Diary**

Week 1  
  
I checked the general information and understood the main focus of the course.

I chose Android Studio as my code editor, Firebase as database and GitHub as version control.

I have used GitHub for years, but only to make versions to ongoing projects. This was my first time to start from scratch. I wondered how difficult it was, my bad. Finally, I success to make my first commit.

Week 2

My skills as layout designer are not very good. I tried to find layouts from google. In many cases coding communities proposed that there are design programs like Figma and Framer. Both were new for me, so I had to learn these first. They are both quite similar, but I decided to use Figma.

Week 3

I decided to make GoodFriend application as training project. It contains two views. First is list of friends and next is editing view. Data is saved in Firebase and github is at <https://github.com/AriKoskenvirtaLUT/GoodFriends>

I also put “app-debug.apk” to github.

|  |  |
| --- | --- |
| Picture |  |

Info to use program:

1. Start to add new friend (push green icon)
2. Set friend name and phonenumber.
3. Choose profilepicture. If you decide to go without picture, it is ok. If you want to remove picture, push “Remove Picture” button
4. Save.
5. If phonenumber exists, you van call your friend by clicking “Call” button